

Computational Geometry

Dr. Gur Saran Adhar

Reference clrs, Chapter 33, Page 933-

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Intersection of Horizontal and Vertical Line Segments

The Problem: Given a set of n horizontal and m vertical line segments in the plane, find all the intersections among them

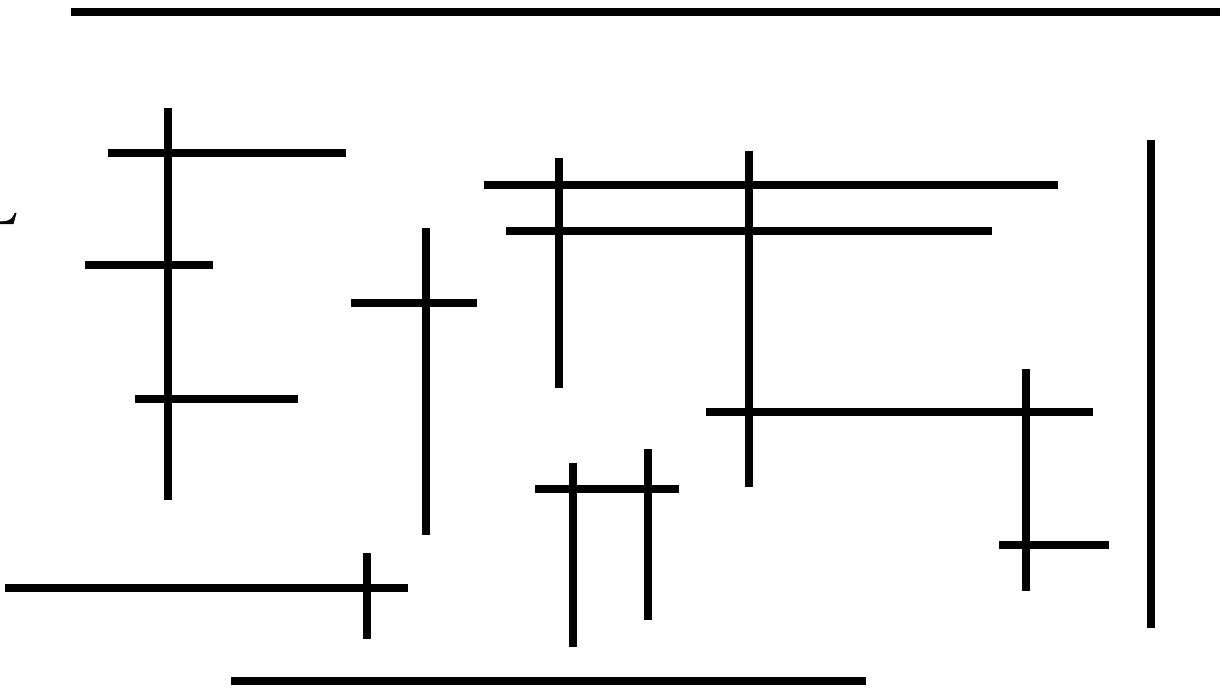
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Algorithm Intersection $((v_1, v_2, \dots, v_m), (h_1, h_2, \dots, h_n))$
Input: (v_1, v_2, \dots, v_m) (a set of vertical line segments and
 (h_1, h_2, \dots, h_n) (a set of horizontal line segments)
Output: The set of all pairs of intersecting segments.
 $\{y_B(v_i), y_T(v_i)\}$ denote the bottom and top of
the vertical segment v_i

Reference Udi Manber page 286

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Algorithm Intersection(S, K)**begin**

sort all x coordinates in increasing order
and place them in Q

 $V := \emptyset$ **while** Q is not empty do

remove the first end point p from Q

if p is the right endpoint of h_k **then**

remove h_k from V .

else if p is the left endpoint of h_k **then**

insert h_k from V .

else if p is the x coordinate of a
vertical line v_i **then**

perform a one-dimensional range

query for the range $y_B(v_i)$ to $y_T(v_i)$

end.

Reference Udi Manber page 286

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Intersection of Line Segments

The Problem: Given a set of n line segments in the plane, find all the intersections among them.

Assumption:

No input segment is vertical

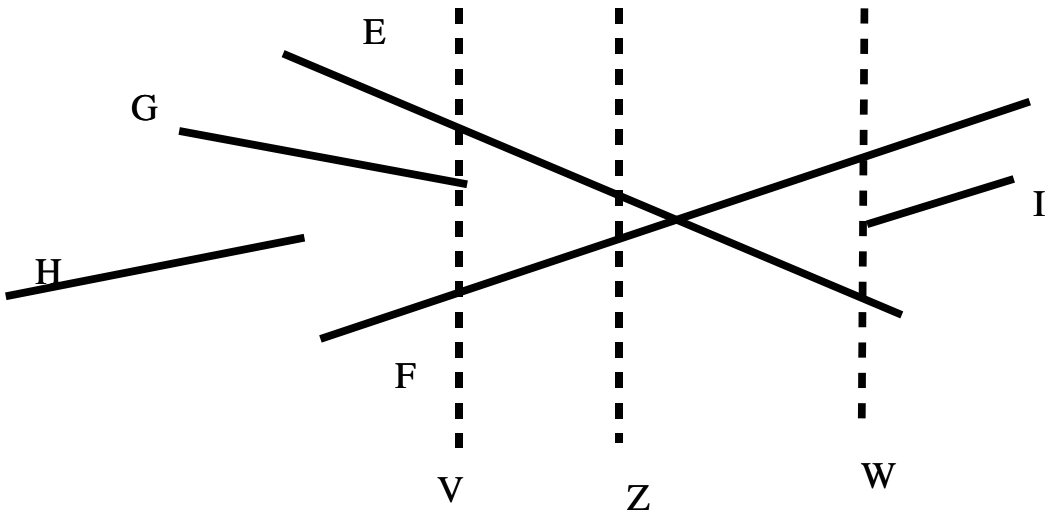
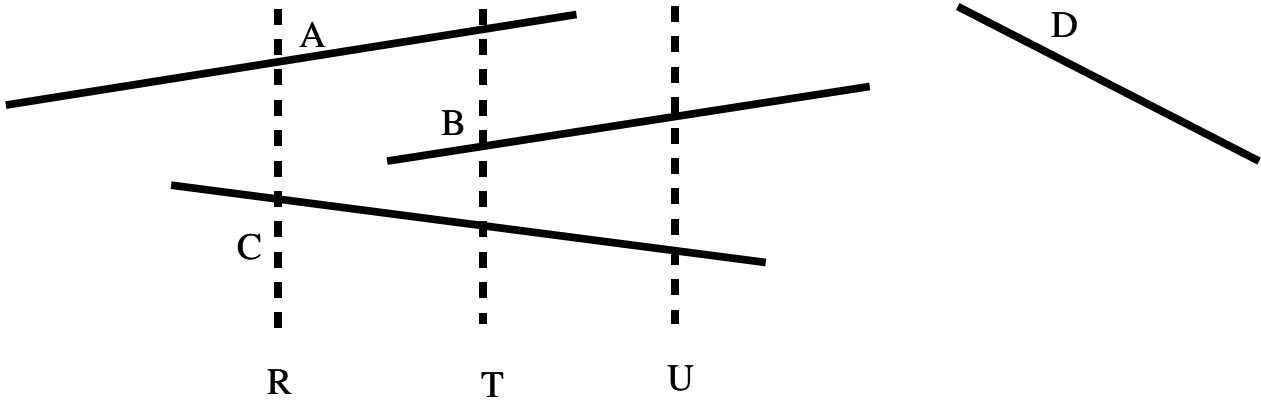
No three input segments intersect at a single point

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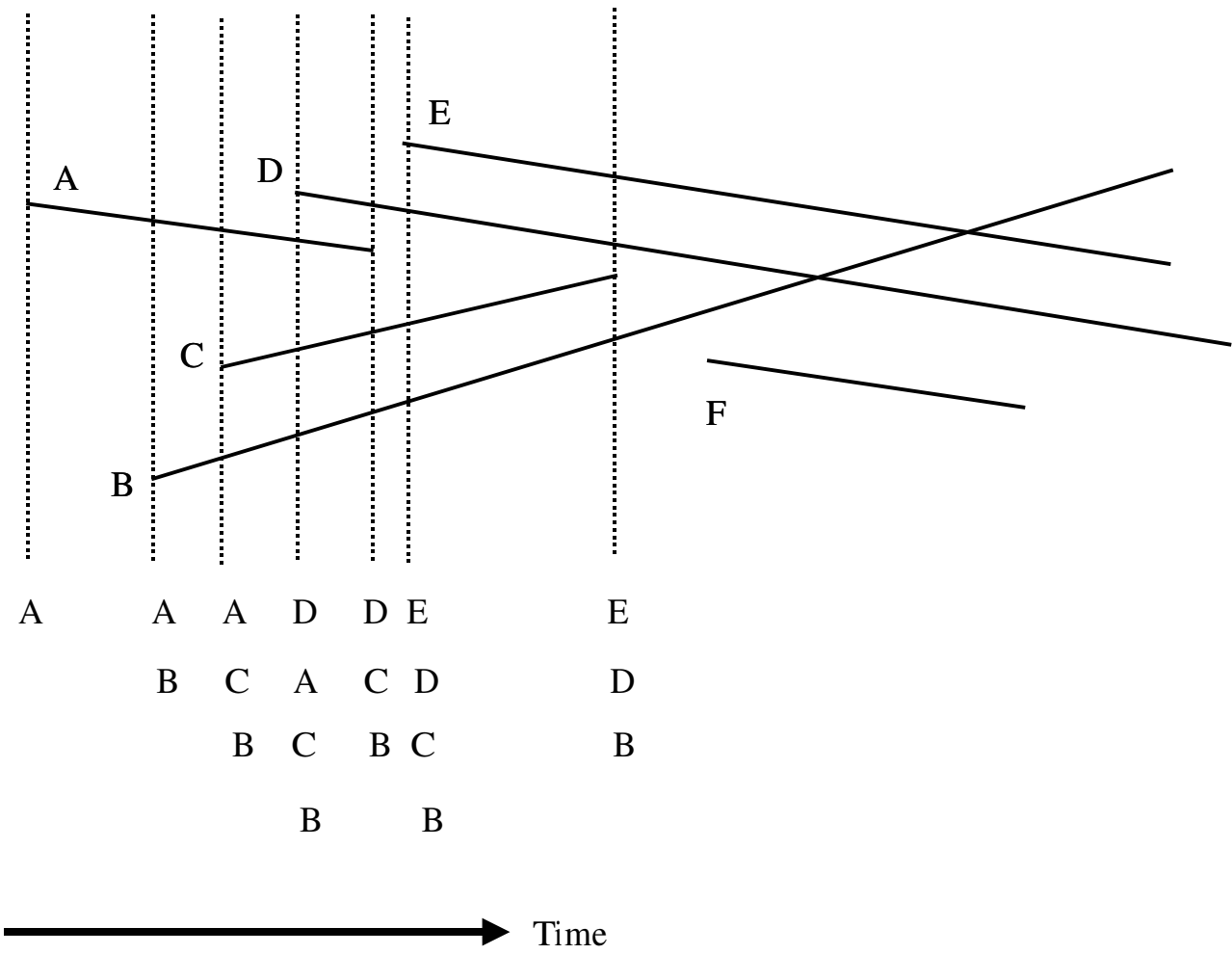


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Algorithm Any-Segments-Intersect(S) $T := \emptyset$

sort the endpoints of the segments in S from left to right breaking ties by putting points with lower y-coordinates first

for each point p in the sorted list of endpoints

do if p is the left endpoint of a segment s

then $INSERT(T, s)$

if ($ABOVE(T, s)$ exists and intersects s)

then return TRUE

if p is the right endpoint of a segment s

then if both $ABOVE(T, s)$ and $BELOW(T, s)$ exists

and ($ABOVE(T, s)$ intersects $BELOW(T, s)$)

then return TRUE

$DELETE(T, s)$

return FALSE

Reference clrs2e page 943

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Convex Hull of Points

Problem: Given a set of n points in the plane, find a smallest convex polygon for which either each point is on the boundary or inside the polygon.

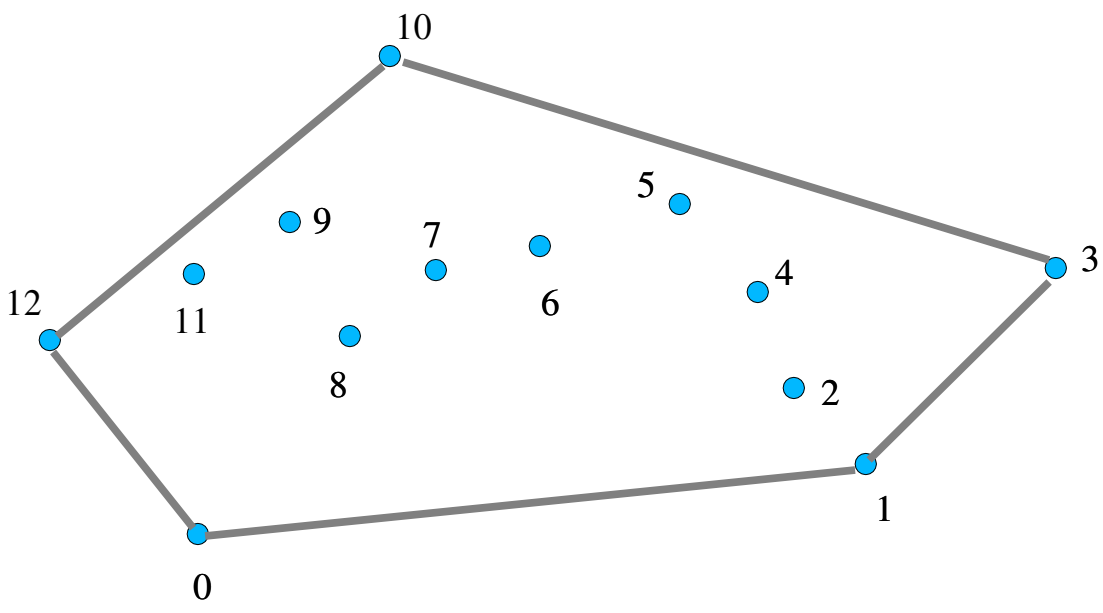
Reference `clrs` page947-

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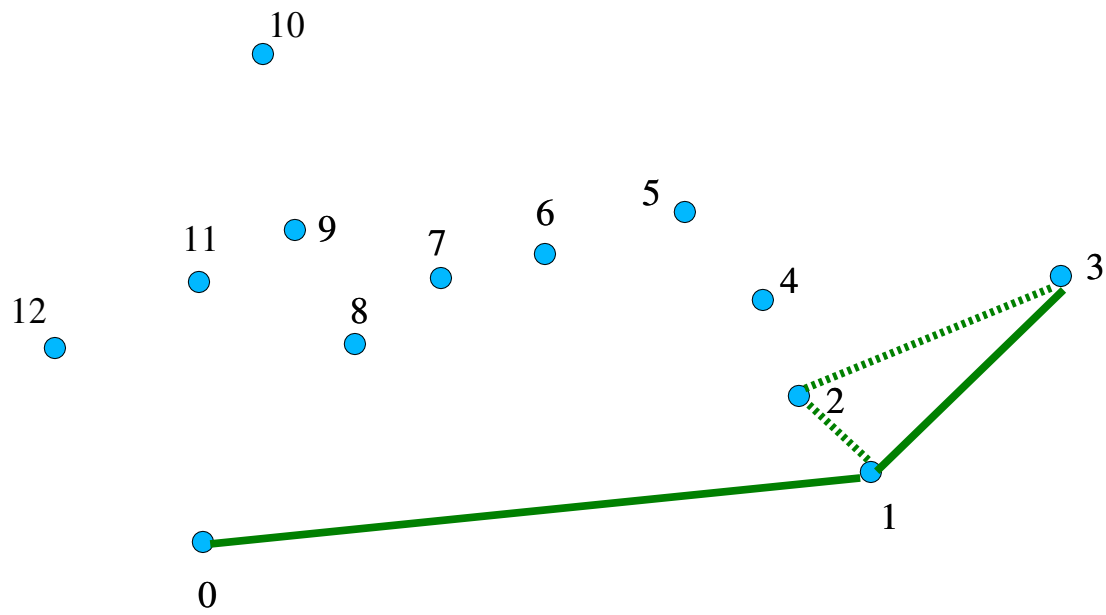
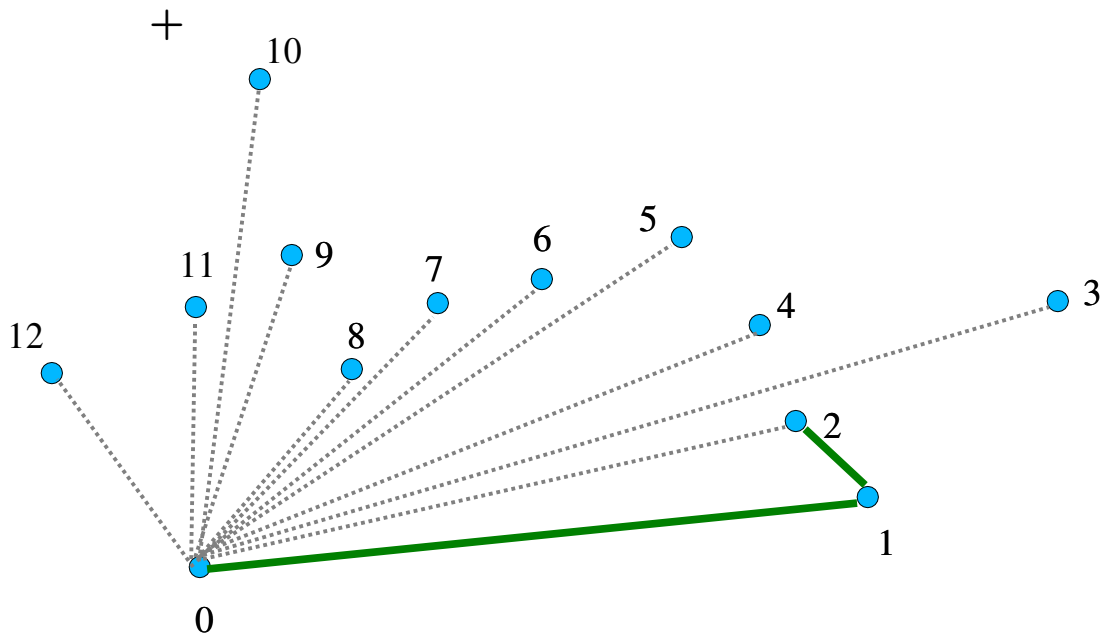
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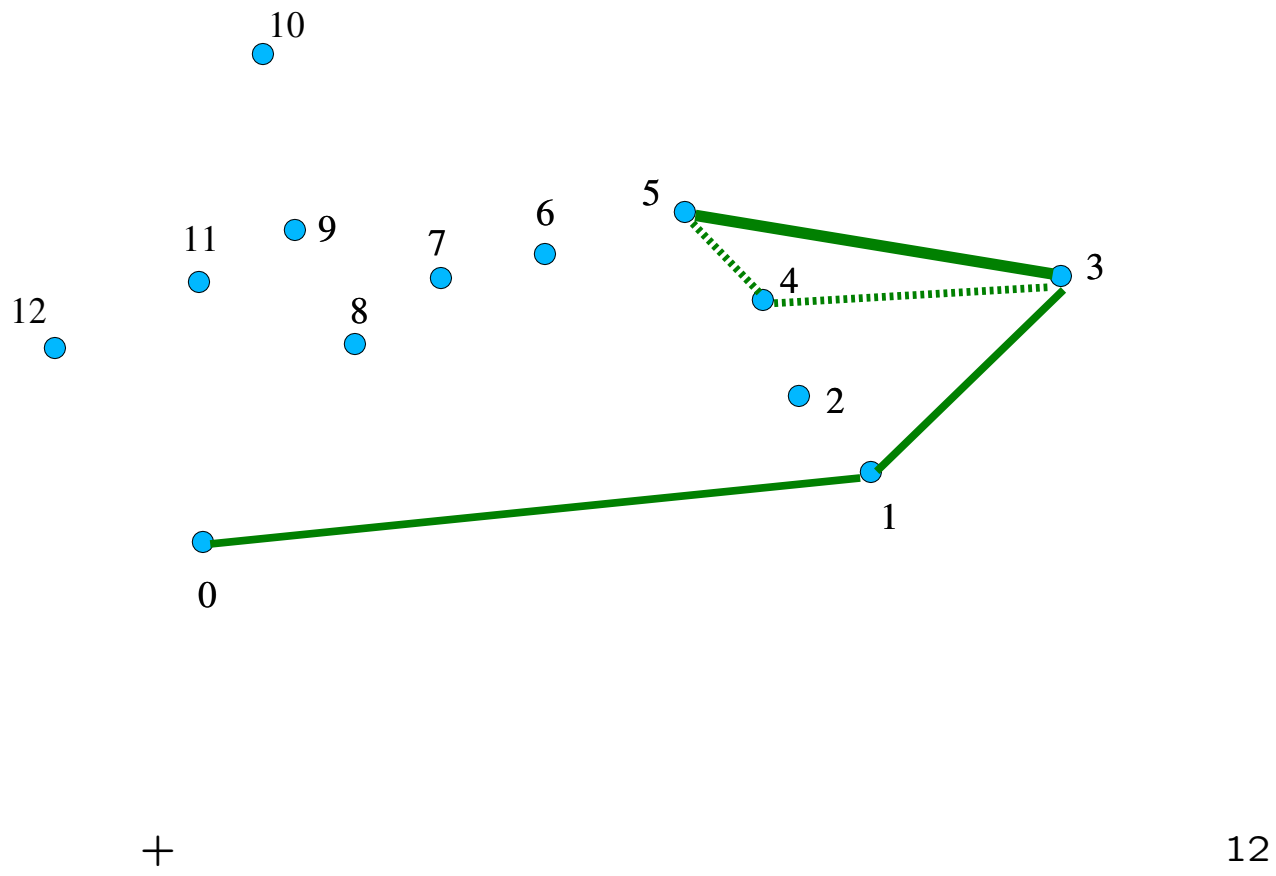
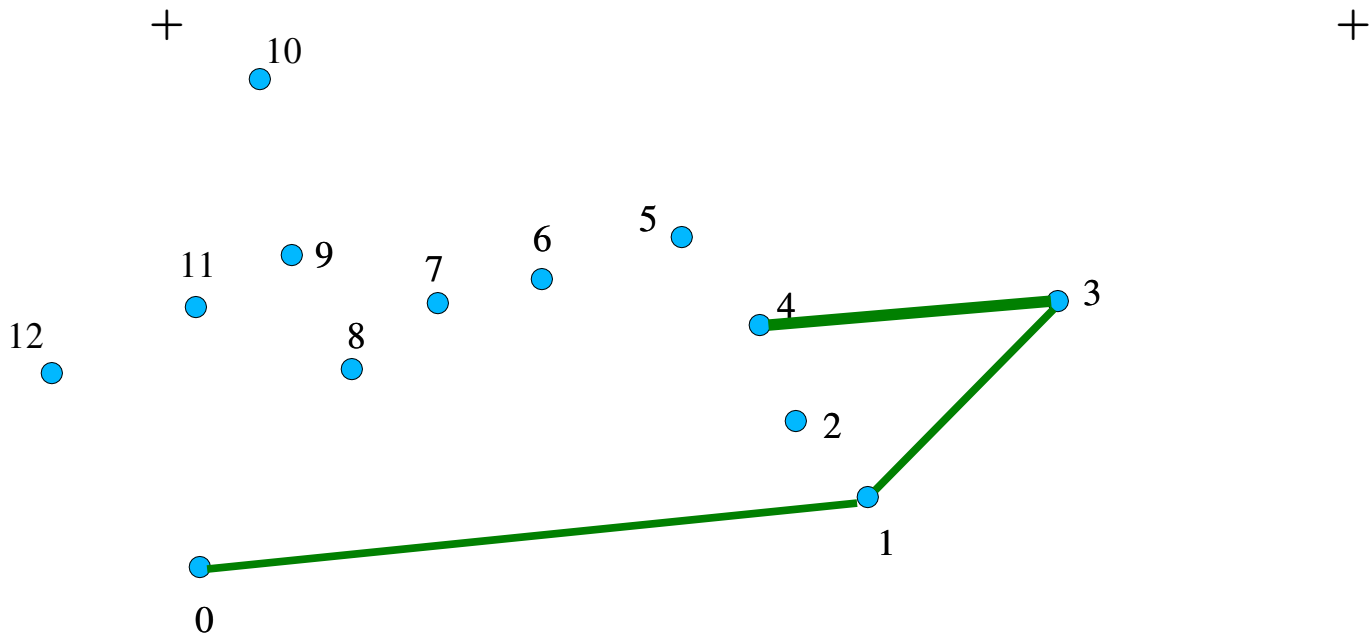
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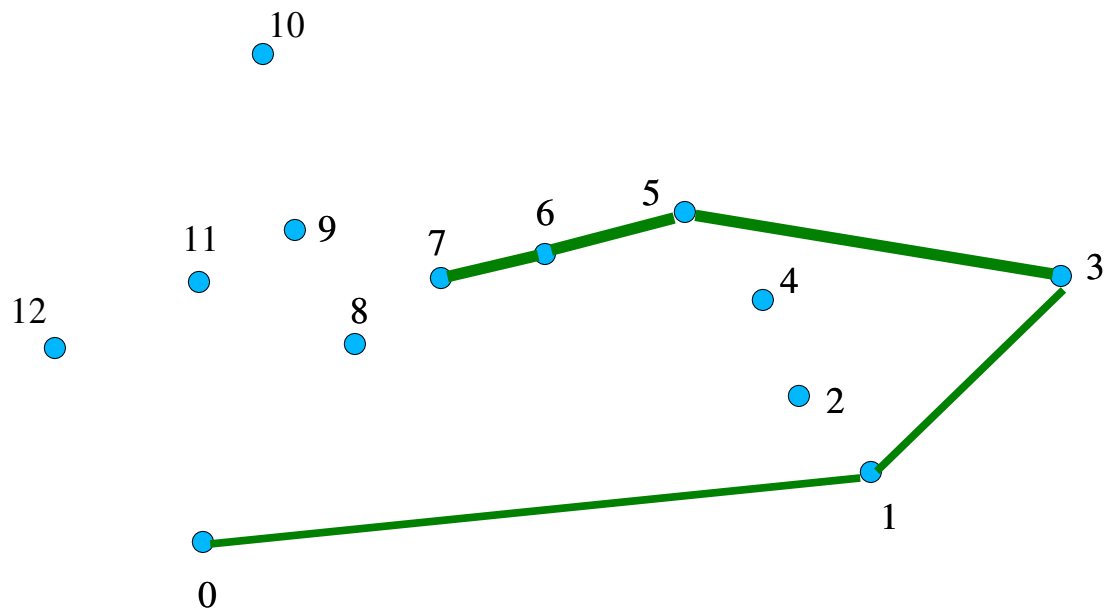
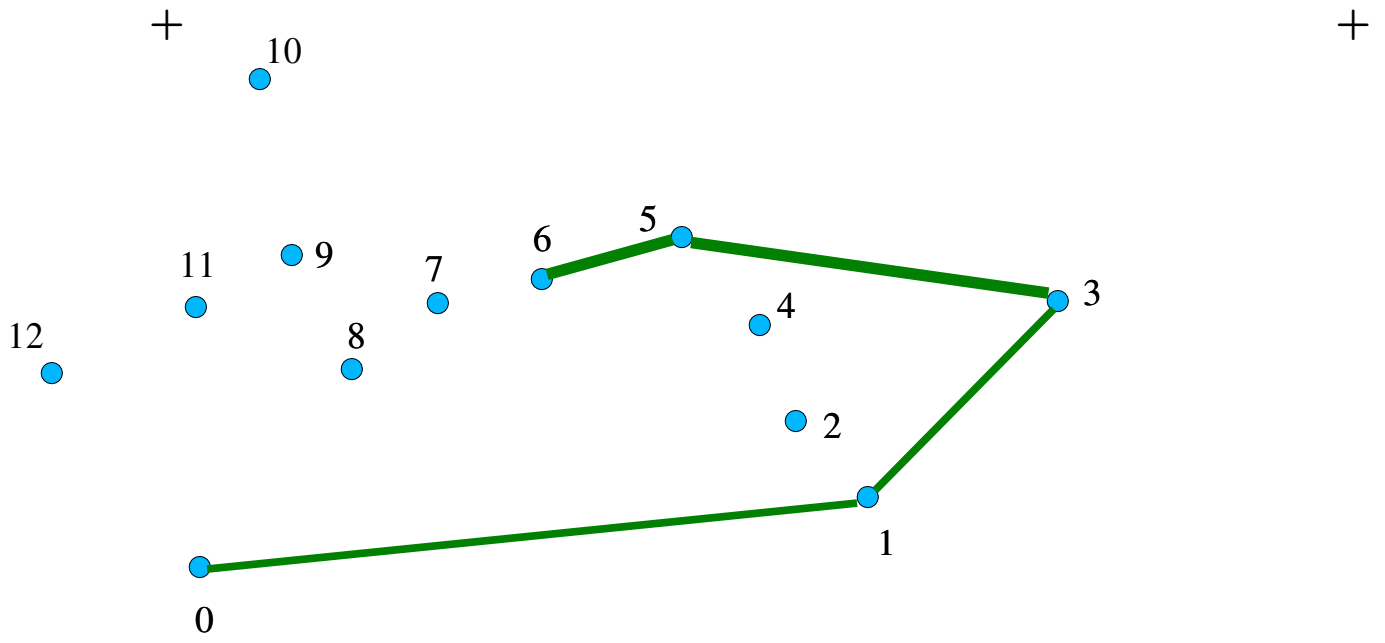


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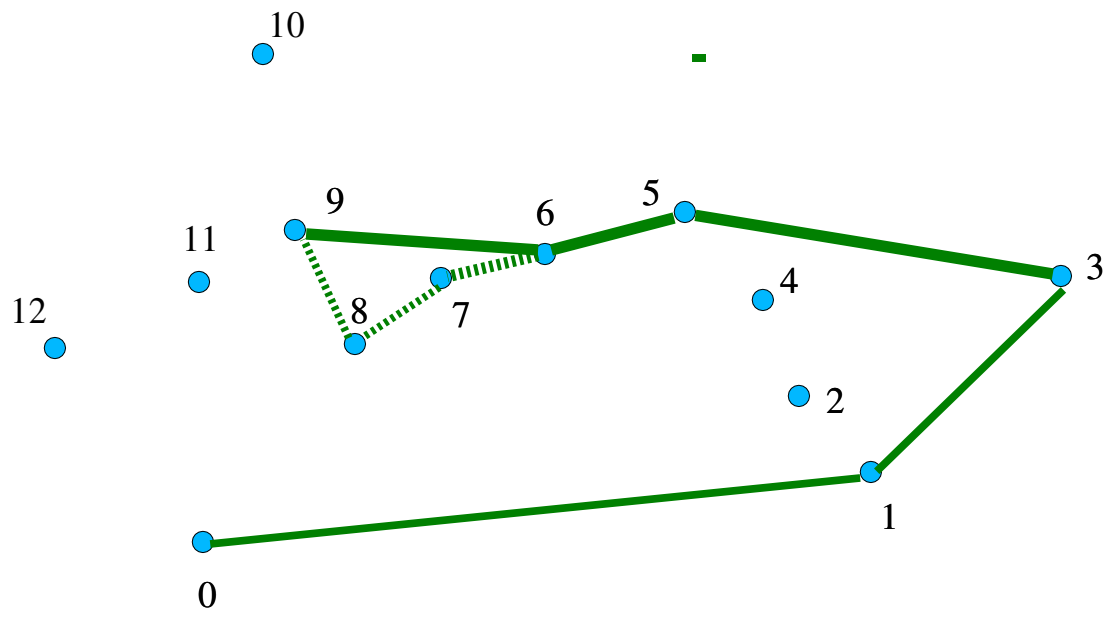
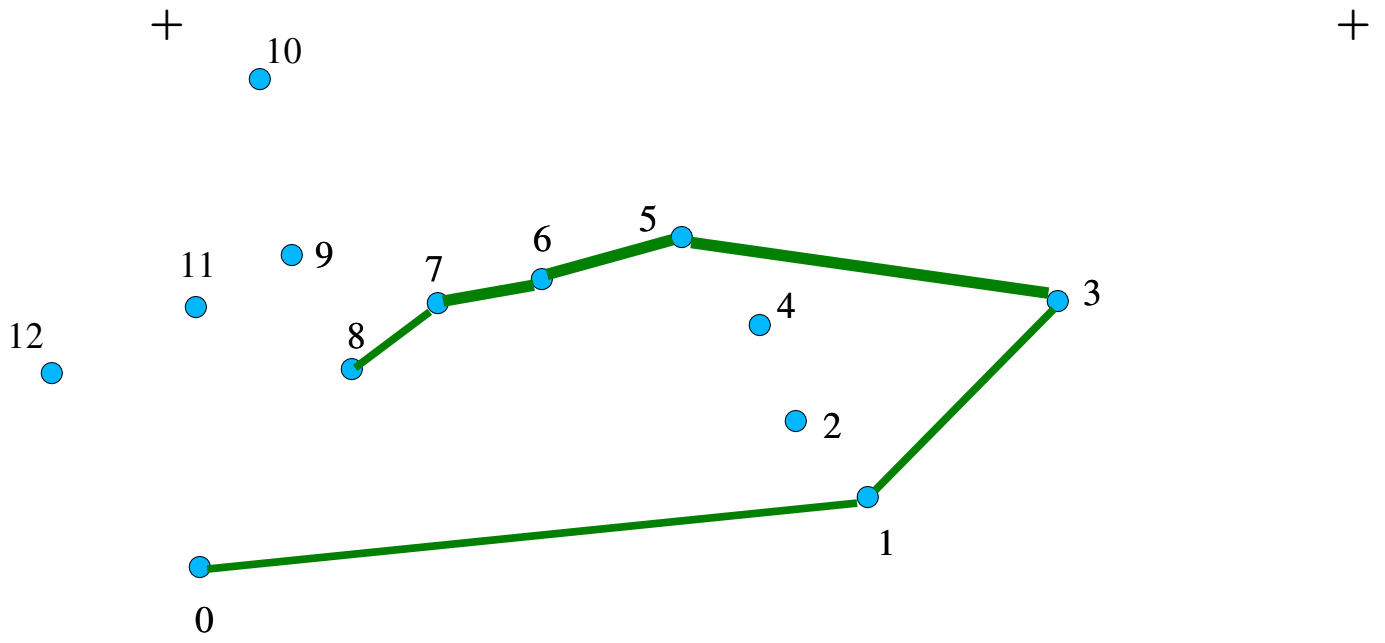




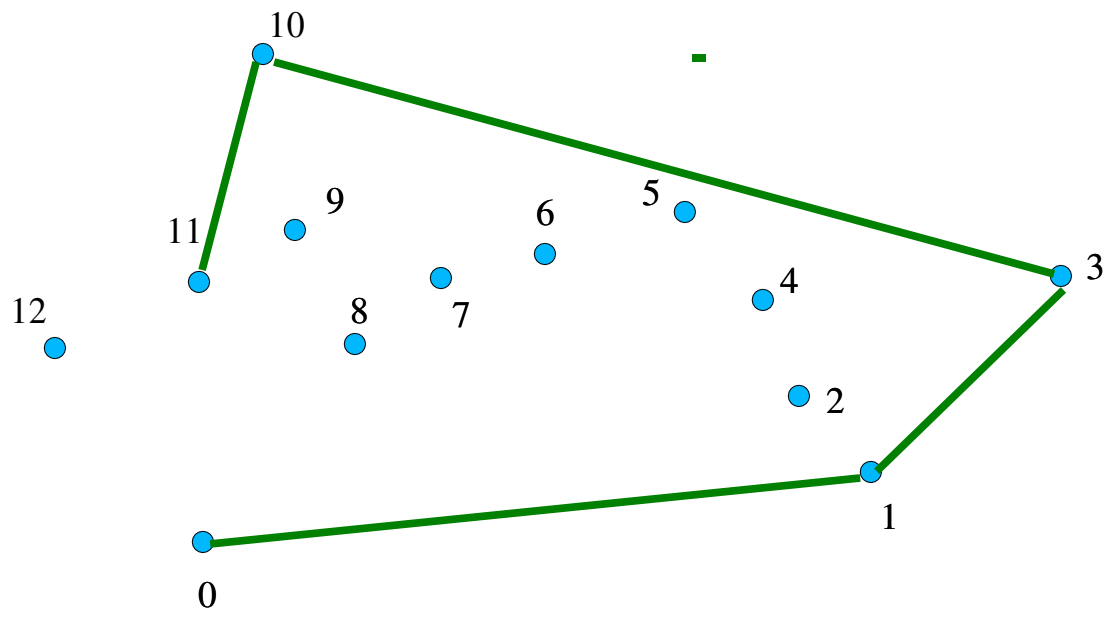
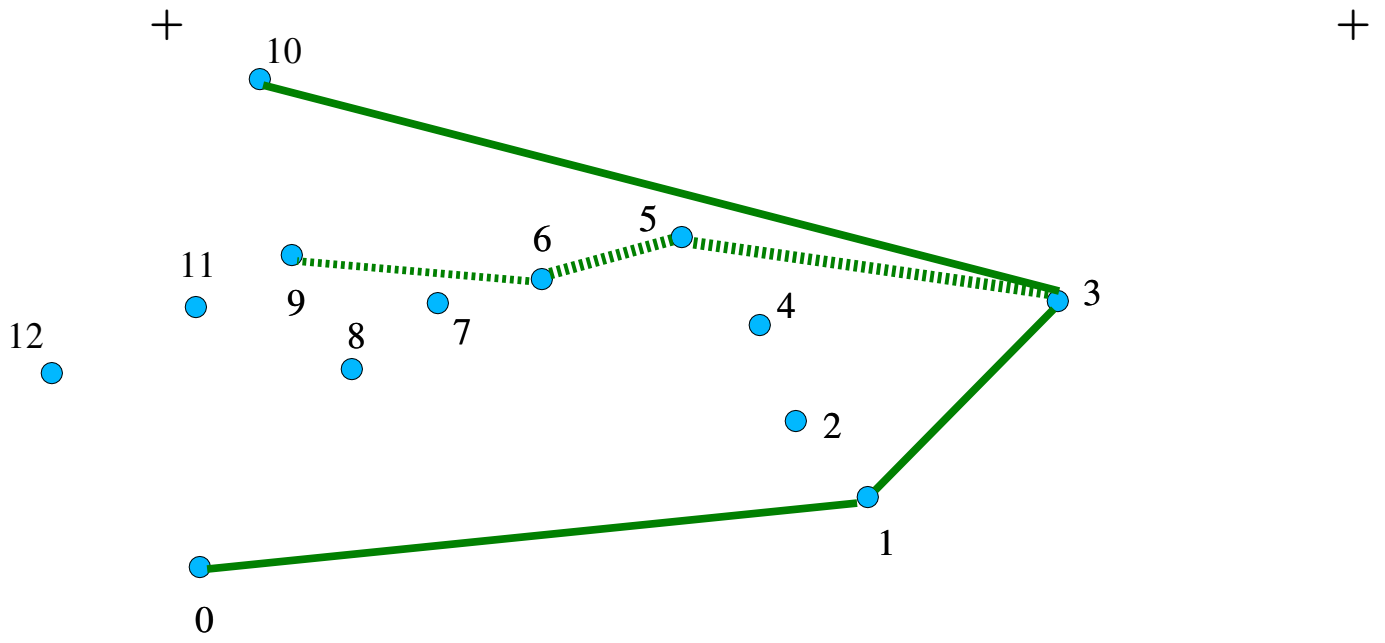


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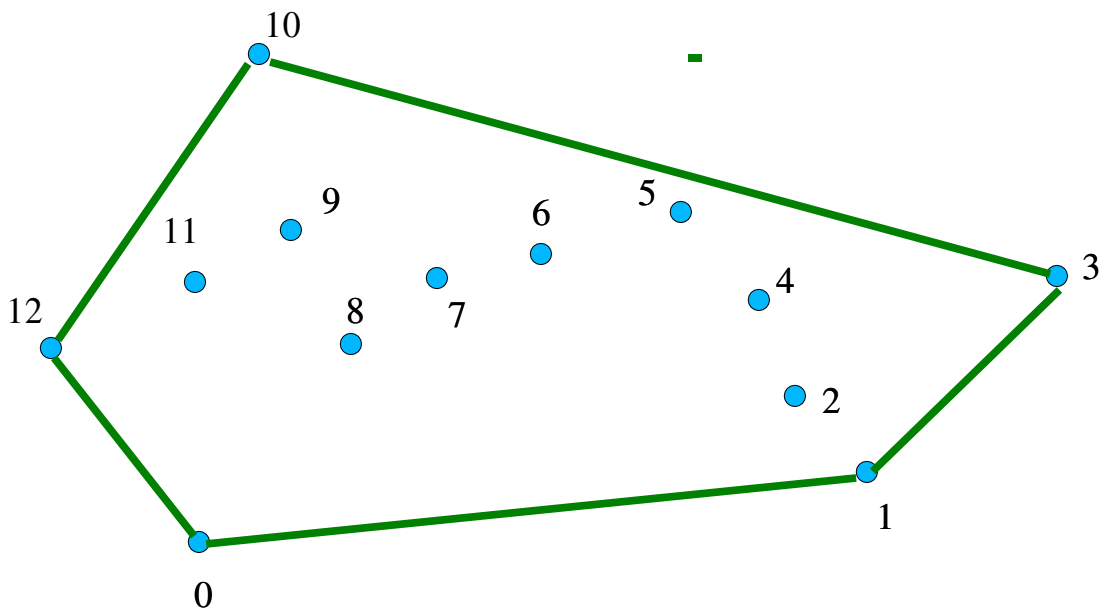
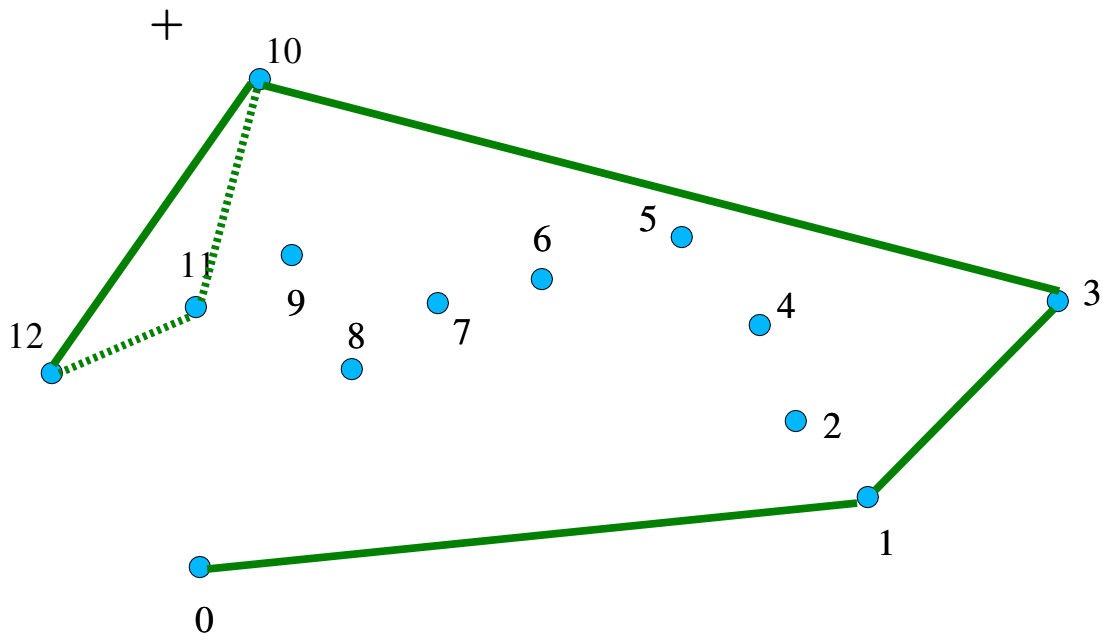
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Algorithm Graham-Scan(Q)

Let p_0 be the point with minimum y -coordinate
or the leftmost such point in case of a tie

Let $\langle p_1, p_2, \dots, p_m \rangle$ be the remaining points in Q
sorted by polar angles in counterclockwise order
around p_0

PUSH(p_0, S)

PUSH(p_1, S)

PUSH(p_2, S)

for $i \leftarrow 3$ to m

do while the angle formed by points

 NEXT-TO-TOP(S), TOP(S), and p_i

 makes a non-left (right turn)

do *POP*(S)

then return TRUE

PUSH(p_i, S)

return S

Reference clrs2e page 943

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Approach: Divide and Conquer- The Closest Pair of Points

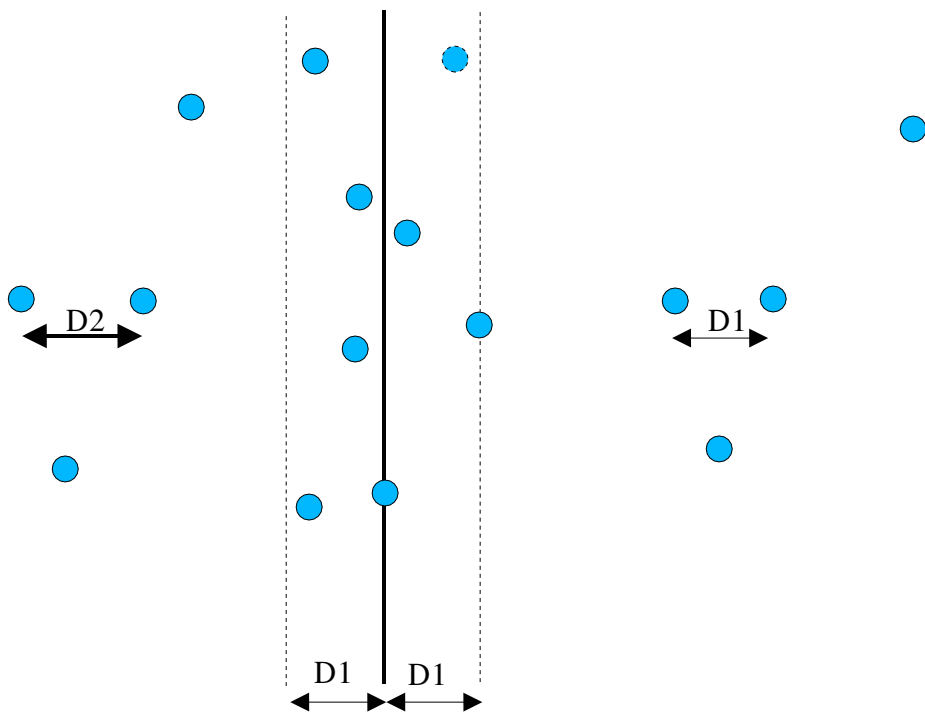
Problem: Given a set of n points in the plane, find a pair of closest points

Reference clrs page957-
Udi Manber page 279

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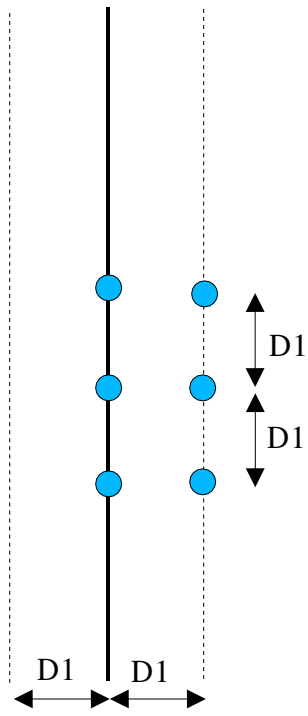


Closest Pair Problem

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The worst case of six points $d1$ apart

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Algorithm Closest_Pair(p_1, p_2, \dots, p_n)**Input:** p_1, p_2, \dots, p_n a set of n points in the plane**Output:** d (the distance between the two closest points)**begin** **Sort** points according to their x -coordinates;

{comment-this sorting is done only once }

divide the set into two equal-sized parts; **Recursively**, compute the minimal distance
 in each part; Let d be the minimal of the two minimal distances; **Eliminate** points that lie farther than d apart
 from the separation line **Sort** the remaining points according to
 their y coordinates; Scan the remaining points in the y order and find
 the distance of each point to its five neighbors; **if** any of these distances is less than d
 then update d **end.**

Reference Udi Manber page 280

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