

Computational Geometry EX1 - Solution

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1 Question 1

Definition 1.1. *The orientation function:*

$$\text{orient}((p_x, p_y), (q_x, q_y), (r_x, r_y)) = \text{sign} \begin{pmatrix} 1 & 1 & 1 \\ p_x & q_x & r_x \\ p_y & q_y & r_y \end{pmatrix} = \text{sing}((q_x r_y - r_x q_y) - (p_x r_y - r_x p_y) + (p_x q_y - q_x p_y))$$

Claim 1.2. *All of the following holds:*

- $\text{orient}(p, q, r) = \text{orient}(q, r, p)$
- $\text{orient}(p, q, r) = \text{orient}(r, p, q)$
- $\text{orient}(p, q, r) = -\text{orient}(p, r, q)$
- $\text{orient}(p, q, r) = -\text{orient}(q, p, r)$
- $\text{orient}(p, q, r) = -\text{orient}(r, q, p)$

Proof. We prove each of the points.

- We reach it by taking the ‘minus’ out of the second and the third terms.

$$(q_x r_y - r_x q_y) - (p_x r_y - r_x p_y) + (p_x q_y - q_x p_y) = (r_x p_y - p_x r_y) - (q_x p_y - p_x q_y) + (q_x r_y - r_x q_y)$$

- We reach it by taking the ‘minus’ out of the first and the second terms.

$$(q_x r_y - r_x q_y) - (p_x r_y - r_x p_y) + (p_x q_y - q_x p_y) = (p_x q_y - q_x p_y) - (r_x q_y - q_x r_y) + (r_x p_y - p_x r_y)$$

- We observe that $\text{orient}(p, q, r) = -1 \cdot -1 \cdot \text{orient}(p, q, r)$

$$\begin{aligned} \text{orient}(p, q, r) &= (q_x r_y - r_x q_y) - (p_x r_y - r_x p_y) + (p_x q_y - q_x p_y) \\ &= -1 \cdot -1 \cdot ((q_x r_y - r_x q_y) - (p_x r_y - r_x p_y) + (p_x q_y - q_x p_y)) \\ &= -1 \cdot (-(q_x r_y - r_x q_y) + (p_x r_y - r_x p_y) - (p_x q_y - q_x p_y)) \\ &= -1 \cdot ((r_x q_y - q_x r_y) - (p_x q_y - q_x p_y) + (p_x r_y - r_x p_y)) \\ &= -1 \cdot \text{orient}(p, r, q) \end{aligned}$$

- We observe that $\text{orient}(p, q, r) = -1 \cdot -1 \cdot \text{orient}(p, q, r)$

$$\begin{aligned} \text{orient}(p, q, r) &= (q_x r_y - r_x q_y) - (p_x r_y - r_x p_y) + (p_x q_y - q_x p_y) \\ &= -1 \cdot -1 \cdot ((q_x r_y - r_x q_y) - (p_x r_y - r_x p_y) + (p_x q_y - q_x p_y)) \\ &= -1 \cdot (-(q_x r_y - r_x q_y) + (p_x r_y - r_x p_y) - (p_x q_y - q_x p_y)) \\ &= -1 \cdot ((p_x r_y - r_x p_y) - (q_x r_y - r_x q_y) + (q_x p_y - p_x q_y)) \\ &= -1 \cdot \text{orient}(q, p, r) \end{aligned}$$

- We observe that $\text{orient}(p, q, r) = -1 \cdot -1 \cdot \text{orient}(p, q, r)$

$$\begin{aligned} \text{orient}(p, q, r) &= (q_x r_y - r_x q_y) - (p_x r_y - r_x p_y) + (p_x q_y - q_x p_y) \\ &= -1 \cdot -1 \cdot ((q_x r_y - r_x q_y) - (p_x r_y - r_x p_y) + (p_x q_y - q_x p_y)) \\ &= -1 \cdot (-(q_x r_y - r_x q_y) + (p_x r_y - r_x p_y) - (p_x q_y - q_x p_y)) \\ &= -1 \cdot ((q_x p_y - p_x q_y) - (r_x p_y - p_x r_y) + (r_x q_y - q_x r_y)) \\ &= -1 \cdot \text{orient}(r, q, p) \end{aligned}$$

□

Claim 1.3. If $\text{orient}(p, x, q) = \text{orient}(q, x, r) = \text{orient}(r, x, p)$, then $\text{orient}(r, q, p)$ is also equal to them.

Note. Before going further, for the ease of use we will defined that

$$pq = \begin{vmatrix} p_x & q_x \\ p_y & q_y \end{vmatrix} = p_x q_y - p_y q_x$$

and that $pq = -qp$. Therefore, by that definition we have that

$$\text{orient}(p, q, r) = \text{sign}(qr - pr + pq).$$

Proof.

$$\begin{aligned} \text{orient}(p, x, q) + \text{orient}(q, x, r) + \text{orient}(r, x, p) &= \text{sign}(xq - pq + px) + \text{sign}(xr - qr + qx) + \text{sign}(xp - rp + rx) \\ &\stackrel{(1)}{=} \text{sign}(xq - pq + px + xr - qr + qx + xp - rp + rx) \\ &\stackrel{(2)}{=} \text{sign}(-pq - qr - rp) \\ &\stackrel{(3)}{=} \text{sign}(qp - rp + rq) \\ &= \text{orient}(r, q, p) \end{aligned}$$

Where:

- (1) By assumption they have the same signe, therefore, we can take it out without affecting the final result.
- (2) Algebra based on definition-observation above. For example, $xq + qx = 0$.
- (3) Algebra based on definition-observation above. For instace, $-pq = qp$.

□

Claim 1.4. If the conditions of previous claim hold, then x is a convex combination of p , q and r .

Proof. Let us begin by recalling the Cramer's rule and some basic linear algebra concepts. First, recall that the linear system of form $A \cdot x = b$, has solution if and only if $\det(A) \neq 0$. And, we want to find solution for the following system:

$$\overbrace{\begin{bmatrix} r_x & q_x & p_x \\ r_y & q_y & p_y \end{bmatrix}}^A \cdot \overbrace{\begin{bmatrix} \alpha_1 \\ \alpha_2 \\ \alpha_3 \end{bmatrix}}^\alpha = \begin{bmatrix} x_x \\ x_y \end{bmatrix}$$

By previous lemma, it follows that $\det(A) \neq 0$, therefore, there exists $\alpha \in \mathbb{R}^3$ such that $A \cdot \alpha = x$. All we left to do is: (1) Find such α , and (2) show that $\alpha_1 + \alpha_2 + \alpha_3 = 1$. To do so, we use Cramer's rule.

Theorem (Cramer). Let $A \cdot \alpha = \beta$ be linear system, where $A = [\beta_1, \beta_2, \dots, \beta_n]$ such that $\beta_i \in \mathbb{R}^k$, and $\beta \in \mathbb{R}^k$ as well. If $\det(A) \neq 0$, then $\forall j \in [1 \dots n]$ $\alpha_j = \det(A_j) / \det(A)$. Where for each $j \in [1 \dots n]$ we have that

$$A_j = [\beta_1, \beta_2, \dots, \beta_{j-1}, \beta, \beta_{j+1}, \dots, \beta_n],$$

we replace the β_j vector with β .

We use Cramer's theorem to conclude the following.

$$\alpha_1 = \frac{qr - xp + xq}{pq - rp + rq}, \quad \alpha_2 = \frac{xp - rp + rx}{pq - rp + rq}, \quad \alpha_3 = \frac{qx - rx + rp}{pq - rp + rq},$$

and from the previous lemma we conclude that $\alpha_1 + \alpha_2 + \alpha_3 = 1$ as required.

□

Claim 1.5. If $\text{orient}(p, x, q) = \text{orient}(p, x, r) = \text{orient}(p, x, s) = \text{orient}(q, x, r) = \text{orient}(r, x, s)$, then $\text{orient}(q, x, s)$ is also equal to them.