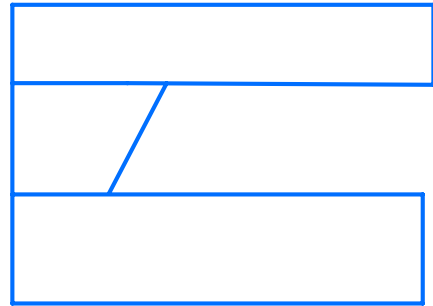
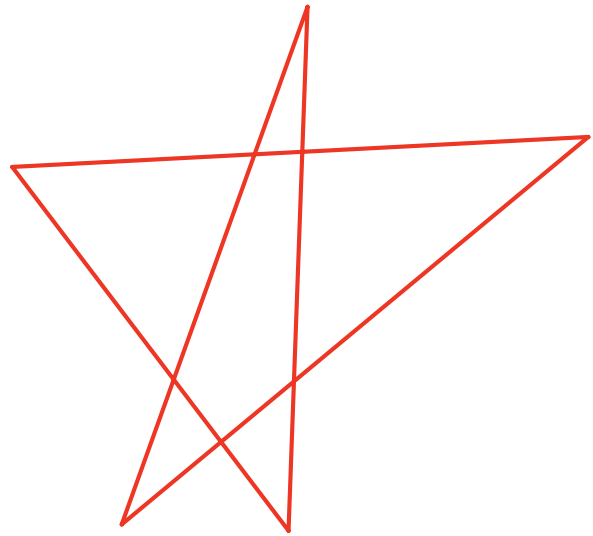


L3 - Map overlay

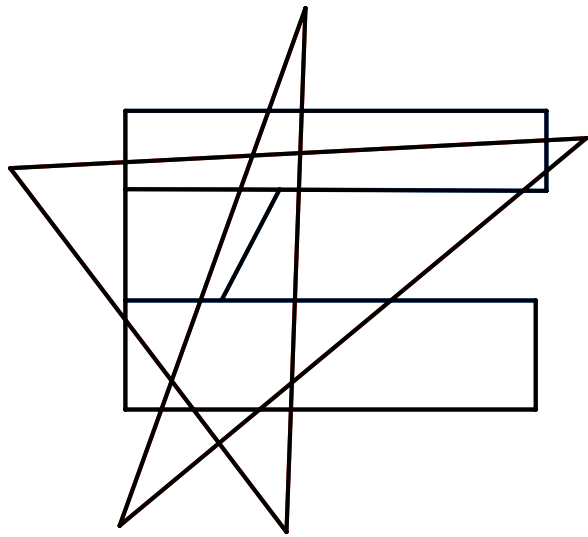
Given blue map



& red map

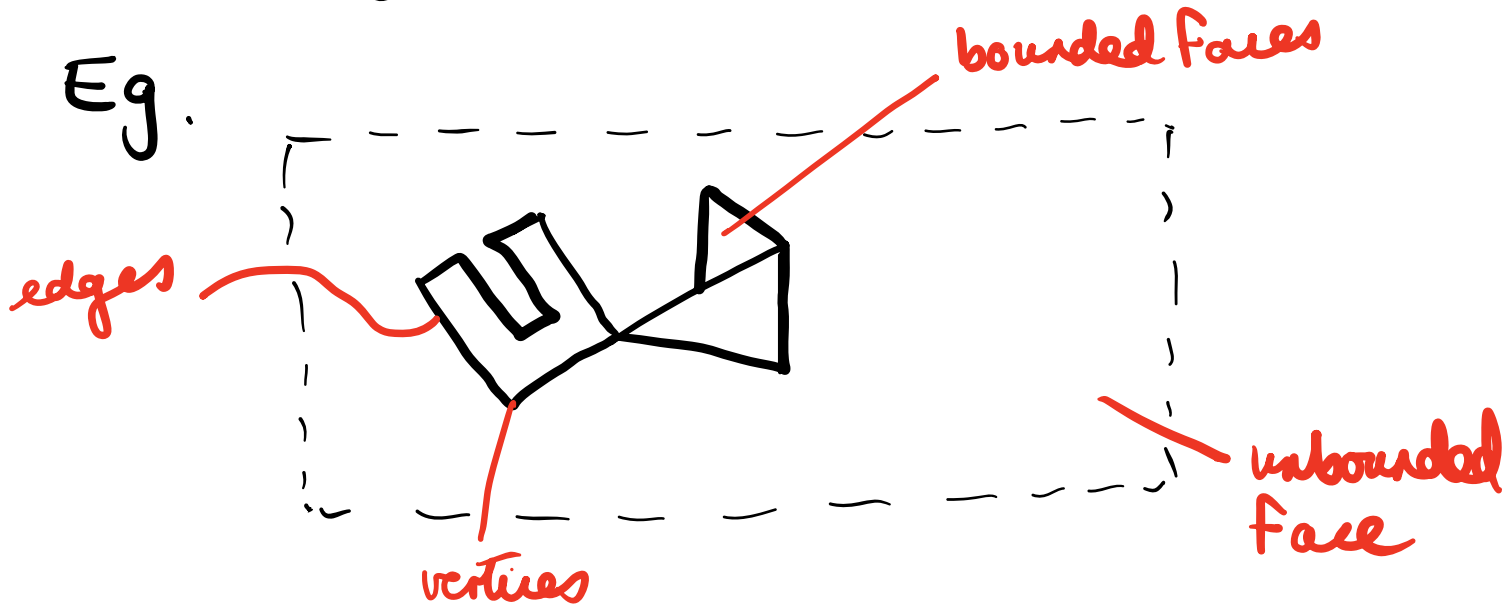


create overlay
map



Maps

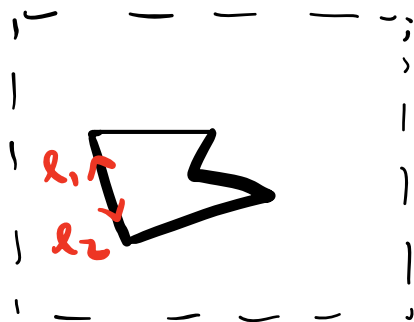
Maps are planar subdivisions - embedding of a graph into plane \mathbb{R}^2 .



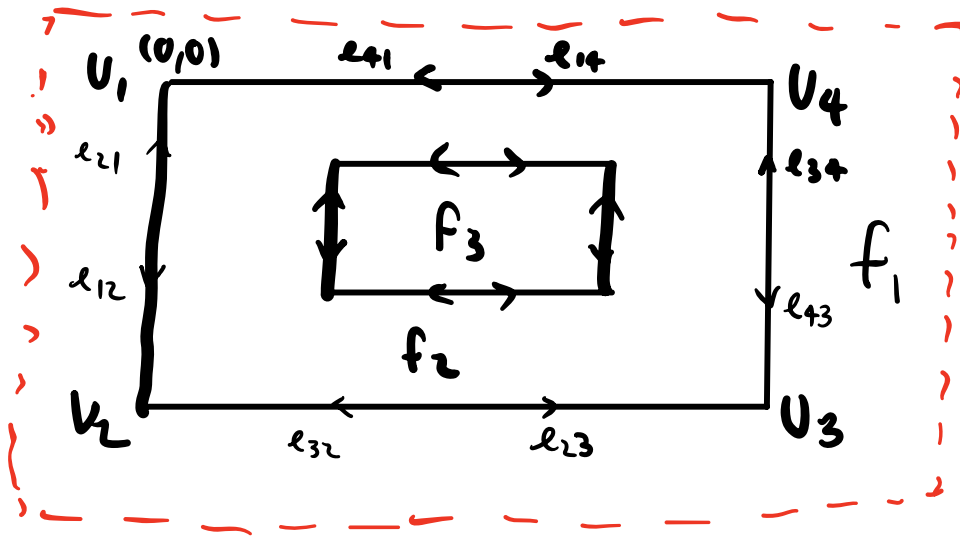
- Store planar subdivision in a DCEL: doubly connected edge list.

- In this approach, orientation of edges is important.

Eg.



DCELs



- 3 tables (vertices, edges, faces)

Table for vertices

| Name of vertex | Co-ordinate | Edge originating @ vertex |
|----------------|-------------|---------------------------|
| v_1 | (0,0) | l_{12} |

DCELs

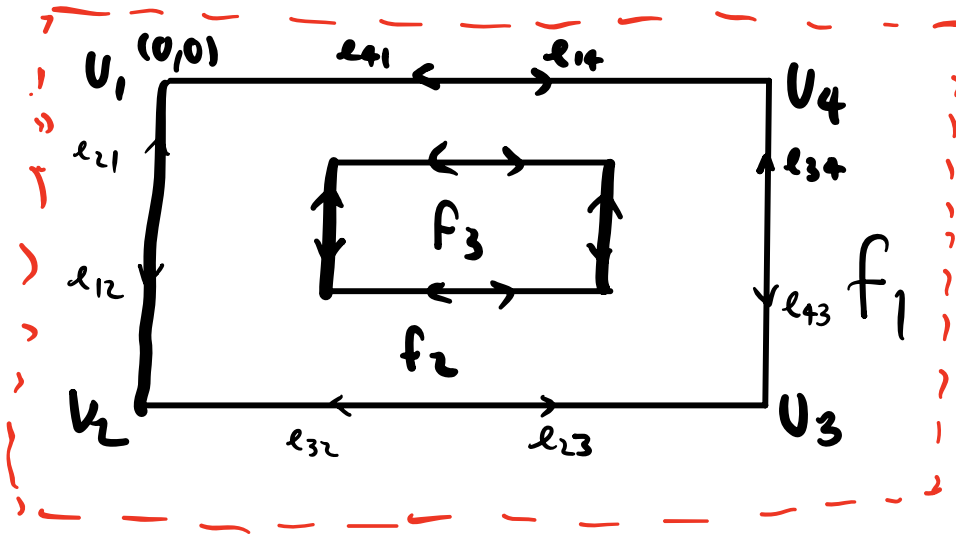


Table for edges

| Name | Origin (vertex) | Twin | Next edge | Previous edge | Adjacent Face |
|----------|-----------------|----------|-----------|---------------|---------------|
| e_{21} | U_2 | e_{12} | e_{14} | | f_1 |

• Adjacent face : face to left of oriented edge



DCELs

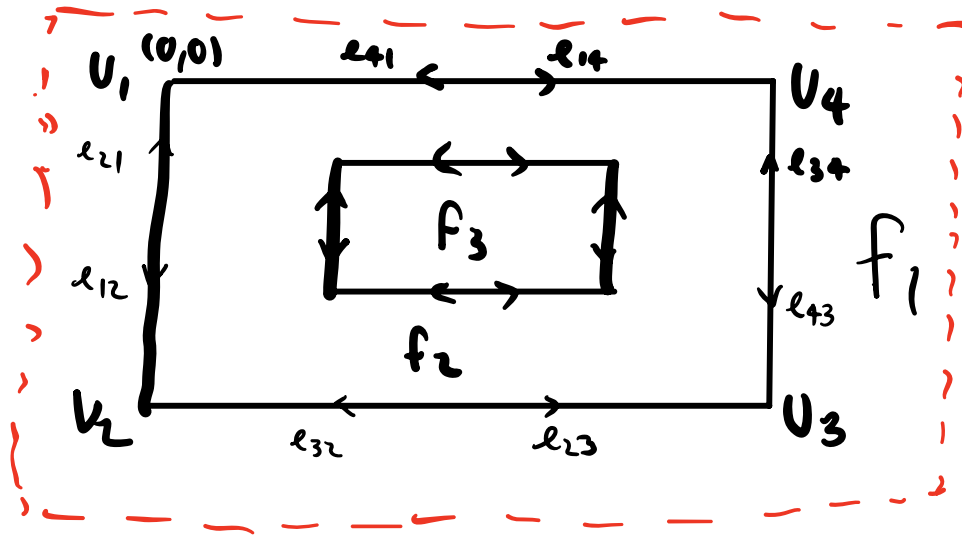


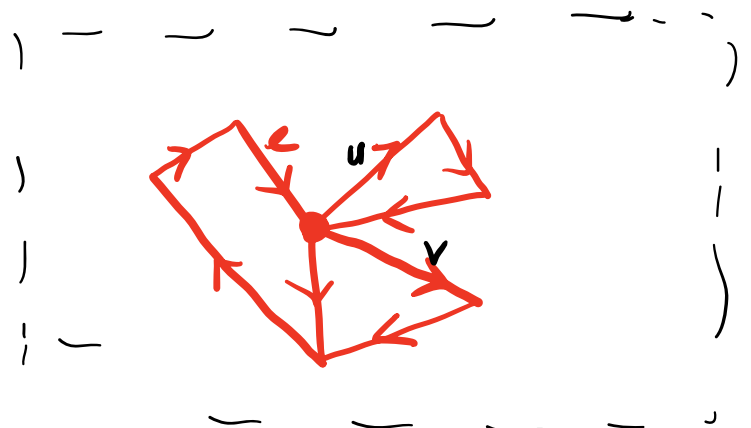
Table for edges

| Name | Origin (vertex) | Twin | Next edge | Previous edge | Adjacent face |
|----------|-----------------|----------|-----------|---------------|---------------|
| e_{21} | u_2 | e_{12} | e_{14} | | f_1 |

- Next edge $\text{next}(e)$: ① Origin = endpoint of e
② same adjacent face as e

There is no edge between e & $\text{next}(e)$ with these two properties.

Eg. in picture to right,
 u, v satisfy ①, ②
relative to e ,
but $u = \text{next}(e)$.



DCELS

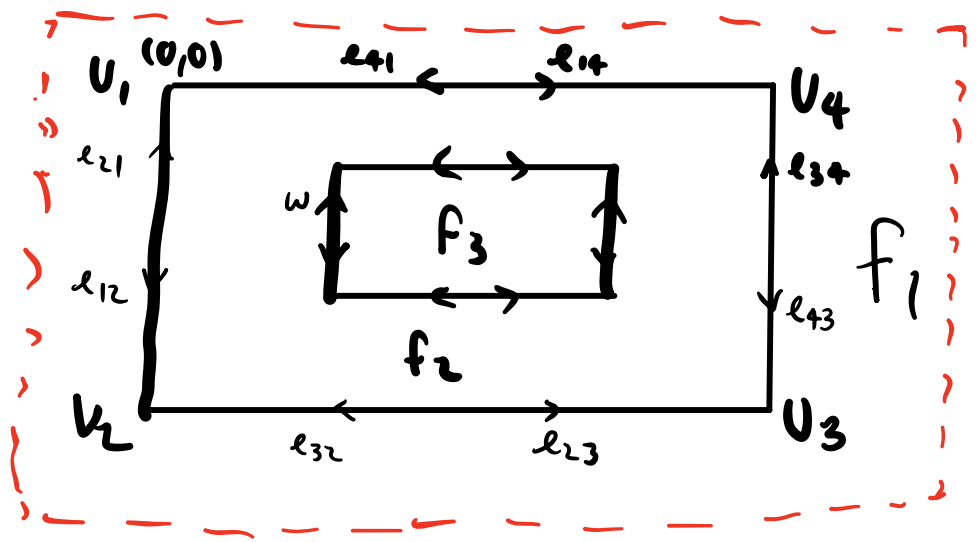


Table for faces

| Name | 1 edge on outer cycle | 1 edge on each inner cycle |
|-------|-----------------------|----------------------------|
| f_2 | e_{12} | w |
| f_1 | none | e_{21} |

Cycle = sequence (e_1, \dots, e_n) of edges with $\text{next}(e_i) = e_{i+1}$ & $\text{next}(e_n) = e_1$, & no element repeated.

- Cycle of f if $f = \text{adj}(e_i)$ each e_i
- Outer cycle of f if e_i lies on outer boundary of f .
- Inner cycle of f otherwise.

Complexity of planar subdivision/DCEL is no. of vertices + no. of edges + no. of faces

Exercise : using DCEL,
calculate all edges with
vertex u in clockwise order .

Algorithm for map overlay

S_1 red map ----- D_1 DCEL

S_2 blue map ----- D_2 DCEL

$S = \text{Overlay}(S_1, S_2)$ - calculate DCEL D

For overlay S .

Algorithm has 3 steps:

① Put Tables for vertices & edges of D_1 & D_2 into single Table D (record colour of edges)

② At this point D is incorrect:
update using segment intersection algorithm,

③ Finally create table for faces.

For each face $f \in D$, find

blue face $f_1 \in D_1$ & red face $f_2 \in D_2$
in which f lies?

(Detailed version in Tanku's Thesis -
see E-learning)

Algorithm involves :

- event queue Q (balanced binary tree)
- balanced bin tree T of line segments (coloured)
- For each $p \in Q$, sets $L(p)$, $U(p)$ & $C(p)$ of coloured line segments on which p lies (like last week)

• Step ① of algorithm is straightforward

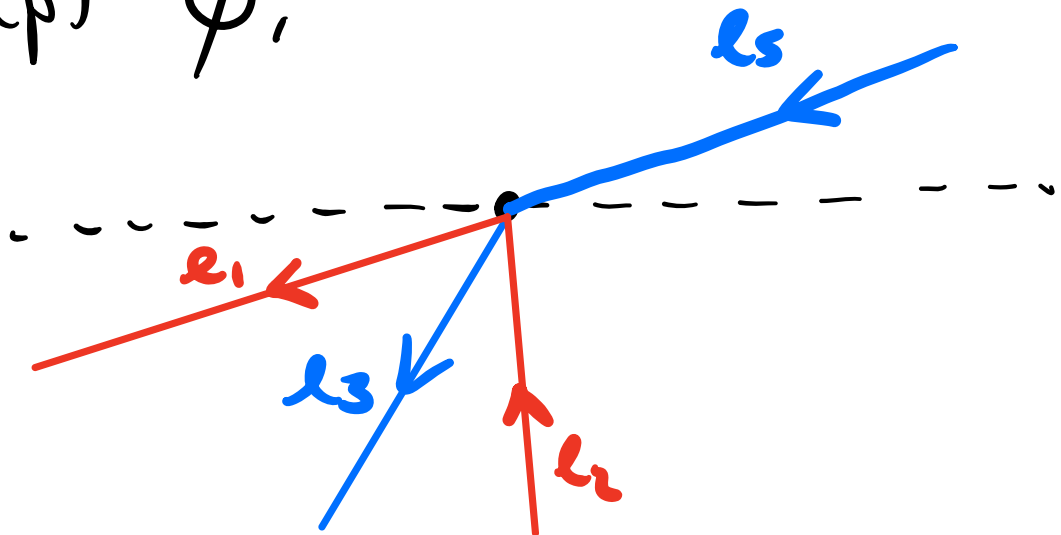
Here we describe steps ② & ③.

• For Step ②, we begin by adding all endpoints of segments to Q .

• Several cases to consider

@ event point $p \in Q$.

- At $p \in Q$, update Q&T as in segment intersection alg but keeping track of colours of segs.
- If $C(p) = \emptyset$,



do not add new edges or vertices,
only update next & previous.

Original table

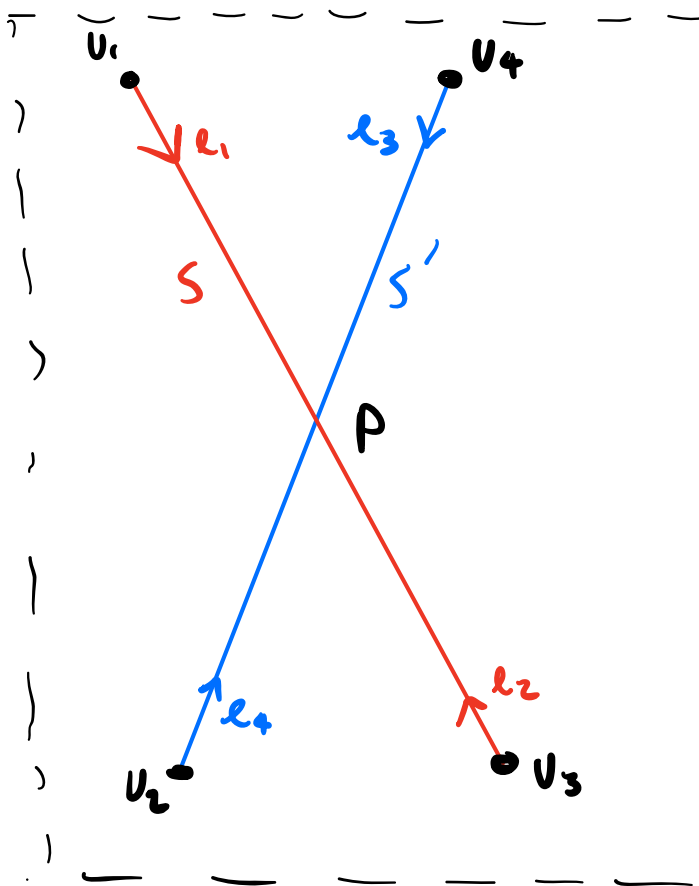
$$\text{next}(e_2) = e_1$$

New table

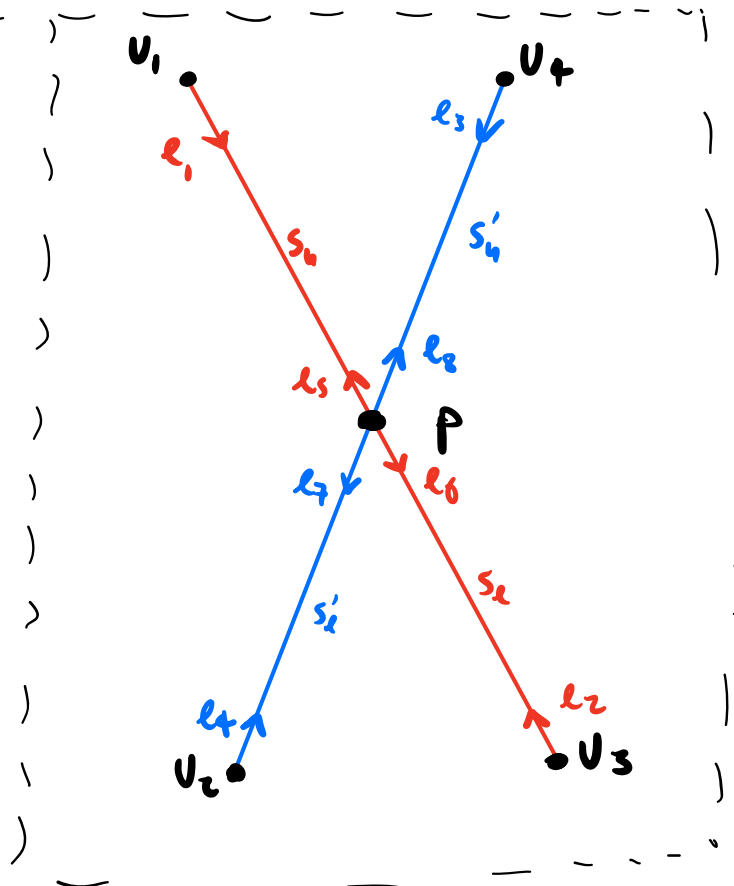
$$\text{next}(e_2) = e_3$$

- If $C(p) \neq \emptyset$,

Before



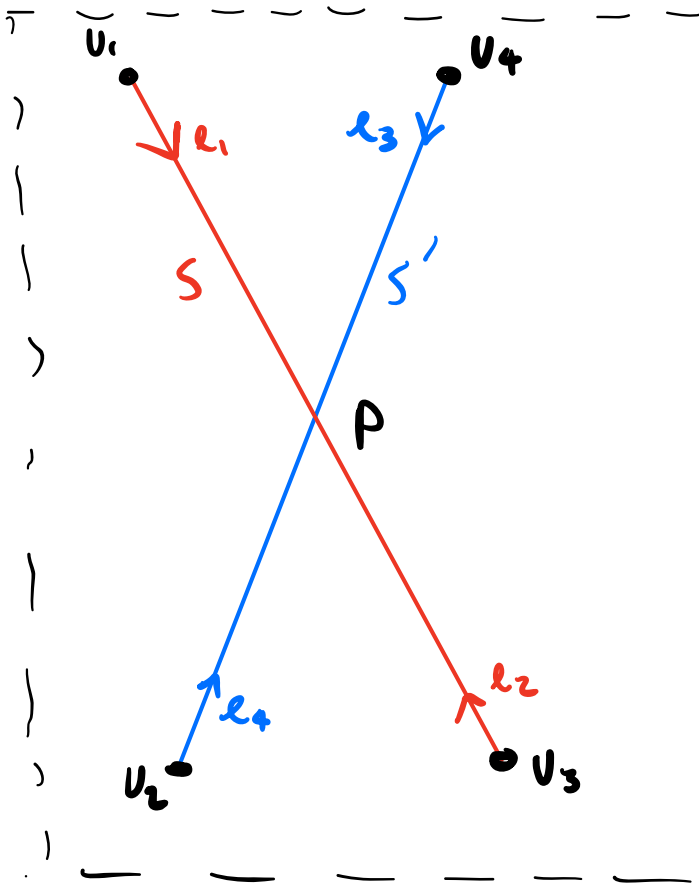
After



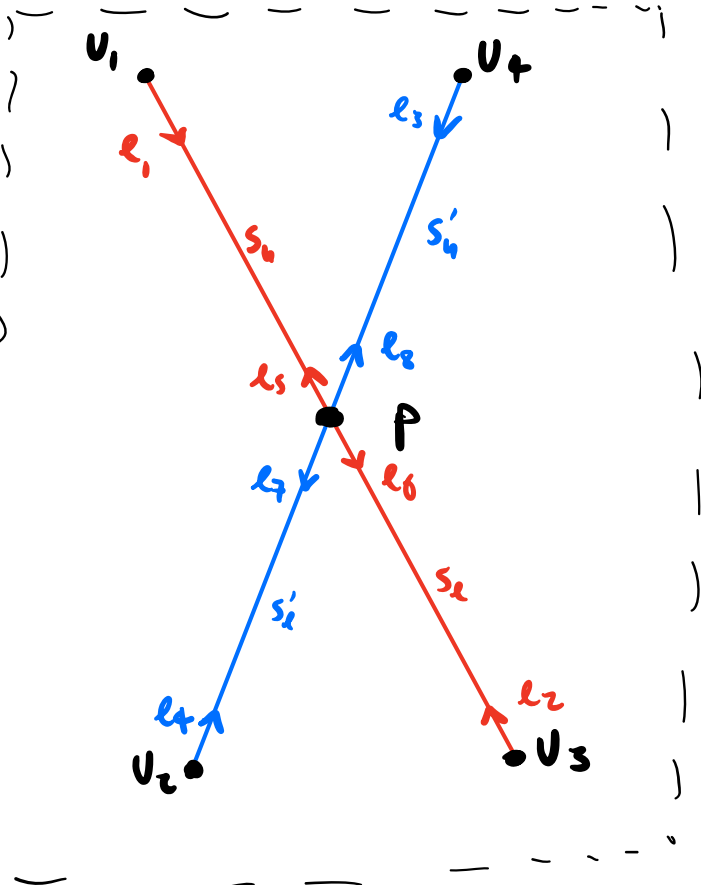
- split segments in $C(p)$ into 2 parts - upper & lower. Add lower parts to T .
- add new vertex p to D .
- Edges associated to these segments are split in 2 as in example above: add new rows for these edges & update origin, next, prev., adj. face (see \tilde{E} -Learning for more detail)

- If $C(p) \neq \emptyset$,

Before



After



| Name of vertex | Co-ordinate | Edge originating @ vertex |
|----------------|---------------------|---------------------------|
| P | intersection co-ord | l_5 |

| Name | Origin (vertex) | Twin | Next edge | Previous edge | Adjacent Face |
|-------|-----------------|-------|-------------------|---------------|---------------|
| l_1 | v_1 | l_5 | l_8 | leave orig. | |
| l_5 | P | l_1 | same as for l_2 | l_3 | |

- For Step ③, need to calculate Faces.

Idea

- Each bounded Face has unique outer cycle
Outer Face has no outer cycle
- So can define Faces of D to be
 $\text{OuterCycles}(D) \cup \{C_\infty\}$

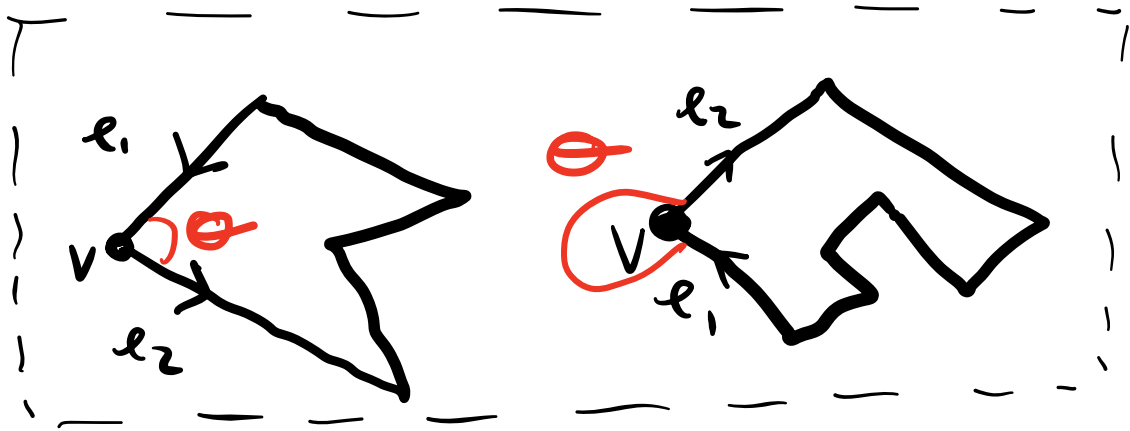
imaginary outer
cycle for unbounded
region.

- Now we can calculate all of
the cycles of D using the
vertices & next pointers, which are
already correct,

but which of these cycles are
outer & which are inner?

Outer or inner?

- At a cycle c , choose leftmost vertex v .



- Let e_1, e_2 be edges going into & out of v .
 - Now measure angle θ between e_1, e_2 measured over adjacent region
 - $\theta < 180^\circ \sim$ outer cycle
 - $\theta > 180^\circ \sim$ inner cycle
- $$\theta < 180^\circ \iff \det \begin{pmatrix} e_{1x} & e_{1y} \\ e_{2x} & e_{2y} \end{pmatrix} > 0$$

- Hence can determine outer cycles & Fill Faces in D
 (outer cycles $\cup C_{\infty}$)
 but need to complete tables

| Name | Origin (vertex) | Twin | Next edge | Previous edge | Adjacent Face |
|------|-----------------|------|-----------|---------------|-------------------|
| ✓ | ✓ | ✓ | ✓ | ✓ | Some outer cycle? |

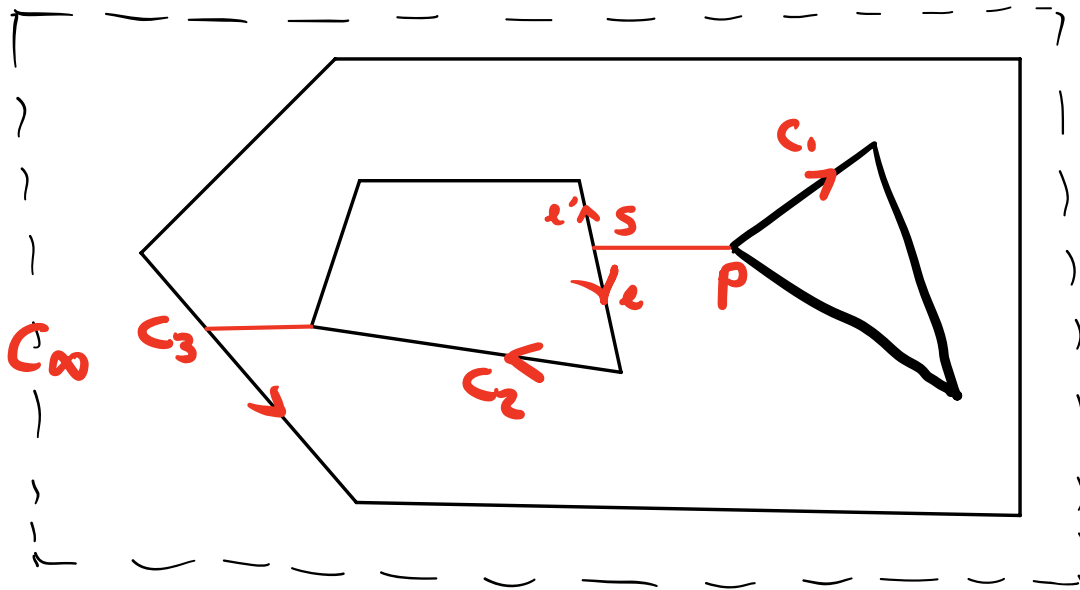
Table for faces

| Faces | 1 edge on outer cycle | 1 edge on each inner cycle |
|---------------------|-----------------------|----------------------------|
| (e_1, \dots, e_n) | ? | ? |
| C_{∞} | none | ? |

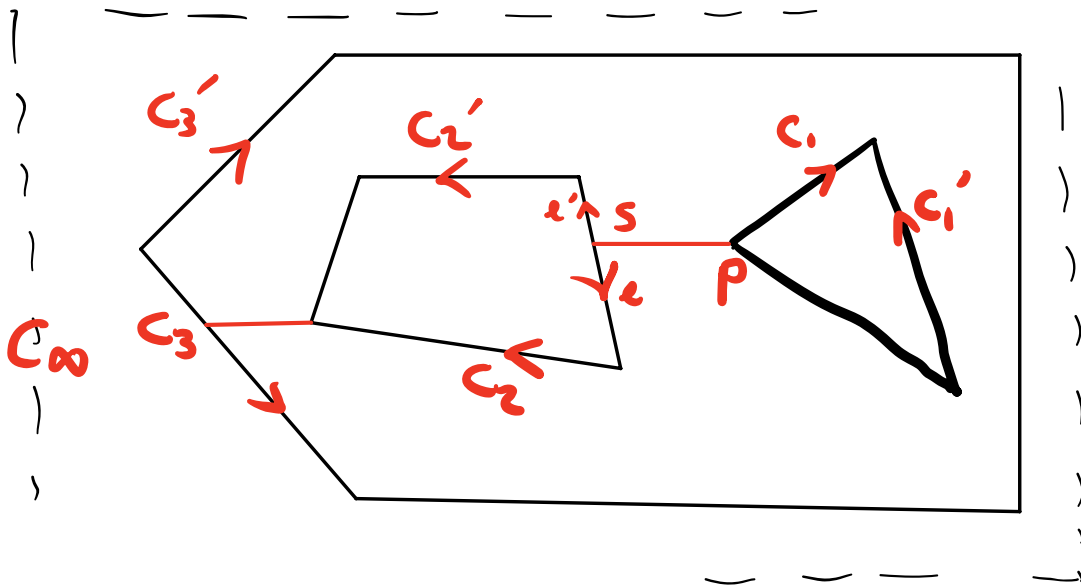
How to do it?

Make a graph G_f

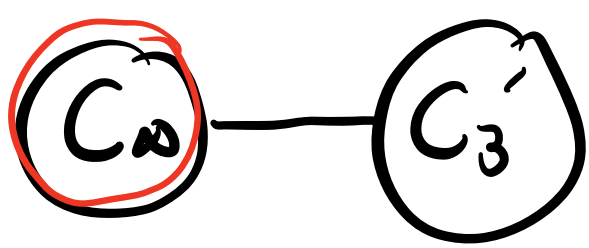
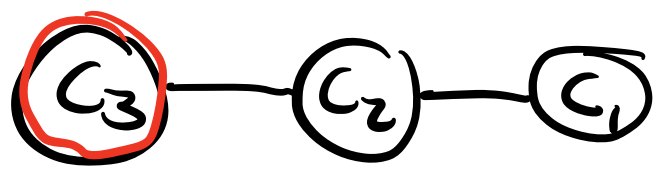
- Vertices = cycles
- Take inner cycle c_1 with leftmost vertex p .
- Find closest segment s to its left, if it exists.



- It determines 2 edges e, e' , one with p to its left, which we call c_2 .
- Draw edge $(c_2) \text{---} (c_1)$
- If c_2 outer, stop; else repeat.
- If no edge to left, connect to c_{∞} .



Red = outer



• Each connected comp has exactly one face *~ outer cycle* & specifies all its inner & outer cycles.

Identification of faces

- For each face $f \in D$, find faces $f_1 \in D_1$, $f_2 \in D_2$ in which f lies

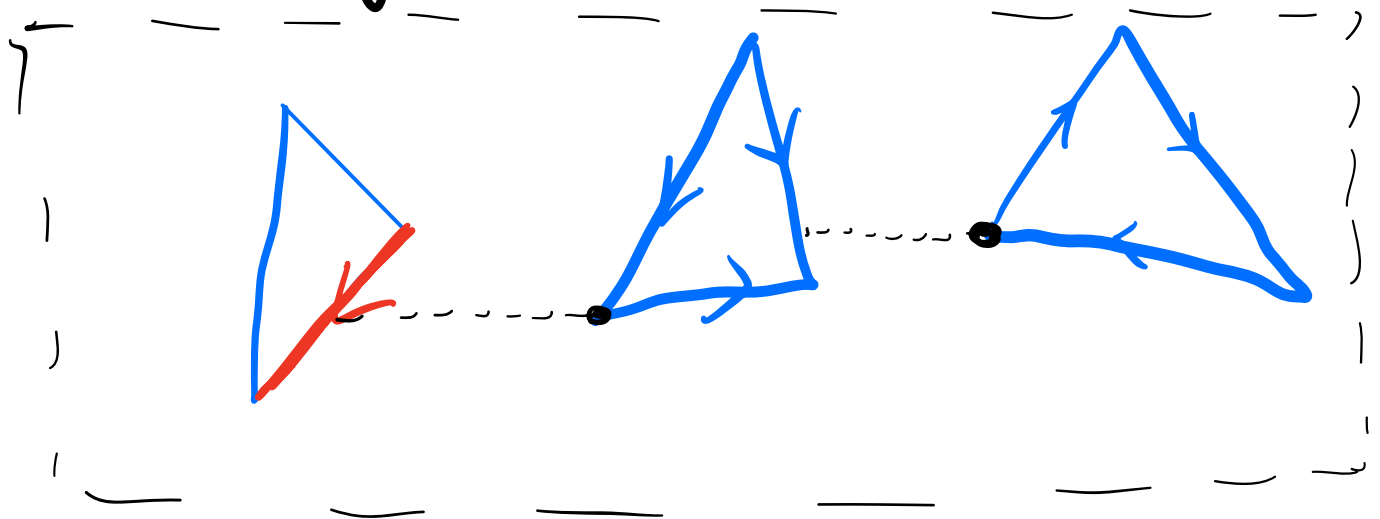
Two cases

- ① Cycle F contains blue & red edges - take their adjacent faces in D_1 & D_2 .

② - - - - - only blue \rightarrow
determines blue face in D_1 .

What about red face?

- If f is unbounded, take unbounded face in D_2 .
- Else f is bounded.



- Search to left, much as before, until we find cycle with red edge \rightarrow take adj face in D_2 .
- Else take unbounded face in D_2 .
- See E-learning for more detail.

Complexity

- S_1 complexity n_1
- S_2 — — — — n_2
- $n = n_1 + n_2$

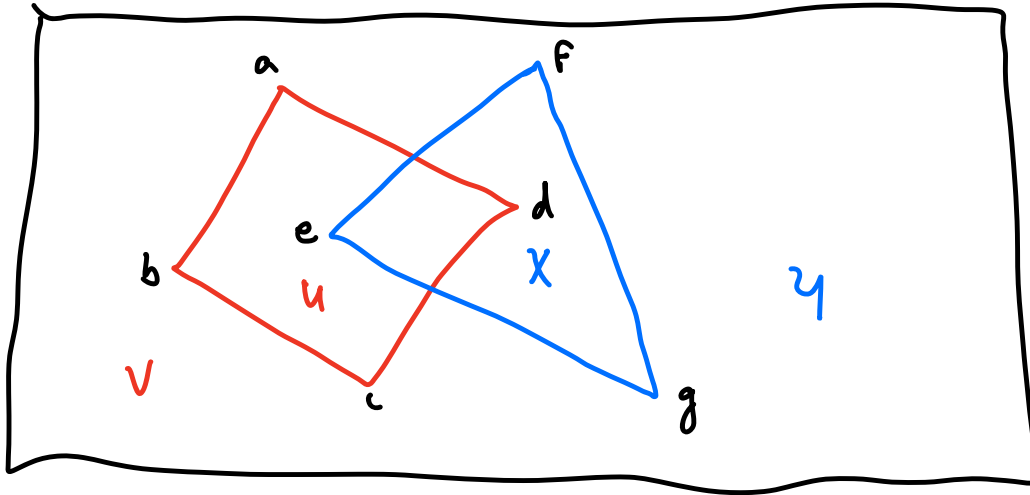
The alg for building
DCEL for overlay has
complexity

$$O((n + k) \log n)$$

§

no of intersections
found

Exercise in class



| Vertex | Co | Edge ov |
|--------|----|---------|
| a | | ab |
| b | | bc |
| c | | cd |
| d | | de |
| e | | ef |
| f | | fg |
| g | | ge |

| Edge | Or | T | Ne | Pv | AF |
|------|----|----|----|----|----|
| ab | a | ba | bc | | u |
| ba | b | ab | ad | | v |
| bc | b | cb | cd | | u |
| cb | c | bc | ba | | v |
| cd | c | dc | da | | u |
| dc | d | cd | cb | | v |
| da | d | ad | ab | | u |
| ad | a | da | dc | | v |
| ef | e | fe | fg | | u |
| fe | f | ef | ge | | x |
| fg | f | gf | ge | | x |
| gf | g | fg | ef | | x |
| ge | e | eg | fd | | x |
| eg | e | ge | fe | | x |

$$Q = (f, a, d, e, b, c, g)$$