question4

June 19, 2021

```
[1]: from scipy.spatial import Delaunay import numpy as np import matplotlib.pyplot as plt import pandas as pd
```

0.1 Generating the Triangles

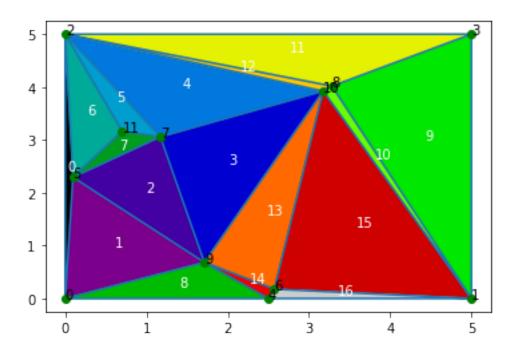
Using the inbuilt function Delaunay available in the scipy package

```
[2]: def Triangulate(A, B, n):
         # Initializing the Vertices
         vertices = [[0,0], [A,0], [0,B], [A,B]]
         # Generating n different colours
         # NOTE: Although the colors may appear similar to the eye, the RGB Values_{\sqcup}
      \rightarrow are different.
         cmap = plt.get_cmap('nipy_spectral')
         colors = [cmap(i) for i in np.linspace(0, 1, n)]
         # Determing the number of points to obtain n triangles
         if n\%2 == 0:
             k = n/2-1
             locations = vertices
         else:
             k = n//2-1
             locations = vertices
             locations.append([A/2,0])
         # Randomly generating the points
         others_x = np.random.rand(k)*A
         others_y = np.random.rand(k)*B
         for i in range(k):
             locations.append([others_x[i], others_y[i]])
         local = np.array(locations)
         # Using the inbuilt function Delaunay in the scipy library to map the
      \rightarrow triangles
         p = plt.figure()
```

```
tri = Delaunay(local)
p = plt.triplot(local[:,0], local[:,1], tri.simplices)
for i in range(len(local)):
    p = plt.plot(local[i,0], local[i,1], 'o', color='green')
    p = plt.annotate(str(i), (local[i,0], local[i,1]), color='black')
# Filling the triangles
count = 0
for point in tri.simplices:
    x = [local[point[0]][0], local[point[1]][0], local[point[2]][0]]
    y = [local[point[0]][1], local[point[1]][1], local[point[2]][1]]
    p = plt.fill(x,y, color=colors[count])
    p = plt.annotate(str(count), (np.sum(x)/3, np.sum(y)/3), color='white')
    count+=1
    count = count%len(colors)
edges = []
# Determing the vertices and shared edges for each triangle
for point in tri.simplices:
    data = {"Vetrices": [], "Edges": []}
    data["Vetrices"] = sorted([point[0], point[1], point[2]])
    for vert1 in data["Vetrices"]:
        for vert2 in data["Vetrices"]:
            if vert1!=vert2:
                if n\%2 == 0:
                    corner = [0, 1, 2, 3]
                else:
                    corner = [0, 1, 2, 3, 4]
                if vert1 in corner and vert2 in corner:
                    continue
                else:
                    if data["Edges"].count(sorted([vert1, vert2]))==0:
                        data["Edges"].append(sorted([vert1, vert2]))
    edges.append(data)
fname = str(n) + "-Triangulation.png"
plt.savefig(fname, dpi=600)
return p, pd.DataFrame(edges)
```

Generating for A = 5, B = 5, n = 17

```
[3]: p, triangles = Triangulate(5,5,17)
```

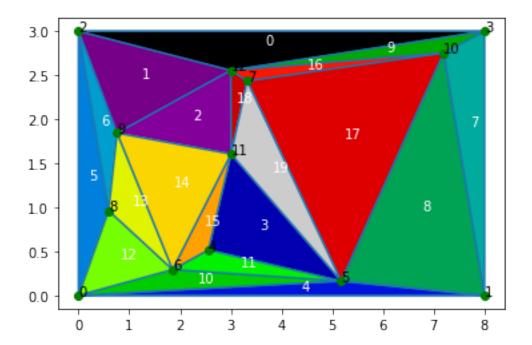


[4]: triangles

```
[4]:
           Vetrices
                                             Edges
                                 [[0, 5], [2, 5]]
     0
          [0, 2, 5]
     1
          [0, 5, 9]
                         [[0, 5], [0, 9], [5, 9]]
          [5, 7, 9]
                         [[5, 7], [5, 9], [7, 9]]
     2
     3
         [7, 9, 10]
                      [[7, 9], [7, 10], [9, 10]]
         [2, 7, 10]
     4
                      [[2, 7], [2, 10], [7, 10]]
     5
         [2, 7, 11]
                      [[2, 7], [2, 11], [7, 11]]
         [2, 5, 11]
                      [[2, 5], [2, 11], [5, 11]]
     6
     7
         [5, 7, 11]
                      [[5, 7], [5, 11], [7, 11]]
          [0, 4, 9]
     8
                                 [[0, 9], [4, 9]]
     9
          [1, 3, 8]
                                 [[1, 8], [3, 8]]
     10
         [1, 8, 10]
                      [[1, 8], [1, 10], [8, 10]]
     11
          [2, 3, 8]
                                 [[2, 8], [3, 8]]
     12
         [2, 8, 10]
                      [[2, 8], [2, 10], [8, 10]]
         [6, 9, 10]
                      [[6, 9], [6, 10], [9, 10]]
     13
     14
          [4, 6, 9]
                         [[4, 6], [4, 9], [6, 9]]
     15
         [1, 6, 10]
                      [[1, 6], [1, 10], [6, 10]]
          [1, 4, 6]
                                 [[1, 6], [4, 6]]
     16
```

Generating for A = 8, B = 3, n = 20

```
[5]: p, triangles = Triangulate(8,3,20)
```



[6]: triangles

```
Edges
[6]:
            Vetrices
     0
          [2, 3, 12]
                                  [[2, 12], [3, 12]]
     1
           [2, 9, 12]
                          [[2, 9], [2, 12], [9, 12]]
     2
          [9, 11, 12]
                        [[9, 11], [9, 12], [11, 12]]
     3
          [4, 5, 11]
                          [[4, 5], [4, 11], [5, 11]]
            [0, 1, 5]
     4
                                     [[0, 5], [1, 5]]
     5
            [0, 2, 8]
                                     [[0, 8], [2, 8]]
                            [[2, 8], [2, 9], [8, 9]]
     6
           [2, 8, 9]
     7
          [1, 3, 10]
                                  [[1, 10], [3, 10]]
                          [[1, 5], [1, 10], [5, 10]]
     8
          [1, 5, 10]
     9
         [3, 10, 12]
                        [[3, 10], [3, 12], [10, 12]]
     10
            [0, 5, 6]
                            [[0, 5], [0, 6], [5, 6]]
     11
            [4, 5, 6]
                            [[4, 5], [4, 6], [5, 6]]
     12
            [0, 6, 8]
                            [[0, 6], [0, 8], [6, 8]]
            [6, 8, 9]
     13
                            [[6, 8], [6, 9], [8, 9]]
     14
          [6, 9, 11]
                          [[6, 9], [6, 11], [9, 11]]
     15
           [4, 6, 11]
                          [[4, 6], [4, 11], [6, 11]]
                        [[7, 10], [7, 12], [10, 12]]
     16
         [7, 10, 12]
     17
          [5, 7, 10]
                          [[5, 7], [5, 10], [7, 10]]
     18
         [7, 11, 12]
                        [[7, 11], [7, 12], [11, 12]]
     19
          [5, 7, 11]
                          [[5, 7], [5, 11], [7, 11]]
```

[]: