

# Using orientation tests to solve basic problems on polygons

**Vera Sacristán**

Computational Geometry  
Facultat d'Informàtica de Barcelona  
Universitat Politècnica de Catalunya

# USING ORIENTATION TESTS ON POLYGONS

## Intersection test line - polygon

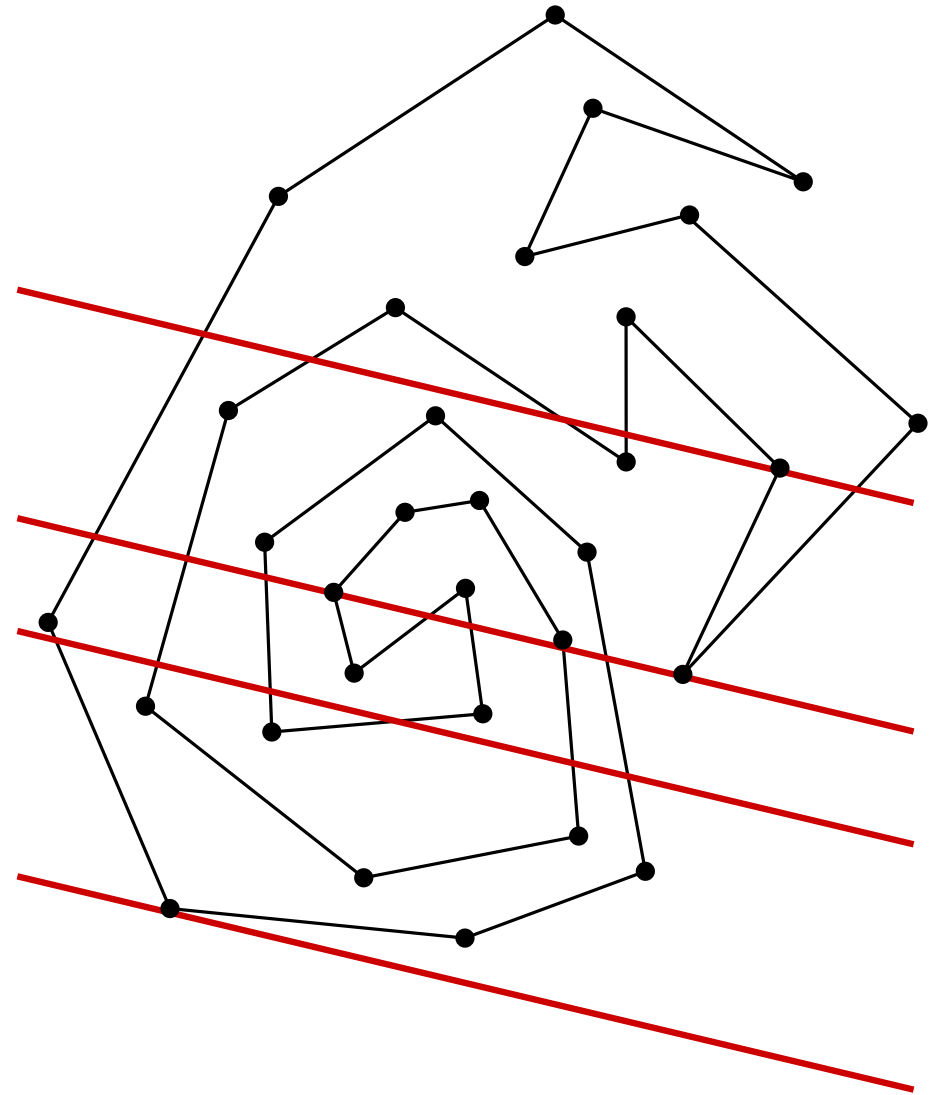
### Input:

$\ell$ : a line (through  $p$  and  $q$ )

$P$ : a polygon (with vertices  $p_1, p_2, \dots, p_m$ )

Yes/No they intersect.

If they do, the edges of  $P$  intersecting  $\ell$



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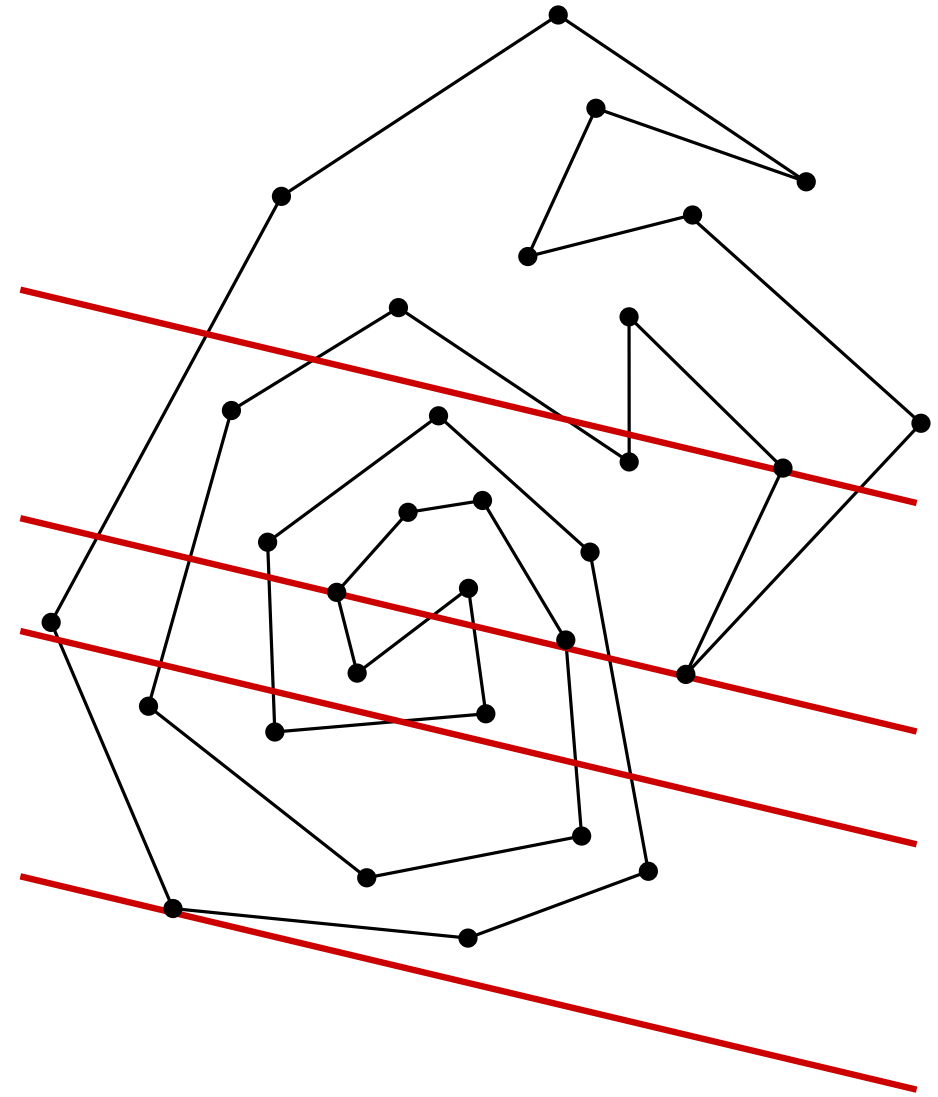
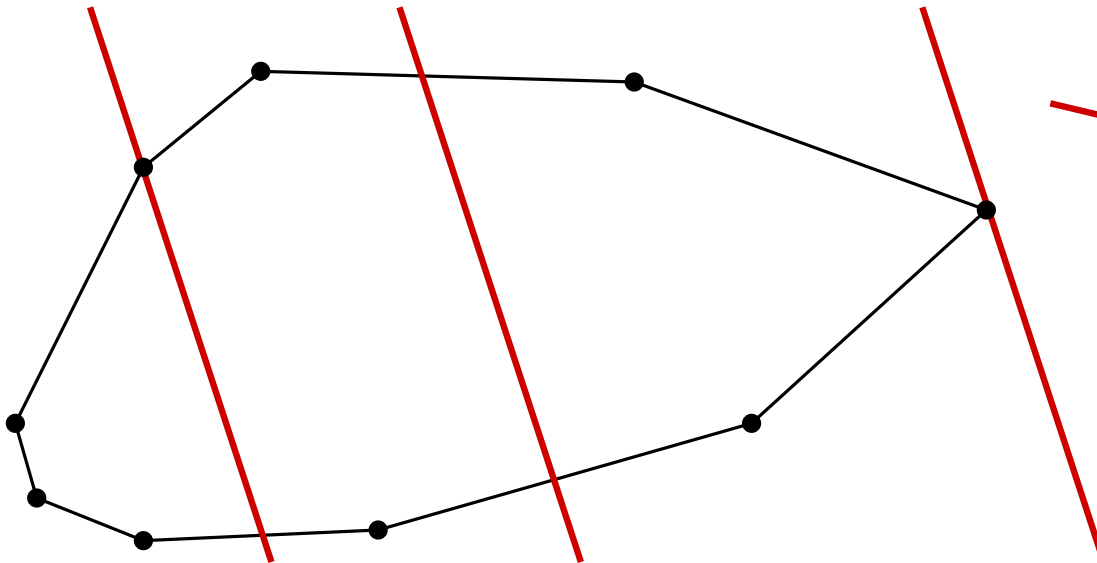
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## What if the polygon is convex?



# USING ORIENTATION TESTS ON POLYGONS

## Point in polygon test

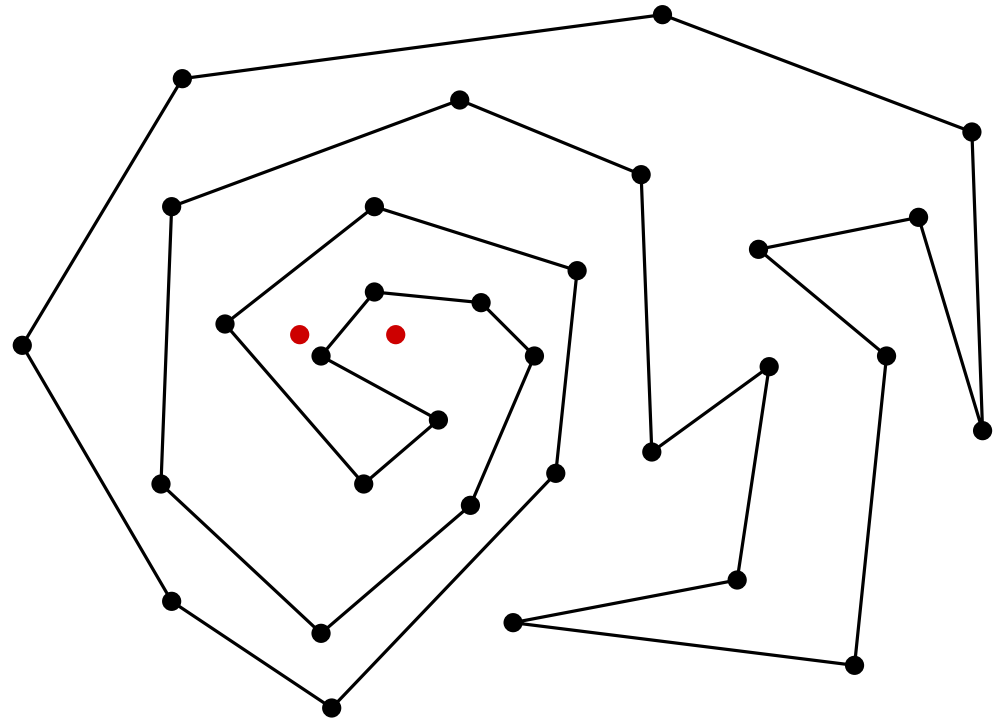
### Input:

A polygon  $p_1, p_2, \dots, p_n$

A query point  $q$

### Output:

Yes/No  $q \in P$



# USING ORIENTATION TESTS ON POLYGONS

## Point in polygon test

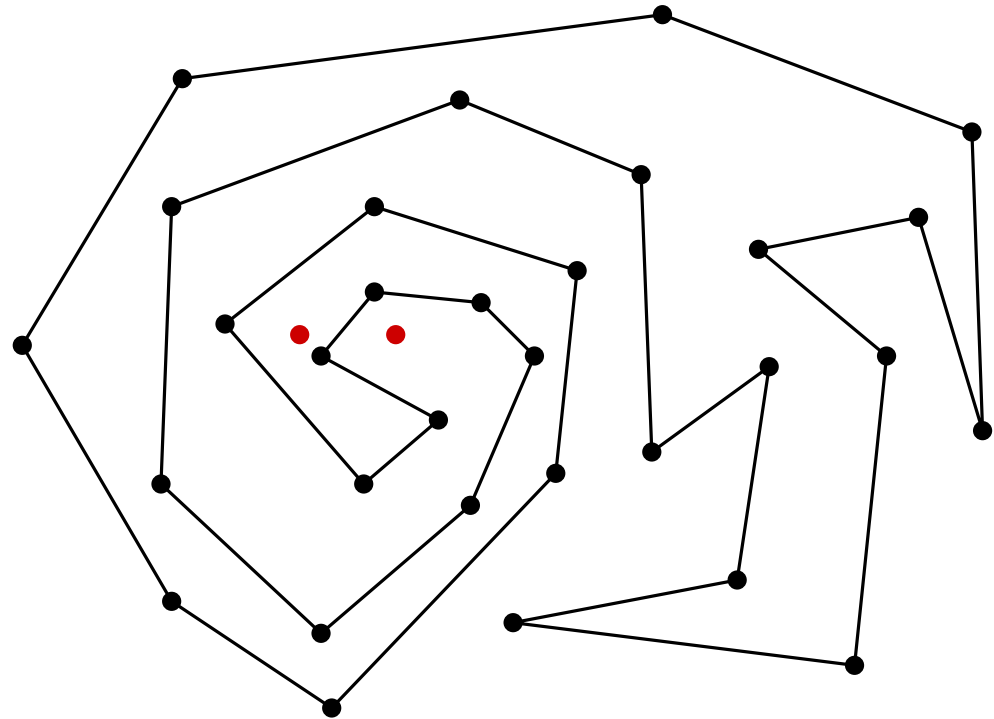
### Input:

A polygon  $p_1, p_2, \dots, p_n$

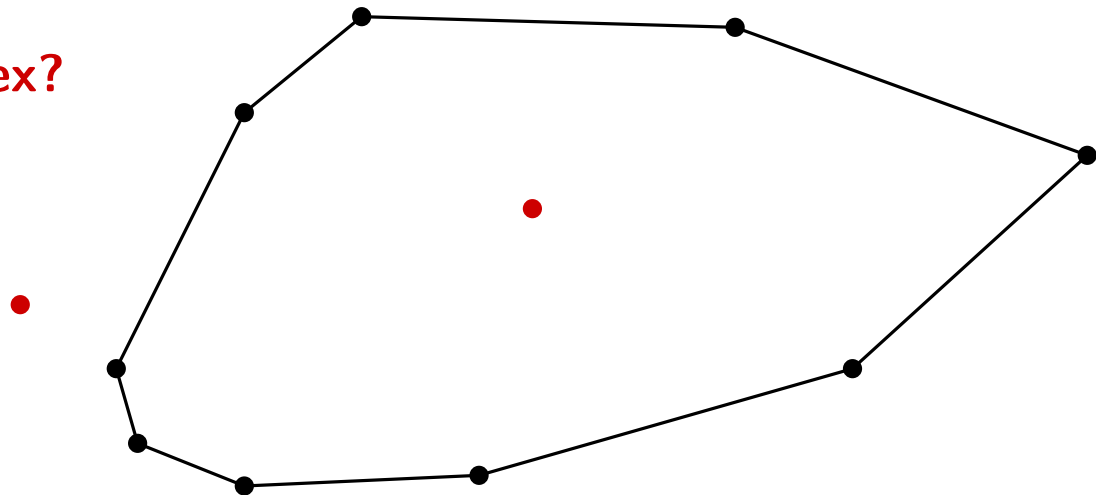
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## What if the polygon is convex?



# USING ORIENTATION TESTS ON POLYGONS

## Supporting lines point - polygon

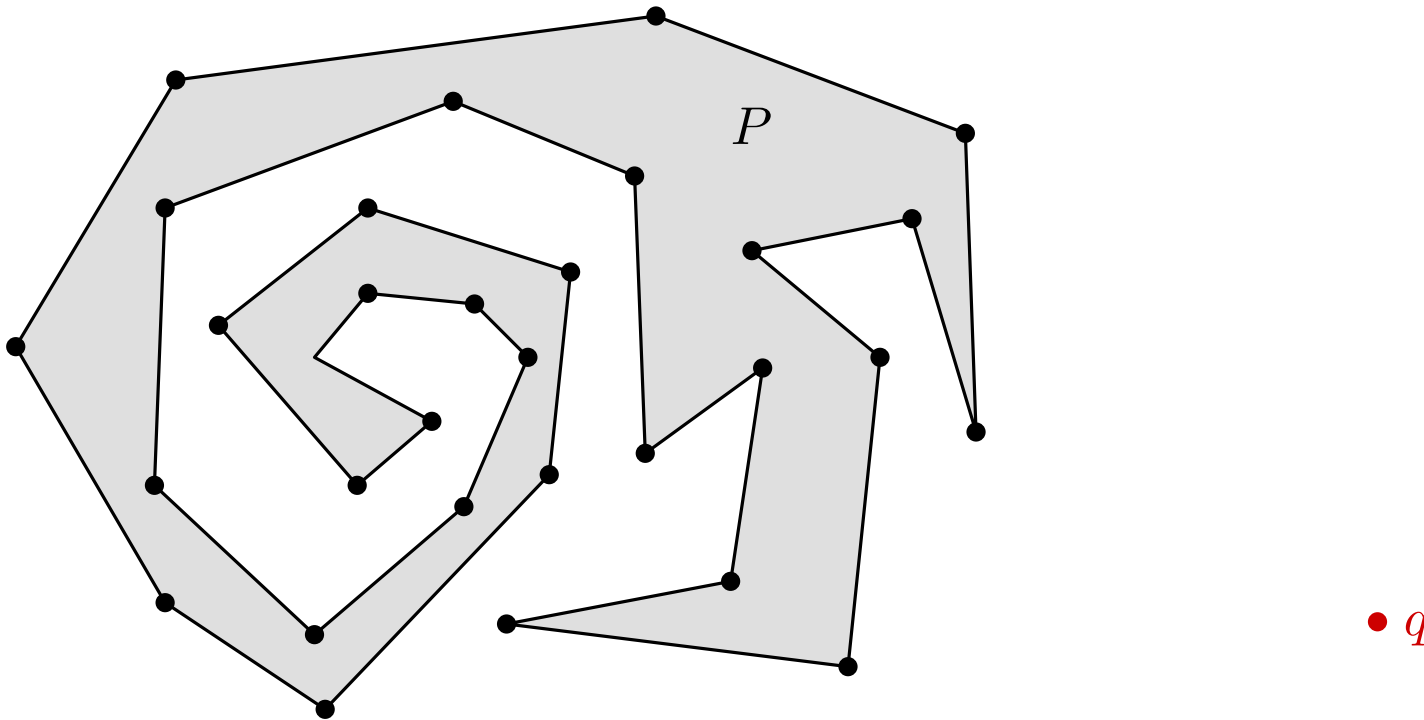
### Input:

A polygon  $P$  with vertices  $p_1, p_2, \dots, p_n$

A point  $q$  not belonging to the convex hull of  $P$

### Output:

Lines through  $q$  and  $P$  that leave all of  $P$  to one side



# USING ORIENTATION TESTS ON POLYGONS

## Supporting lines point - polygon

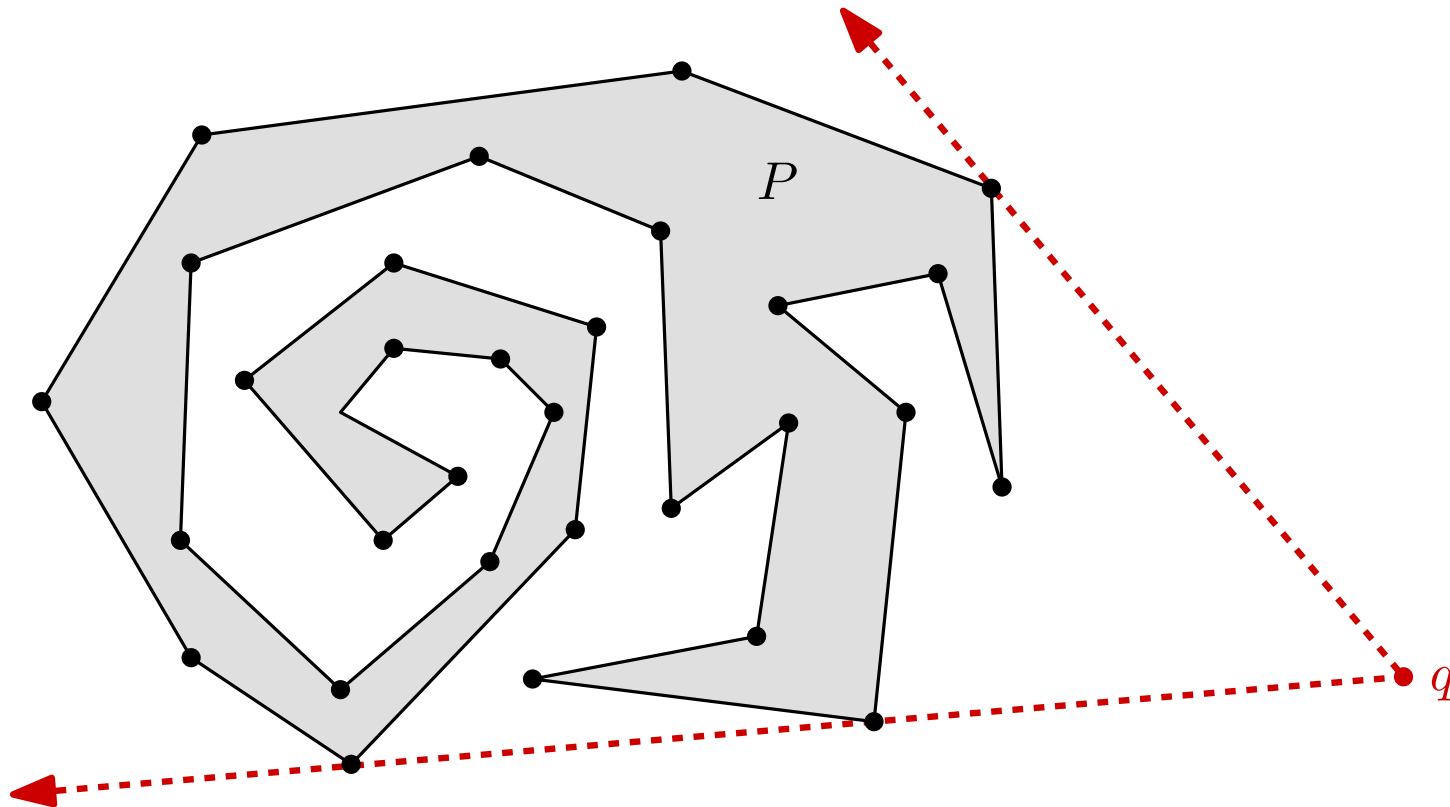
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## Supporting lines point - polygon

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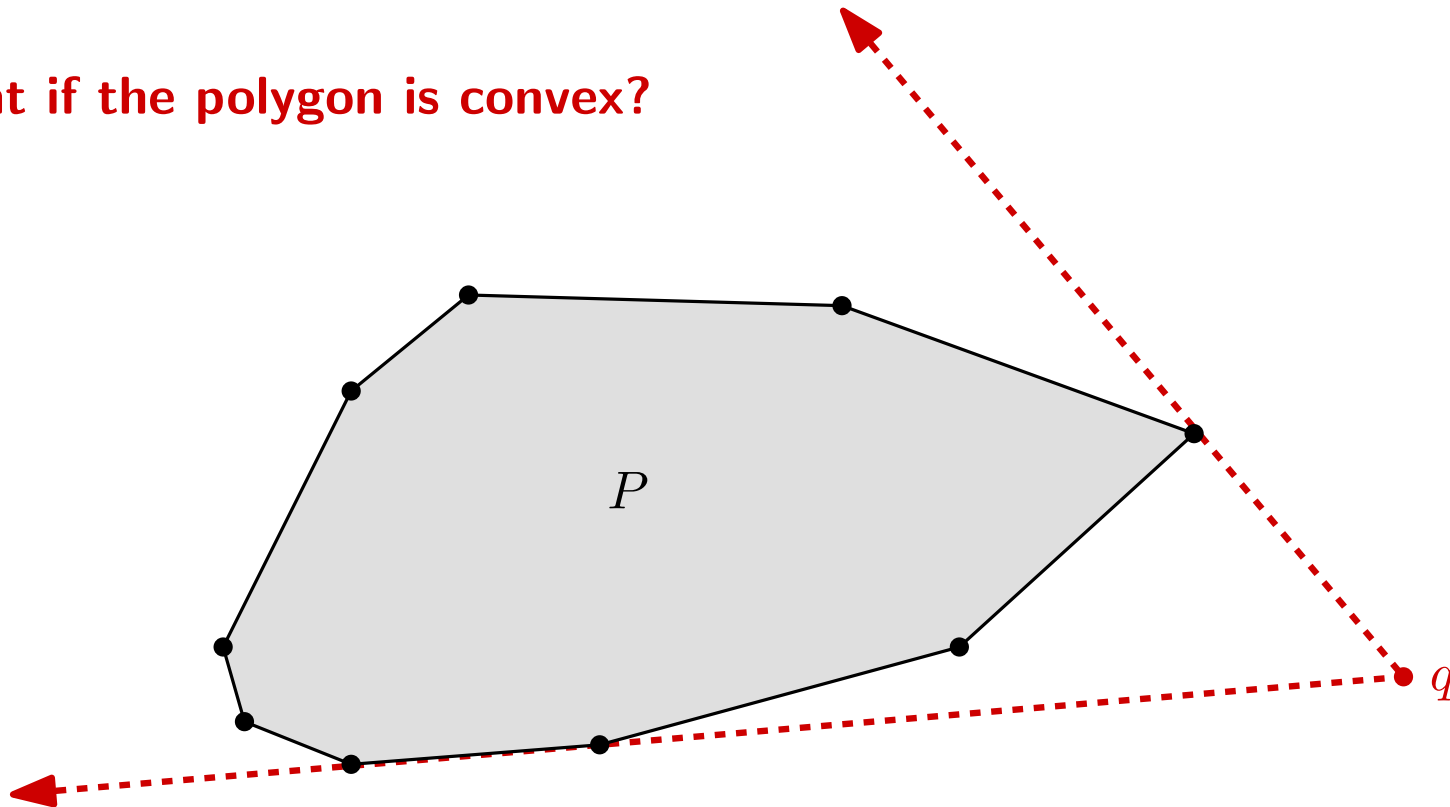
A polygon  $P$  with vertices  $p_1, p_2, \dots, p_n$

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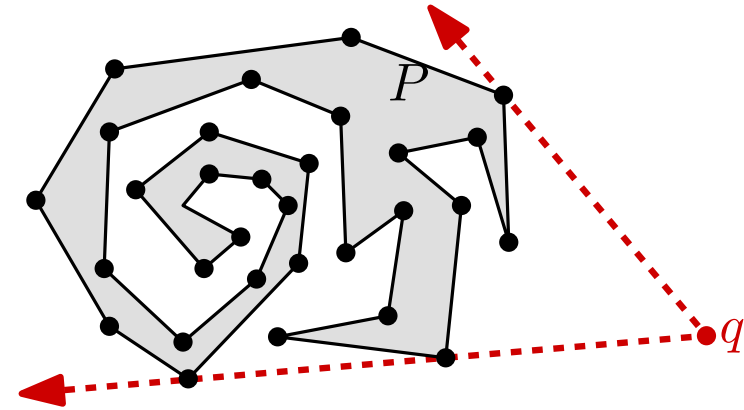
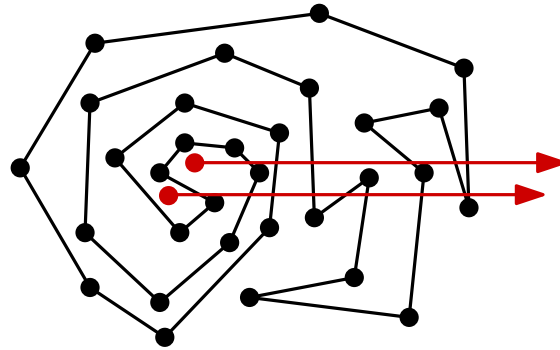
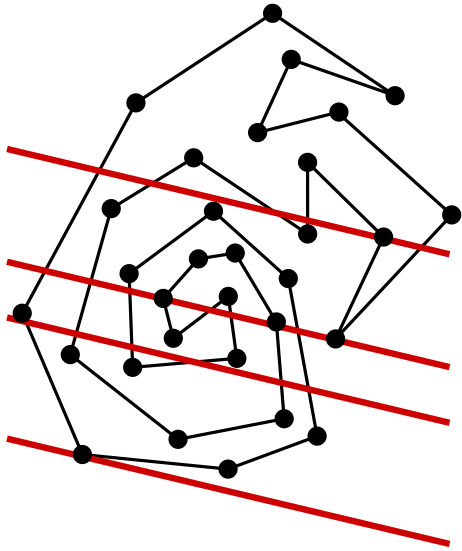


# USING ORIENTATION TESTS ON POLYGONS

How did we prove the correctness of our solutions?

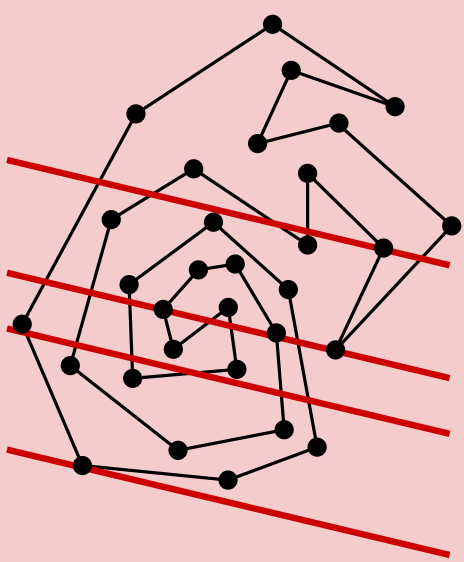
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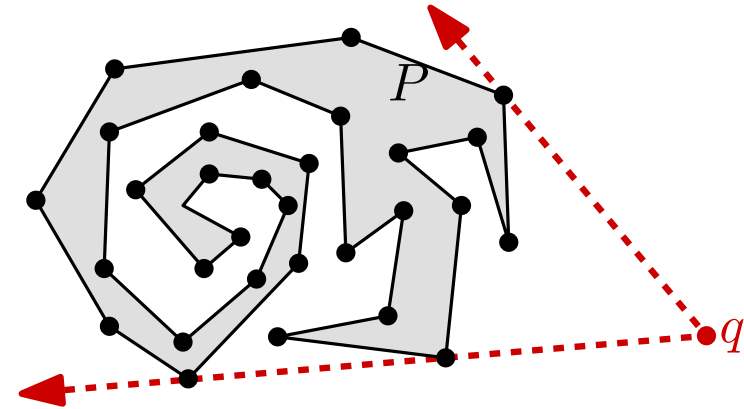
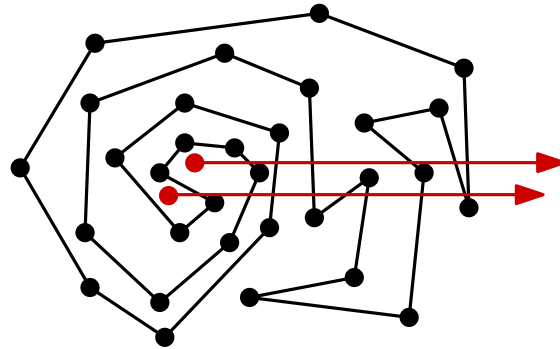


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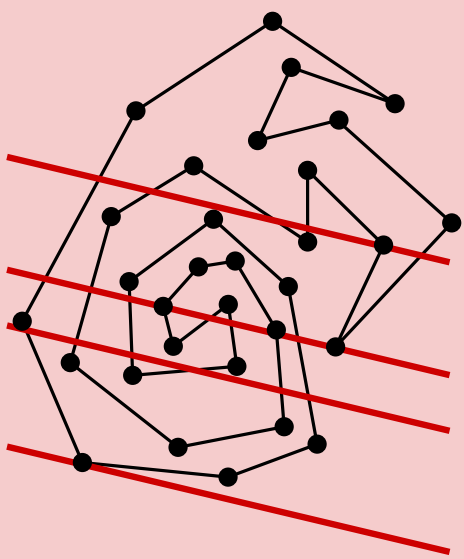


**Geometric property:**  
No particular one.



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How did we prove the correctness of our solutions?



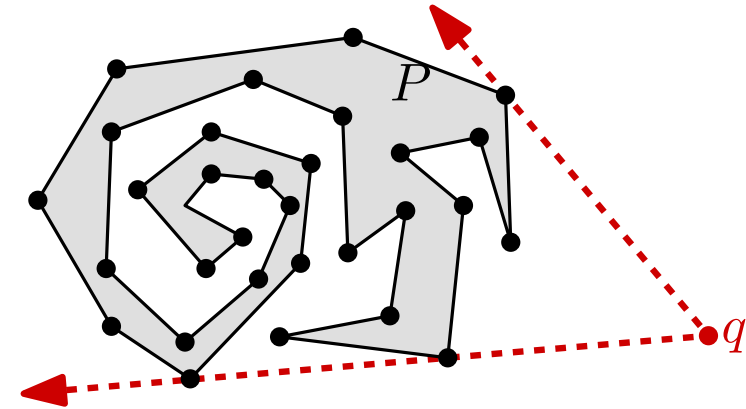
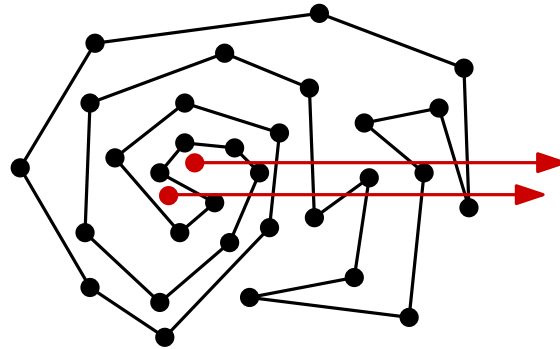
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No particular one.



Brute-force solution

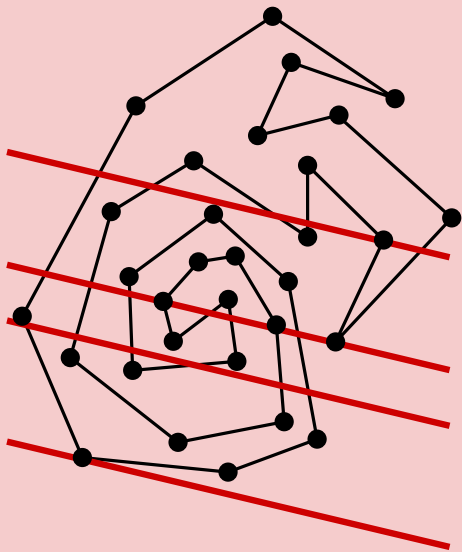
$O(n)$  time

$O(n)$  space



# USING ORIENTATION TESTS ON POLYGONS

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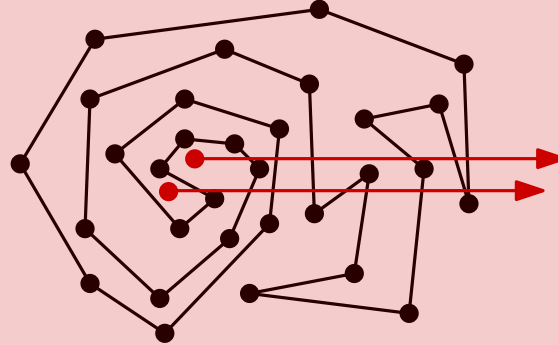
**Geometric property:**  
No particular one.



Brute-force solution

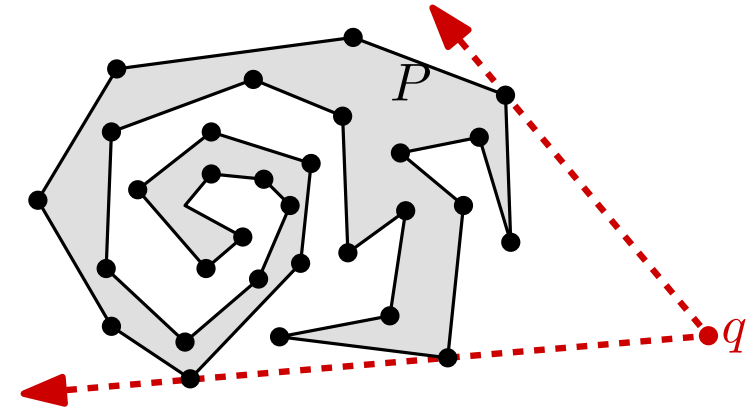
$O(n)$  time

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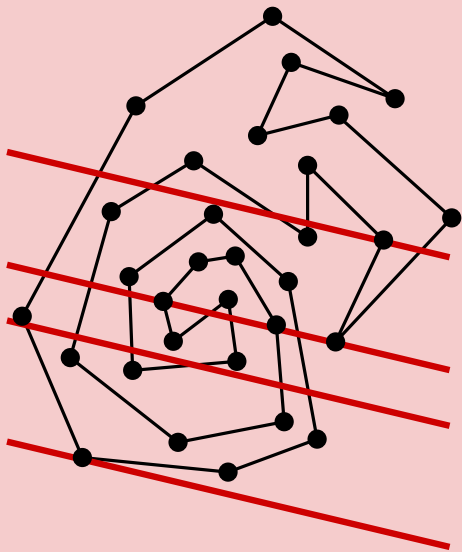
**Geometric property:**

$p \in P \Leftrightarrow$  The number of intersections of  $\partial P$  and any halfline with origin at  $p$  is odd.



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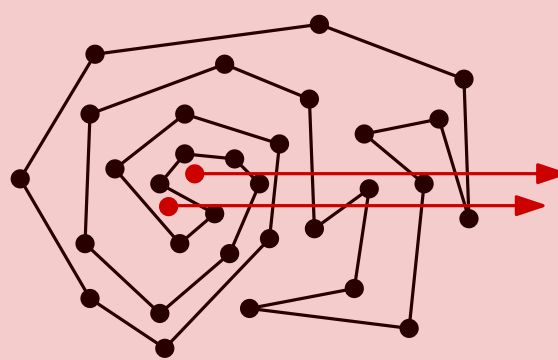


**Geometric property:**  
No particular one.



Brute-force solution

$O(n)$  time  
 $O(n)$  space

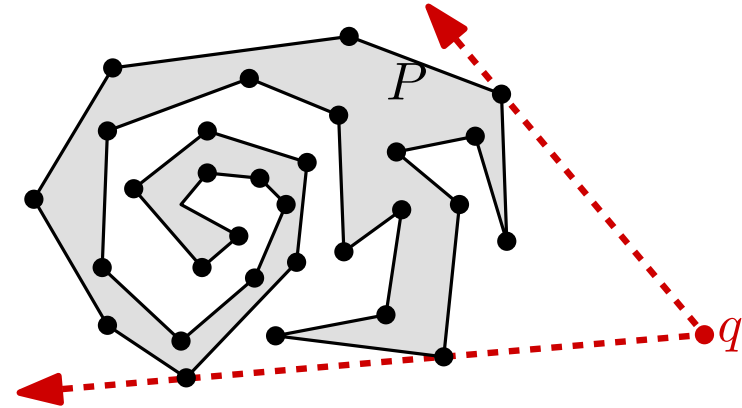


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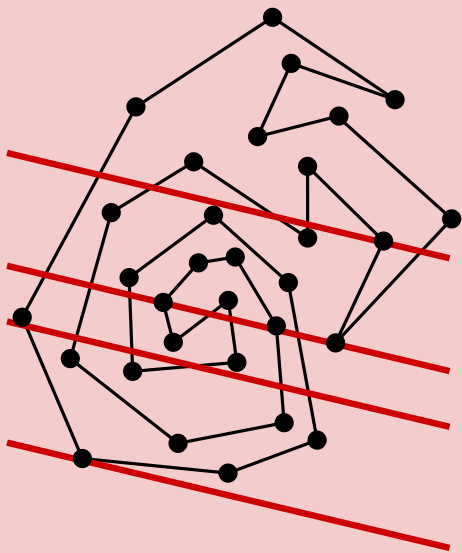
Brute-force solution

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 $O(n)$  space



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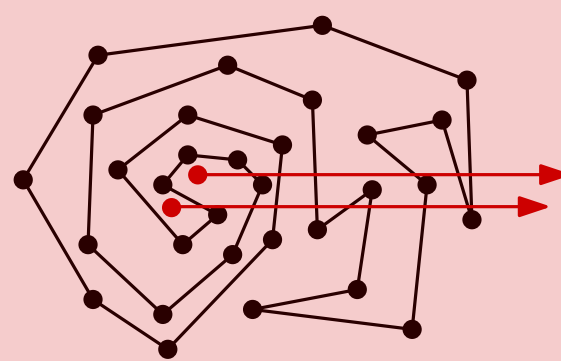


**Geometric property:**  
No particular one.



Brute-force solution

$O(n)$  time  
 $O(n)$  space

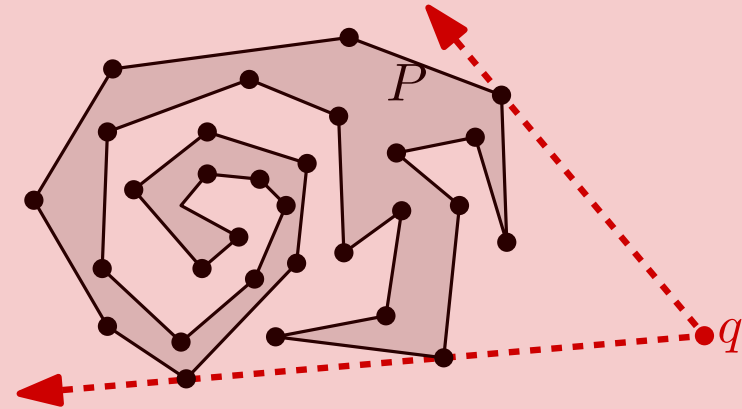


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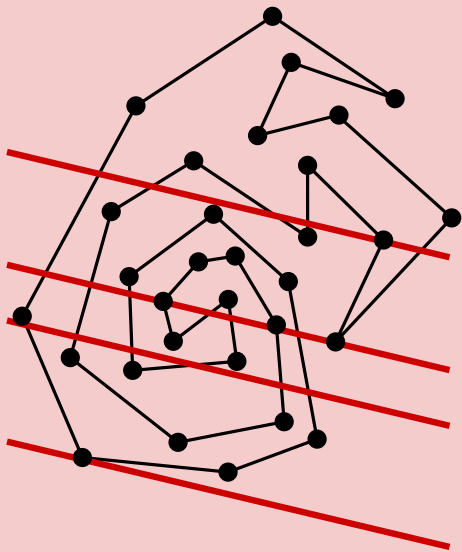
$O(n)$  time  
 $O(n)$  space



**Geometric property:**  
The solutions are the angularly extreme vertices of  $P$  as seen from  $q$ .

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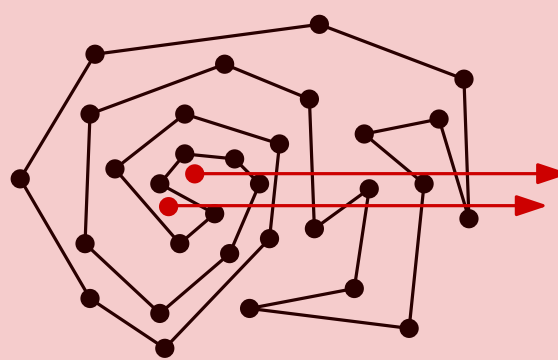


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Brute-force solution

$O(n)$  time  
 $O(n)$  space

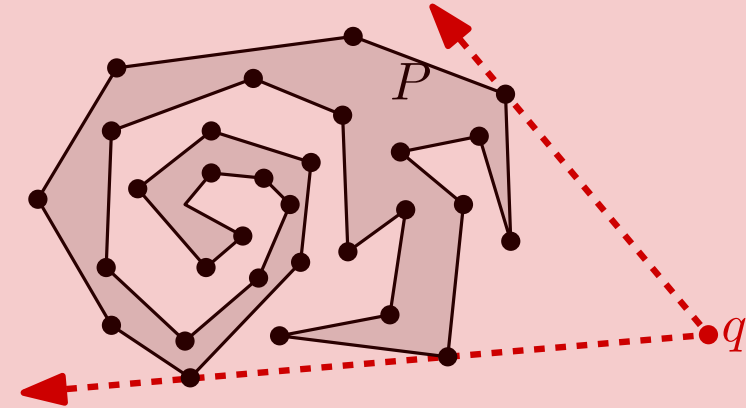


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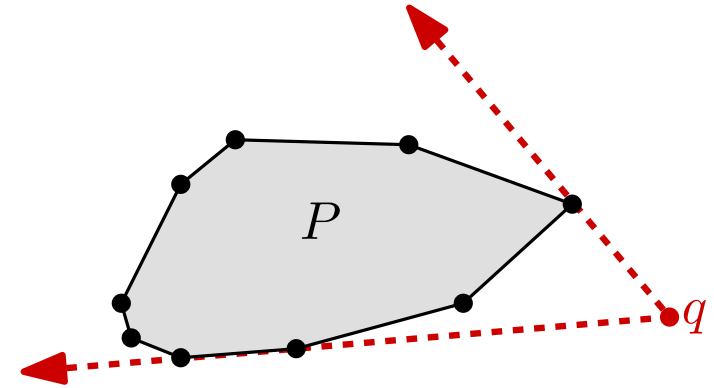
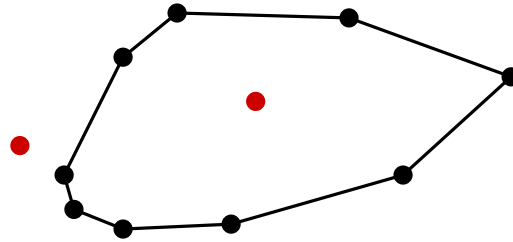
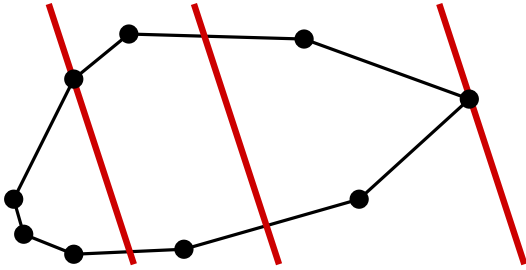
Use a max/min algorithm

$O(n)$  time  
 $O(n)$  space



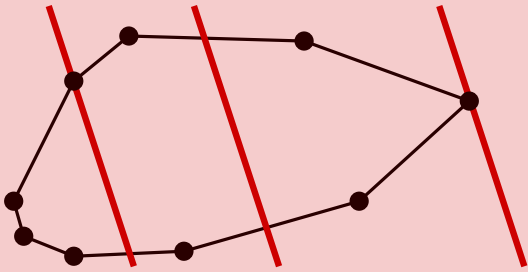
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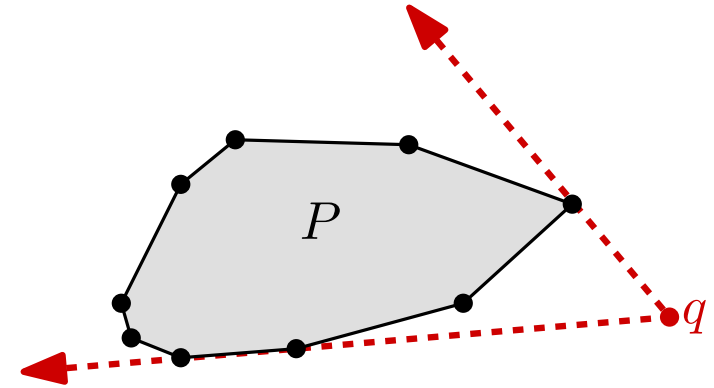
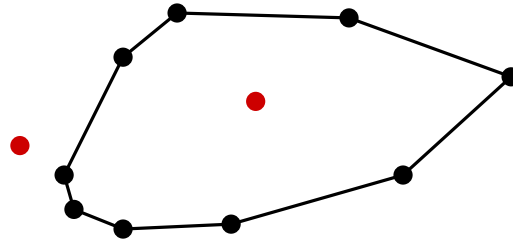


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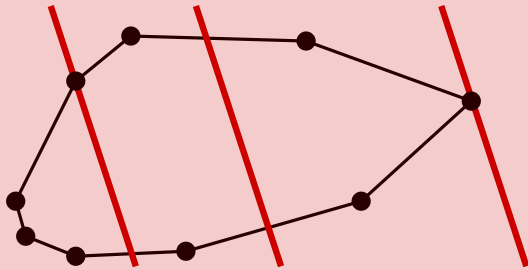


**Geometric property:**  
Distance to line is  
unimodal along each  
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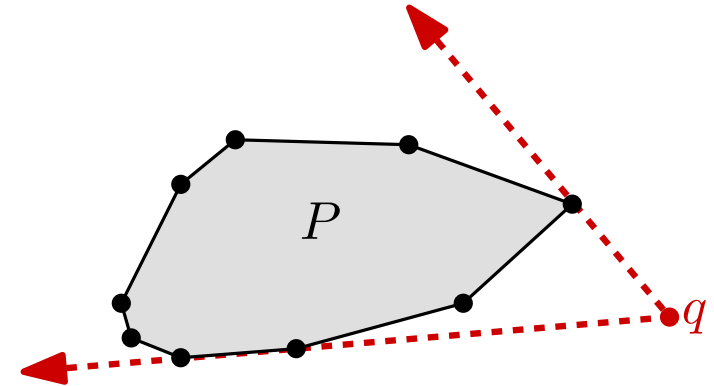
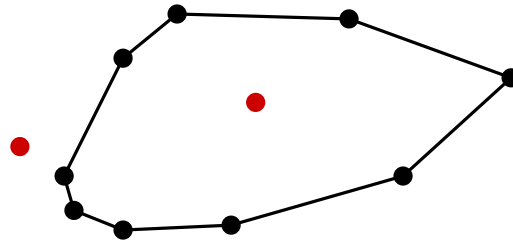


Binary search solution

$O(\log n)$  time

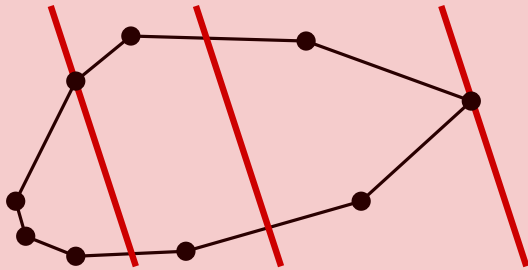
$O(n)$  space

(after preprocess)



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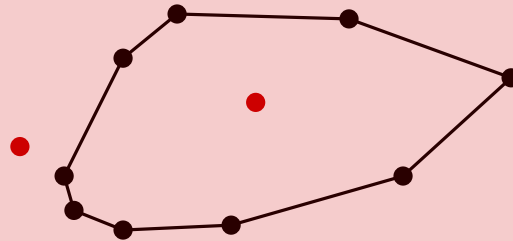


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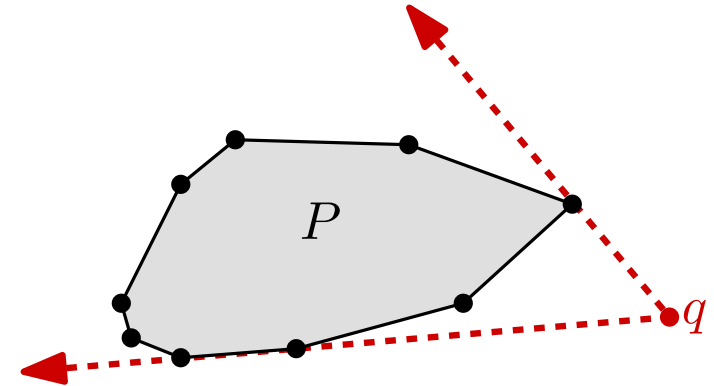
$O(\log n)$  time

$O(n)$  space

(after preprocess)

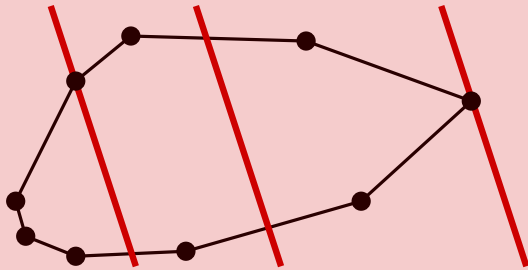


**Geometric property:**  
Segments connecting two vertices decompose  $P$  into two convex subpolygons.



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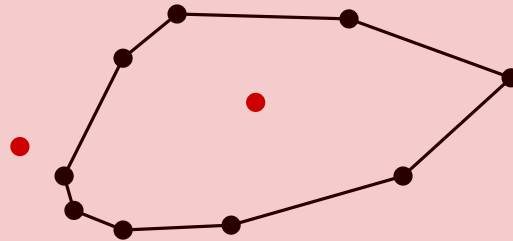


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Binary search solution

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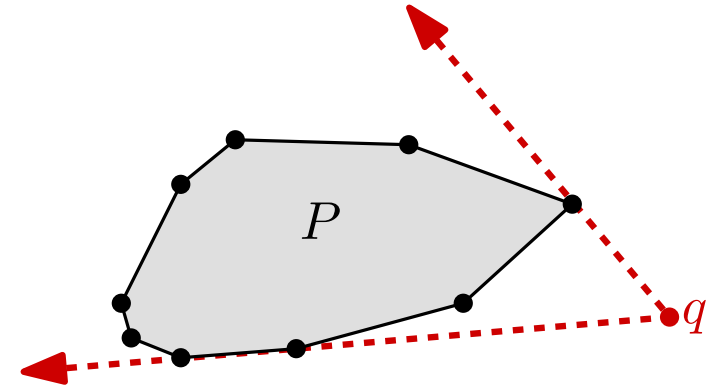


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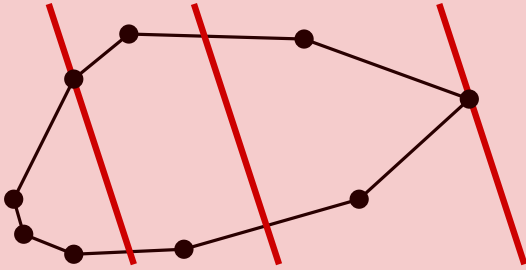
Binary search solution

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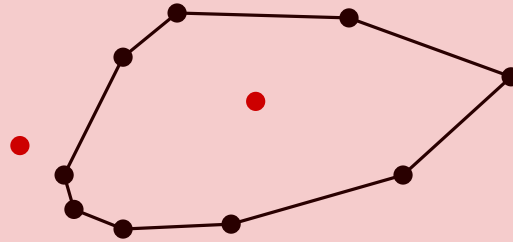


Binary search solution

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(after preprocess)



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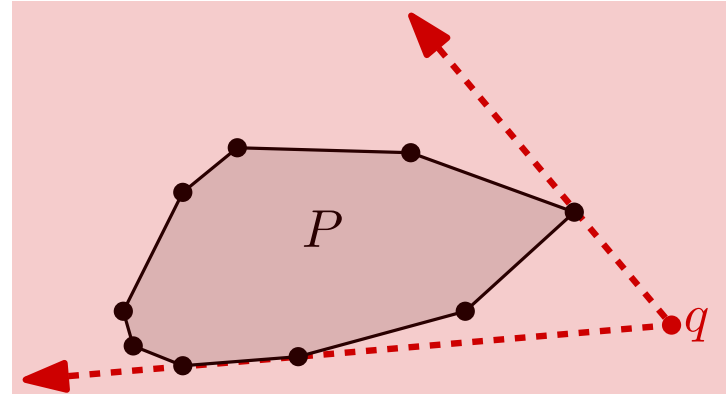


Binary search solution

$O(\log n)$  time

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(after preprocess)

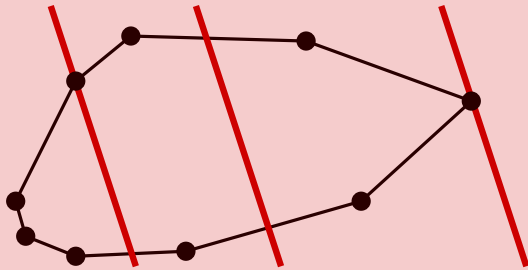


**Geometric property:**

Angle wrt  $q$  is unimodal along  $\partial P$ .

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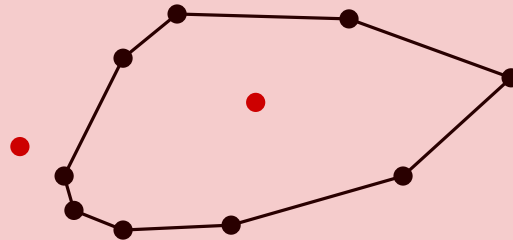


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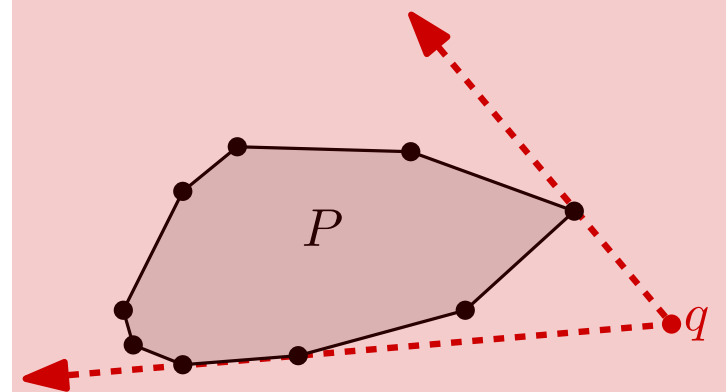


Binary search solution

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Binary search solution

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$O(n)$  space

(after preprocess)

## FURTHER READING

J. O'Rourke

*Computational Geometry in C*

Cambridge University Press, 1994 (2nd ed. 1998), pp. 17-35.

F. P. Preparata and M. I. Shamos

*Computational Geometry: An Introduction*

Springer-Verlag, 1985, pp. 36-45.