

# The Minkowski sum

(applied to 2d geometry)

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# Formal definition

- **A** and **B** are two sets
- **A**⊕**B** is the Minkowski sum of **A** and **B**

$$A \oplus B = \{a+b \mid a \in A, b \in B\}$$

What if A and B are 2D shapes ?

Hard to visualize ?

*Let's see some examples...*

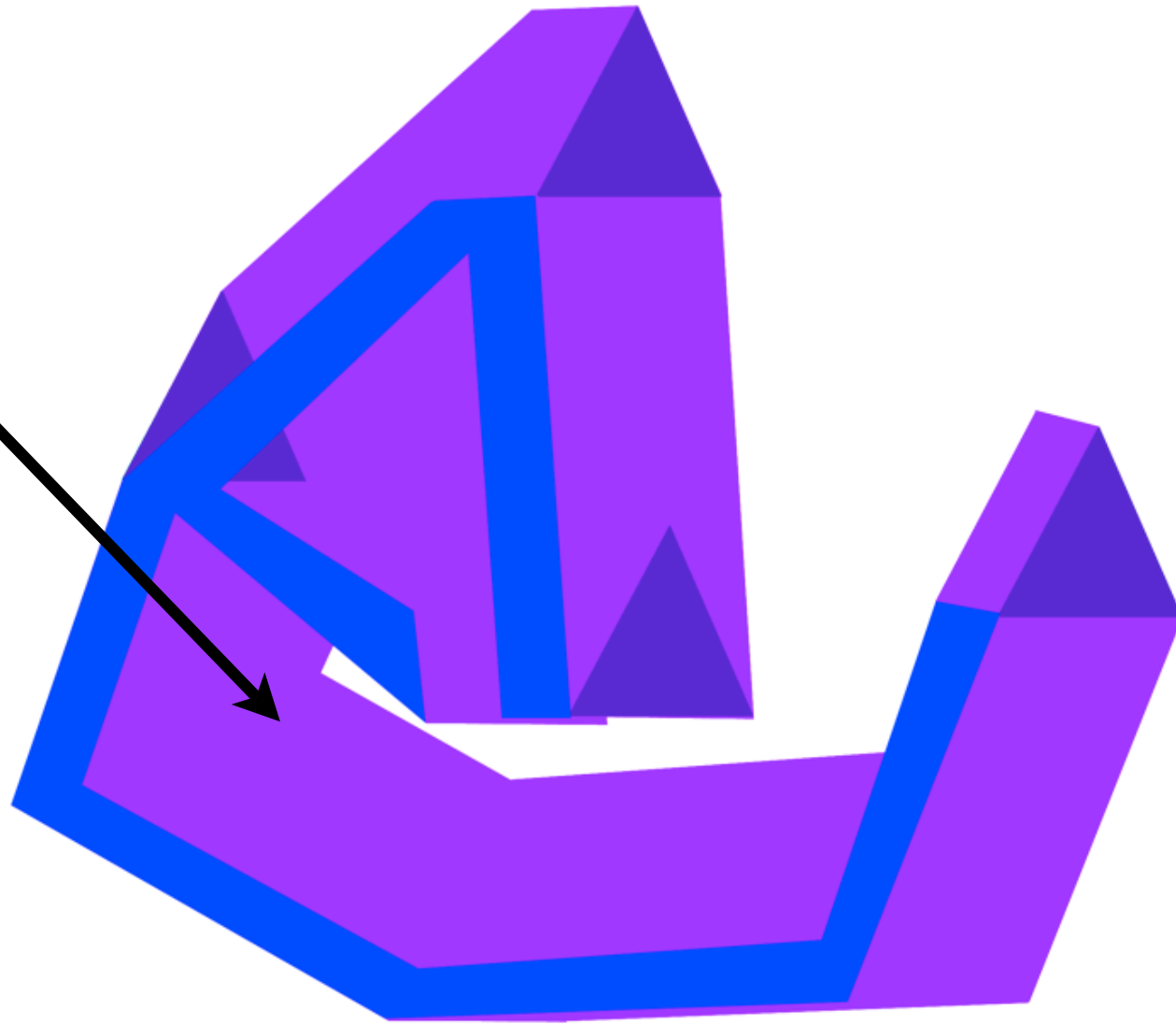
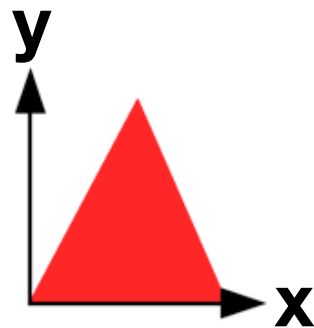
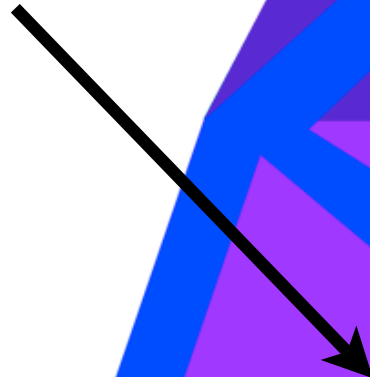
# Example 1

**A** is any polygon

**B** is a convex polygon



**A ⊕ B**



# Example 2

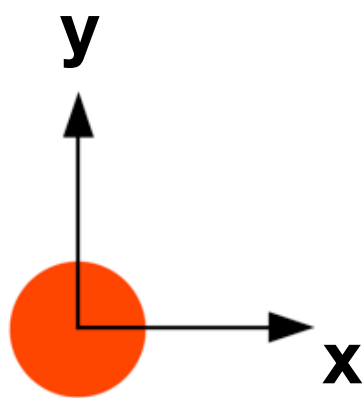
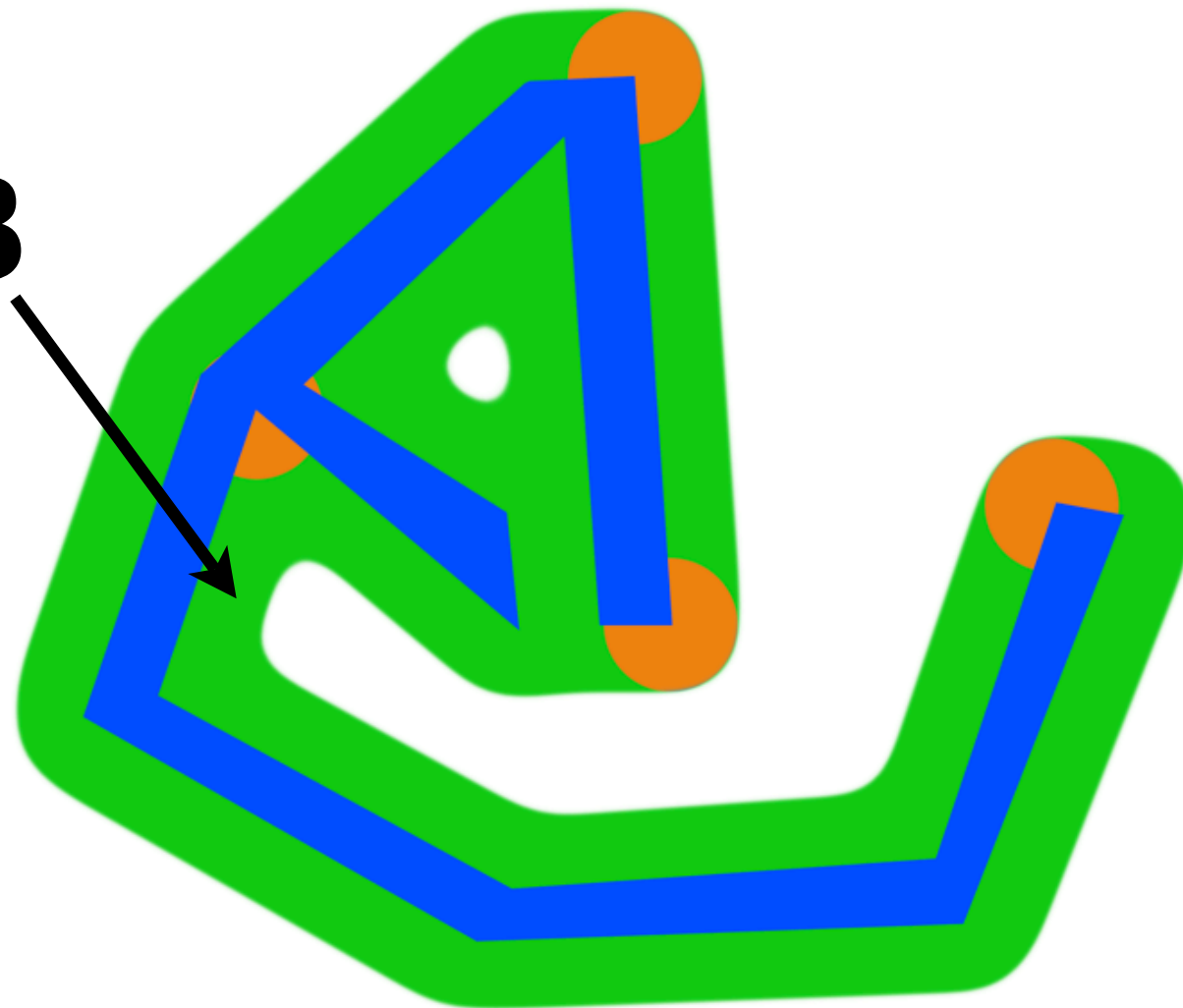
**A** is any polygon

**B** is any disc



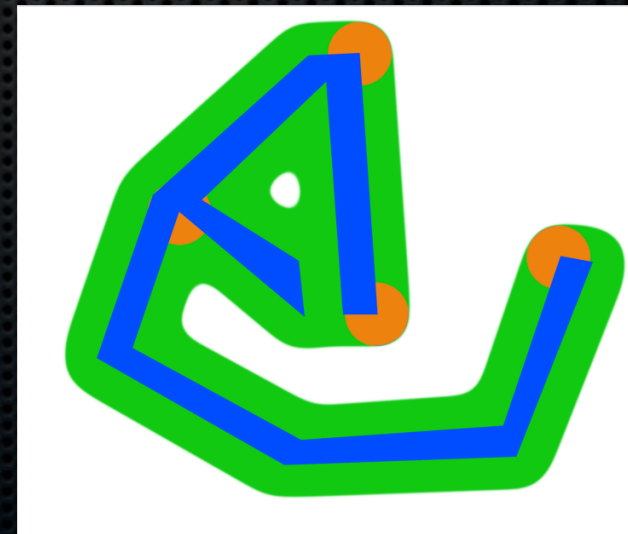
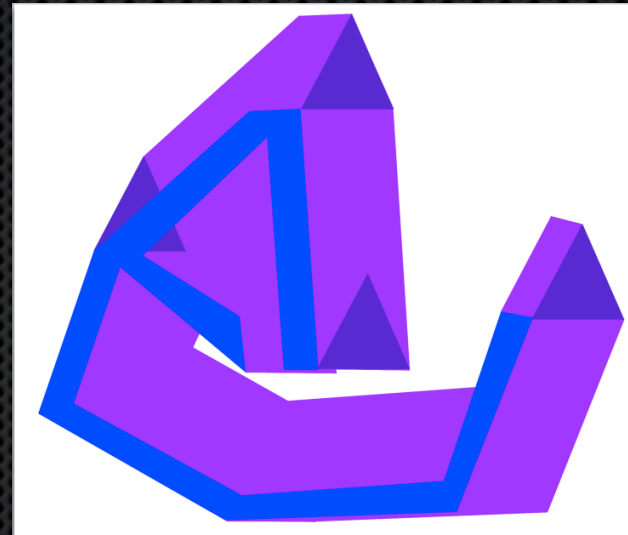


$A \oplus B$



# Intuitive definition

- ✦ What is  $\mathbf{A} \oplus \mathbf{B}$  ?
- ✦ Take  $\mathbf{B}$
- ✦ Dip it into some paint
- ✦ Put its (0,0) on  $\mathbf{A}$  border
- ✦ Translate it along the  $\mathbf{A}$  perimeter
- ✦ The painted area is  $\mathbf{A} \oplus \mathbf{B}$



**What can you do with that ?**

*Notably, motion planning*

# Free space

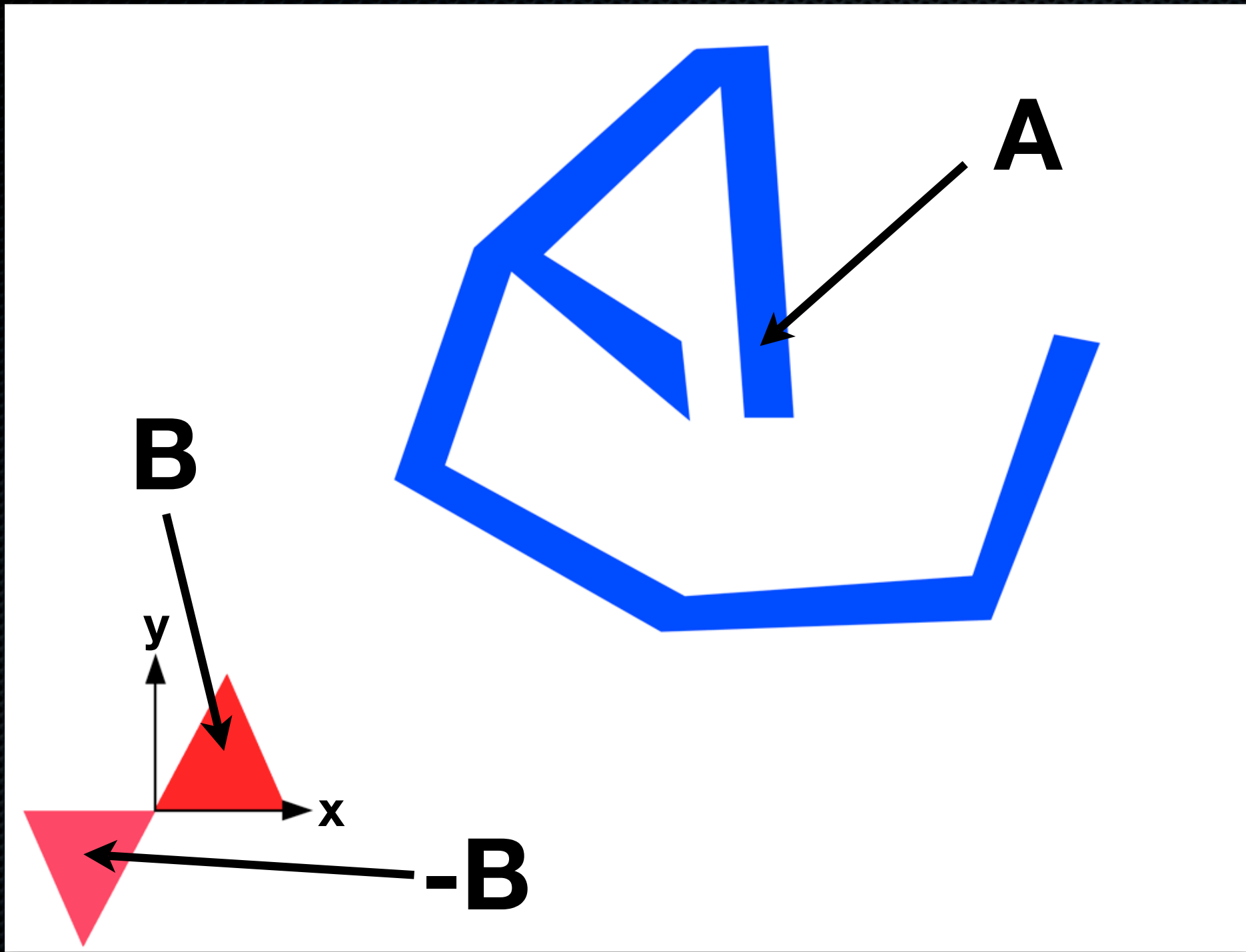
- ✦ **A** is an obstacle
  - ✦ any 2D polygon
- ✦ **B** is a moving object
  - ✦ 2D translation : **t**
  - ✦ shape : a convex polygon or a disc

$$\mathbf{t} \in A \oplus -B \Rightarrow \text{collision}$$

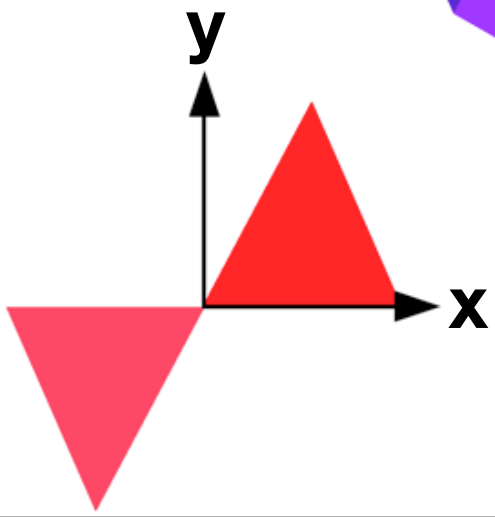
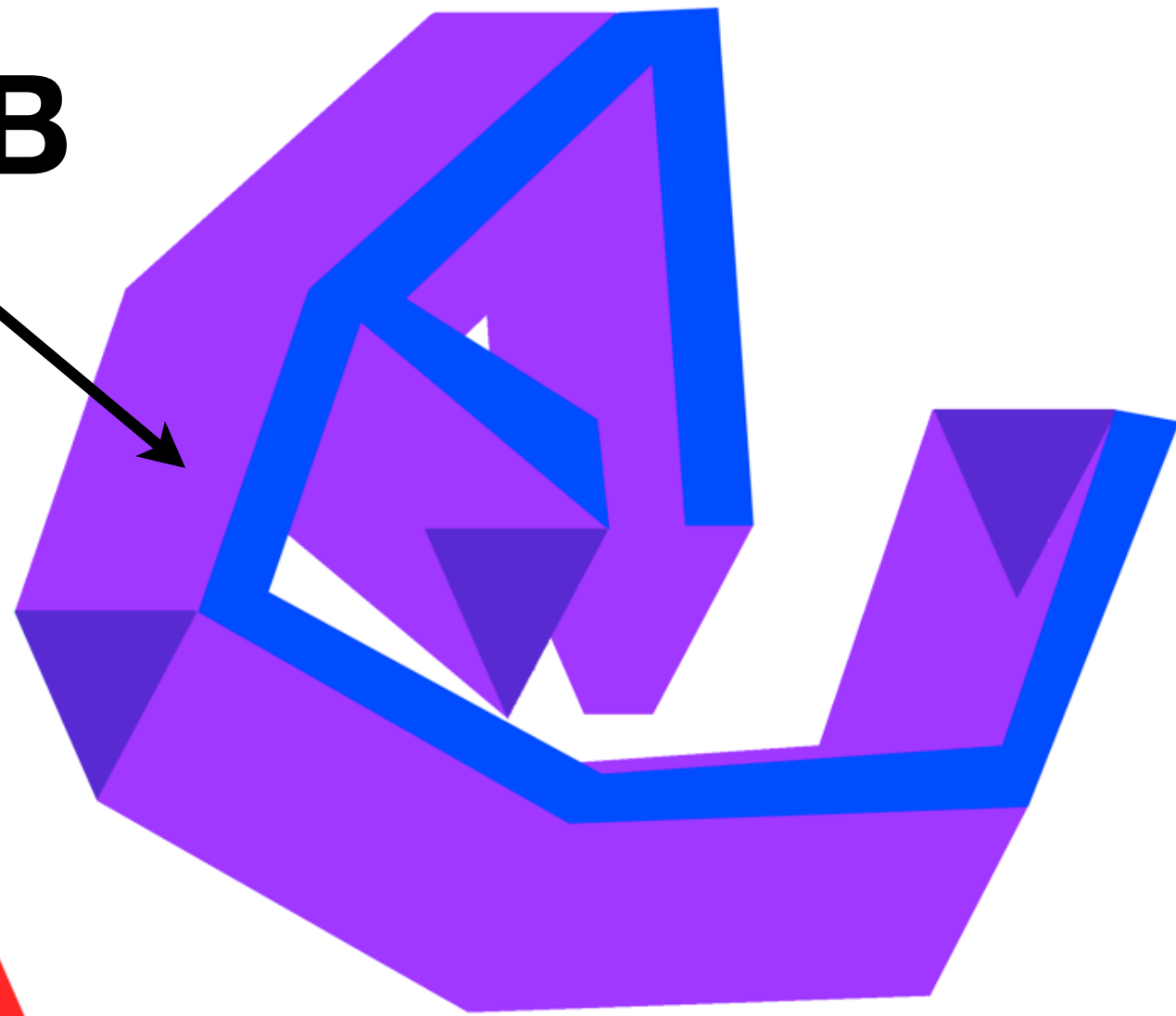
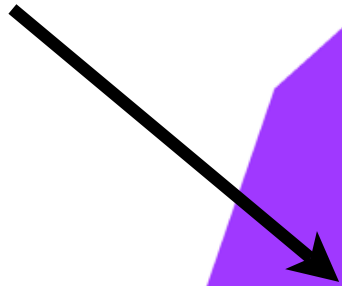
# Example 1

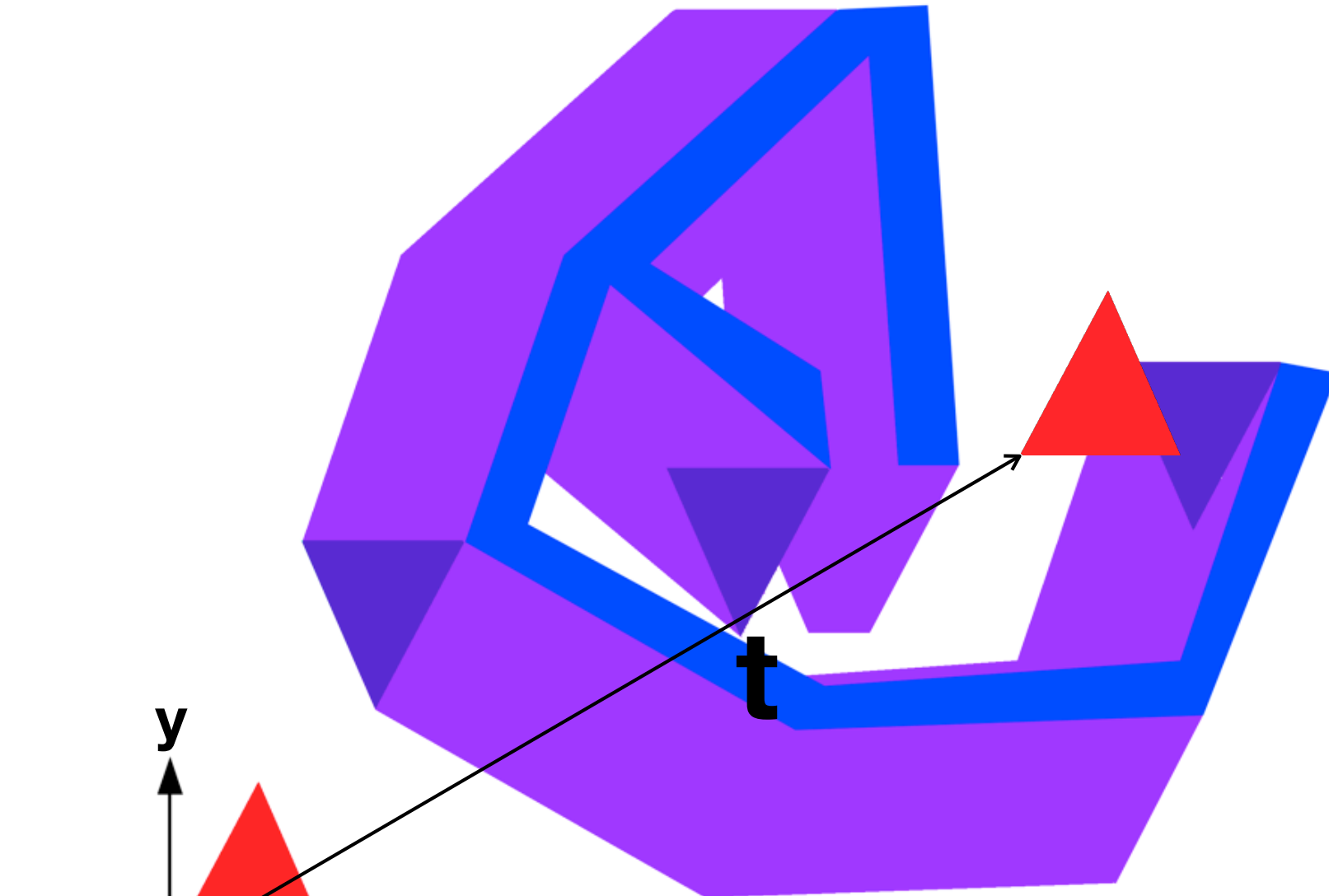
**A** is any polygon

**B** is a convex polygon



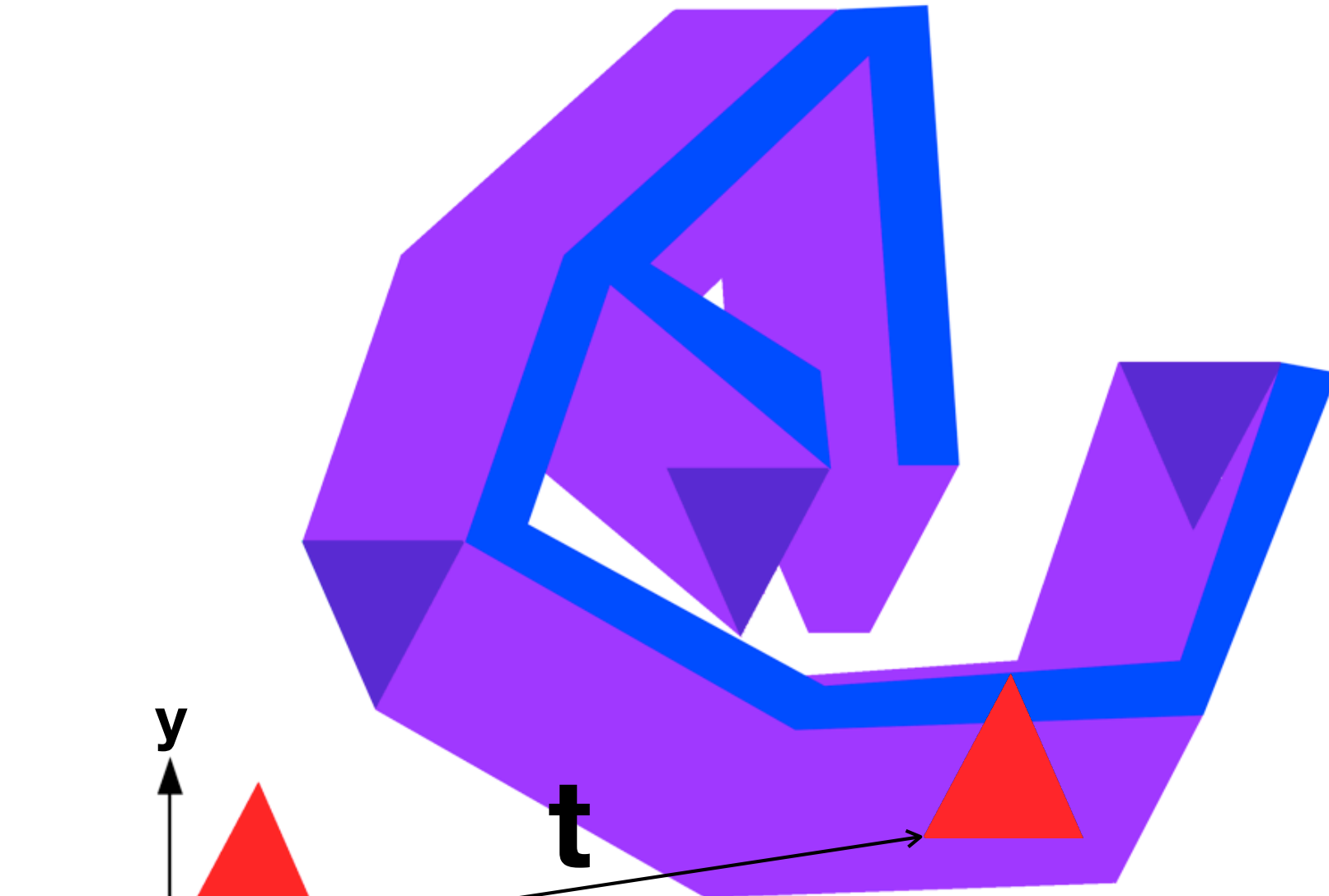
**A ⊕ -B**





$t \notin A \oplus -B \Rightarrow$  no collision



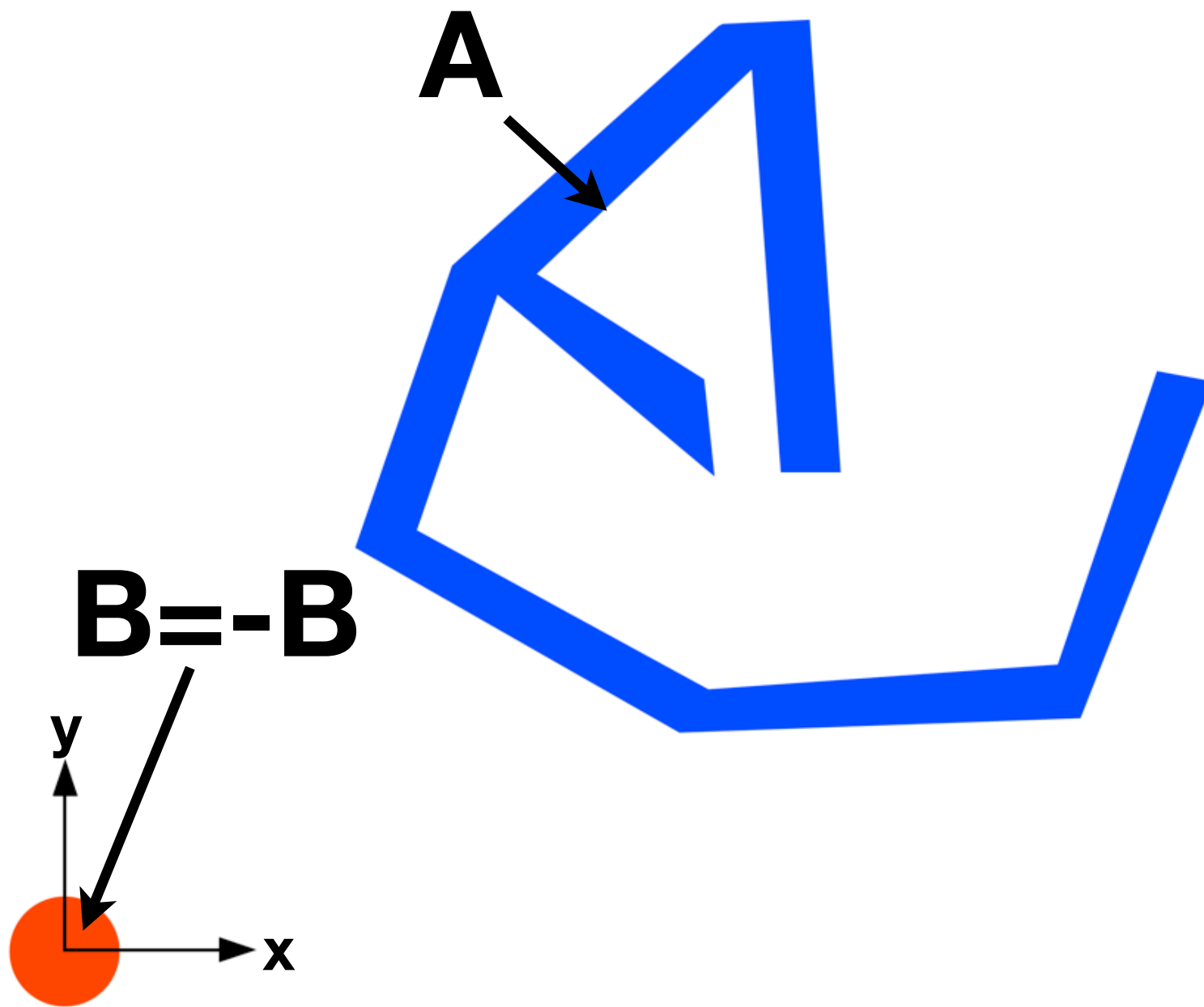


$t \in A \oplus -B \Rightarrow \text{collision}$

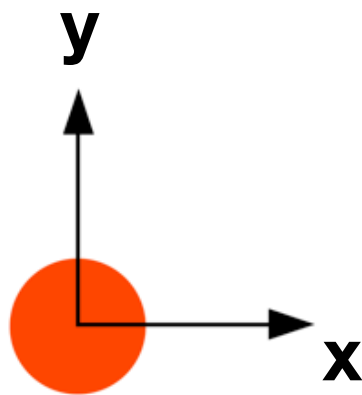
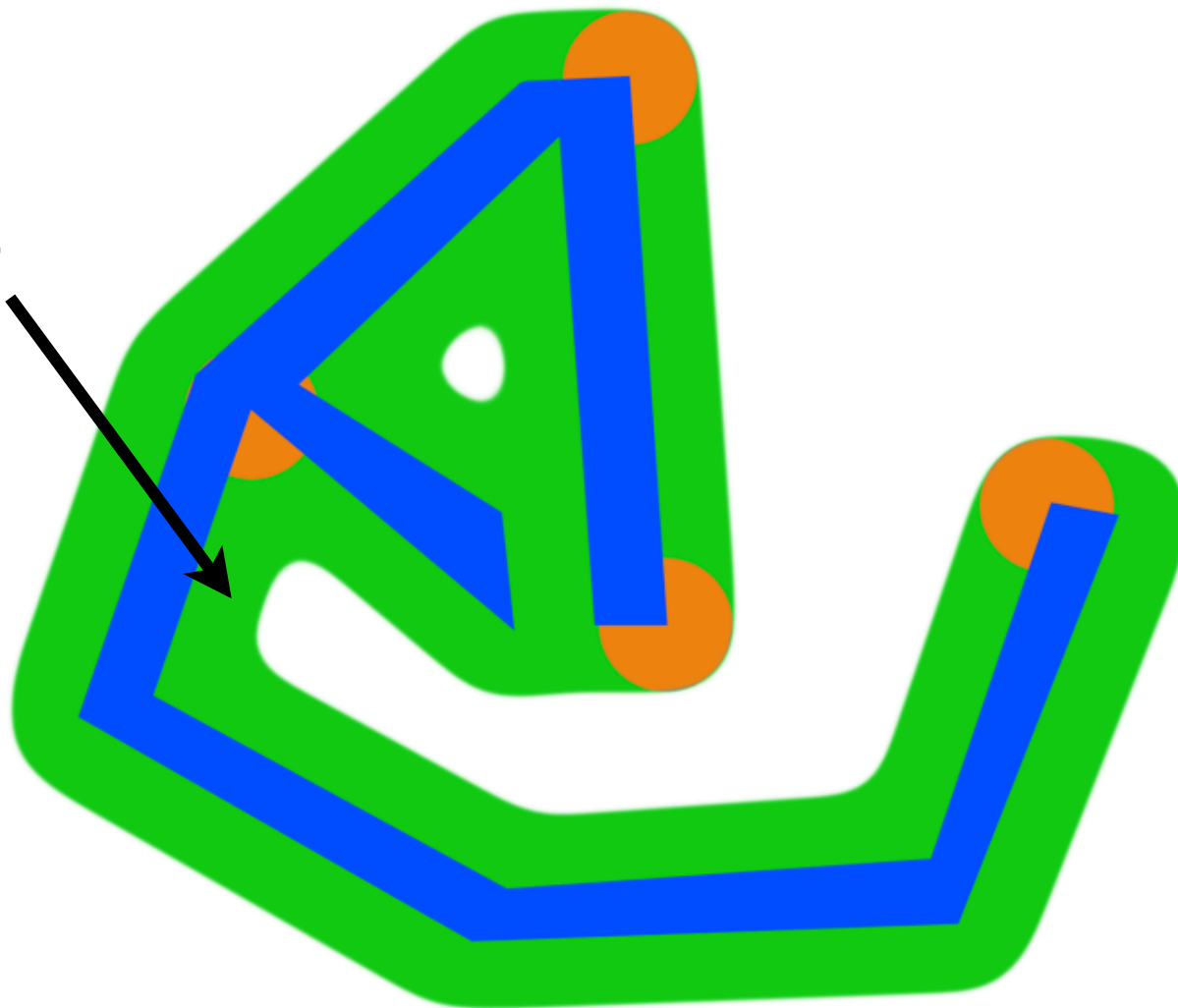
# Example 2

**A** is any polygon

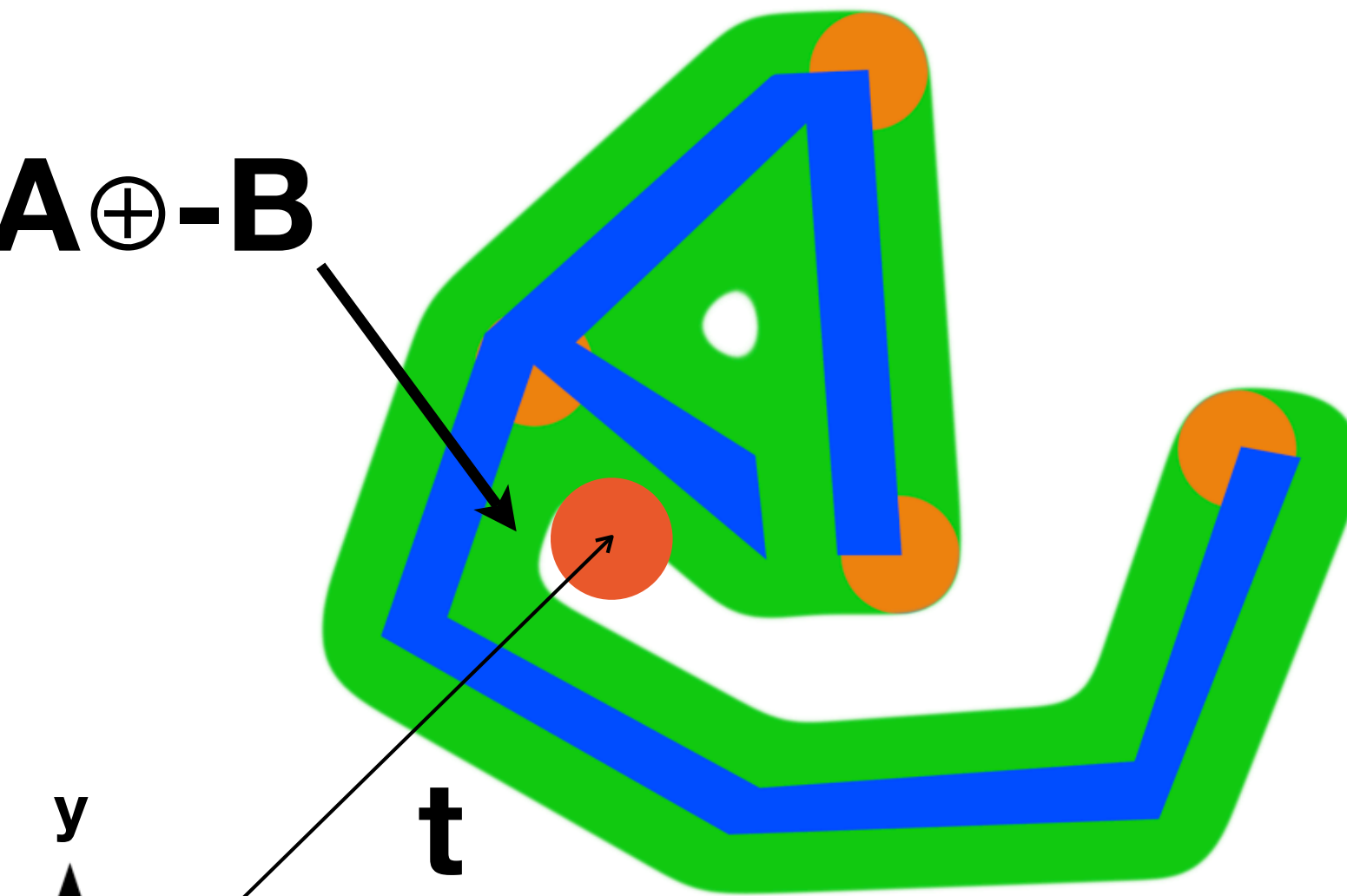
**B** is any disc



**A ⊕ - B**

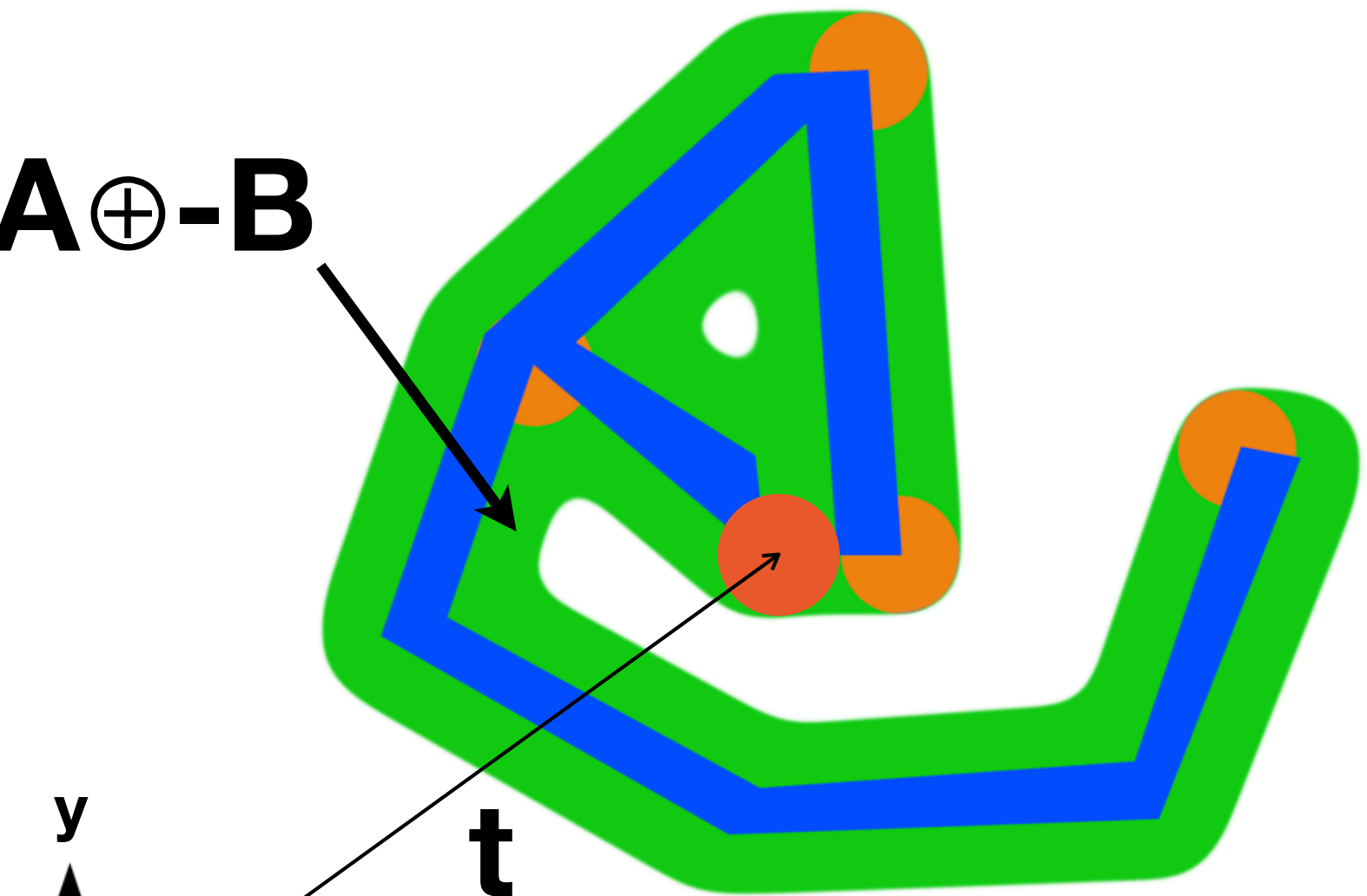


$A \oplus -B$



$t \notin A \oplus -B \Rightarrow$  no collision

$A \oplus -B$



**t**

$t \in A \oplus -B \Rightarrow \text{collision}$

**How is it computed ?**

# Two convex polygons

```
ConvexPolygon minkowskiSum(ConvexPolygon a, ConvexPolygon b)
{
    Vertex[] computedVertices;
    foreach(Vertex vA in a)
    {
        foreach(Vertex vB in b)
        {
            computedVertices.push_back(vA+vB);
        }
    }
    return convexHull(computedVertices);
}
```



# Any polygons

- ✦ **Method 1** : decomposition
  - ✦ decompose in convex polygons
  - ✦ compute the sum of each couple
  - ✦ the final sum is the union of each sub-sum
- ✦ **Method 2** : convolution
  - ✦ cf. sources

# Polygon offsetting

- ✦  $\mathbf{P}$  is a polygon
- ✦  $\mathbf{D}$  is a disc of radius  $r$
- ✦ Computing  $\mathbf{P} \oplus \mathbf{D} =$  Offsetting  $\mathbf{P}$  by a radius  $r$
- ✦ Computation
  - ✦ Easy for a convex polygon
  - ✦ cf. sources

# Sources

- ✦ [http://www.cgal.org/Manual/3.4/doc\\_html/cgal\\_manual/Minkowski\\_sum\\_2/Chapter\\_main.html](http://www.cgal.org/Manual/3.4/doc_html/cgal_manual/Minkowski_sum_2/Chapter_main.html)
- ✦ [http://wapedia.mobi/en/Minkowski\\_addition](http://wapedia.mobi/en/Minkowski_addition)