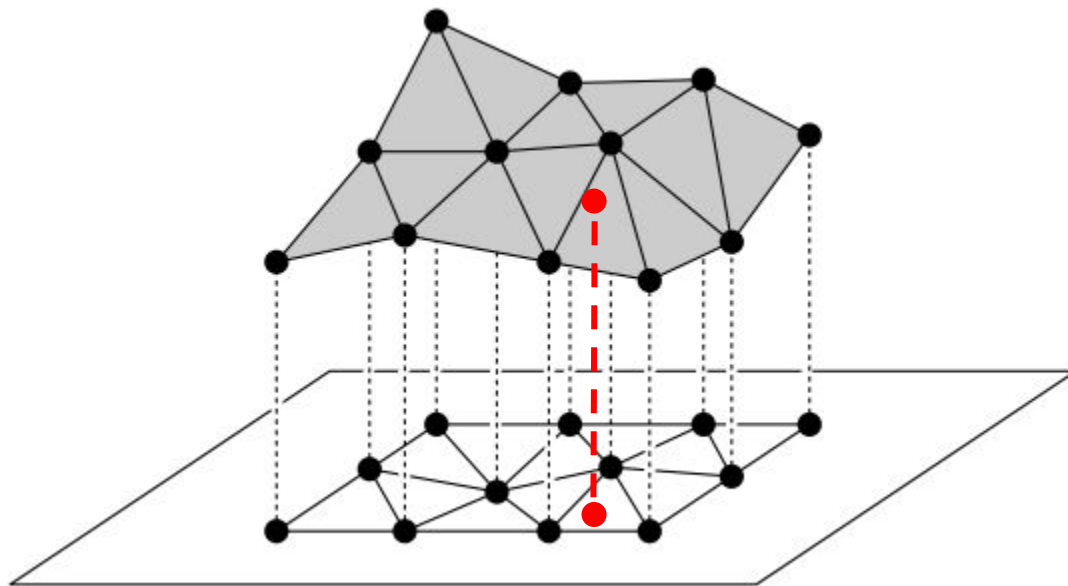


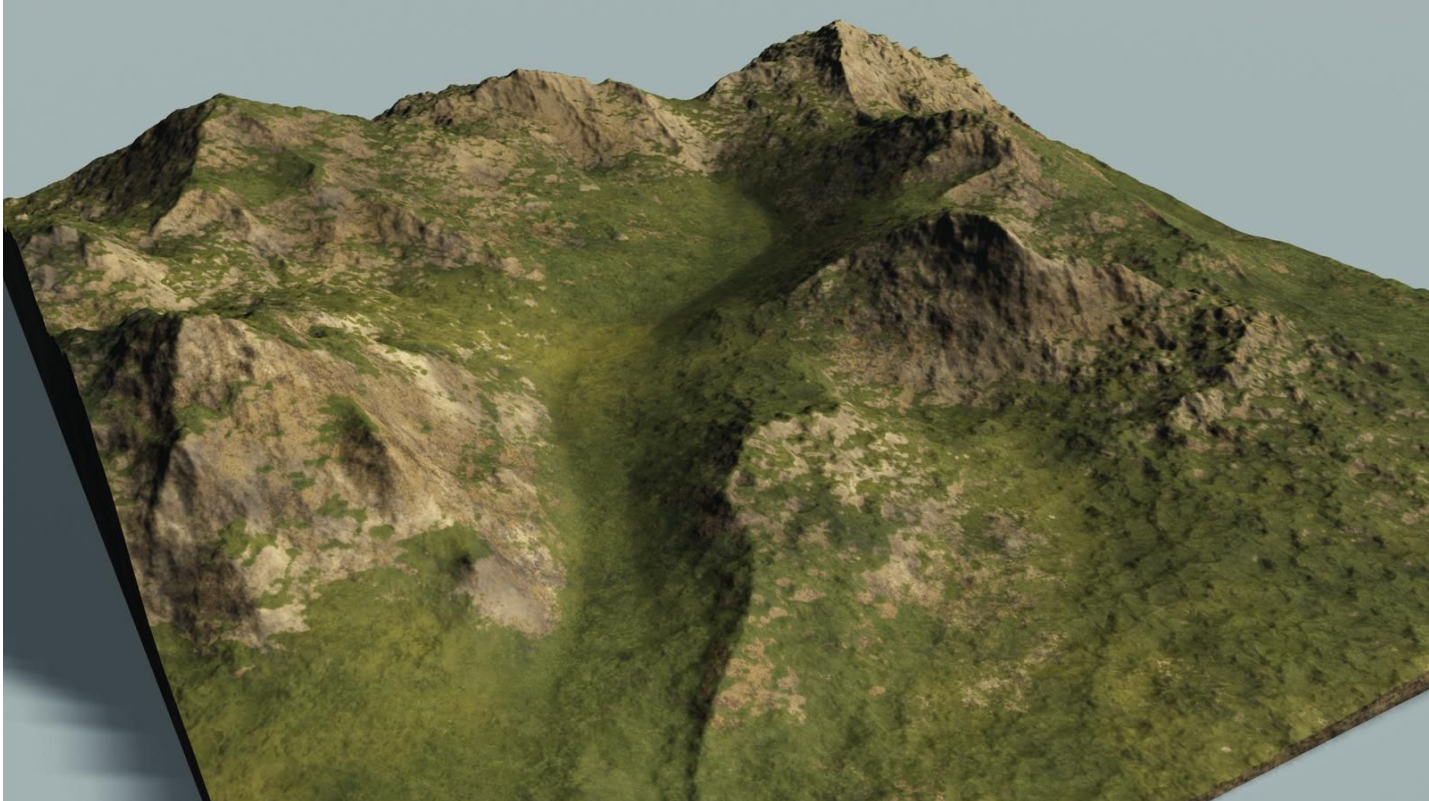
Delaunay Triangulations

Computational Geometry - Algorithms and
Applications (Ch. 9)

Problem

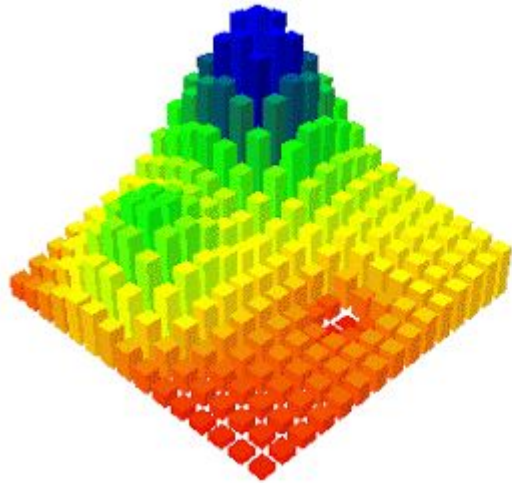


Motivation

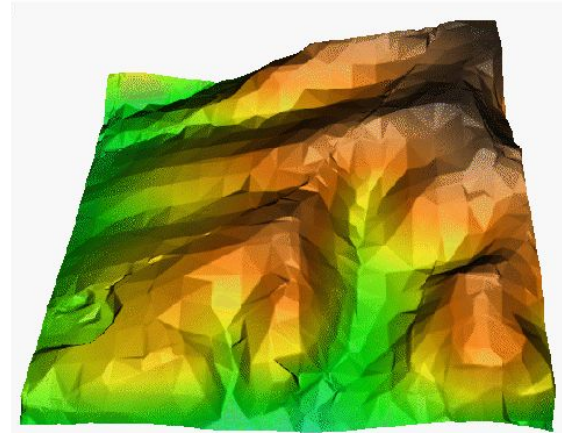


Approaches

Nearest Neighbor

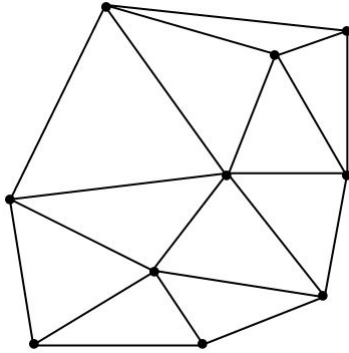


Triangulation

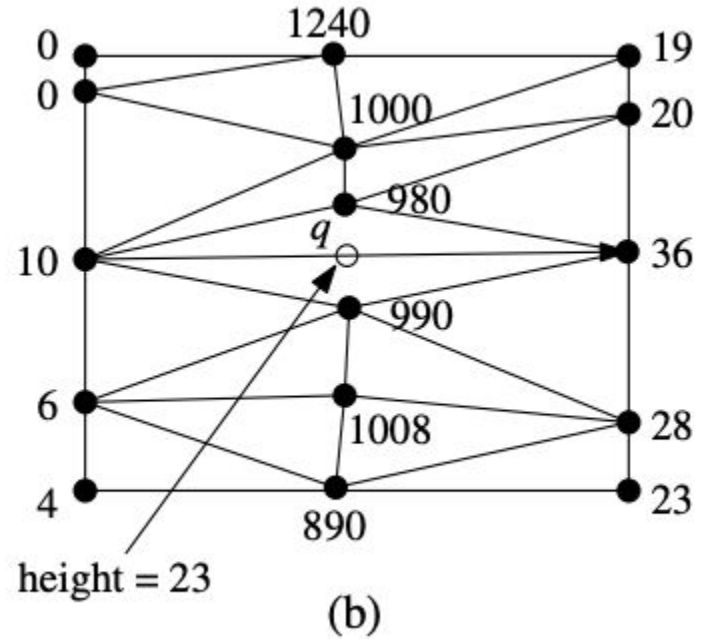
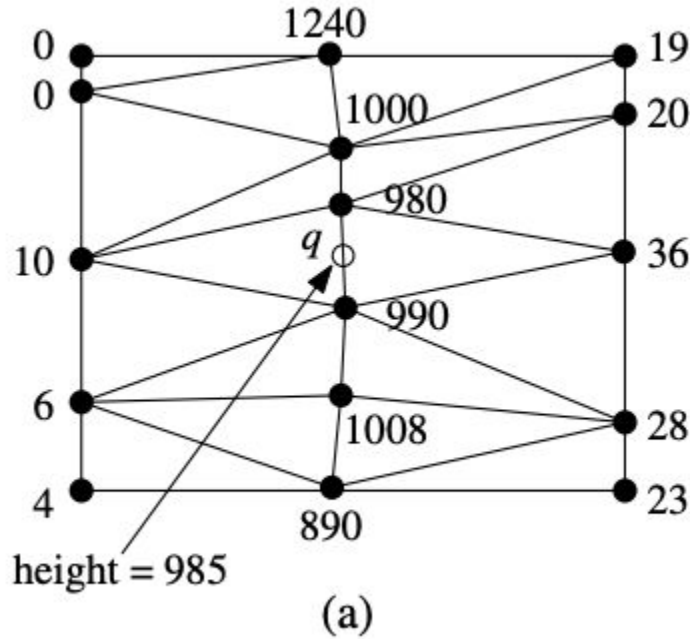


Definitions

- $P = \{p_1, p_2, \dots, p_n\} :=$ set of reference points in the plane
- Triangulation $:=$ maximal planar graph of a given vertex set



How to pick good triangulation?



Small angles are bad

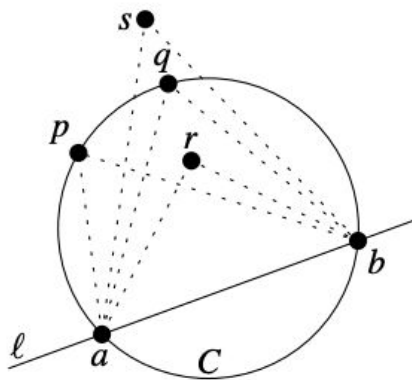
Angle Vectors

- $A(T) :=$ sorted list of all angles in increasing order
- Angle-optimal triangulation has largest lexicographical angle vector

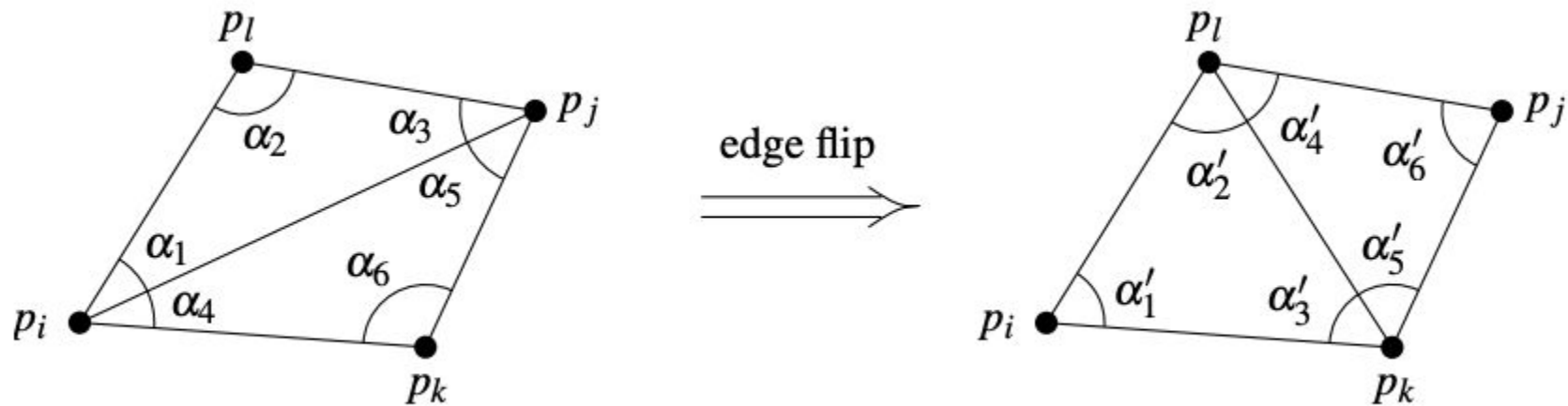
Thales Theorem

Theorem 9.2 *Let C be a circle, ℓ a line intersecting C in points a and b , and p , q , r , and s points lying on the same side of ℓ . Suppose that p and q lie on C , that r lies inside C , and that s lies outside C . Then*

$$\angle arb > \angle apb = \angle aqb > \angle asb.$$



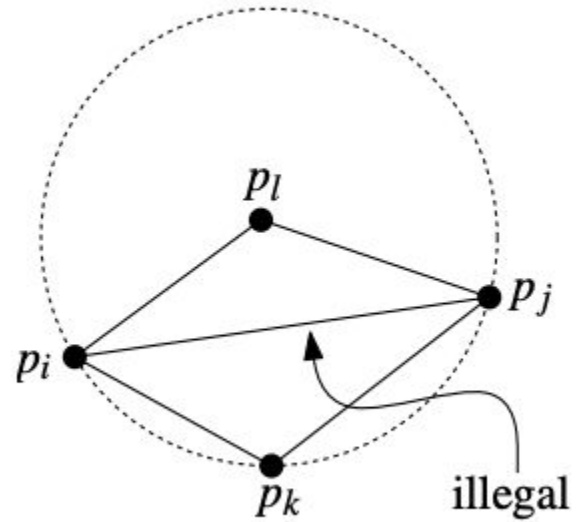
Illegal Edges



$$\min_{1 \leq i \leq 6} \alpha_i < \min_{1 \leq i \leq 6} \alpha'_i.$$

Illegal Edges

Observation 9.3



Simple Algorithm

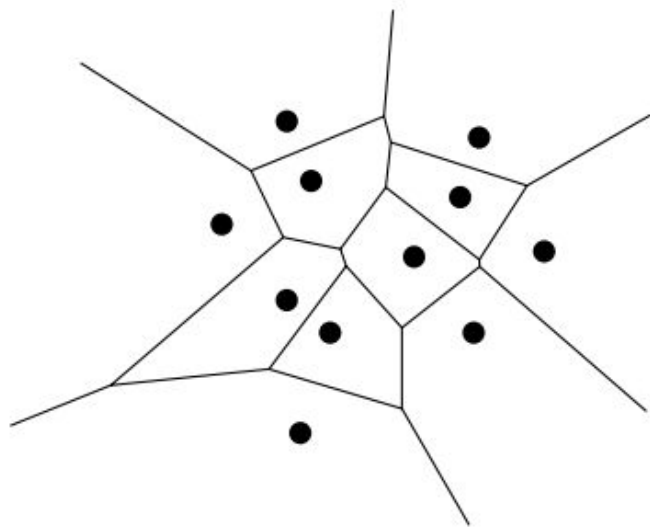
Algorithm LEGALTRIANGULATION(\mathcal{T})

Input. Some triangulation \mathcal{T} of a point set P .

Output. A legal triangulation of P .

1. **while** \mathcal{T} contains an illegal edge $\overline{p_i p_j}$
2. **do** (* Flip $\overline{p_i p_j}$ *)
3. Let $p_i p_j p_k$ and $p_i p_j p_l$ be the two triangles adjacent to $\overline{p_i p_j}$.
4. Remove $\overline{p_i p_j}$ from \mathcal{T} , and add $\overline{p_k p_l}$ instead.
5. **return** \mathcal{T}

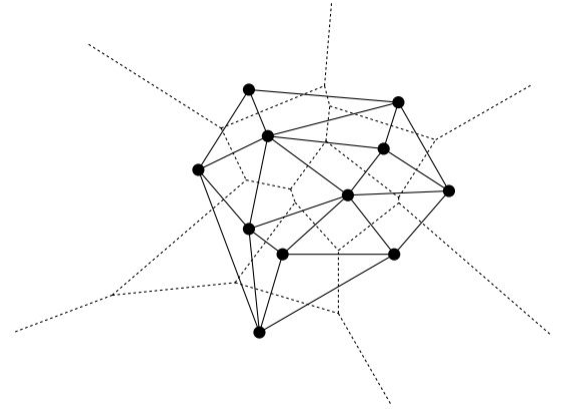
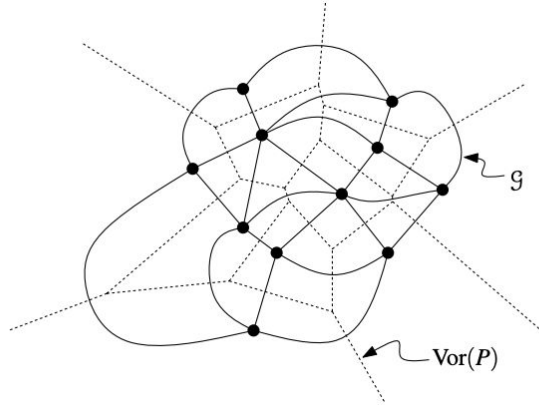
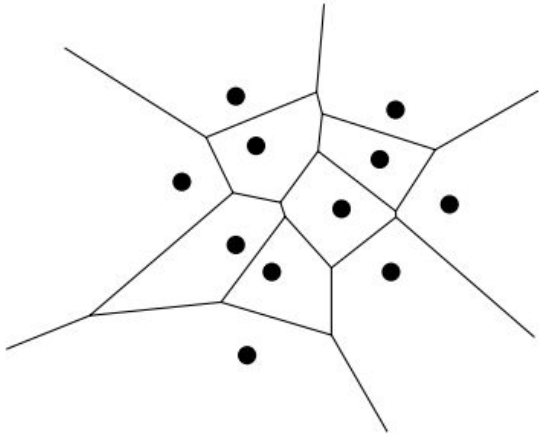
Voronoi diagram



Theorem 7.4 For the Voronoi diagram $\text{Vor}(P)$ of a set of points P the following holds:

- (i) A point q is a vertex of $\text{Vor}(P)$ if and only if its largest empty circle $C_P(q)$ contains three or more sites on its boundary.
- (ii) The bisector between sites p_i and p_j defines an edge of $\text{Vor}(P)$ if and only if there is a point q on the bisector such that $C_P(q)$ contains both p_i and p_j on its boundary but no other site.

Delaunay Graph



Theorem 9.5 *The Delaunay graph of a planar point set is a plane graph.*

General Position

- All faces of $DG(P)$ are triangles if no four points of P lie on a circle
- Delaunay Triangulation (may or may not need to add edges to $DG(P)$)

Theorem 9.6 *Let P be a set of points in the plane.*

- (i) Three points $p_i, p_j, p_k \in P$ are vertices of the same face of the Delaunay graph of P if and only if the circle through p_i, p_j, p_k contains no point of P in its interior.*
- (ii) Two points $p_i, p_j \in P$ form an edge of the Delaunay graph of P if and only if there is a closed disc C that contains p_i and p_j on its boundary and does*

Theorem 9.6 readily implies the following characterization of Delaunay triangulations.

Theorem 9.7 *Let P be a set of points in the plane, and let \mathcal{T} be a triangulation of P . Then \mathcal{T} is a Delaunay triangulation of P if and only if the circumcircle of any triangle of \mathcal{T} does not contain a point of P in its interior.*

Theorem 9.8 *Let P be a set of points in the plane. A triangulation \mathcal{T} of P is legal if and only if \mathcal{T} is a Delaunay triangulation of P .*

Theorem 9.9 *Let P be a set of points in the plane. Any angle-optimal triangulation of P is a Delaunay triangulation of P . Furthermore, any Delaunay triangulation of P maximizes the minimum angle over all triangulations of P .*

Computing the Delaunay Triangulation

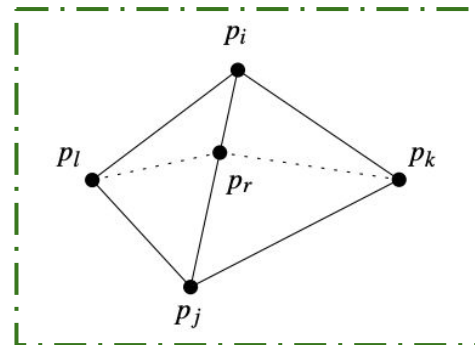
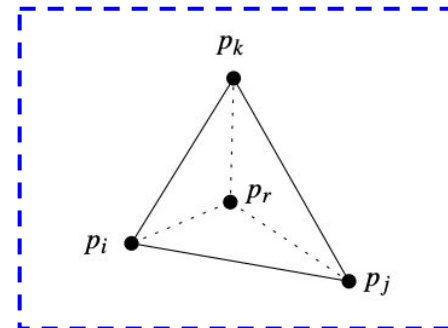
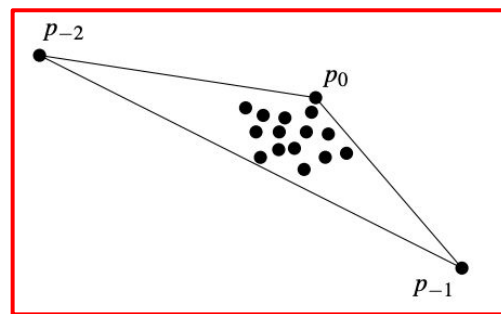
- Randomized, incremental approach

Algorithm DELAUNAYTRIANGULATION(P)

Input. A set P of $n + 1$ points in the plane.

Output. A Delaunay triangulation of P .

1. Let p_0 be the lexicographically highest point of P , that is, the rightmost among the points with largest y -coordinate.
2. Let p_{-1} and p_{-2} be two points in \mathbb{R}^2 sufficiently far away and such that P is contained in the triangle $p_0p_{-1}p_{-2}$.
3. Initialize \mathcal{T} as the triangulation consisting of the single triangle $p_0p_{-1}p_{-2}$.
4. Compute a random permutation p_1, p_2, \dots, p_n of $P \setminus \{p_0\}$.
5. **for** $r \leftarrow 1$ **to** n
6. **do** (* Insert p_r into \mathcal{T} : *)
7. Find a triangle $p_i p_j p_k \in \mathcal{T}$ containing p_r .
8. **if** p_r lies in the interior of the triangle $p_i p_j p_k$
9. **then** Add edges from p_r to the three vertices of $p_i p_j p_k$, thereby splitting $p_i p_j p_k$ into three triangles.
10. LEGALIZEEDGE($p_r, \overline{p_i p_j}$, \mathcal{T})
11. LEGALIZEEDGE($p_r, \overline{p_j p_k}$, \mathcal{T})
12. LEGALIZEEDGE($p_r, \overline{p_k p_i}$, \mathcal{T})
13. **else** (* p_r lies on an edge of $p_i p_j p_k$, say the edge $\overline{p_i p_j}$ *)
14. Add edges from p_r to p_k and to the third vertex p_l of the other triangle that is incident to $\overline{p_i p_j}$, thereby splitting the two triangles incident to $\overline{p_i p_j}$ into four triangles.
15. LEGALIZEEDGE($p_r, \overline{p_i p_l}$, \mathcal{T})
16. LEGALIZEEDGE($p_r, \overline{p_l p_j}$, \mathcal{T})
17. LEGALIZEEDGE($p_r, \overline{p_j p_k}$, \mathcal{T})
18. LEGALIZEEDGE($p_r, \overline{p_k p_i}$, \mathcal{T})
19. Discard p_{-1} and p_{-2} with all their incident edges from \mathcal{T} .
20. **return** \mathcal{T}



LEGALIZEEDGE($p_r, \overline{p_i p_j}, \mathcal{T}$)

1. (* The point being inserted is p_r , and $\overline{p_i p_j}$ is the edge of \mathcal{T} that may need to be flipped. *)
2. **if** $\overline{p_i p_j}$ is illegal
3. **then** Let $p_i p_j p_k$ be the triangle adjacent to $p_r p_i p_j$ along $\overline{p_i p_j}$.
4. (* Flip $\overline{p_i p_j}$: *) Replace $\overline{p_i p_j}$ with $\overline{p_r p_k}$.
5. LEGALIZEEDGE($p_r, \overline{p_i p_k}, \mathcal{T}$)
6. LEGALIZEEDGE($p_r, \overline{p_k p_j}, \mathcal{T}$)

Correctness

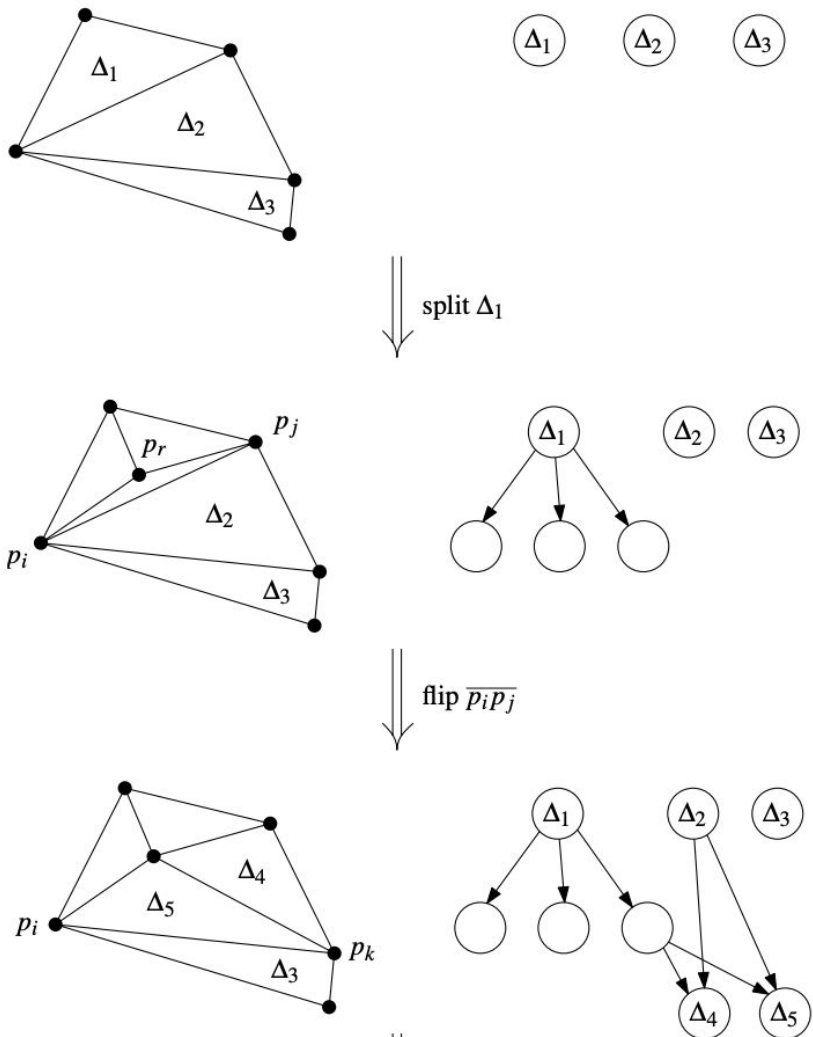
Lemma 9.10 *Every new edge created in DELAUNAYTRIANGULATION or in LEGALIZEEDGE during the insertion of p_r is an edge of the Delaunay graph of $\{p_{-2}, p_{-1}, p_0, \dots, p_r\}$.*

Implementation Details

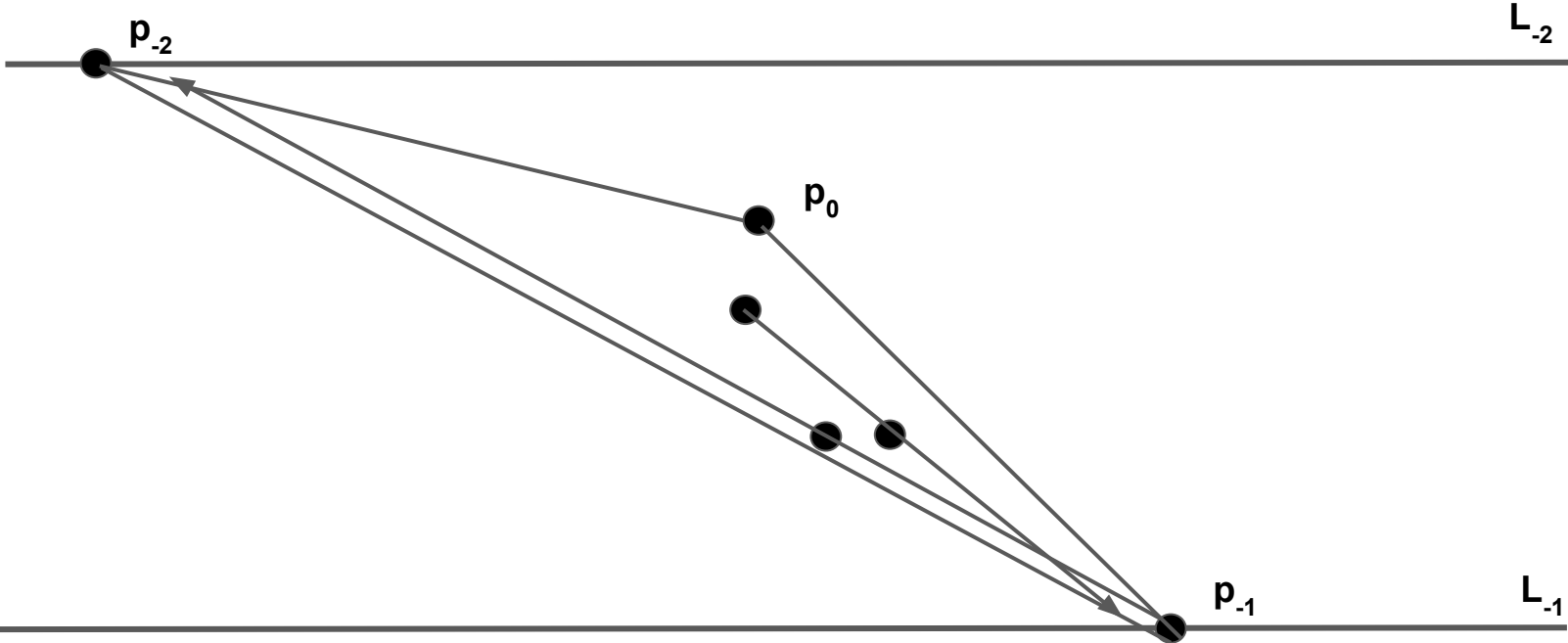
- Finding the triangle that contains a point
- Dummy nodes p_{-1} and p_{-2}

Finding Triangle

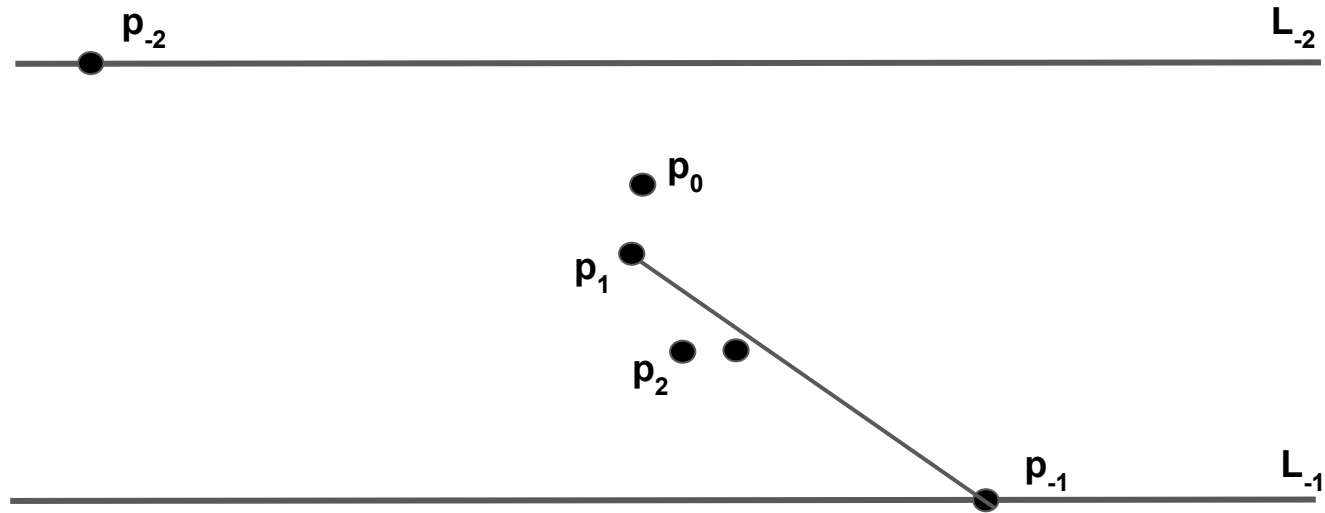
- Search tree



Dummy Nodes

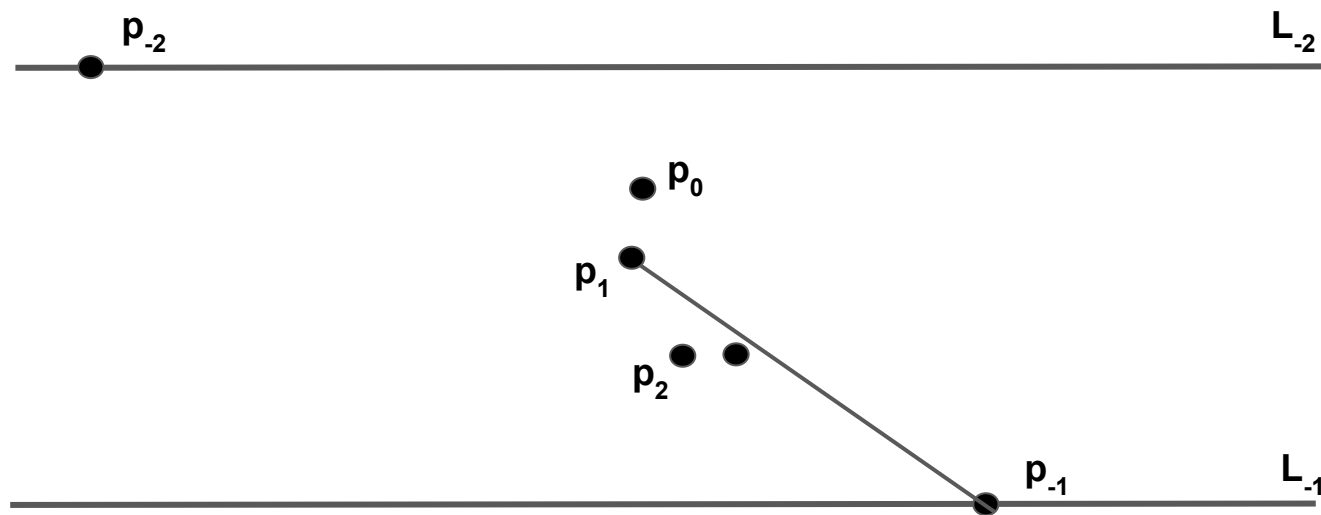


Dummy Nodes



p_i left of $p_j p_{-1} \Leftrightarrow i > j$

Dummy Nodes

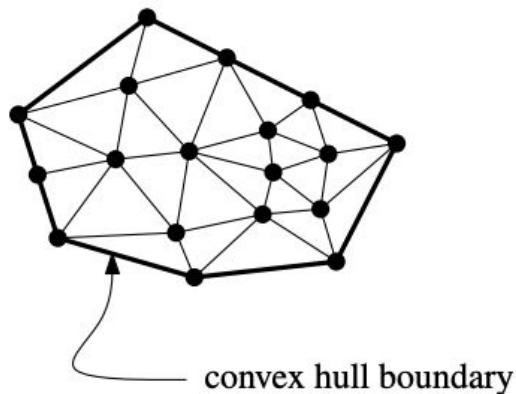


$p_i p_j$ illegal $\Leftrightarrow \min(k, l) < \min(i, j)$

Analysis

Theorem 9.12 *The Delaunay triangulation of a set P of n points in the plane can be computed in $O(n \log n)$ expected time, using $O(n)$ expected storage.*

Theorem 9.1 *Let P be a set of n points in the plane, not all collinear, and let k denote the number of points in P that lie on the boundary of the convex hull of P . Then any triangulation of P has $2n - 2 - k$ triangles and $3n - 3 - k$ edges.*



Analysis

Lemma 9.11 *The expected number of triangles created by algorithm DELAUNAYTRIANGULATION is at most $9n + 1$.*

- Storage for search tree is $O(n)$

Analysis

- Every visited triangle in tree has been destroyed
- Can be charged to Delaunay Triangle

$$\sum_{\Delta} \text{card}(K(\Delta))$$

Lemma 9.13 *If P is a point set in general position, then*

$$\sum_{\Delta} \text{card}(K(\Delta)) = O(n \log n),$$

where the summation is over all Delaunay triangles Δ created by the algorithm.

$$\sum_{r=1}^n \left(\sum_{\Delta \in \mathcal{T}_r \setminus \mathcal{T}_{r-1}} \text{card}(K(\Delta)) \right).$$

$$\sum_{\Delta \in \mathcal{T}_r \setminus \mathcal{T}_{r-1}} \text{card}(K(\Delta)) = \sum_{q \in P \setminus P_r} k(P_r, q, p_r).$$

$$\mathbb{E}[k(P_r, q, p_r)] \leq \frac{3k(P_r, q)}{r}.$$

$$\mathbb{E} \left[\sum_{\Delta \in \mathcal{T}_r \setminus \mathcal{T}_{r-1}} \text{card}(K(\Delta)) \right] \leq \frac{3}{r} \sum_{q \in P \setminus P_r} k(P_r, q).$$

$$\mathbb{E}\left[\sum_{\Delta \in \mathcal{T}_r \setminus \mathcal{T}_{r-1}} \text{card}(K(\Delta))\right] \leq \frac{3}{r} \sum_{q \in P \setminus P_r} k(P_r, q).$$

$$\mathbb{E}[k(P_r, p_{r+1})] = \frac{1}{n-r} \sum_{q \in P \setminus P_r} k(P_r, q).$$

$$\mathbb{E}\left[\sum_{\Delta \in \mathcal{T}_r \setminus \mathcal{T}_{r-1}} \text{card}(K(\Delta))\right] \leq 3 \left(\frac{n-r}{r}\right) \mathbb{E}[k(P_r, p_{r+1})].$$

$$\mathbb{E}\left[\sum_{\Delta \in \mathcal{T}_r \setminus \mathcal{T}_{r-1}} \text{card}(K(\Delta))\right] \leq 3 \left(\frac{n-r}{r}\right) \mathbb{E}[\text{card}(\mathcal{T}_r \setminus \mathcal{T}_{r+1})].$$

$$\mathbb{E}\left[\sum_{\Delta \in \mathcal{T}_r \setminus \mathcal{T}_{r-1}} \text{card}(K(\Delta))\right] \leq 3 \left(\frac{n-r}{r}\right) \left(\mathbb{E}[\text{card}(\mathcal{T}_{r+1} \setminus \mathcal{T}_r)] - 2\right).$$

$$\mathbb{E}\left[\sum_{\Delta \in \mathcal{T}_r \setminus \mathcal{T}_{r-1}} \text{card}(K(\Delta))\right] \leq 3\left(\frac{n-r}{r}\right)\left(\mathbb{E}[\text{card}(\mathcal{T}_{r+1} \setminus \mathcal{T}_r)] - 2\right).$$

$$\mathbb{E}\left[\sum_{\Delta \in \mathcal{T}_r \setminus \mathcal{T}_{r-1}} \text{card}(K(\Delta))\right] \leq 12\left(\frac{n-r}{r}\right).$$

$$\sum_{r=1}^n \left(\sum_{\Delta \in \mathcal{T}_r \setminus \mathcal{T}_{r-1}} \text{card}(K(\Delta))\right) = O(n \log n)$$

Framework

Theorem 9.14 *Let (X, Π, D, K) be a configuration space, and let \mathcal{T} and X_r be defined as above. Then the expected number of configurations in $\mathcal{T}(X_r) \setminus \mathcal{T}(X_{r-1})$ is at most*

$$\frac{d}{r} E[\text{card}(\mathcal{T}(X_r))],$$

where d is the maximum degree of the configuration space.

Framework

Theorem 9.15 *Let (X, Π, D, K) be a configuration space, and let \mathcal{T} and X_r be defined as above. Then the expected value of*

$$\sum_{\Delta} \text{card}(K(\Delta)),$$

where the summation is over all configurations Δ appearing in at least one $\mathcal{T}(X_r)$ with $1 \leq r \leq n$, is at most

$$\sum_{r=1}^n d^2 \binom{n-r}{r} \left(\frac{\mathbb{E}[\text{card}(\mathcal{T}(X_r))]}{r} \right),$$

where d is the maximum degree of the configuration space.

History

- Descartes 1644
- Georgy Feodosievych Voronoy 1908
- Boris Delone 1934

Discussion

- Why maximize the smallest angle instead of minimize the largest angle?
- How necessary is it to compute the exact Delaunay triangulation?