

Problem 3 Delaunay Triangulation – Edge Flip

[3 Points]

Let a set of points be given in Figure 2.

- Derive a valid triangulation for the points given in the below figure, by applying the plane-sweep algorithm from left to right. Hand in the sequence of steps, e.g., by adding a sequence number to each edge.
- Subsequently, apply the edge flip algorithm until the mesh meets the Delaunay properties. Hand in all steps.

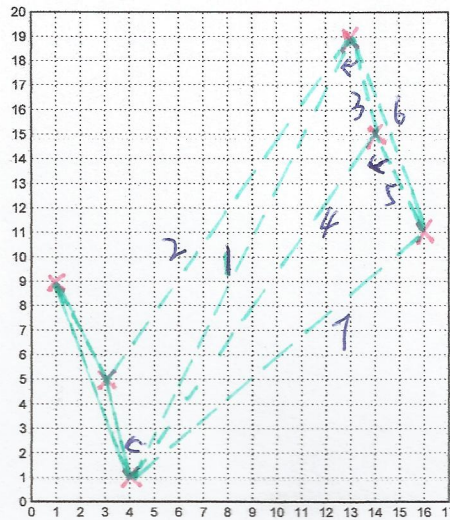


Figure 2: Points to triangulate.