



# DELAUNAY TRIANGULATION

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*Karthik Iyer*

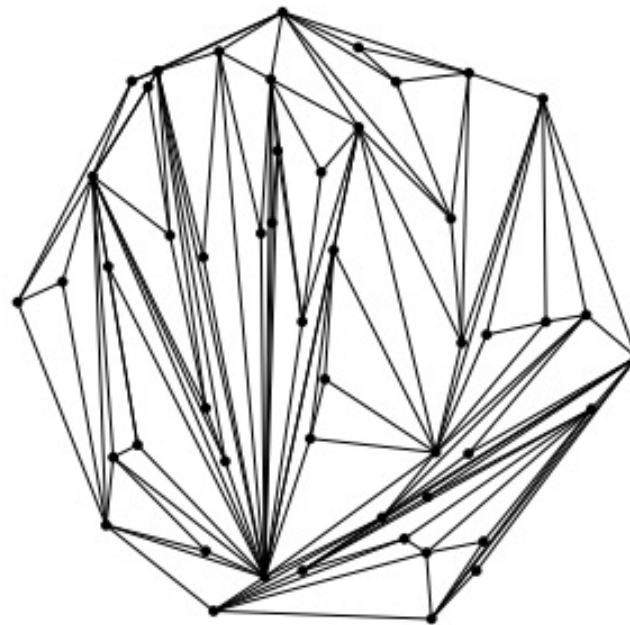
*CSCE 645 Geometric Modelling*

# Delaunay Triangulation

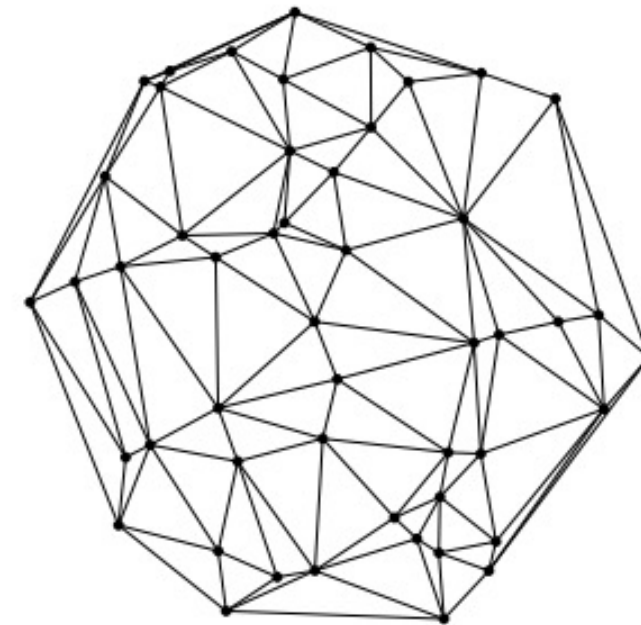


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A triangulation of a set of discrete points  $\{P_i\}$  such that no point  $P_i$  is inside the circumcircle of any triangle in the triangulation



(a) Scan triangulation.



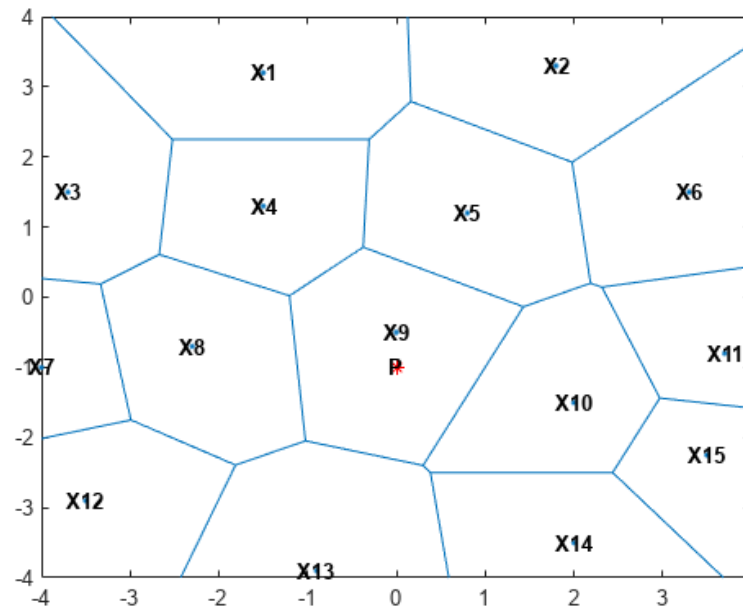
(b) Delaunay triangulation.

# Voronoi Diagram



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A dual of Delaunay Triangulation where any point in the cell is closest to the site of the cell.



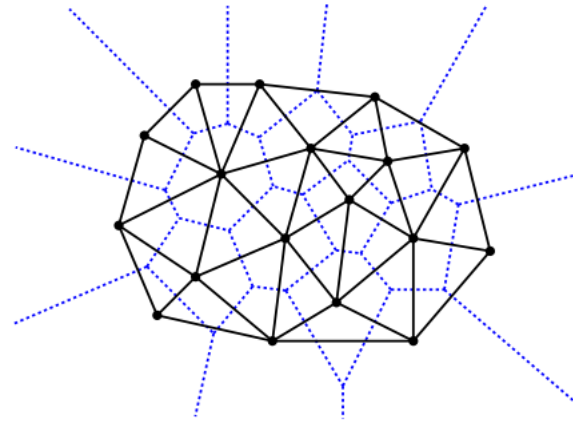
<https://www.mathworks.com/help/matlab/math/voronoi-diagrams.html>

# Properties

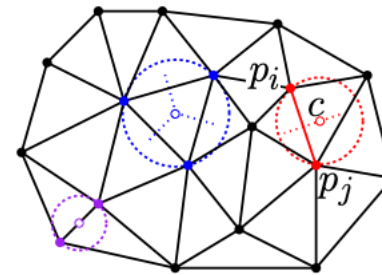


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- Convex Hull: The boundary of the triangulation is the convex hull of the points  $P_i$
- Empty Circle: Circle with edge as diameter is empty



(a)

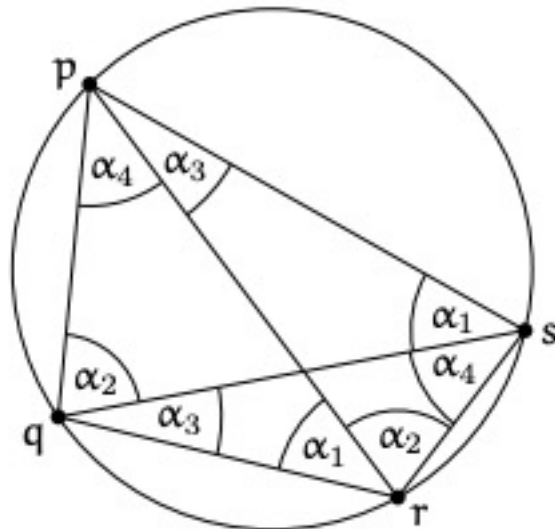


(b)

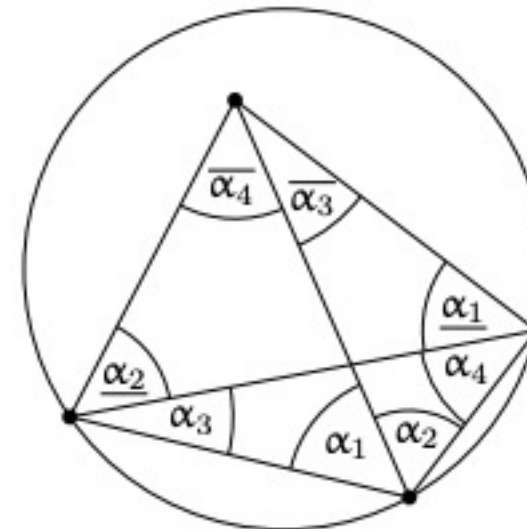
# Properties



- Maximizing smallest angle: DT avoids slivers



(a) Four cocircular points and the induced eight angles.



(b) The situation before a flip.

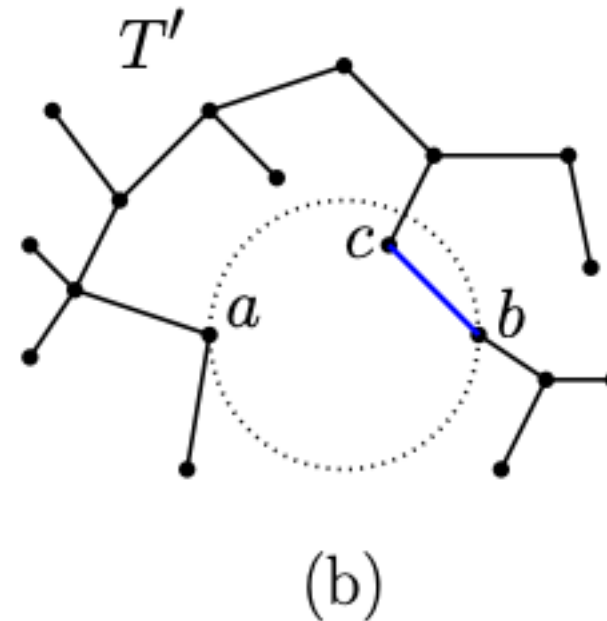
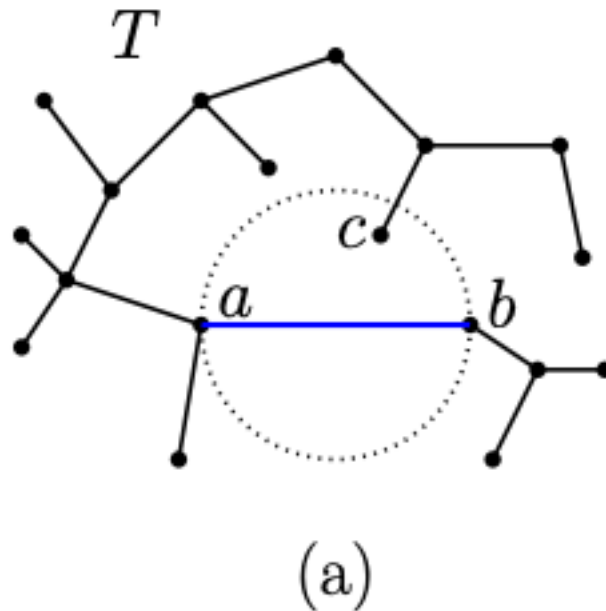
<https://ti.inf.ethz.ch/ew/Lehre/CG13/lecture/Chapter%206.pdf>

# Properties



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- Minimum spanning tree is part of the DT



<https://www.cs.umd.edu/class/spring2020/cmsc754/Lects/lect12-delaun-prop.pdf>

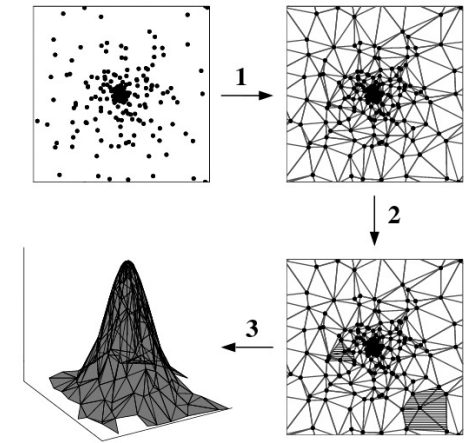


# Applications

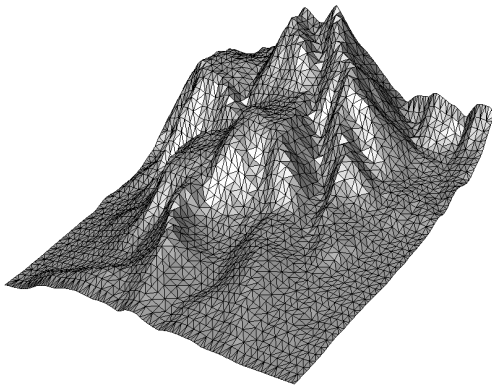


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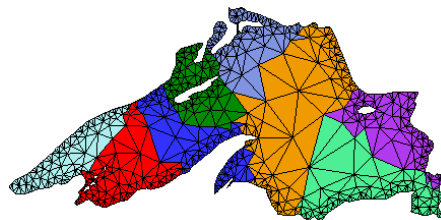
- Terrain Modelling
- Generate meshes for FEM/FVM
- Path planning
- Delaunay Tessellation Field Estimator



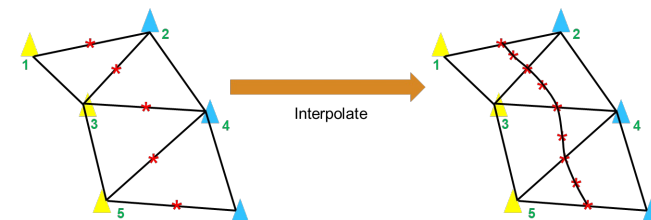
[https://en.wikipedia.org/wiki/File:Delaunay\\_tessellation\\_field\\_estimator\\_\(overview\).jpg](https://en.wikipedia.org/wiki/File:Delaunay_tessellation_field_estimator_(overview).jpg)



<https://www.geom.at/terrain-triangulation/>



<https://www.cs.cmu.edu/~quake/triangle.html>



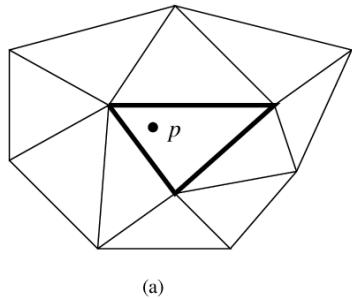
<https://blogs.mathworks.com/student-lounge/2022/10/03/path-planning-for-formula-student-driverless-cars-using-delaunay-triangulation/>

# Construction



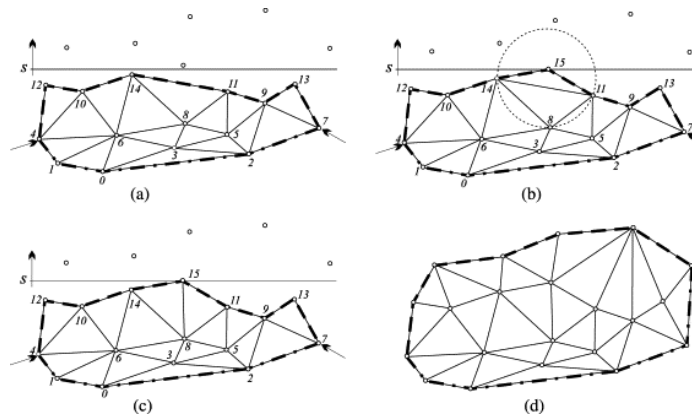
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Incremental



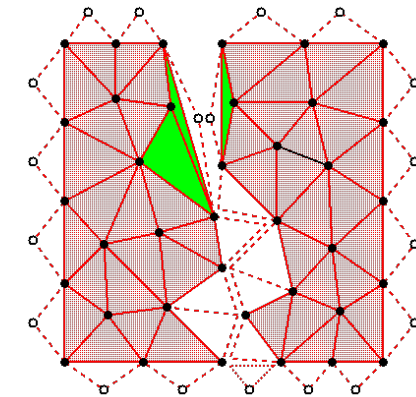
<https://doi.org/10.1016/B978-0-12-336156-1.50014-8>

Sweepline



<https://doi.org/10.1016/j.cad.2004.10.004>

Divide and conquer



<https://www.cs.cmu.edu/~quake/tripaper/triangle2.html>





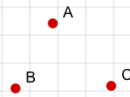
# BOWYER-WATSON ALGORITHM

# Bowyer-Watson Algorithm

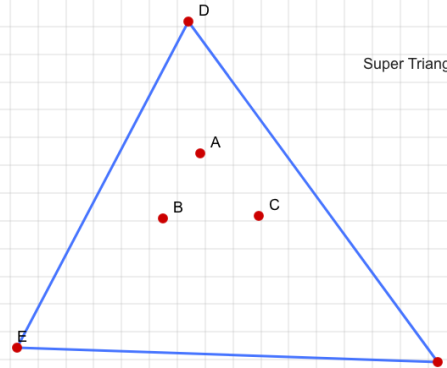


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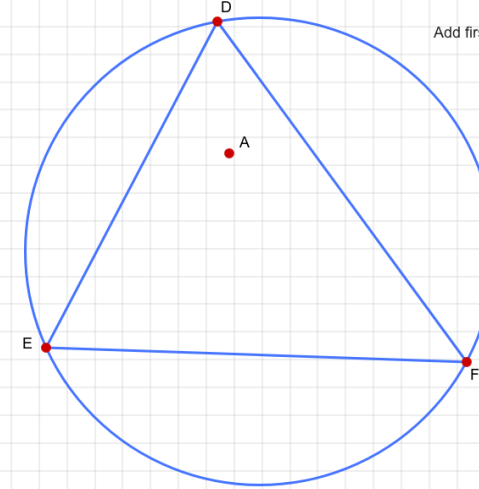
Points to triangulate



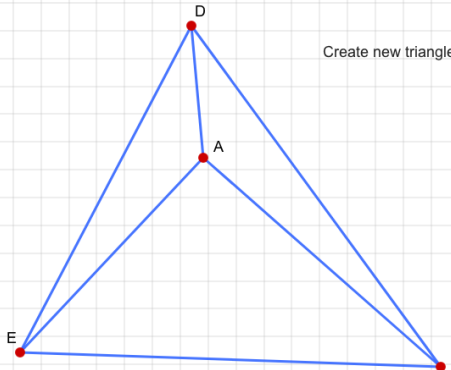
Super Triangle



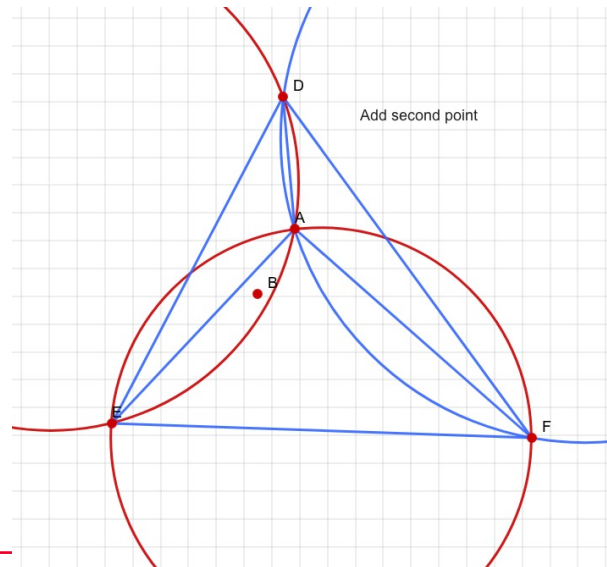
Add first point



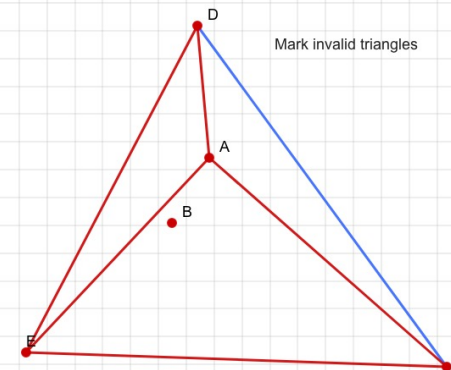
Create new triangles



Add second point



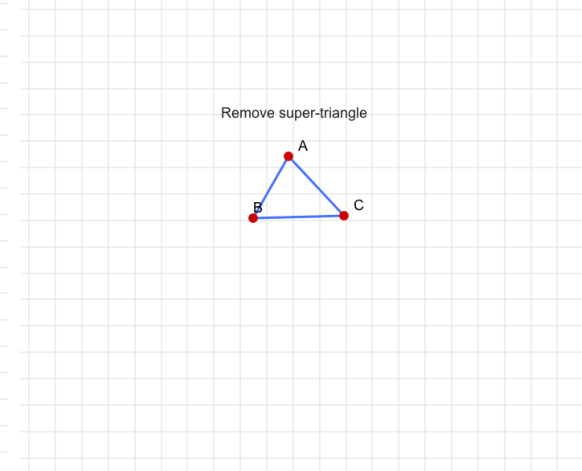
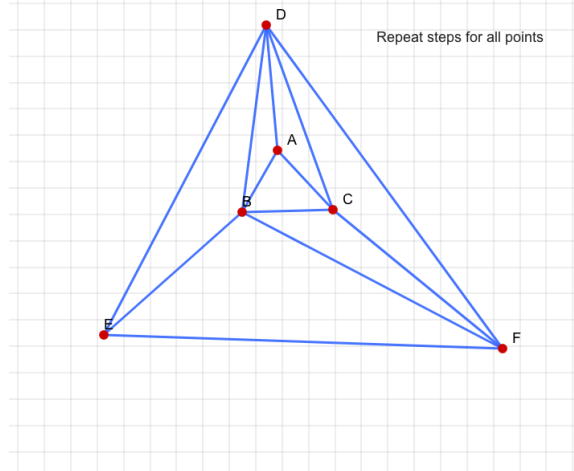
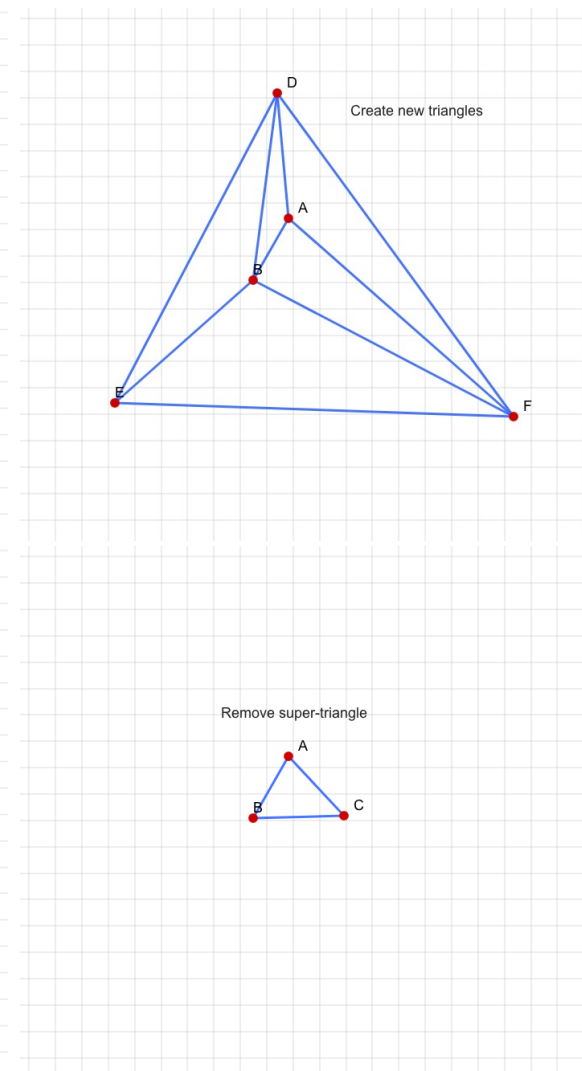
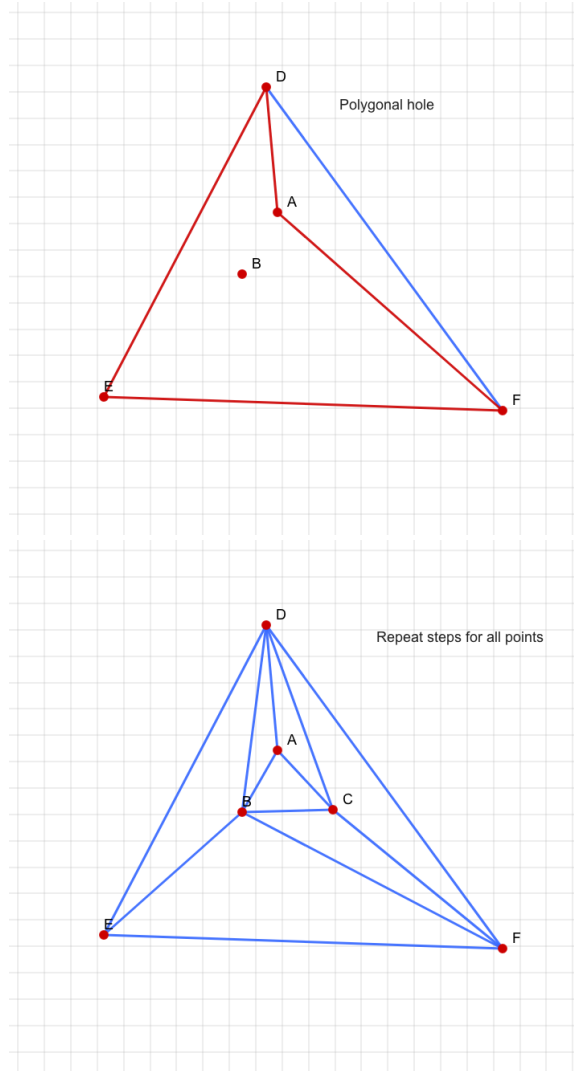
Mark invalid triangles



# Bowyer-Watson Algorithm



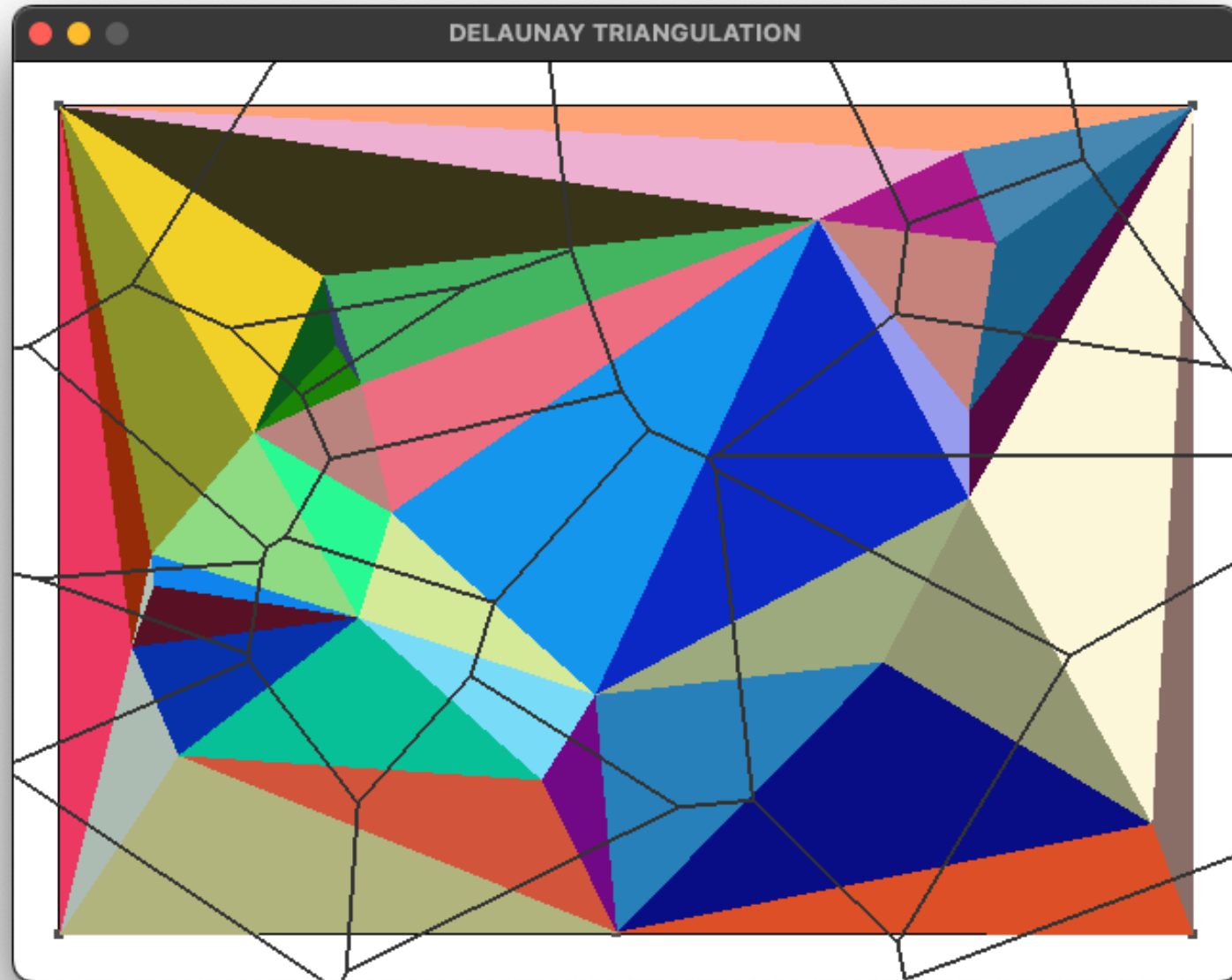
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# Implementation



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Thank You

