# Computational Geometry <br> Tutorial \#3 - Polygon operations \& Farthest point pairs 

## Point sets, hulls, and polygons

## Refresh: What's the difference?



A point set $\mathscr{P}$

$\operatorname{conv}(\mathscr{P})$


A polygon $P$ on $\mathscr{P}$

## Boolean Operations

## Boolean Operations on Convex Polygons

Given two convex Polygons $P$ and $Q$, we seek to determine:

$$
P \cap Q, P \cup Q, P \backslash Q,(Q \backslash P)
$$



## Tools

## Point-Line Test



O(1)

Point Location Problem

$\mathcal{O}(\log n)$
(If $P$ convex)

Intersection Test

$\mathcal{O}(1)$

## Naive Algorithm using these tools

## Eliminate/Add points, then recompute convex hull

Given: Convex polygons $P:=p_{1}, \ldots, p_{n}$ and

$$
Q:=q_{1}, \ldots, q_{m} .
$$

Wanted: The convex polygon $P \cap Q$.

Idea: Determine extreme points of $P \cap Q$ in $\mathcal{O}\left(n^{2}\right)$, then compute the convex hull in $\mathcal{O}(n \log h)$.


This gives us an $\mathcal{O}\left(n^{2}\right)$-algorithm.


## Convex polygons

... can be decomposed!

- Given $P=p_{1}, \ldots, p_{n}$
- Compute $p_{\text {min }}$ and $p_{\text {max }}$ in $\mathcal{O}(n)$ along the $y$-axis
- We obtain $P_{L}$ and $P_{R}$ :

$$
\begin{aligned}
P_{L} & =p_{\max }, \ldots, p_{\min } \\
P_{R} & =p_{\min }, \ldots, p_{\max }
\end{aligned}
$$



## Towards an $\mathcal{O}(n)$-Algorithm Using left- and right decomposition <br> 

- If we slice through $P$ and $Q$ horizontally, at some $y$ (see right, exaggerated):

(a) $P$ and $Q$ do not intersect,
(b) $P$ and $Q$ overlap partially, or
(c) one contains the other.



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(a) $P$ and $Q$ do not intersect,
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(c) one contains the other.
- Each case corresponds to an $x$-order of the chains at that $y$-coordinate.



## Farthest point pairs

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Argue that the farthest pair is antipodal.


## Farthest Point Pairs

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How can we use this?


## Rotating Callipers Algorithm

## Michael Shamos, 1978

Idea: Compute convex hull, then enumerate antipodal pairs and track the farthest one.

To achieve this, "rotate" parallel lines around the point set.

## Rotating Callipers Algorithm Michael Shamos, 1978

Distances [edit]

- Diameter (maximum width) of a convex polygon ${ }^{[6][7]}$
- Maximum distance between two convex polygons ${ }^{[9][10]}$
- Minimum distance between two convex polygons ${ }^{[11][12]}$

Bounding boxes [edit ]

- Minimum area oriented bounding box
- Minimum perimeter oriented bounding box

Triangulations [edit]

- Onion triangulations
- Spiral triangulations
- Quadrangulation
- Art gallery problem
- Art gallery problem
untipoly
- Union of two convex polygons
- Common tangents to two convex polygo
- Intersection of two convex polygonss ${ }^{[16]}$
- inicaar support lines of two convex polygons

Vector sums (or
-Convex hull of two convex polygons

## Traversals [edit]

- Shortest transversals ${ }^{[18][19]}$

Others [edit]

- Non parametric decision rules for machine learned classification ${ }^{[2]}$
- Aon parameatric decisision rules for maccine learned classification optinizations for visibility problems in computer vision ${ }^{[22]}$
- Finding longest cells in millions of biological cells ${ }^{[23]}$
- Comparing precision of two people at tiring range

Classity sections of brain trom scan images

