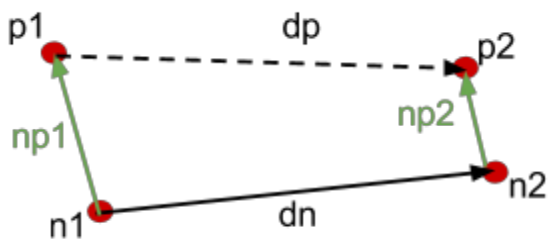
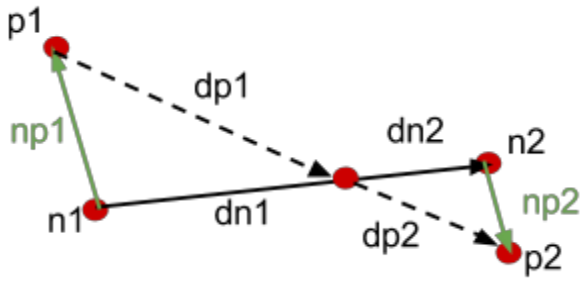
Computing distance from RootGraph (G) to RootAxialTree (T):

1. compute distance from all G nodes to all T segments
   - All nodes are projected on all segments,
   - For all T axes, for all nodes, find the segment where the node to its projection has minimum norm (i.e. min distance)
   - return (for all node and all axe), the distance, the segment id, and the node projection

2. Approximate area between G segment to T axe:
   - The area is approximated by the area of the quad constructed such that the G segment is one side, and its projection (obtained from (1) is the opposite side.
   - To compute this area, two cases needs to be treated:



normal case



crossed case

normal case:

Area = (|dn⊗np1|+|-dp⊗np2|)/2

note: there is a case where this is wrong (concave quad with concavity in n1)

crossed case:

Area = (|dn1⊗np1|+|dp2⊗np2|)/2