# **Geometry Processing (Labs 6 - 8)**

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#### **ABSTRACT**

This set of labs covered Voronoi diagrams, Power Diagrams, semi-optimal transport, and simulating fluid dynamics using a mix of the previous labs.

#### Lab 6

The sixth lab was focused on ultimately being construct **Voronoi diagrams**. Intuitively, what we are doing is taking a set of points  $\mathcal{D} = \{x_1, \dots, x_n\}$  and assigning a convex polygon to each  $x_i$  so that for every point in the polygon, the closest point in  $\mathcal{D}$  is  $x_i$ . To do this, I implemented the **Voronoï Parallel Linear Enumeration** algorithm, which relies on the **Sutherland-Hodgman polygon clipping** algorithm.

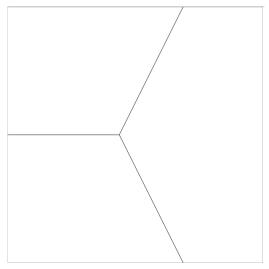
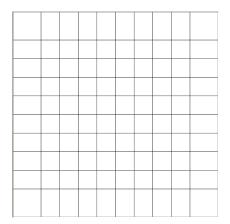


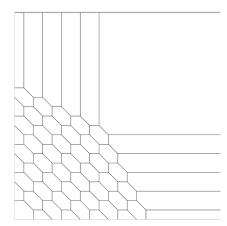
Fig. 1: Simple Voronoi diagram.  $\mathcal{D} = \{(0,0)^T, (2,1)^T, (0,2)^T\}$ . Running time: 2.6e-05 seconds

Figure 1 consists of a Voronoi diagram for a set of points  $\mathcal{D} = \{(0,0)^T, (2,1)^T, (0,2)^T\}$ 

#### Lab 7

One of the first tasks of Lab 7 was to extend **Voronoi diagrams** to construct **Power Diagrams**, which add weights to control the size of each cell. In Fig 2, we see a Voronoi diagram for the dataset  $\mathcal{D} = \{(i,j)^T\}_{1 \leq i,j \leq 9}$ . In Fig 3, we see the same dataset but with the added weights,  $W = \{(i+1)(j+1)\}_{1 \leq i,j \leq 9}$ .





seconds

Fig. 2: Voronoi diagram for  $\mathscr{D}$ . Running time: 0.0068 Fig. 3: Power diagram for  $\mathscr{D}$  with weights W. Running time: 0.006 seconds

In the second part of Lab 7, I implemented an optimization of the weights using semi-optimal transport.

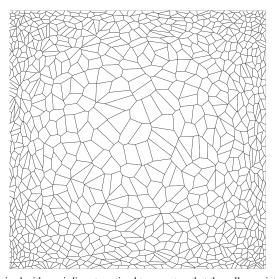


Fig. 4: Power-diagram optimized with semi-discrete optimal transport so that the cell associated to a site at position  $x_i$  has an area of  $\exp(5||x_i - C||)$  where C is the center of this unit square (f = 1). Running time: 184 seconds

### Lab 8

Lab 8 saw the use of the previous labs in order to simulate fluid dynamics. To do this, I implemented the Gallouet-Mérigot incompressible Euler scheme which enabled me to generate a simulation of falling water. Since we cannot include gifs in pdfs, figure 5 is one of the frames in the gif that you can find on my Github.

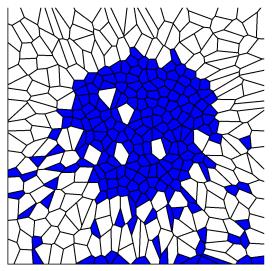


Fig. 5: One of the frames in the simulation. Cells containing water are in blue. 200 fluid and 200 air cells. Running time to create 20 frames:  $\approx 5$  minutes