## Verifying a vertical cell decomposition algorithm

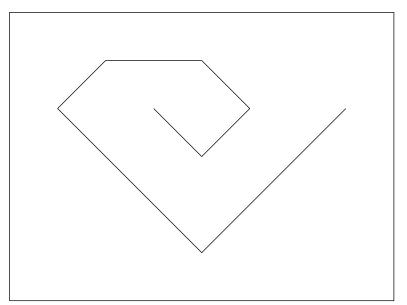
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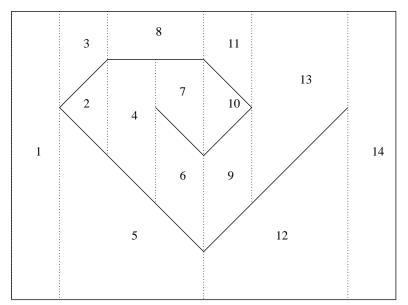
## The overall picture

- Find a path between obstacles
- Obstacles are described by straight line segments
- Decompose the working area into simple cells
  - Each cell is safe
  - Each cell is convex
  - Each cell is non-empty
- Moving from cells to neighbors is safe
  - Cells have doors

# Example



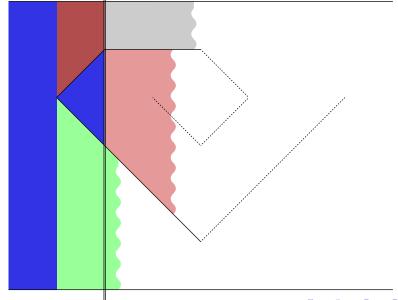
# Example: results



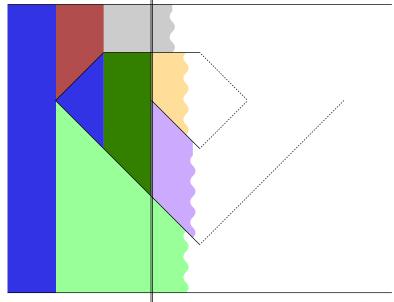
#### Vertical cell decomposition

- Use a vertical sweep line moving left to right
- Stop each time one meets an event (e.g. an edge tip)
- maintain a vertically ordered sequence of incomplete cells
  - Complete all incomplete cells in contact with the event
  - Create new incomplete cells for edges starting at this event
- Simplifying assumptions
  - No vertical edges
  - Edges do not cross

# Intermediate position for vertical cell decomposition (1)



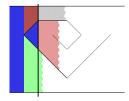
# Intermediate position for vertical cell decomposition (2)

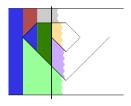


#### Naive approach to cell generation

- ► Maintain a sequence of incomplete cells
  - In code and the article, they are called "open cells"
- Compute incomplete cells in contact with the current event
- Complete these cells
- Create new incomplete cells starting at the current event

#### Illustration



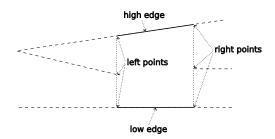


- Event in the middle of the pink area
- Incomplete cells are green, pink, grey (ascending order)
- Contact cell: the pink cell
- New complete cell: complete the pink cell at the event, obtain a dark green cell in the middle
- New incomplete cells: light purple and yellow

## Difficulty with vertically aligned events

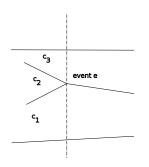
- ▶ Width of complete cells : horizontal distance between events
  - Vertically aligned events yield empty cells, if handled naively
- Empty cells are a nuisance
- Solution: special treatment
  - Keep track of last created incomplete and complete cells
  - Update these cells instead of creating new ones

#### Well-formed cells



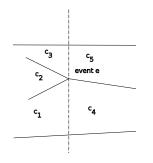
- ▶ All cells have a high, a low edge, and a left point sequence
- complete cells have a right point sequence
- Point sequences go from the high edge to the low edge
- ▶ Points sequences describe all (known) unsafe points

### Non-vertically aligned events



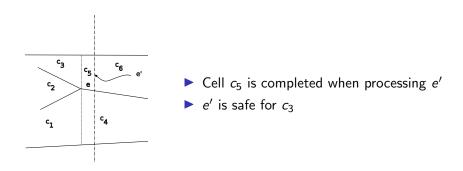
- ► The lower edge of the lower contact cell finishes further right
- Also for the higher edge of the higher
- All other contact have low and high edge meeting at the event
- ► The event may have outgoing edges
- ▶ Before processing event e, cells c<sub>1</sub>, c<sub>2</sub>, and c<sub>3</sub> are incomplete
- When processing event e, these cells receive a right side at the sweep line

### Non-vertically aligned events: new incomplete cells

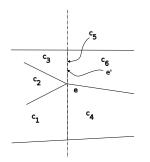


- Two new incomplete cells are created (one outgoing edge)
- ► Their left side is at the sweep line

### Non-vertically aligned events: next event



## Vertically aligned events



- ightharpoonup Cell  $c_5$  is completed when processing e'
- ▶ There is no need for  $c_5$
- ightharpoonup e' must be recorded as unsafe in  $c_3$
- ► Other unsafe points on the left side of  $c_5$  must be recorded as unsafe for  $c_6$

### Basic concepts

- ▶ Edges: pairs of points with strict order on first coordinate
- Points above, under, or on edges
- Valid edges for a point
- Edges below edges
- Well-formed cells
- Adjacent cells

#### Above or under

- Edge with extremities I and r and an arbitrary point p
- $\begin{vmatrix} 1 & 1_x & 1_y \\ 1 & r_x & r_y \\ 1 & p_x & p_y \end{vmatrix} > 0$  if p is in the half plane above the edge.
- edge  $g_1$  is below  $g_2$  if both extremities of  $g_2$  are above  $g_1$  or both extremities of  $g_1$  are under  $g_2$
- Transitivity: two points and one edge, or one point and two edges
  - With vertical constraints
- ► No transitivity for *edge below*

#### Proof structure

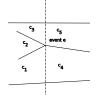
- Assumption concerning the sequence of events
- Properties of cell sequence decomposition
- Logical invariants for the main processing loop
- Main property as a consequence of the invariant

## Properties for sequence of events



- ► The sequence is sorted lexicographically
- Outgoing edges have the left point at the event
- Edges have their right point in the sequence
- Producer code must guarantee this
- Consuming code maintains it easily

#### The scan state



- a record with 7 fields
- 3 fields compose the sequence of incomplete cells
  - ▶ The last created incomplete cell  $(c_5)$
  - ► Two other fields for prefix and suffix
- 2 fields for the set of complete cells
  - Direct access to the last created complete cell (c<sub>3</sub>)
  - Another field for the rest
- ▶ The last high edge (top of  $c_3$ ,  $c_5$ )
- One field for the last location of the sweeping line

#### Invariants of incomplete cell sequences

- ► Each cell has a low edge below the high edge
- ► Each cell's high edge is the next cell's low edge
- ► Each cell's left side is left of the sweep line
- ► Each cell has a well-formed left-side
  - vertically aligned points,
  - extremities on low and high edges
  - sorted in height
- All edges have their right point in the remaining events
- ► Each high edge is lower than the higher of all following cells
  - Important because edge\_below is not transitive

#### Main proved property

- interior of cells is disjoint from input segments
- points on sides distinct from left and right points are also disjoint from input segments

## Key insights

- Incomplete cells are disjoint
- Incomplete cells are disjoint from complete cells
- complete cells are disjoint
- Obstacles are progressively included in the top of all cells

#### Future improvements

- Remove constraints of edges not crossing
  - Revisit the proof to remove uses of edge\_below
  - Detect edge crossings incrementally
- Add a field to cells to point to the neighbors
- Understand where efficient numbers can be used
  - For now rational numbers, hope to use floating point numbers
- Provide a solution to allow vertical obstacles
- Add trajectory computations
  - Formal proofs missing

### Play with it

https://stamp.gitlabpages.inria.fr/trajectories

► Limited computation capability