

# Geometric Algorithms

## Assignment 3

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### A

#### Point in Triangle

We try to determine if the point  $\mathbf{Q}$  lies in the triangle defined by the points  $\mathbf{P}_1$ ,  $\mathbf{P}_2$  and  $\mathbf{P}_3$ . To this end we define the vectors  $\mathbf{v}_1 = \mathbf{P}_2 - \mathbf{P}_1$  and  $\mathbf{v}_2 = \mathbf{P}_3 - \mathbf{P}_1$ , see Figure 1. Each point  $\mathbf{P}$  inside the grey area in this figure can be described as:

$$\mathbf{P} = \mathbf{P}_1 + a \cdot \mathbf{v}_1 + b \cdot \mathbf{v}_2. \quad (1)$$

For all points to the right of  $\mathbf{P}_1$   $a > 0$  and  $b > 0$ . The points that define the triangle can all be expressed according to (1):

$$\mathbf{P}_1 = \mathbf{P}_1 + 0 \cdot \mathbf{v}_1 + 0 \cdot \mathbf{v}_2 \quad (2)$$

$$\mathbf{P}_2 = \mathbf{P}_1 + 1 \cdot \mathbf{v}_1 + 0 \cdot \mathbf{v}_2 \quad (3)$$

$$\mathbf{P}_3 = \mathbf{P}_1 + 0 \cdot \mathbf{v}_1 + 1 \cdot \mathbf{v}_2. \quad (4)$$

Based on these (2) through (4) we find that a point  $\mathbf{Q}$  lies on the triangle if it can be expressed according to (1) with  $a, b \in (0, 1)$  and with  $a + b < 1$ .

Solving the resulting equation with Mathematica, see Listing 1, gives us expressions for  $a$  and  $b$ , namely:

$$a = -\frac{-\mathbf{P}_{10}\mathbf{P}_{31} + \mathbf{P}_{10}\mathbf{Q}_1 + \mathbf{P}_{11}\mathbf{P}_{30} - \mathbf{P}_{11}\mathbf{Q}_0 - \mathbf{P}_{30}\mathbf{Q}_1 + \mathbf{P}_{31}\mathbf{Q}_0}{-\mathbf{P}_{10}\mathbf{P}_{21} + \mathbf{P}_{10}\mathbf{P}_{31} + \mathbf{P}_{11}\mathbf{P}_{20} - \mathbf{P}_{11}\mathbf{P}_{30} - \mathbf{P}_{20}\mathbf{P}_{31} + \mathbf{P}_{21}\mathbf{P}_{30}} \quad (5)$$

$$b = -\frac{-\mathbf{P}_{10}\mathbf{P}_{21} + \mathbf{P}_{10}\mathbf{Q}_1 + \mathbf{P}_{11}\mathbf{P}_{20} - \mathbf{P}_{11}\mathbf{Q}_0 - \mathbf{P}_{20}\mathbf{Q}_1 + \mathbf{P}_{21}\mathbf{Q}_0}{\mathbf{P}_{10}\mathbf{P}_{21} - \mathbf{P}_{10}\mathbf{P}_{31} - \mathbf{P}_{11}\mathbf{P}_{20} + \mathbf{P}_{11}\mathbf{P}_{30} + \mathbf{P}_{20}\mathbf{P}_{31} - \mathbf{P}_{21}\mathbf{P}_{30}} \quad (6)$$

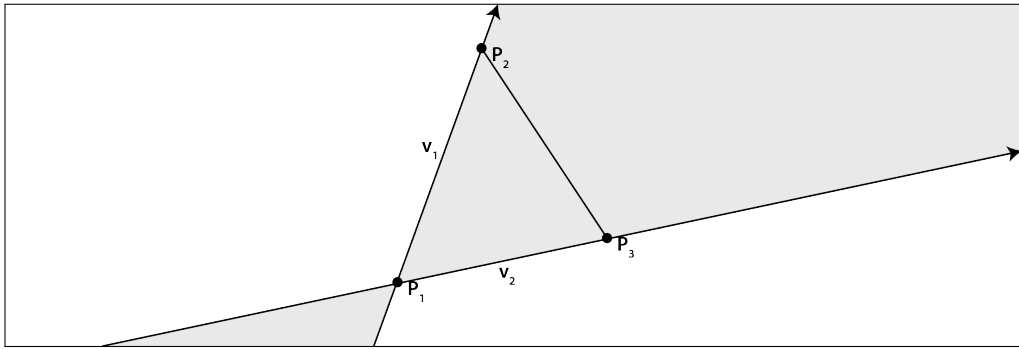
#### A.1 Finding the Triangle

### B

**Listing 1:** Mathematica code used to compute the to compute  $a$  and  $b$ .

```
p1 = {p10, p11};
p2 = {p20, p21};
p3 = {p30, p31};
v1 = p2 - p1;
v2 = p3 - p1;

p4 = p1 + a * v1 + b * v2;
p41 = Part[p4, 1] == Q0;
p42 = Part[p4, 2] == p1;
solution = Solve[{p41, p42}, {a, b}]
```



**Figure 1:** A triangle defined by the points  $\mathbf{P}_1$ ,  $\mathbf{P}_2$  and  $\mathbf{P}_3$ , with the vectors  $\mathbf{v}_1$  and  $\mathbf{v}_2$ . The grey area covers all points that can be described according to (1).