Triangulation

Beyond $\Omega(n\log n)$

$- O(n)$

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Chazelle, 1991

❖ **The hunting for optimal triangulation algorithms**

  was ended finally by Chazelle in 1991 with a perfect result:

> A simple polygon can be triangulated in $\boxed{\text{linear}}$ time

❖ $\boxed{\textit{Triangulating a Simple Polygon in Linear Time}}$

  Discrete Comput. Geom.

  vol. 6, 1991, pp. $\boxed{485\text{-}524}$