

The Minkowski sum (applied to 2d geometry)

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Formal definition

- **A** and **B** are two sets
- **A \oplus B** is the Minkowski sum of **A** and **B**

$$A \oplus B = \{a + b \mid a \in A, b \in B\}$$

What if A and B are 2D shapes ?

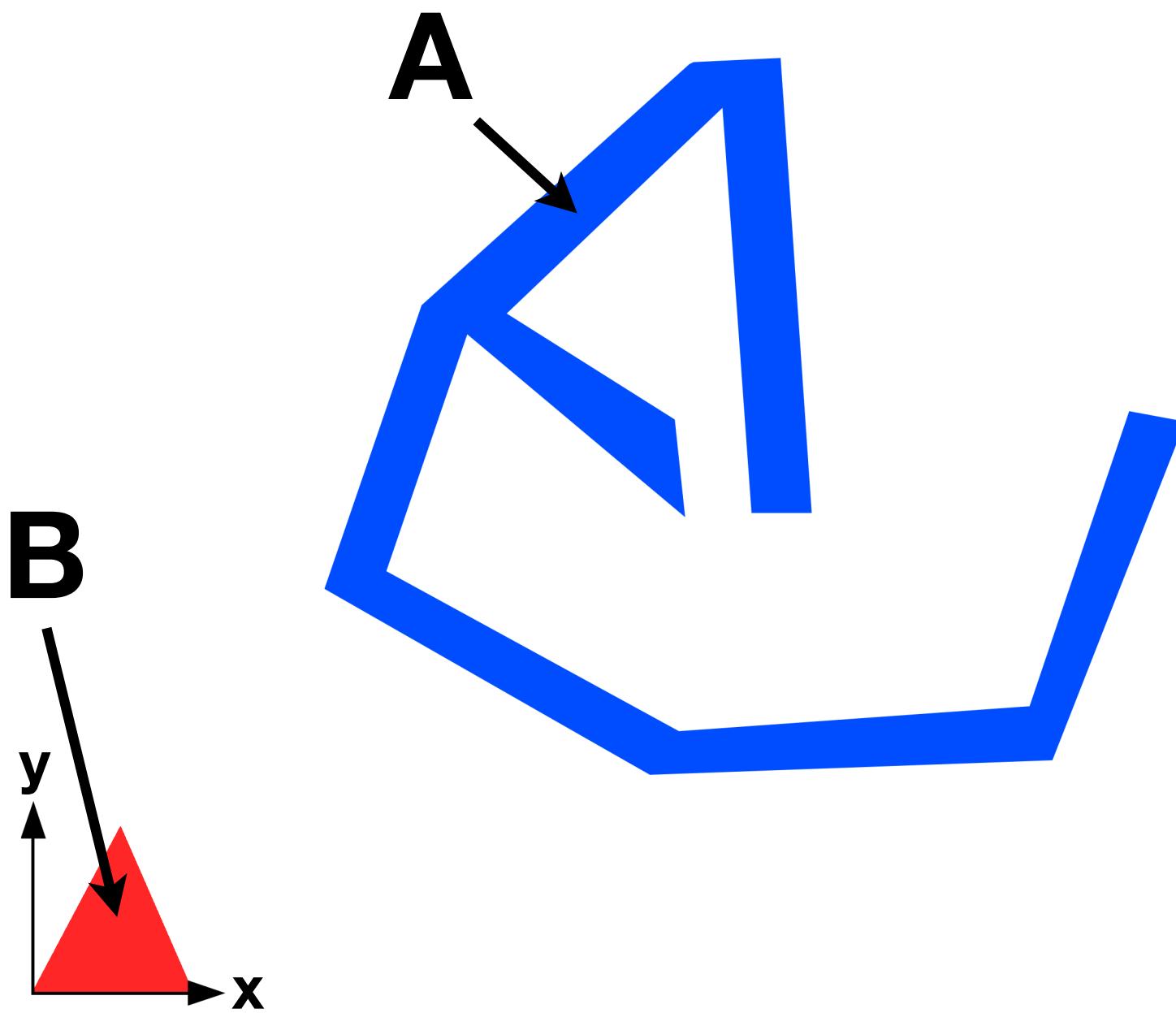
Hard to visualize ?

Let's see some examples...

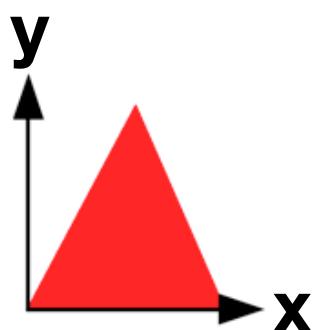
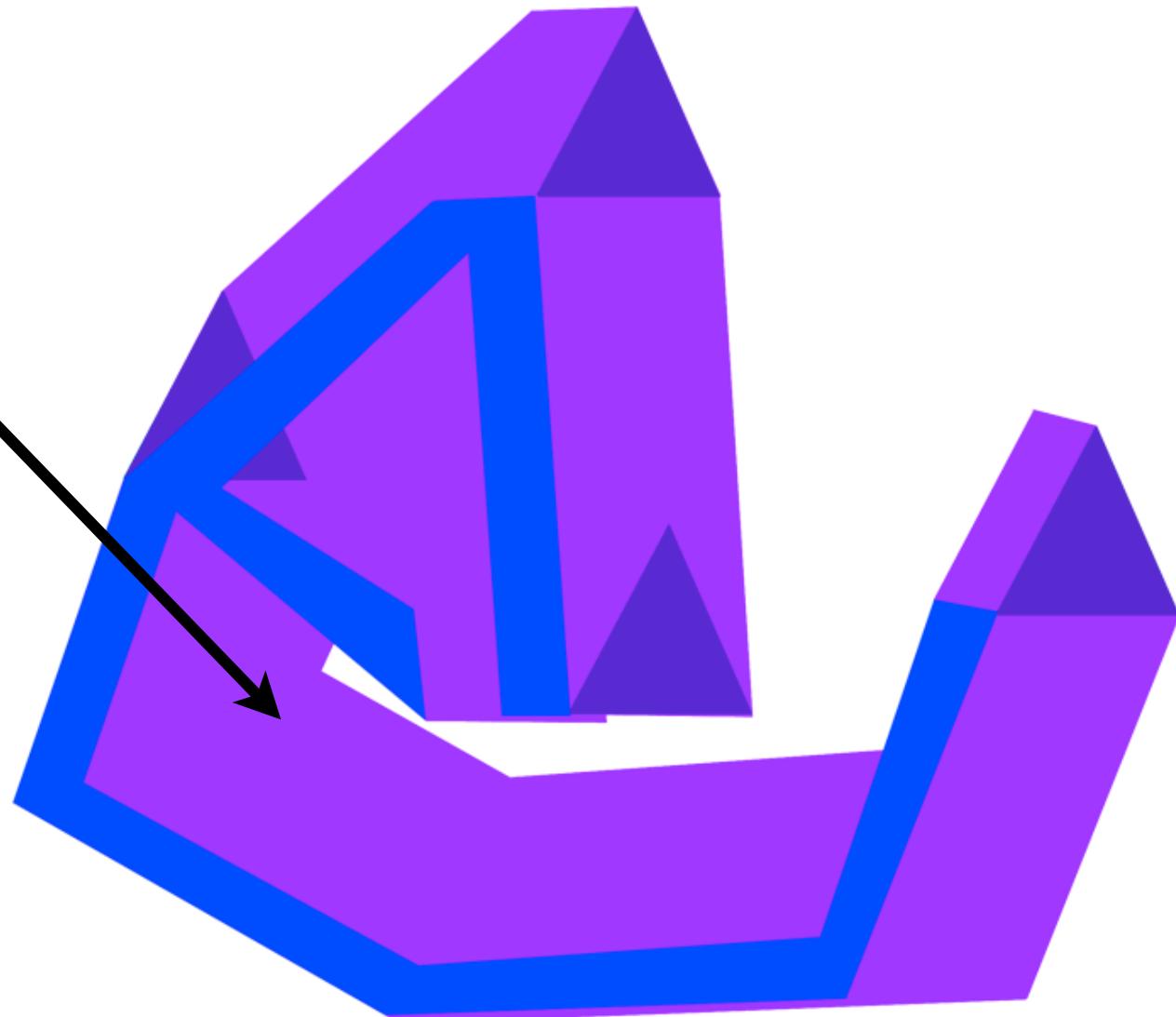
Example 1

A is any polygon

B is a convex polygon



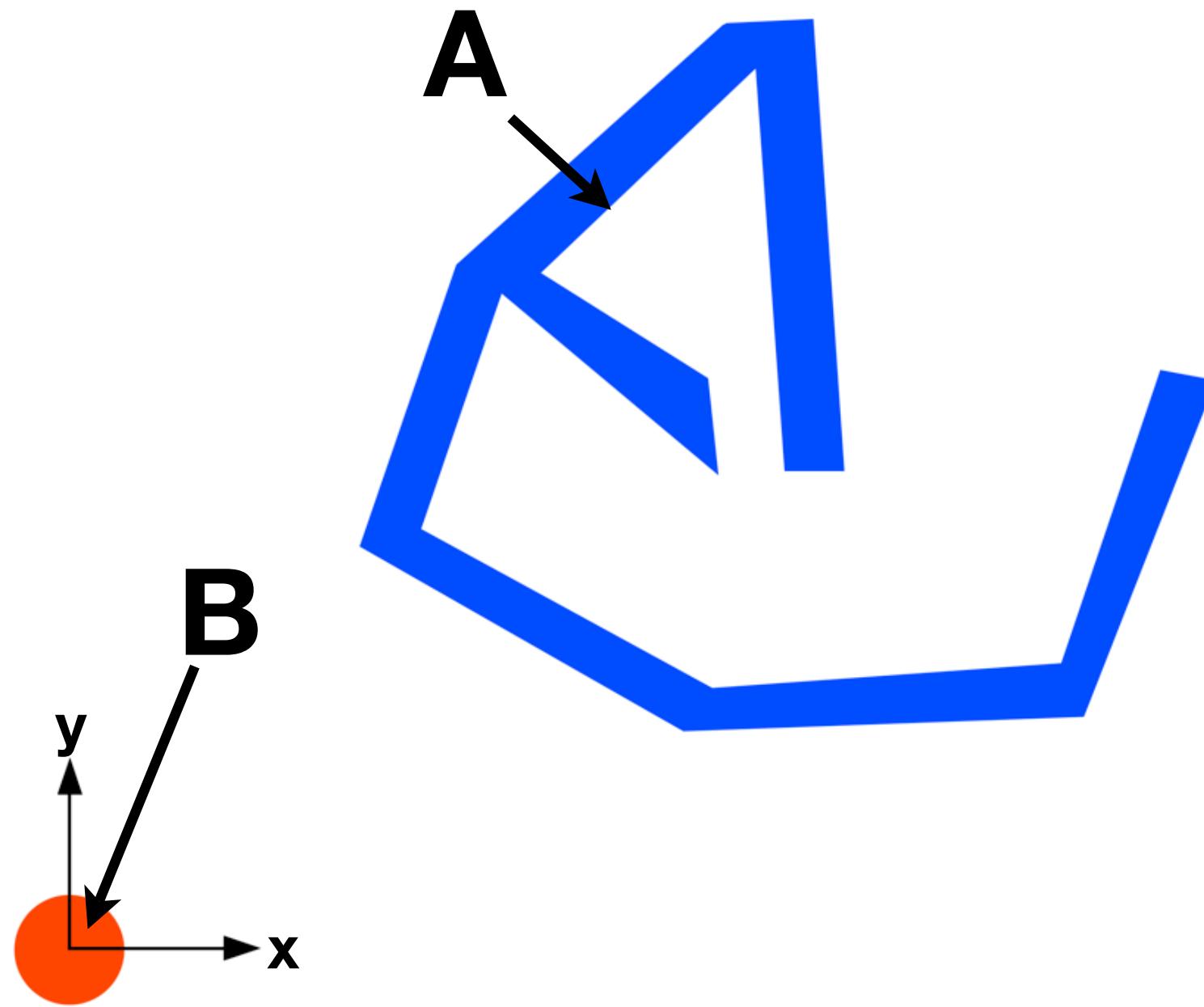
A ⊕ B



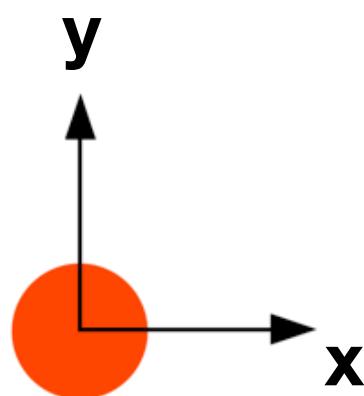
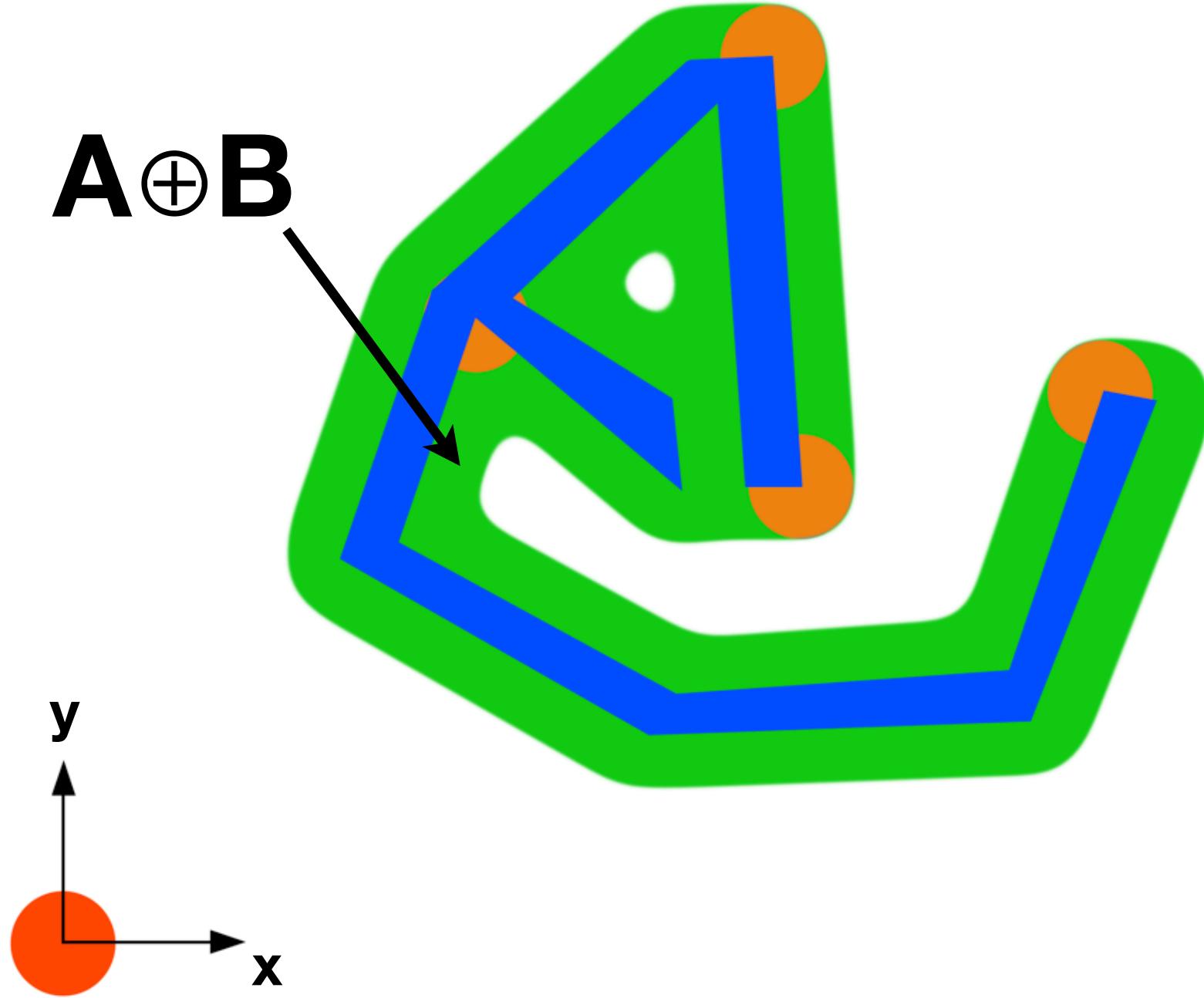
Example 2

A is any polygon

B is any disc

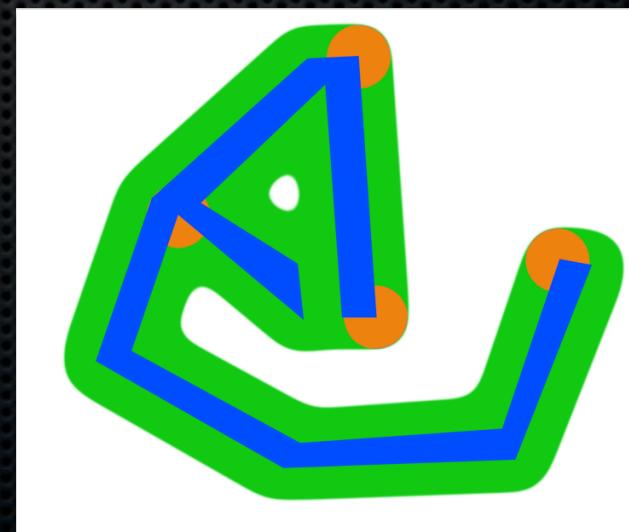
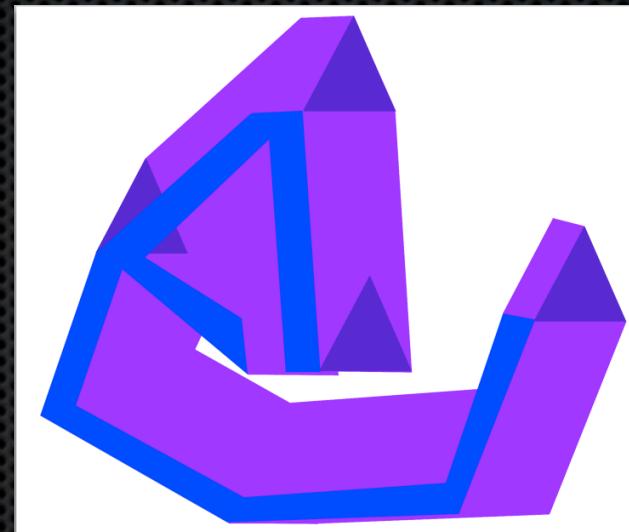


A ⊕ B



Intuitive definition

- What is $\mathbf{A} \oplus \mathbf{B}$?
- Take \mathbf{B}
- Dip it into some paint
- Put its $(0,0)$ on \mathbf{A} border
- Translate it along the \mathbf{A} perimeter
- The painted area is $\mathbf{A} \oplus \mathbf{B}$



What can you do with that ?

Notably, motion planning

Free space

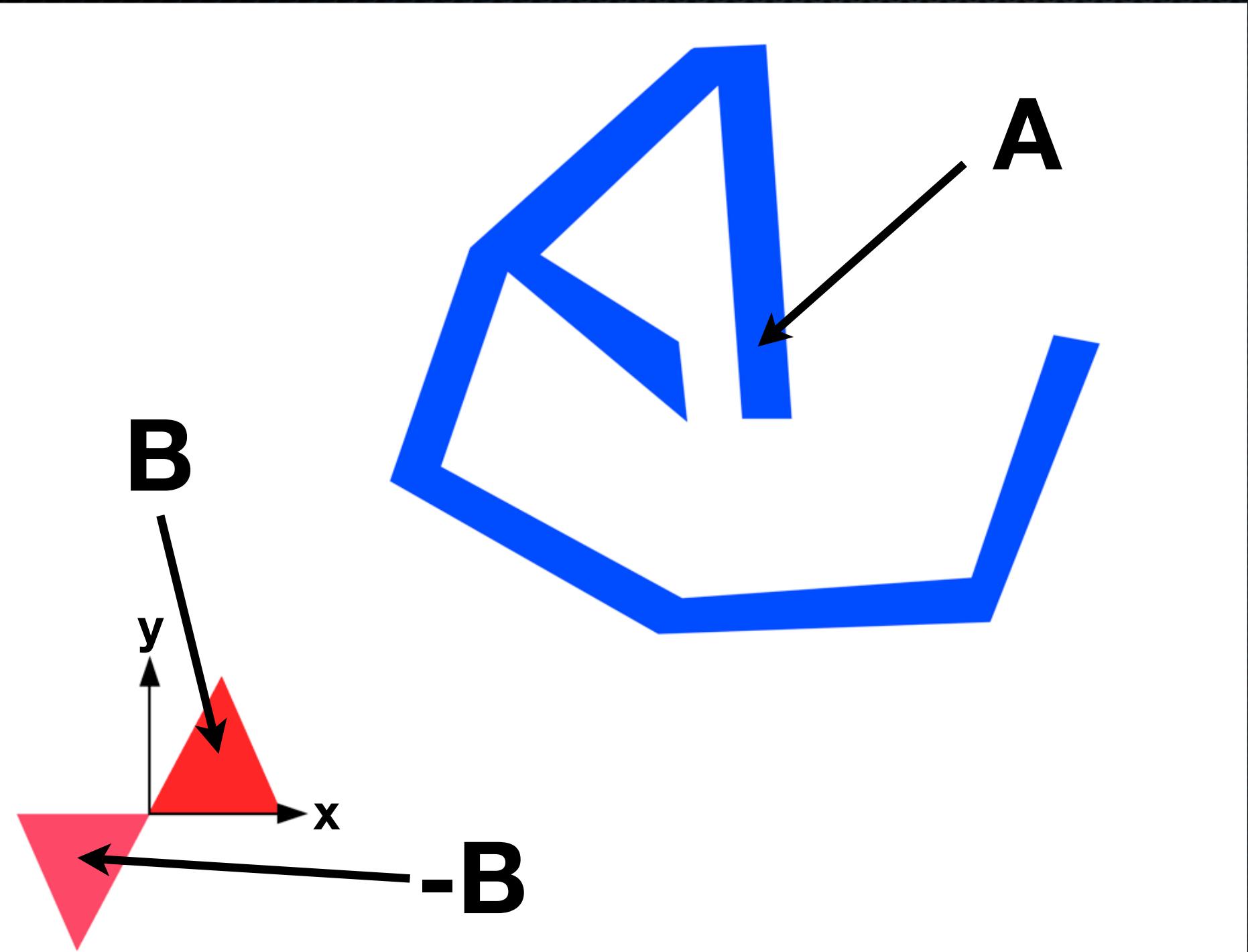
- **A** is an obstacle
 - any 2D polygon
- **B** is a moving object
 - 2D translation : \mathbf{t}
 - shape : a convex polygon or a disc

$\mathbf{t} \in A \oplus -B \Rightarrow \text{collision}$

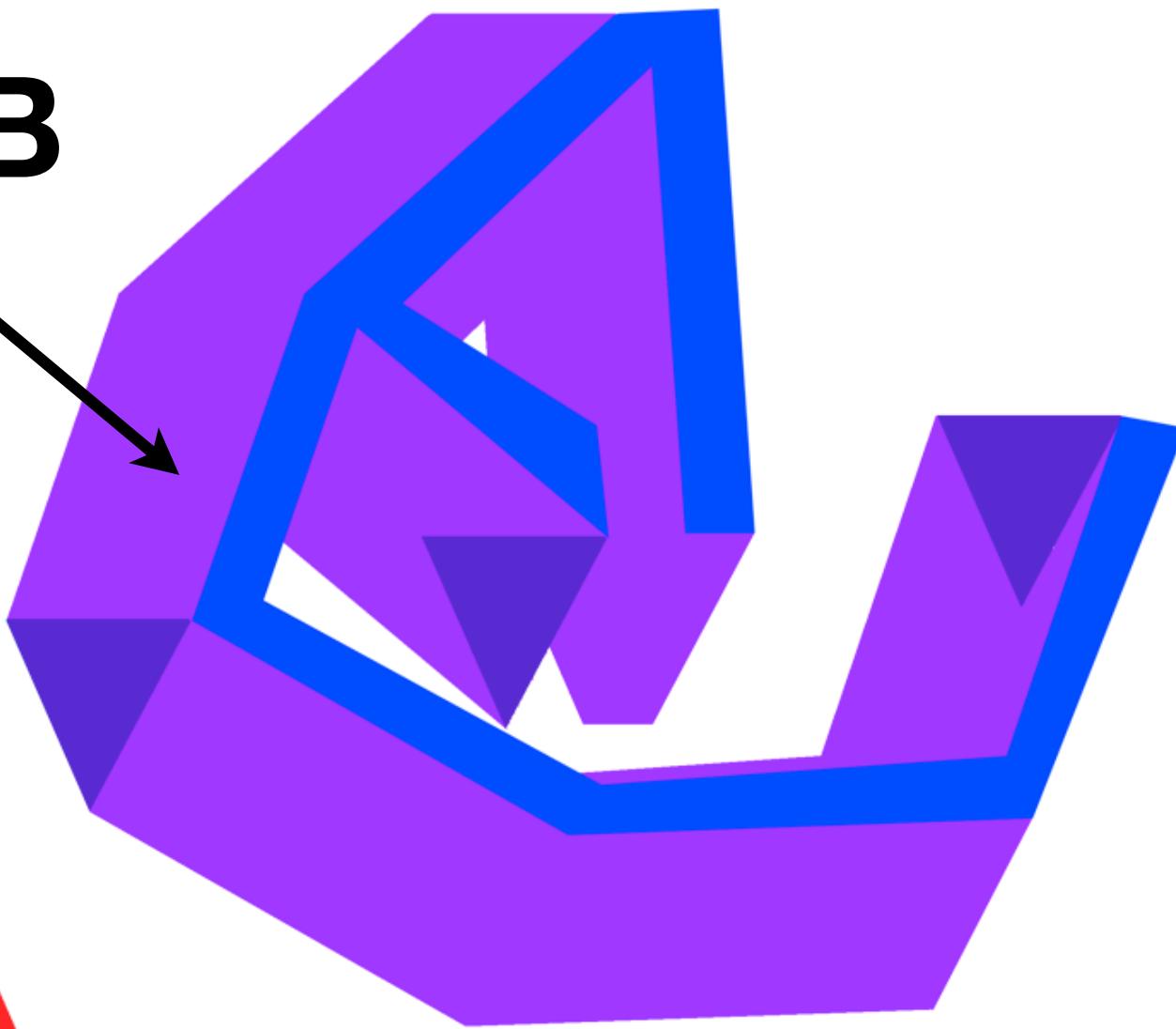
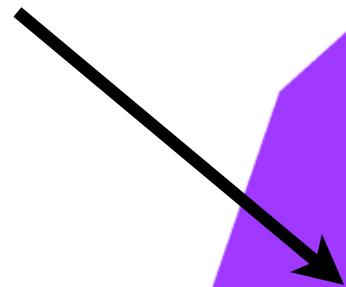
Example 1

A is any polygon

B is a convex polygon



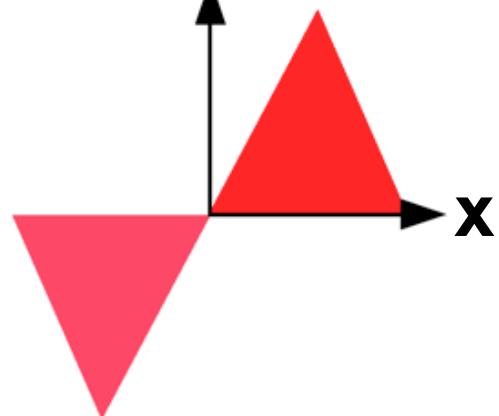
A ⊕ -B

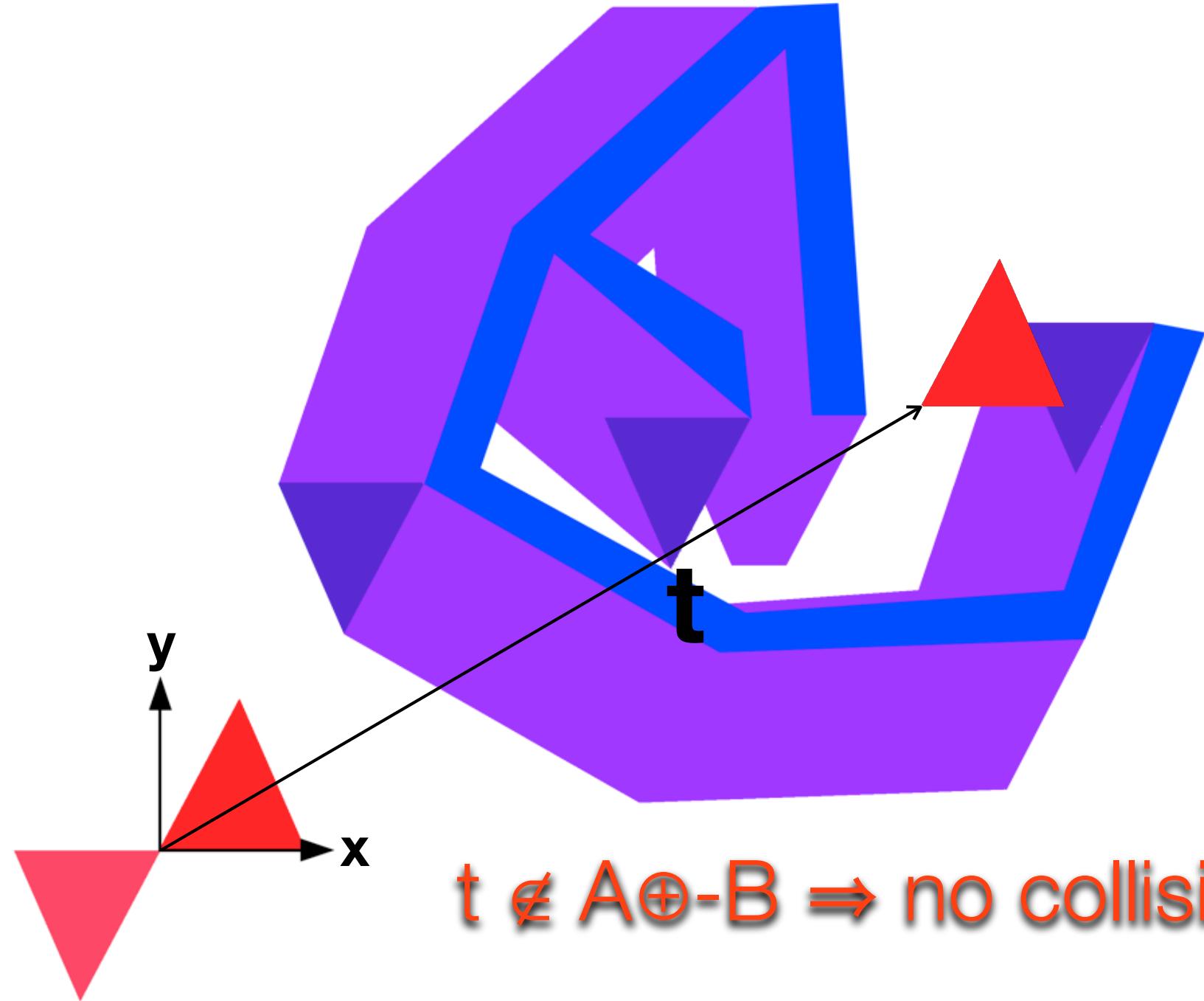


y

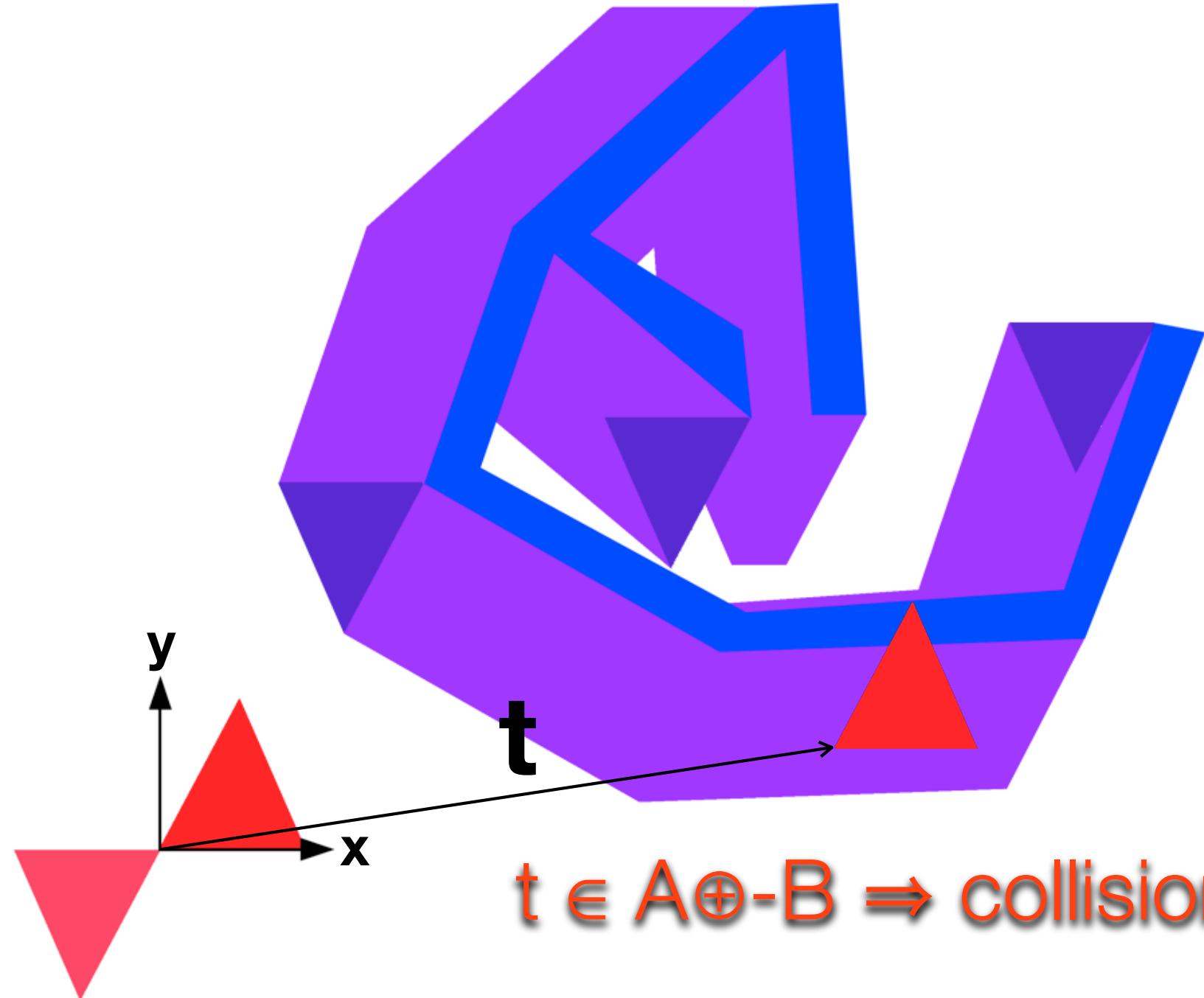


x





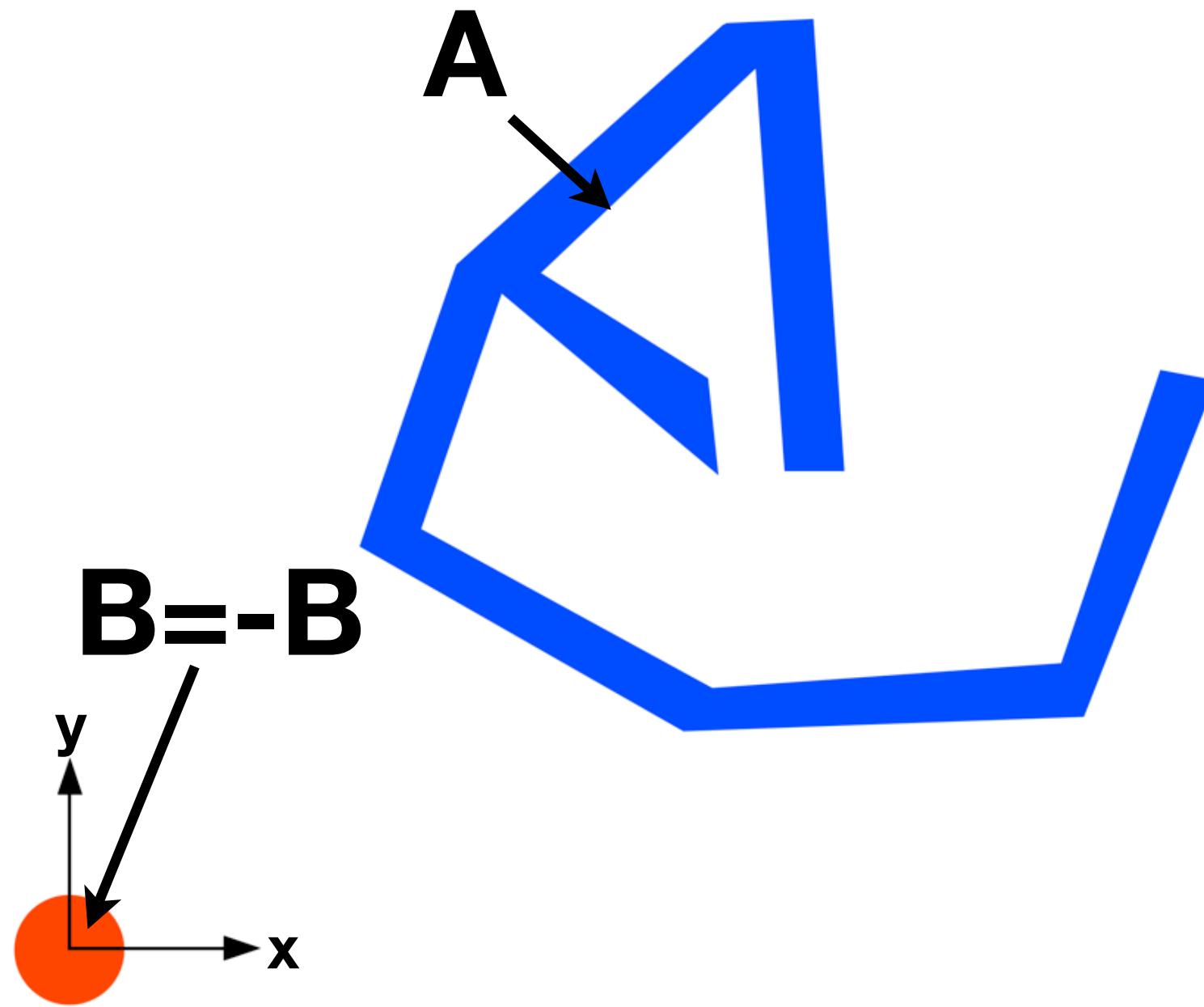
$t \notin A \oplus B \Rightarrow \text{no collision}$



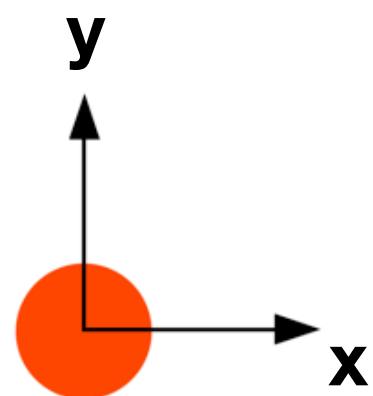
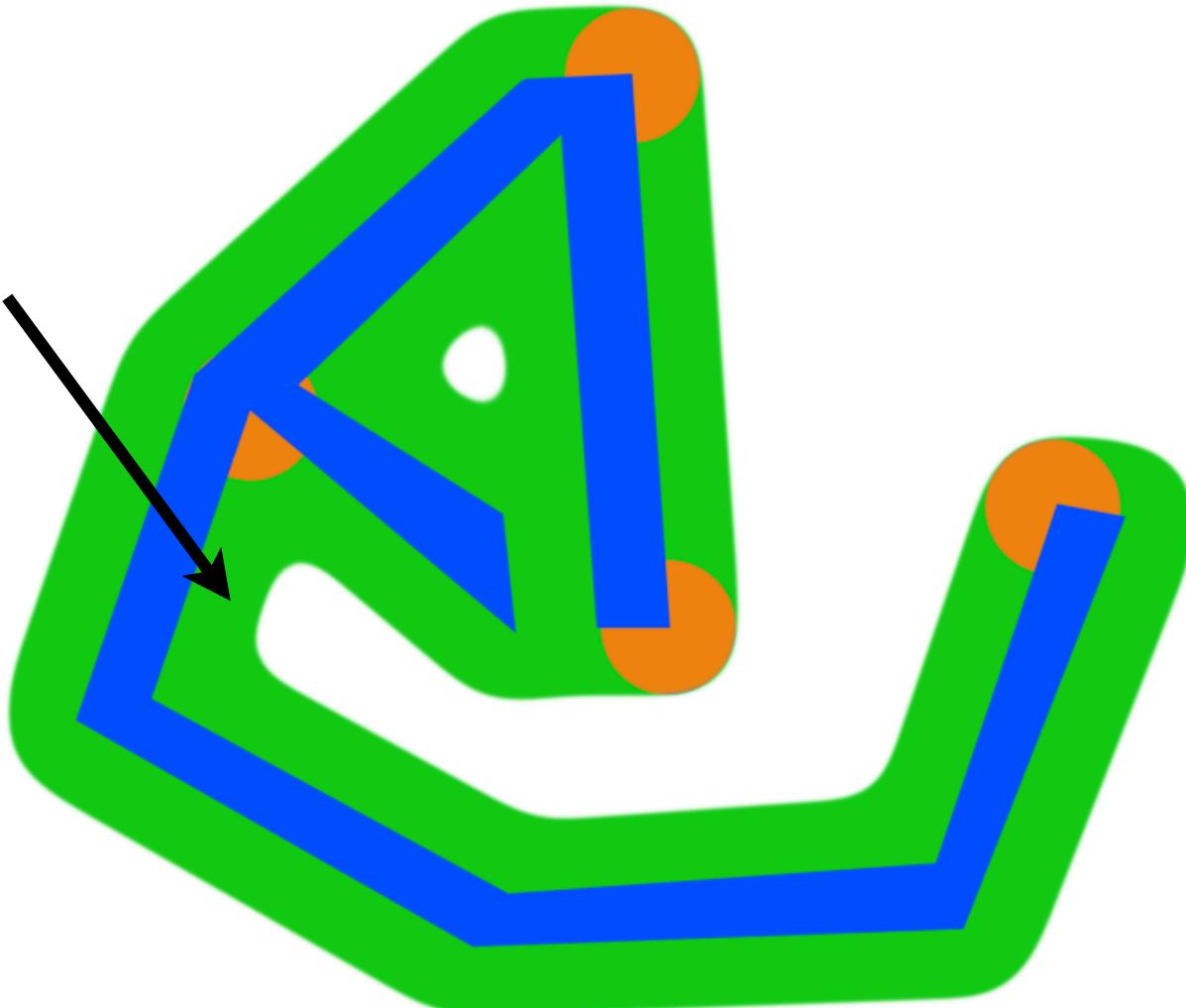
Example 2

A is any polygon

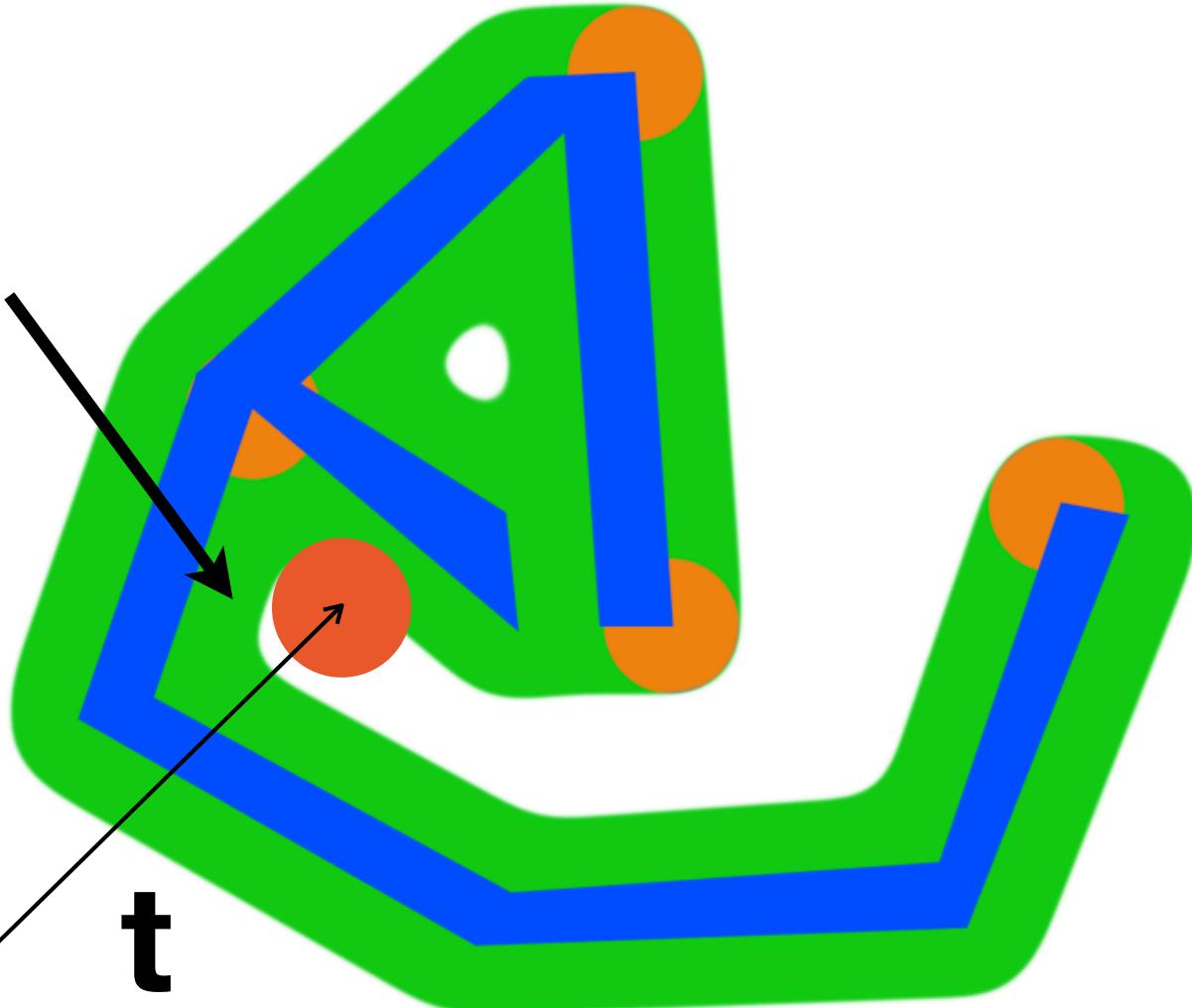
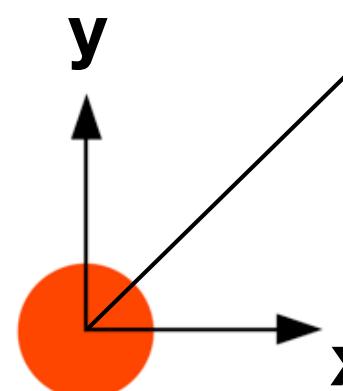
B is any disc



A₊-B

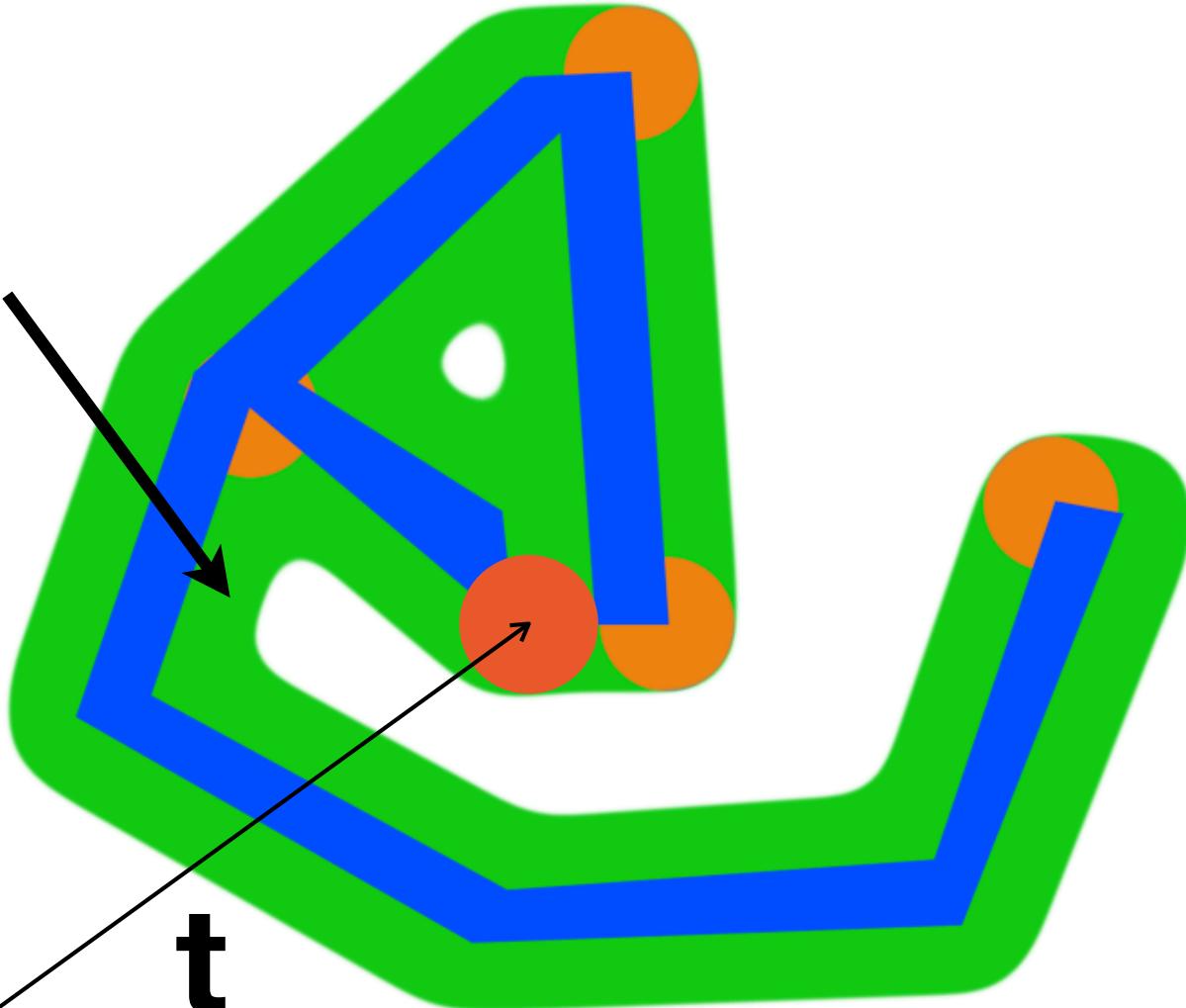
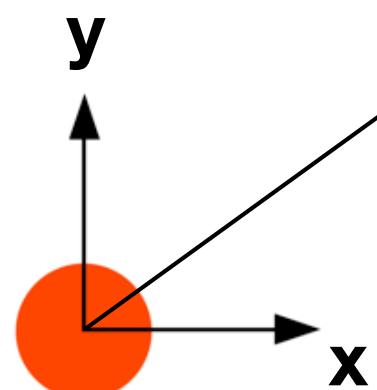


$A \oplus -B$



$t \notin A \oplus -B \Rightarrow \text{no collision}$

$A \oplus -B$



$t \in A \oplus -B \Rightarrow \text{collision}$

How is it computed ?

Two convex polygons

```
ConvexPolygon minkowskiSum(ConvexPolygon a, ConvexPolygon b)
{
    Vertex[] computedVertices;
    foreach(Vertex vA in a)
    {
        foreach(Vertex vB in b)
        {
            computedVertices.push_back(vA+vB);
        }
    }
    return convexHull(computedVertices);
}
```

Any polygons

- **Method 1 :** decomposition
 - decompose in convex polygons
 - compute the sum of each couple
 - the final sum is the union of each sub-sum
- **Method 2 :** convolution
 - cf. sources

Polygon offsetting

- \mathbf{P} is a polygon
- \mathbf{D} is a disc of radius \mathbf{r}
- Computing $\mathbf{P} \oplus \mathbf{D}$ = Offsetting \mathbf{P} by a radius \mathbf{r}
- Computation
 - Easy for a convex polygon
 - cf. sources

Sources

- [http://www.cgal.org/Manual/3.4/doc_html/
cgal_manual/Minkowski_sum_2/Chapter_main.html](http://www.cgal.org/Manual/3.4/doc_html/cgal_manual/Minkowski_sum_2/Chapter_main.html)
- http://wapedia.mobi/en/Minkowski_addition