



first, set an order on the vertex by clockwise direction

for a point p inside the polygon, the angle θ from $\vec{PA_i}$ to $\vec{PA_{i+1}}$, $\theta < \pi$, by cross product the vector $\vec{PA_i} \times \vec{PA_{i+1}}$ goes negative way.

$$\vec{PA_i} = (x_i, y_i, 0), \vec{PA_{i+1}} = (x_{i+1}, y_{i+1}, 0)$$

$$\vec{PA_i} \times \vec{PA_{i+1}} = \begin{vmatrix} i & j & k \\ x_i & y_i & 0 \\ x_{i+1} & y_{i+1} & 0 \end{vmatrix} = (0, 0, |x_i y_i - x_{i+1} y_{i+1}|)$$

$$\text{that is } |x_i y_i - x_{i+1} y_{i+1}| < 0, \text{ for all } i$$

similarly, if vertex is arranged in counter-clockwise way, $\begin{vmatrix} x_i & y_i \\ x_{i+1} & y_{i+1} \end{vmatrix} > 0$

Hence, if all $\begin{vmatrix} x_i & y_i \\ x_{i+1} & y_{i+1} \end{vmatrix}$ has the same sign
 p is inside the polygon

elif $\begin{vmatrix} x_i & y_i \\ x_{i+1} & y_{i+1} \end{vmatrix} = 0$ for any i , that is
 $\theta = \pi$, p is on the polygon

else, p is outside the polygon

$$\begin{vmatrix} x_i & y_i \\ x_{i+1} & y_{i+1} \end{vmatrix} = x_i y_{i+1} - x_{i+1} y_i$$