

# 10. Computational Geometry and Line Segment Intersection

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Kevin A. Wortman



CALIFORNIA STATE UNIVERSITY  
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## Big Idea: Generality versus Specialization

Common sense: very general problems are harder to solve than specific problems.

Mathematics:

- ▶ Theorems are stated “If  $A$  then  $B$ .”
- ▶  $A$  the *antecedent*,  $B$  the *consequent*.
- ▶ More constraints in  $A$  means either  $B$  is easier to prove; or we can prove a stronger version of  $B$ .

## Example: Shortest Paths

*single source shortest paths problem*

**input:** weighted graph  $G = (V, E)$ , start vertex  $s \in V$

**output:** for each  $v \in V$ , a shortest path from  $s$  to  $v$

As stated: Bellman-Ford algorithm takes  $\Theta(mn)$  time.

Constrain all edge weights to be non-negative

$\implies$  Dijkstra's algorithm takes only  $\Theta(m + n \log n)$  time.

The constraint that weights are nonnegative makes the problem easier to solve (negative cycles d.n.e.) so it admits a faster algorithm.

## Big Idea: Output Sensitive Algorithm

- ▶ **input sensitive:** (time) efficiency is a function of the input  
e.g. size  $n$ , # edges  $m$ , maximum word  $W$
- ▶ **output sensitive:** efficiency is also a function of the *output*  
e.g. # items returned
- ▶ most relevant when the size of the output may or may not be a bottleneck

## Example: Matching Index Pairs

*matching index pairs problem*

**input:** sets  $L[0..\ell], R[0..r]$

**output:** each pair  $(i, j)$  where  $L[i] = R[j]$

Let  $k \equiv$  number of pairs in output

Nested for loops:  $\Theta(\ell r)$ , regardless of  $k$

Using a hash table:

- ▶  $\Theta(\ell + r + k)$
- ▶  $k \leq \ell r$ ; hash alg. is same speed for large  $k$
- ▶ but is much faster for small  $k$
- ▶ improvement when small  $k$  is likely or guaranteed

## Computational Geometry

**computational**  $X$ : interdisciplinary study of computer science with  $X$   
(computational sociology/epidemiology/physics/finance/etc.)

computational geometry (CG): algorithms, data structures, asymptotic analysis, of geometric objects: points, lines, circles, triangle meshes, etc.

### Applications

- ▶ computer graphics, user interfaces
- ▶ GIS, geographic databases
- ▶ scene reconstruction (e.g. LIDAR)
- ▶ business operations research (e.g. linear programming, aircraft control)
- ▶ manufacturing (e.g. feasibility of assembly, castings)

## Putting the Geo in CG

Some general algorithms can actually solve geometric problems efficiently, without any awareness of the geometry.

*bounding box problem*

**input:** set of 2D points  $P = \{p_1, p_2, \dots, p_n\}$

**output:** points  $tl = (x_l, y_t)$  and  $rb = (x_r, y_b)$  such that the rectangle with top-left corner  $tl$  and bottom-right corner  $rb$  contains  $P$

Naïve, optimal algorithm:  $x_l, y_t, x_r, y_b = \min x, \min y, \max x, \max y$  respectively;  $\Theta(n)$

Computational geometers are most interested when geometric properties matter.

## Line Segment Predicates

We can use arithmetic to answer any of the following predicates (questions) about points  $p_0, p_1, p_2, p_3$  in  $\Theta(1)$  time:

1. Is line segment  $\overline{p_0p_1}$  clockwise from  $\overline{p_0p_2}$  around the common endpoint  $p_0$ ?
  2. If we follow  $\overline{p_0p_1}$  and then  $\overline{p_1p_2}$ , do we turn right or left?
  3. Do line segments  $\overline{p_0p_1}$  and  $\overline{p_2p_3}$  intersect?
- $\implies$  We may use any of these in pseudocode.



## Degeneracy and Non-Degeneracy Assumptions

**degenerate** object: has the proper shape/type, but the values are a special case that betrays the spirit of the definition

*Example:* triangle  $\equiv$  three points  $(p_1, p_2, p_3)$

degenerate triangle:  $p_1 = p_2 = p_3$ ; or  $p_1, p_2, p_3$  colinear; etc.

### Non-degeneracy assumption:

- ▶ constraint that input to a CG algorithm is not degenerate in specific ways
- ▶ simplifies algorithm design
- ▶ assume that in practice, some combination of
  - ▶ degeneracies do not occur
  - ▶ input can be preprocessed to remove degeneracies
  - ▶ implementer can modify algorithm to handle degeneracies

## Line Segment Intersection

*line segment intersection problem*

**input:** set of  $n$  line segments

$$L = \{((x_1, y_1), (x_2, y_2)) : x_1, y_1, x_2, y_2 \in \mathbb{R}\}$$

**output:** some pair  $\ell, \ell' \in L$  that intersect, or NIL if no segments in  $L$  intersect

Non-degeneracy assumptions:

- ▶ no segments are vertical
- ▶ no three segments intersect in a common point

Thought exercise: How realistic is this? How hard would it be to sanitize input without affecting the output?

Baseline algorithm: nested for loops,  $\Theta(n^2)$  time.

## Sweep Algorithms

A pattern in CG algorithms:

- ▶ *line sweep*: envision a line “sweeping” through the input
- ▶ e.g. a vertical line sweeping left-to-right
- ▶ helps us visualize a 2D situation as a 1D situation that changes over time
- ▶ like duality, doesn't actually change the problem, but might help us problem-solve
- ▶ generalizes to higher dimensions e.g. plane sweep in 3D, hyperplane sweep in any dimension

## Geometric Insight

- ▶ Visualize vertical line sweeping left-to-right.
- ▶ Consider some segment  $\ell$ ; at some point  $\ell$ 's left endpoint will strike the sweep line; then the common point will slide a bit as the sweep continues; then the sweep will move past the  $\ell$ 's right endpoint.
- ▶ These time steps are discrete **events** that matter; fast-forward past in-between moments.
- ▶ Consider the ordering of active line segments along the sweep line in top-to-bottom order.
- ▶ *If two segments swap order between time events, then they must intersect.*

## Line Segment Intersection Pseudocode

```
1: function LINE-SEGMENT-INTERSECTION( $L$ )
2:    $T$  = new BST of points ordered by  $y$ -coordinate
3:    $S$  = sort all endpoints in  $L$  by  $x$ -coordinate
4:   for endpoint  $p$  in  $S$  do
5:     if  $p$  is a left endpoint then
6:        $T$ .insert( $p$ )
7:       if  $p$  intersects with  $p$ 's predecessor or successor then
8:         return  $p$  and that intersecting neighbor
9:       end if
10:    else ▷  $p$  must be a right endpoint
11:      if  $p$ 's pred. and succ. both exist and intersect then
12:        return the predecessor and successor
13:      end if
14:       $T$ .delete( $p$ )
15:    end if
16:  end for
17:  return NIL
18: end function
```

## Non-Degeneracy Assumptions Revisited

Algorithm assumes that

sweep line  $\cap$  each line segment

is only one point

$\implies$  require that no segment is vertical.

Algorithm assumes that intersecting segments only move *one* step in top-to-bottom order

$\implies$  require that 3+ segments may never intersect at the same point.

## BST Operations Review

create empty:  $\Theta(1)$

search, insert, delete:  $\Theta(\log n)$

Predecessor/successor query:

- ▶ esoteric BST operation, yet still available in e.g. C++ STL
- ▶ given pointer to a node, find its inorder predecessor/successor
- ▶ can visualize as moving to the previous/next step in an Euler tour (sketch)
- ▶  $\Theta(\log n)$

## Line Intersection Analysis

sort points:  $\Theta(n \log n)$

for loop:  $2n \in \Theta(n)$  events

body of loop involves  $\Theta(1)$  BST operations

$\implies \Theta(\log n)$  time per iteration

$\Theta(n \log n + n \log n) = \Theta(n \log n)$  total time

Example of reduction to both sorting and BST operations.