

Point Location

Constructing Trapezoidal Map

- Iteration

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Iteration

❖ for each segment $r = pq \in S$ //chosen randomly
 $\boxed{\text{find}}$ the trapezoid T containing p //this is itself a PL query
 repeat $\boxed{\text{refine}}$ T into no more than 3 trapezoids //perhaps 4 for once
 $\boxed{\text{update}}$ $\text{TM}(S)$ and $\text{SS}(S)$ resp.
 $\boxed{\text{find}}$ $T =$ the trapezoid next to T along r ;
 until ($\text{NULL} == \text{Trap}$);

