

Triangulation

Monotone Decomposition

- Helper

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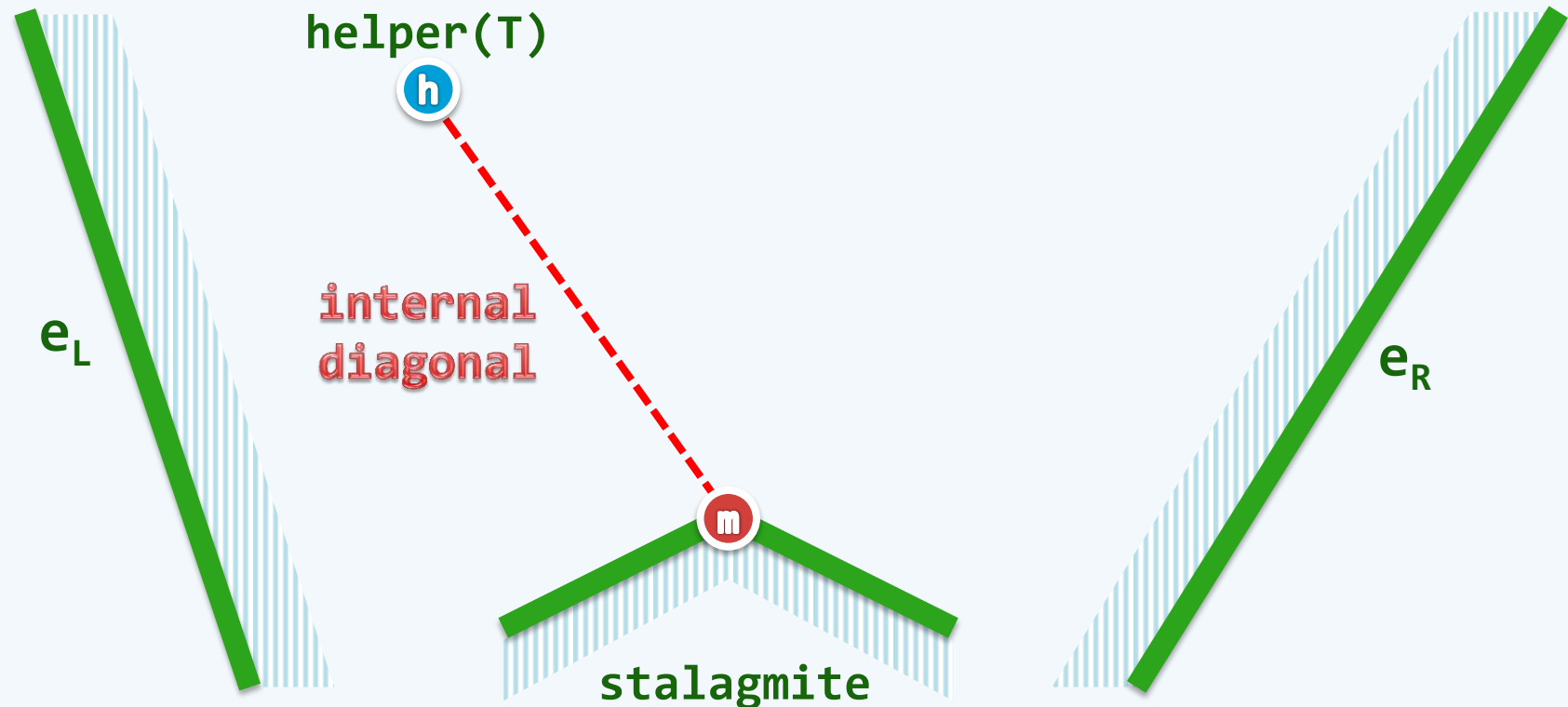
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Internal Diagonal

❖ To break \boxed{m} ,

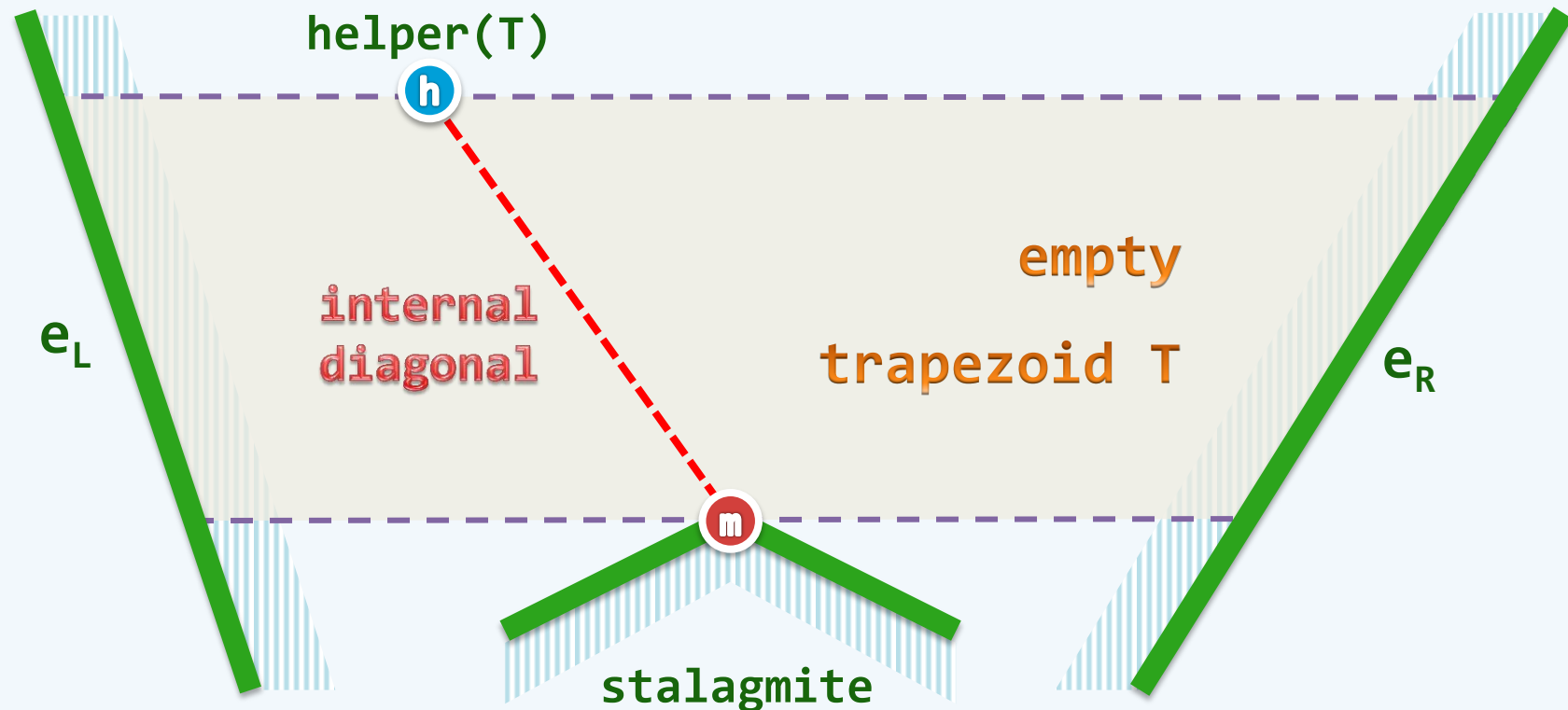
we connect it to \boxed{h} , a helper vertex, with an internal **diagonal**

❖ Which vertex could be the helper for \boxed{m} ?



Empty Trapezoid

- ❖ Consider the maximal empty trapezoid T supported by m , e_L and e_R
- ❖ h could be taken as the vertex supporting T from above
- ❖ How to find h for any m efficiently?



Plane Sweep

❖ While sweeping from top down

helper(T) is maintained/updated for each active trapezoid T

❖ Once an m appears inside T , helper(T) will be connected to m

