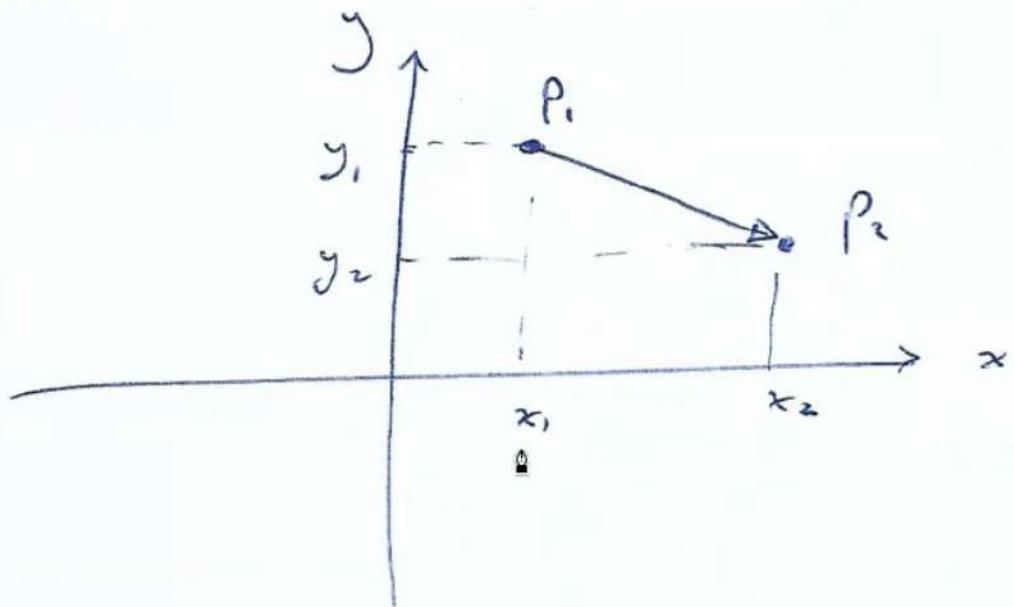


Ch.33 Computational Geometry

33.1 Consider two points in \mathbb{R}^2 :

$$P_1 = (x_1, y_1)$$

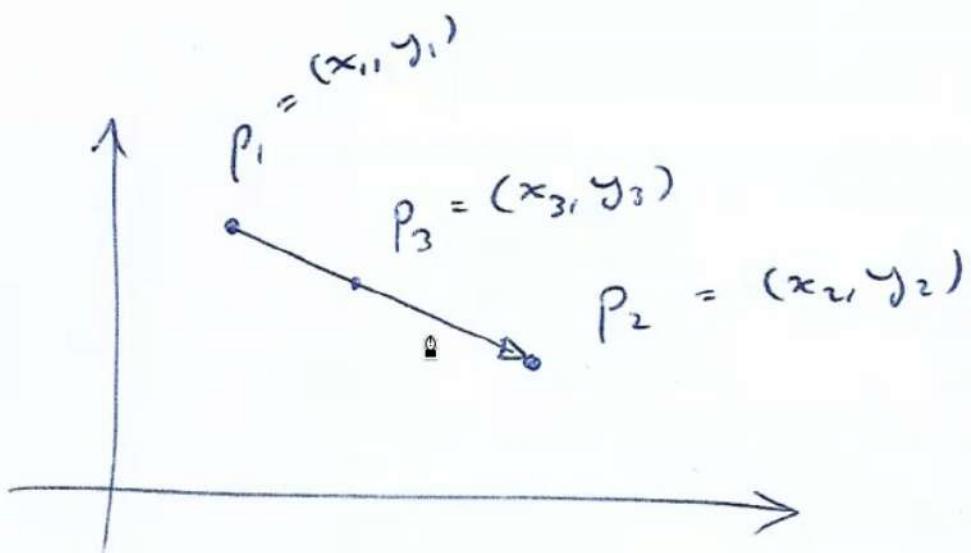
$$P_2 = (x_2, y_2)$$



The line segment $\overline{P_1P_2}$ consists of
all points on the line passing through

p_1 and p_2 .

Sometimes we say directed segment $\overrightarrow{P_1 P_2}$
if the direction matters.



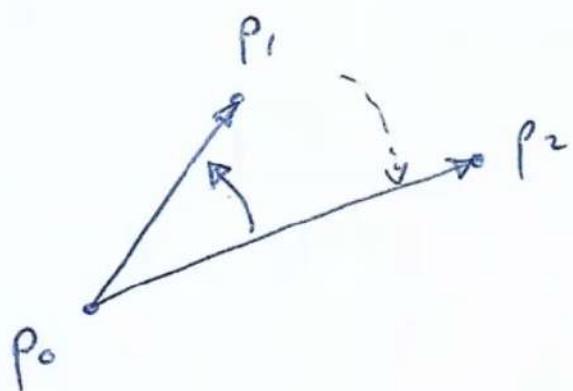
If P_3 is on the line segment $\overline{P_1 P_2}$

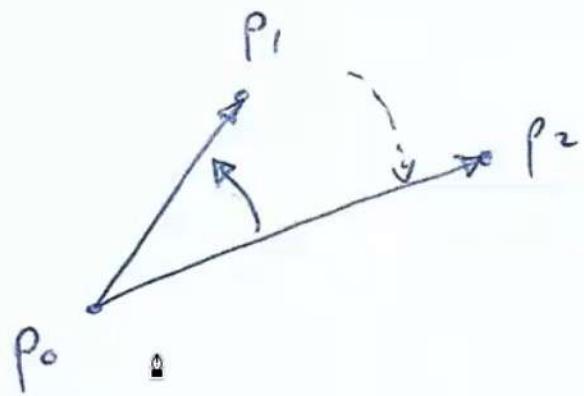
then $P_3 = \alpha P_1 + (1-\alpha) P_2$ for some $\alpha \in [0, 1]$.

$$\text{so } \begin{cases} x_3 = \alpha x_1 + (1-\alpha) x_2 \\ y_3 = \alpha y_1 + (1-\alpha) y_2 \end{cases}$$

Questions :

- Given $\vec{p_0 p_1}$ and $\vec{p_0 p_2}$, is $\vec{p_0 p_1}$ clockwise from $\vec{p_0 p_2}$ or counterclockwise?

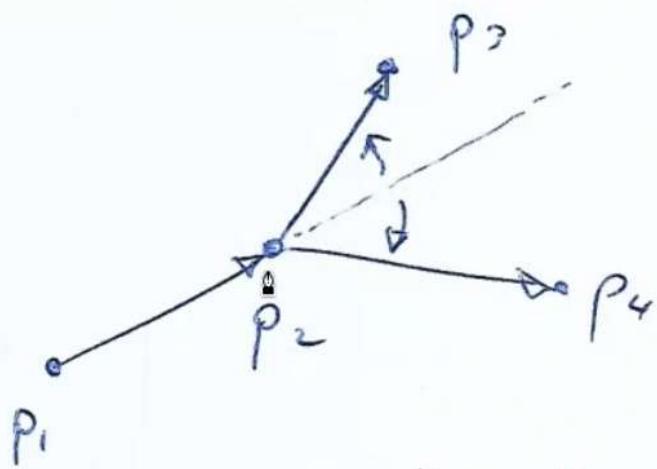




$\vec{P_0P_1}$ is counterclockwise from $\vec{P_0P_2}$

& $\vec{P_0P_2}$ is clockwise from $\vec{P_0P_1}$

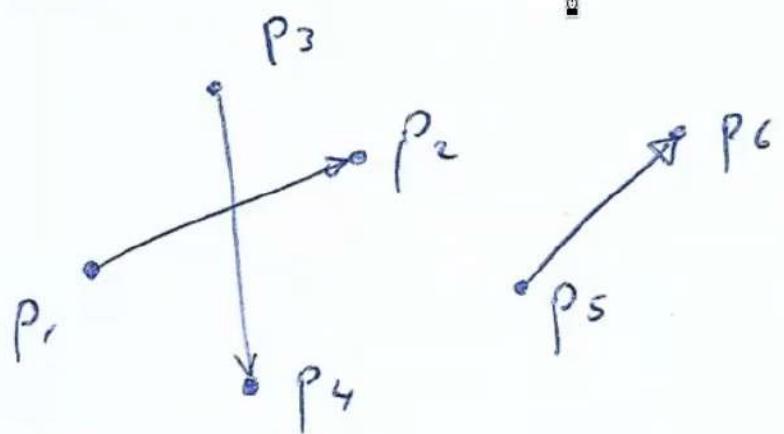
2. Given $\vec{p_0p_1}$ and $\vec{p_1p_2}$ do we turn left or right at p_1 ?



Traversing $\vec{p_1p_2}$ & $\vec{p_2p_3}$ we turn left

Traversing $\vec{p_1p_2}$ & $\vec{p_2p_4}$ we turn right

3. Do $\vec{p_1 p_2}$ and $\vec{p_3 p_4}$ intersect?



Doing this using a 'High-school' method
we find straight-line equations

through p_1 & p_2 and p_3 & p_4 , say

$$y = m_1 x + c_1$$

$$y = m_2 x + c_2 .$$

Solve for intersection : $m_1 x + c_1 = m_2 x + c_2$

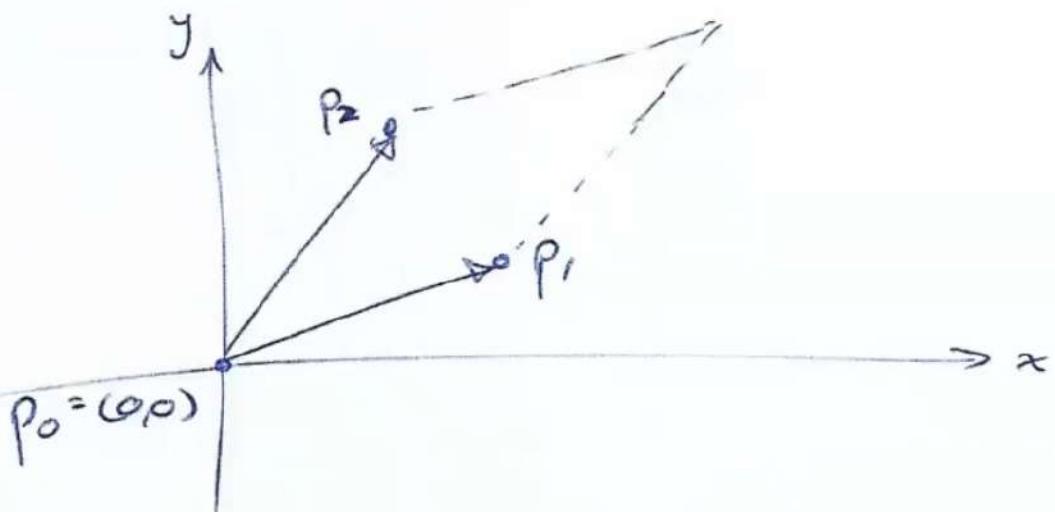
$$\Rightarrow x = \frac{c_2 - c_1}{m_1 - m_2} \quad (\text{if } m_1 \neq m_2)$$

$$\Rightarrow y = m_1 \left(\frac{c_2 - c_1}{m_1 - m_2} \right) + c_1$$

Then we check if the point of intersection
lies on the line segment $\vec{P_1 P_2}$
(or on $\vec{P_3 P_4}$).

Note that this method requires a
‘division’, which is computationally
expensive.

Cross Products



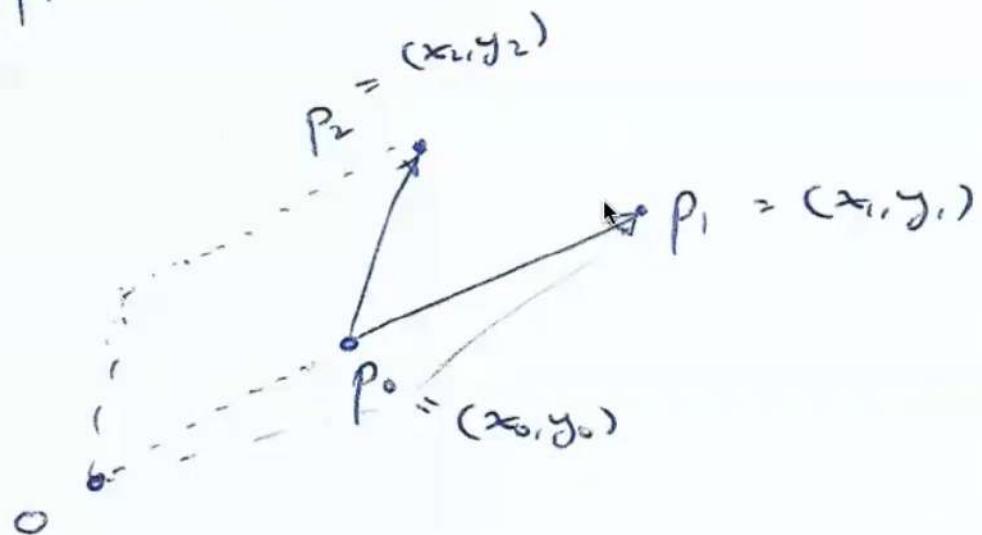
$$P_1 \times P_2 = x_1 y_2 - x_2 y_1 = \det \begin{pmatrix} x_1 & x_2 \\ y_1 & y_2 \end{pmatrix}$$

(gives (signed) area of parallelogram).

- If $p_1 \times p_2 > 0$ then $\overrightarrow{p_0 p_1}$ is clockwise from $\overrightarrow{p_0 p_2}$
- If $p_1 \times p_2 < 0$ then $\overrightarrow{p_0 p_1}$ is counter-clockwise from $\overrightarrow{p_0 p_2}$
- If $p_1 \times p_2 = 0$ then $\overrightarrow{p_0 p_1}$ and $\overrightarrow{p_0 p_2}$ are collinear

Going back to Question 1 :

Given $\vec{p_0 p_1}$ and $\vec{p_0 p_2}$ is $\vec{p_0 p_1}$ clockwise or counterclockwise from $\vec{p_0 p_2}$?



$$(p_1 - p_0) \times (p_2 - p_0)$$

$$= (x_1 - x_0)(y_2 - y_0) - (x_2 - x_0)(y_1 - y_0)$$

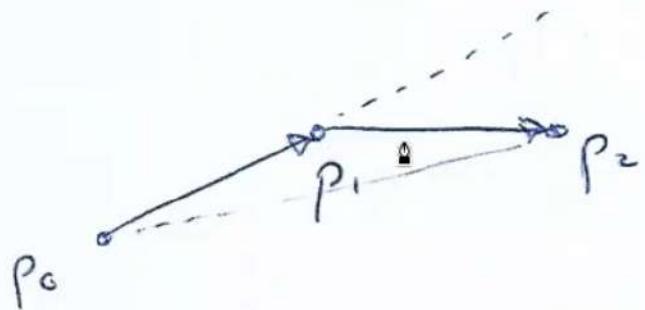
$$= (x_1 - x_0)(y_2 - y_0) - (x_2 - x_0)(y_1 - y_0)$$

- if $\lambda > 0$ then $\vec{P_1 P_2}$ clockwise from $\vec{P_0 P_2}$
- if $\lambda < 0$ then $\vec{P_1 P_2}$ counter-clockwise —
- if $\lambda = 0$ then collinear —

Note : Method uses $+, -, \cdot$ only —

Returning to Question 2 :

Given $\overrightarrow{p_0p_1}$ and $\overrightarrow{p_1p_2}$ do we turn left or right?

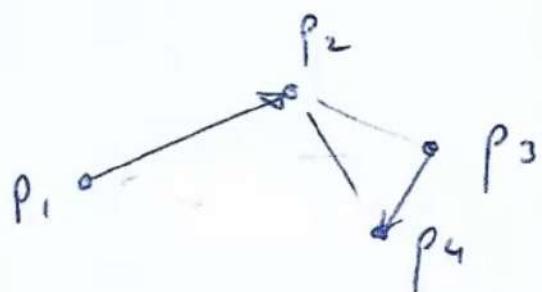


We ask: does $\overrightarrow{p_0p_2}$ lie clockwise or
counterclockwise from $\overrightarrow{p_0p_1}$ -

- then use Question 1's solution -

Returning to Question 3,

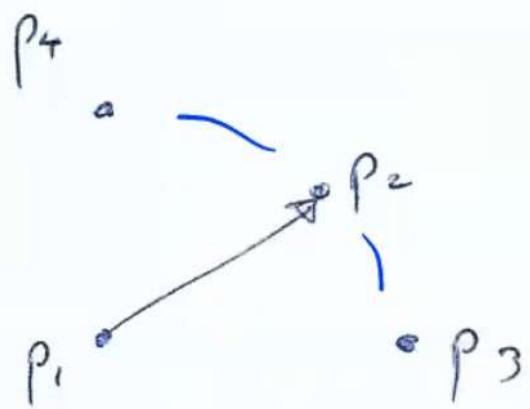
Do $\vec{p_1 p_2}$ and $\vec{p_3 p_4}$ intersect?



If $\vec{p_1 p_2}$ & $\vec{p_2 p_3}$ is clockwise } No Intersect.
& $\vec{p_1 p_2}$ & $\vec{p_2 p_4}$ is clockwise }

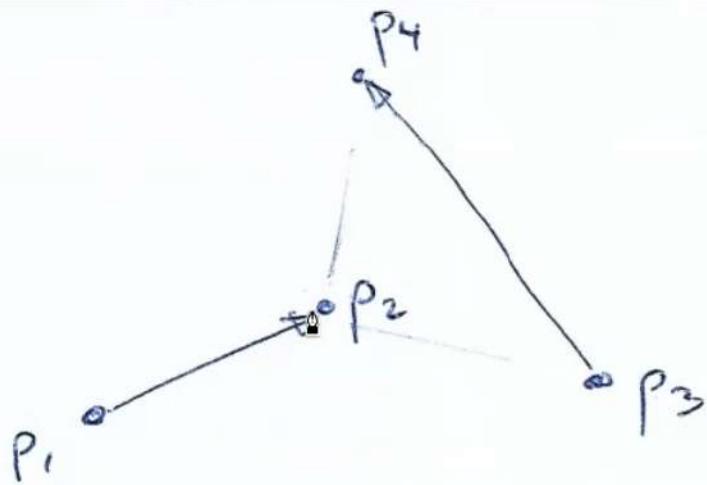
Similarly, if both are counterclockwise then

Similarly, if both are counterclockwise then
No intersection.



so one of the charges in direction
must be clockwise and the other
counterclockwise.

But:



So we do the same with $\overrightarrow{p_3 p_4}$ &
 $\overrightarrow{p_4 p_1}$ and $\overrightarrow{p_4 p_2}$.

In the above case both direction changes
are counterclockwise - ,

Again one of the changes in direction

$$\vec{P_3 P_4} \text{ & } \vec{P_4 P_1}$$

$$\text{and } \vec{P_3 P_4} \text{ & } \vec{P_4 P_2}$$

must be clockwise and the