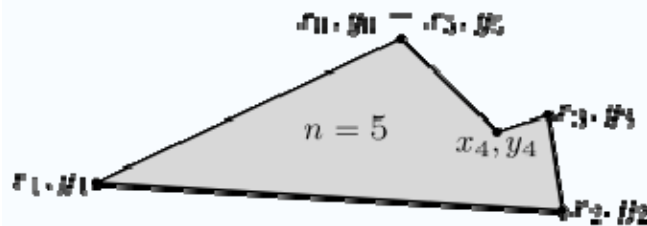


from Wikipedia

**Area and centroid**[http://en.wikipedia.org/wiki/Polygon\\_area#Area\\_and\\_centroid](http://en.wikipedia.org/wiki/Polygon_area#Area_and_centroid)

Nomenclature of a 2D polygon.

The [area](#) of a polygon is the measurement of the 2-dimensional region enclosed by the polygon. For a non-self-intersecting ([simple](#)) polygon with  $n$  vertices, the area and [centroid](#) are given by<sup>[1]</sup>:

$$A = \frac{1}{2} \sum_{i=0}^{n-1} (x_i y_{i+1} - x_{i+1} y_i)$$

$$C_x = \frac{1}{6A} \sum_{i=0}^{n-1} (x_i + x_{i+1})(x_i y_{i+1} - x_{i+1} y_i)$$

$$C_y = \frac{1}{6A} \sum_{i=0}^{n-1} (y_i + y_{i+1})(x_i y_{i+1} - x_{i+1} y_i)$$

To close the polygon, the first and last vertices are the same, i.e.,  $x_n, y_n = x_0, y_0$ . The vertices must be ordered clockwise or counterclockwise; if they are ordered clockwise, the area will be negative but correct in [absolute value](#). This is commonly called the Surveyor's Formula.<sup>[1]</sup>

**Moment of Inertia of any cross section defined as polygon**[http://en.wikipedia.org/wiki/Second\\_moment\\_of\\_area#Any\\_cross\\_section\\_defined\\_as\\_polygon](http://en.wikipedia.org/wiki/Second_moment_of_area#Any_cross_section_defined_as_polygon)

The second moments of area for any cross section defined as a [simple polygon](#) on XY plane can be computed in a generic way by summing contributions from each segment of a polygon.

For each segment defined by two consecutive points of the polygon, consider a triangle with two corners at these points and third corner at the origin of the coordinates. Integration by the area of that triangle and summing by the polygon segments yields:

$$I_x = \frac{1}{12} \sum_{i=1}^n (y_i^2 + y_i y_{i+1} + y_{i+1}^2) a_i$$

$$I_y = \frac{1}{12} \sum_{i=1}^n (x_i^2 + x_i x_{i+1} + x_{i+1}^2) a_i$$

from Wikipedia

$$I_{xy} = \frac{1}{24} \sum_{i=1}^n (x_i y_{i+1} + 2x_i y_i + 2x_{i+1} y_{i+1} + x_{i+1} y_i) a_i$$

- $a_i = x_i y_{i+1} - x_{i+1} y_i$  is twice the (signed) area of the elementary triangle,
- index  $i$  passes over all  $n$  points in the polygon, which is considered closed, i.e. point  $n+1$  is point 1

These formulae imply that points defining the polygon are ordered in anticlockwise manner; for clockwise defined polygons it will give negative values.