Delaunay Triangulations on the GPU

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Abstract

An exploration of the synthesis and implementation of Delaunay triangulation algorithms for their use in hetrogenous computing.

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5.0.1. implementation

```
1:  procedure BINARY-SEARCH(A, n, v)
2:     l ← 1
3:     r ← n
4:
5:     while l ≤ r do
6:        mid ← floor(l+r/2)
7:        if A[mid] < v then
8:           l ← m + 1
9:        else if A[mid] > v then
10:          r ← m − 1
11:       else
12:          return m
13:       end
14:    end
15:    return null
16: end
```

text in here and funny thing to [1]

Bibliography

[1] W. H. Press, S. A. Teukolsky, W. T. Vetterling, and B. P. Flannery, *Numerical Recipes 3rd Edition: The Art of Scientific Computing*, 3rd ed. USA: Cambridge University Press, 2007.