

# Computational Geometry

## Triangulation

A Triangulation of the sets of points  $P := p_1, p_2, \dots, p_n$  in the plane is the maximal planar subdivision whose vertex set is  $P$ .

A **maximal planar subdivision** is a subdivision  $S$  such that no edge between two vertices can be added to  $S$  without destroying the planarity (*a graph where no edges cross each other*). This means that any edge that is not in  $S$  crosses one of the other edges.

**Theorem 9.1**  $P$  is the set of  $n$  points in the plane.  $k$  denotes the number of points in  $P$  that lie on the boundary of the convex hull of  $P$ . Then any **triangulation** of  $P$  has:

$$\text{Triangles: } 2n - 2 - k$$

$$\text{Edges: } 3n - 3 - k$$

### Proof

We denote some triangulation of  $P$  as  $T$ . Let  $m$  be the number of triangles of  $T$ . The number of faces of  $T$  is  $n_f = m + 1$  since each triangle represents a bounded face and then we have the unbounded face, hence  $m + 1$ . The number of edges is therefore: each triangle has 3 edges ( $3m$ ) and the unbounded face has  $k$  edges. Since we have counted each edge twice (each edge is shared between two faces) we divide by 2 and get the number of edges  $n_e$ :

$$n_e = (3m + k)/2$$

Given Euler's formula:

$$n - n_e + n_f = 2$$

we plug the values of  $n_e$  and  $n_f$  and get:

$$\begin{aligned}
n - \frac{3m+k}{2} + (m+1) &= 2 \\
2n - (3m+k) + 2(m+1) &= 4 \\
2n - 3m - k + 2m + 2 &= 4 \\
2n - m - k + 2 &= 4 \\
-m &= 4 - 2n + k - 2 \\
m &= 2n - 2 - k
\end{aligned}$$

and we have our number of triangles,  $m$ . Plug in the value of  $m$  to  $n_e$  and we get:

$$\begin{aligned}
n_e &= \frac{3m+k}{2} \\
&= \frac{3(2n-2-k)+k}{2} \\
&= \frac{6n-6-3k+k}{2} \\
&= \frac{6n-6-2k}{2} \\
&= 3n-3-k
\end{aligned}$$

and we have our number of edges.

### Illegal edge

An edge is illegal if we can increase the smallest angle by flipping that edge.

$$\min \alpha_i < \min \alpha'_i$$

This means that if we have a triangulation  $T$  including in illegal edge  $e$ , we can obtain another triangulation  $T'$  by flipping  $e$  and  $A(T') > A(T)$  where  $A(T)$  is the angle vector for  $T$ . **Angle optimization** means that the size of an angle vector for some triangulation  $T$  of  $P$  is larger than any other triangulation of  $P$ .

### Thales's Theorem

Let  $C$  be a circle with line  $l$  intersecting it in  $a$  and  $b$ . Let  $p, q, r$  and  $s$  all lie on the same side of  $l$  where  $p$  and  $q$  lie exactly on  $C$ ,  $r$  is contained within  $C$  and  $s$  lies outside of  $C$ . Then:

$$\angle arb > \angle abp = \angle aqb > \angle asb$$

### Lemma 9.4

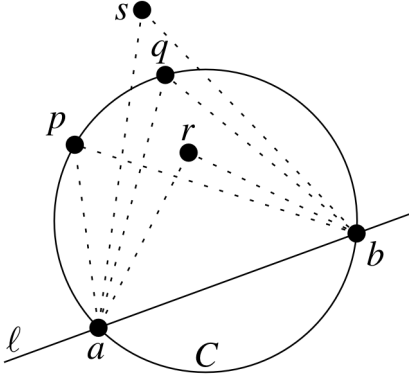


Figure 1: Thales's Theorem

We have edge  $p_i\bar{p}_j$  which is incident to triangles  $p_i p_j p_k$  and  $p_i p_j p_l$ .  $C$  is a circle through  $p_i$ ,  $p_j$  and  $p_k$ . The edge  $p_i\bar{p}_j$  is illegal if and only if  $p_l$  lies on the interior of  $C$ .

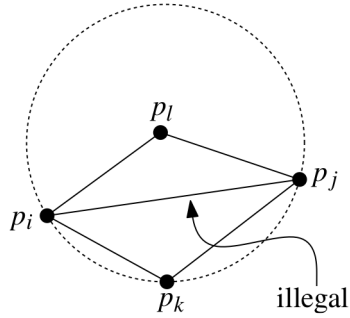


Figure 2: Illegal edge!