

学术探讨

一种基于矢量边界追踪的缓冲区生成方法

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摘要 利用缓冲区边界曲线上各点离缓冲目标距离相等的性质, 尝试应用中心线生成的矢量追踪方法的思想, 以线目标缓冲为例, 设计了一种基于矢量追踪技术的缓冲区生成算法。该方法可回避现有矢量方法中进行的弧段求交、切割重组、边界闭合等复杂矢量计算过程, 通过追踪即可一次性获得完整的闭合边界曲线, 同时又具有矢量方法计算精度高的特点。论文阐述了算法的基本原理、实现步骤和关键问题, 分析了该方法的存在问题, 并对其优化措施进行了原则性讨论。

关键词 [缓冲区生成](#) [算法](#) [地理信息系统](#)

分类号

Novel method for buffer generation based on vector boundary tracing

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Abstract

Based on the rule that the distance between anyone boundary point to buffer objects is fixed, and makes reference to the idea of vector tracing method of midline generation, this paper brings forward a buffer generation algorithm based on borderline tracing, it takes linear features for example. The method can avoid many procedures such as arcs intersection, segmentation, reintegration and bounds closing, these complex vector-based operations are normally contained in majority existing algorithms. The paper expounds the basic principle of the algorithm, the realization steps and key problems, it also makes a brief discussion of the optimization measures.

Key words [buffer generation](#) [algorithm](#) [Geographic Information System](#)

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