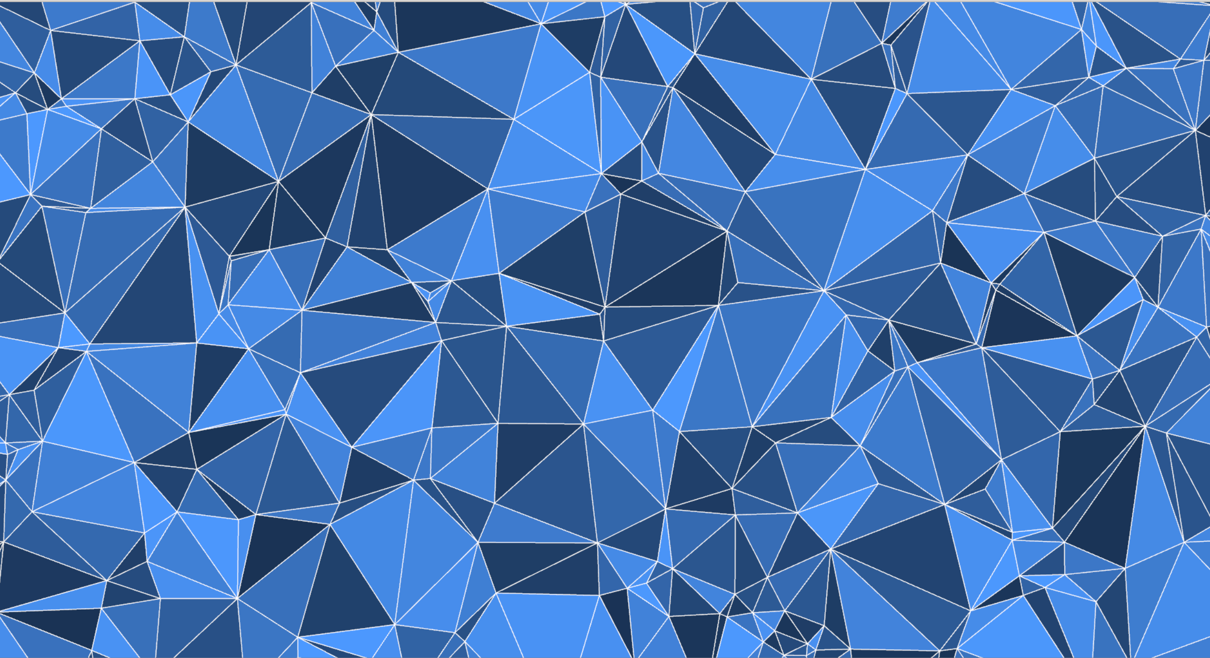
Delaunay Triangulation Mosaic



Algorithmical Geometry: Delaunay Triangulation

Markus Pawellek

December 30, 2021

Outline

Introduction

Mathematical Preliminaries

Geometric Primitives

Data Structures

Algorithm

Implementation

Applications

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Introduction

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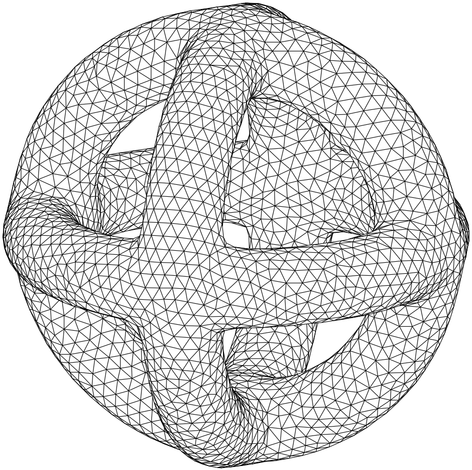

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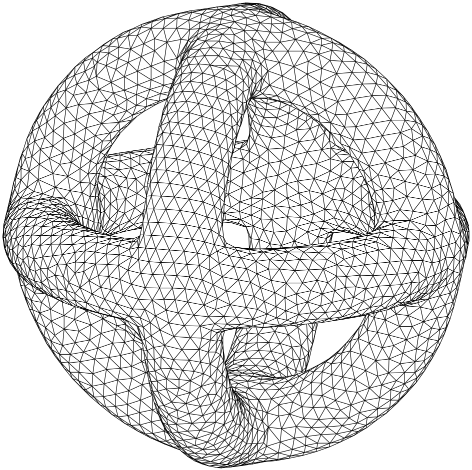

Educational Problems:

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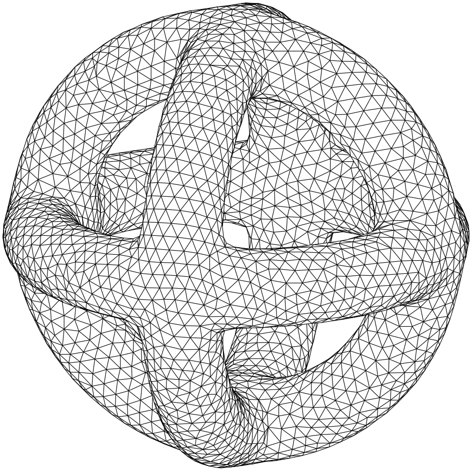

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- Many Resources

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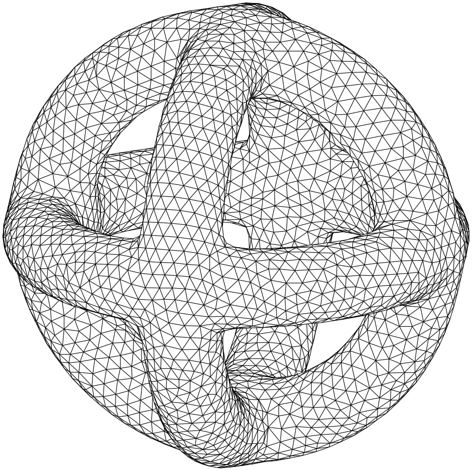

Educational Problems:

- Many Resources
- Duality to Voronoi Diagrams

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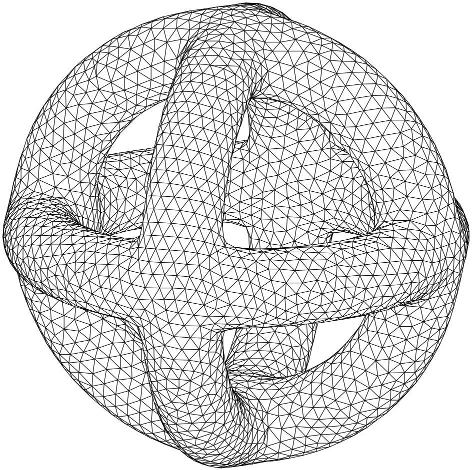

Educational Problems:

- Many Resources
- Duality to Voronoi Diagrams
- Multiple Algorithm Types: Incremental, Sweepline, Divide-and-Conquer

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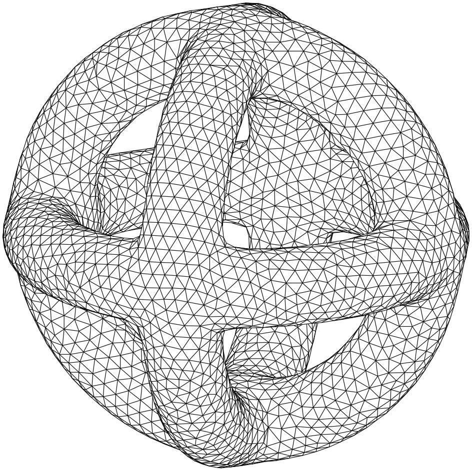

Educational Problems:

- Many Resources
- Duality to Voronoi Diagrams
- Multiple Algorithm Types: Incremental, Sweepline, Divide-and-Conquer
- Varying Data Structures

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Introduction: Previous Work

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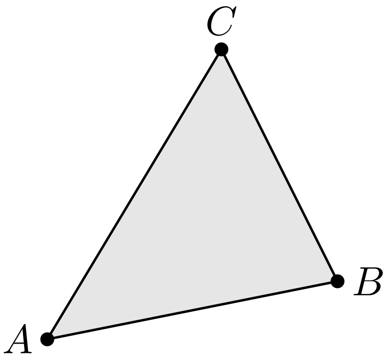
Mathematical Preliminaries

Mathematical Preliminaries: Triangle and Circumcircle

Triangle

$A, B, C \in \mathbb{R}^2$ affinely independent define vertices of a triangle.



Mathematical Preliminaries: Triangle and Circumcircle

Triangle

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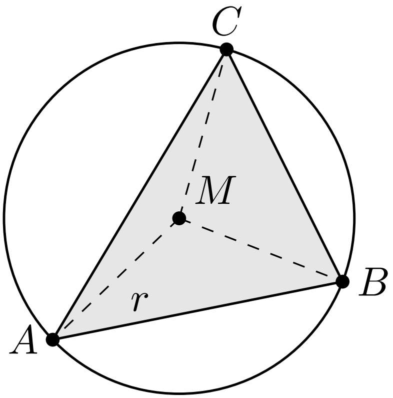
Circumcircle

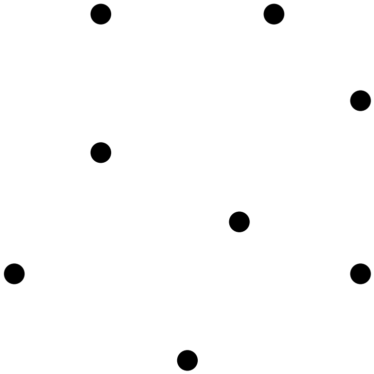
Circle that intersects with all vertices of the triangle.



Mathematical Preliminaries: Point Set

Point Set

$\mathcal{V} \subset \mathbb{R}^2$ finite, $\#\mathcal{V} \geq 3$,
affinely span $\mathbb{R}^2$



Mathematical Preliminaries: Triangulation

Point Set

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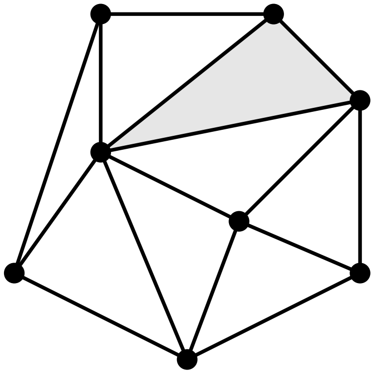
Triangulation

Planar straight-line graph over $\mathcal{V}$ such that its edges form a maximal subset of non-crossing edges.



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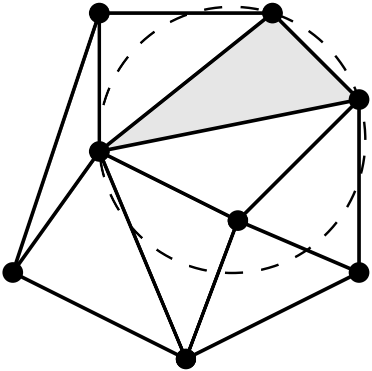
Delaunay Triangulation

Circumcircle of any triangle contains no other points of $\mathcal{V}$.



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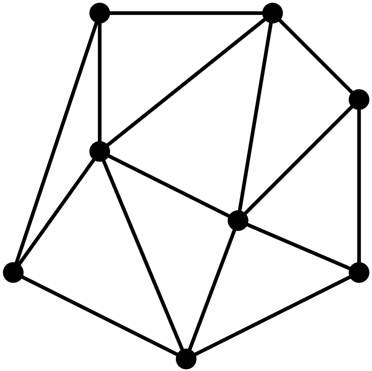

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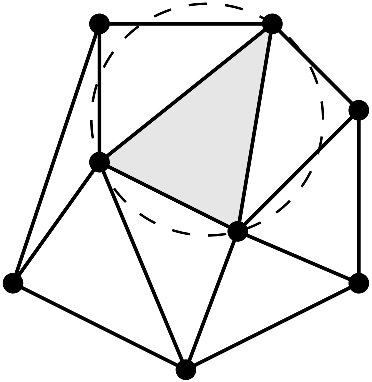
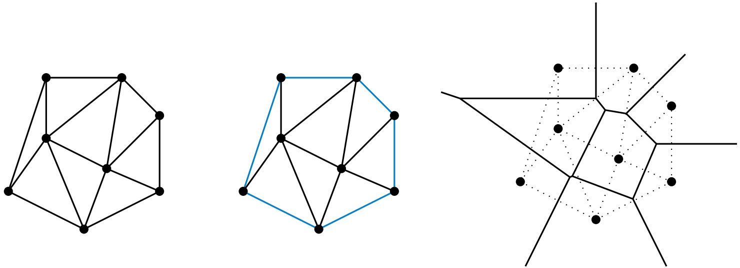


Mathematical Preliminaries: Voronoi Duality



Mathematical Preliminaries: Properties of Delaunay Triangulation

- Duality to Voronoi Diagram (also useful for proofs)
- always exists -> proof
- If no points are cocircular, unique -> proof
- optimality: maximization of the minimum angle of all angles -> proof, reason why delaunay is good
- boundary is convex hull

Geometric Primitives

Geometric Primitives: Counter-Clockwise

$$\begin{vmatrix} A_x & A_y & 1 \\ B_x & B_y & 1 \\ C_x & C_y & 1 \end{vmatrix} > 0$$

Geometric Primitives: Inside Circumcircle

$$\begin{vmatrix} A_x & A_y & A_x^2 + A_y^2 & 1 \\ B_x & B_y & B_x^2 + B_y^2 & 1 \\ C_x & C_y & C_x^2 + C_y^2 & 1 \\ D_x & D_y & D_x^2 + D_y^2 & 1 \end{vmatrix} > 0$$

Data Structures

Algorithm

Implementation

Implementation

- Geometric Primitives need exact computation and therefore arbitrary precision

Applications

Conclusions

Thank you for Your Attention!

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