

those upper were draft during discussion I wrote on Ipad which corresponds to the point in polygon function and the seg distance function concept. Also at that time refer to the cheat sheet telling him sign(ab-ba) = sign(sin(degree))

the part of the whether segments intersect is an idea we found online, this applies to the function for both point in polygon and the using rapid rejection test. and also the idea two sin alpha should fulfil the requirement(same or different sign, could not remember right now) using all 4 point construct 4 groups of 3 vectors. the picture below are in mandarin.

跨立实验

矢量叉积

计算矢量叉积是与直线和线段相关算法的核心部分。

设矢量 $P = (x1, y1), \ Q = (x2, y2), \ 则矢量叉积定义为: P \times Q = x1*y2 - x2*y1, 其结果是一个矢量,与为 <math>P \ Q$ 向量所在平面的法定量。显然有性质 $P \times Q = -(Q \times P)$ 和 $P \times (-Q) = -(P \times Q)$ 。

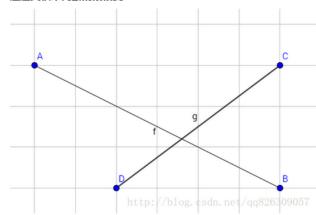
叉积的一个非常重要性质是可以通过它的符号判断两矢量相互之间的顺逆时针关系:

若 $P \times Q > 0$,则 P 在 Q 的顺时针方向。

若P×Q<0,则P在Q的逆时针方向。

若 $P \times Q = 0$,则 P = Q 共线,但可能同向也可能反向。

通过叉积来判断线段相交

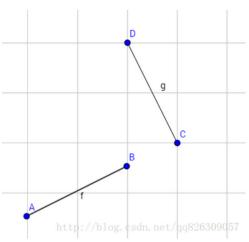


如果两线段相交那么就意味着它们互相跨立,即如上图点 A 和 B 分别在线段 CD 两侧,点 C 和 D 分别在线 AB 两侧。 判断 A 点与 B 点是否在线段 DC 的两侧,即向量 A-D 与向量 B-D 分别在向量 C-D 的两端,也就是其叉积是异号的,即。同时也要证明 C 点与 D 点在线段 AB 的两端,两个同时满足,则表示线段相交。

然后我们来看看临界情况,也就是上式恰好等于 0 的情况下:



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如上图所示,代码表示如下: