

# Segment Intersection Sweep Line Algorithm

## Main Module: Find Intersections

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**Algorithm:** Find Intersections

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**Input:**  $S$ : Set of line segments in a 2D plane.

**Output:**  $R$ : Set of intersection points within all segments of  $S$ , and for each of the points, the segments that intersect.

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- 1 **Initialize** the Event Queue  $Q$  by inserting all end points (start and end) of all segments.  
When an upper end point is inserted, its corresponding segment must be stored.
  - 2 **Initialize** the Sweep Line  $T$ , initially empty.
  - 3 **While**  $Q$  is not empty :
    - 4 | **Obtain and Delete** the next Event  $p$  from  $Q$ .
    - 5 |  $processEvent(p)$
  - 6 **Return**  $R$
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## Module: Process Event

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**Algorithm:** Process Event

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**Input:** Event  $p$

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- 1 Let  $U(p)$  be the set of segments from  $S$  that have their upper end point at  $p$ . In case of a horizontal segment the upper end point is the left-most point.
  - 2 **Find** all segments in  $T$  that contain  $p$ ; they must be adjacent in  $T$ . Let  $L(p)$  be a sub-set of segments found whose lower end point is  $p$ , and  $C(p)$  a sub-set of segments that contain  $p$  within themselves.
  - 3 **if**  $|L \cup U \cup C| > 1$  **then**
    - 4 | **Report**  $p$  as an intersection point with all segments of  $L, U, C$ .
  - 5 **end**
  - 6 **Delete** the segments  $L \cup C$  from  $T$ .
  - 7 **Insert** the segments  $U \cup C$  in  $T$ . The order in  $T$  must correspond to the order in which the segments intersect the Sweep Line just below  $p$ . If there is a horizontal segment, insert it at the end.
  - 8 **if**  $U \cup C = \emptyset$  **then**
    - 9 | Let  $s_l$  and  $s_r$  the left and right neighbours of  $p$  over  $T$ ,  $findEvents(s_l, s_p, p)$ .
  - 10 **end**
  - 11 **else**
    - 12 | Let  $s'$  be the left-most segment of  $U \cup C$  in  $T$ .
    - 13 | Let  $s_l$  be the left neighbour of  $s'$  in  $T$ .
    - 14 |  $findEvents(s_l, s', p)$ .
    - 15 | Let  $s''$  be the right-most segment of  $U \cup C$  in  $T$ .
    - 16 | Let  $s_r$  be the right neighbour of  $s''$  in  $T$ .
    - 17 |  $findEvents(s'', s_p, p)$ .
  - 18 **end**
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## Module: Find Events

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**Algorithm:** Find Events

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**Input:**  $s_l, s_r, p$

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1 if  $s_l$  and  $s_r$  intersect under the Sweep Line, or right at it but at the left side of current  
   Event  $p$ , and the intersection is not yet an Event in  $Q$  then  
2   | Insert the intersection point as a new event in  $Q$ .  
3 end
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