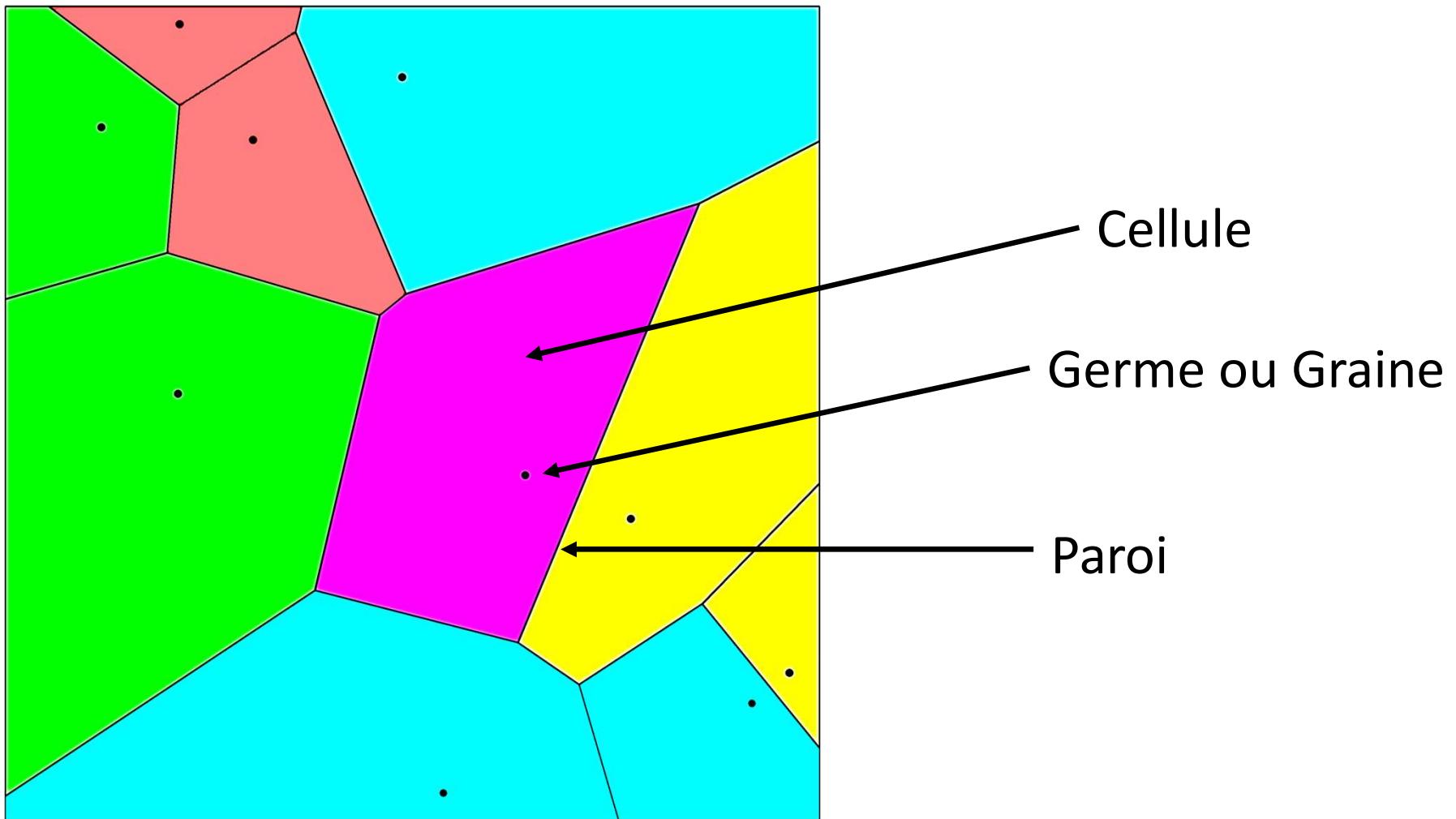


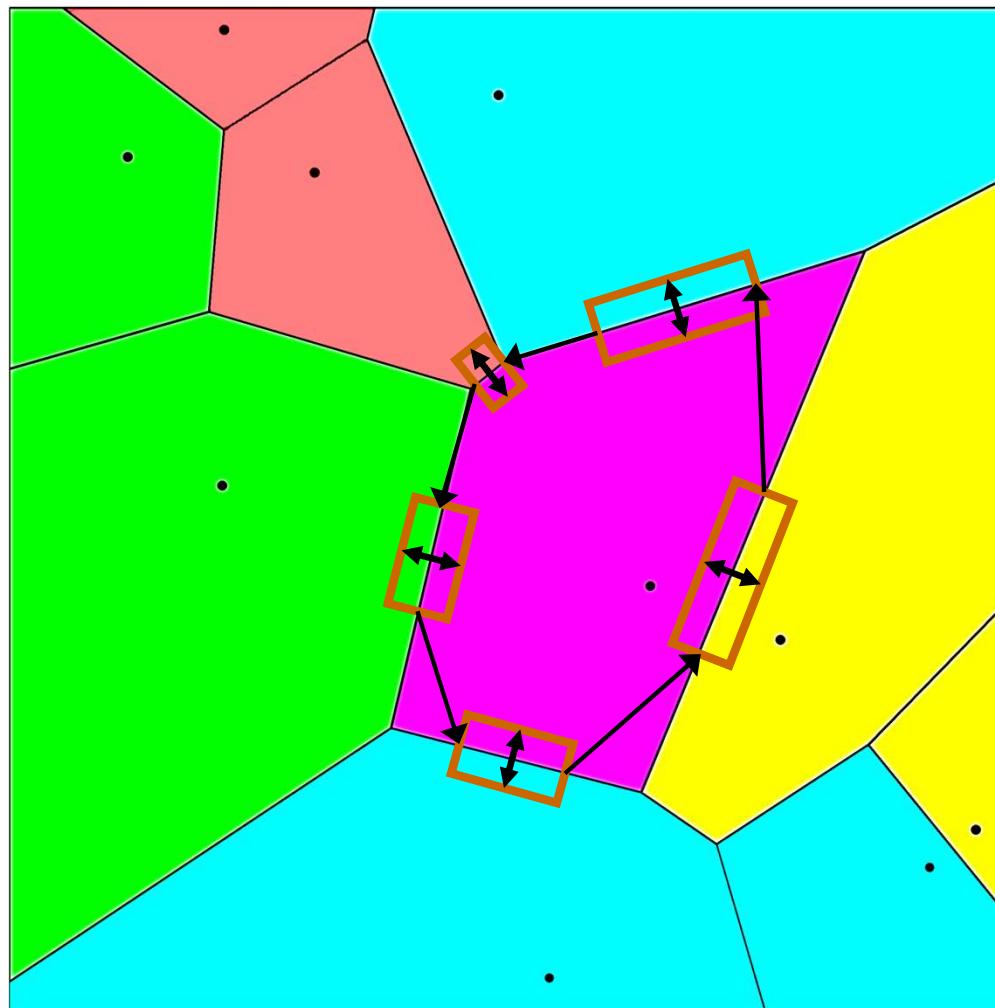
Le jeu de Voronoï

entre géométrie algorithmique et théorie des jeux

Le diagramme de Voronoï



Structure de données



Algorithmes de construction

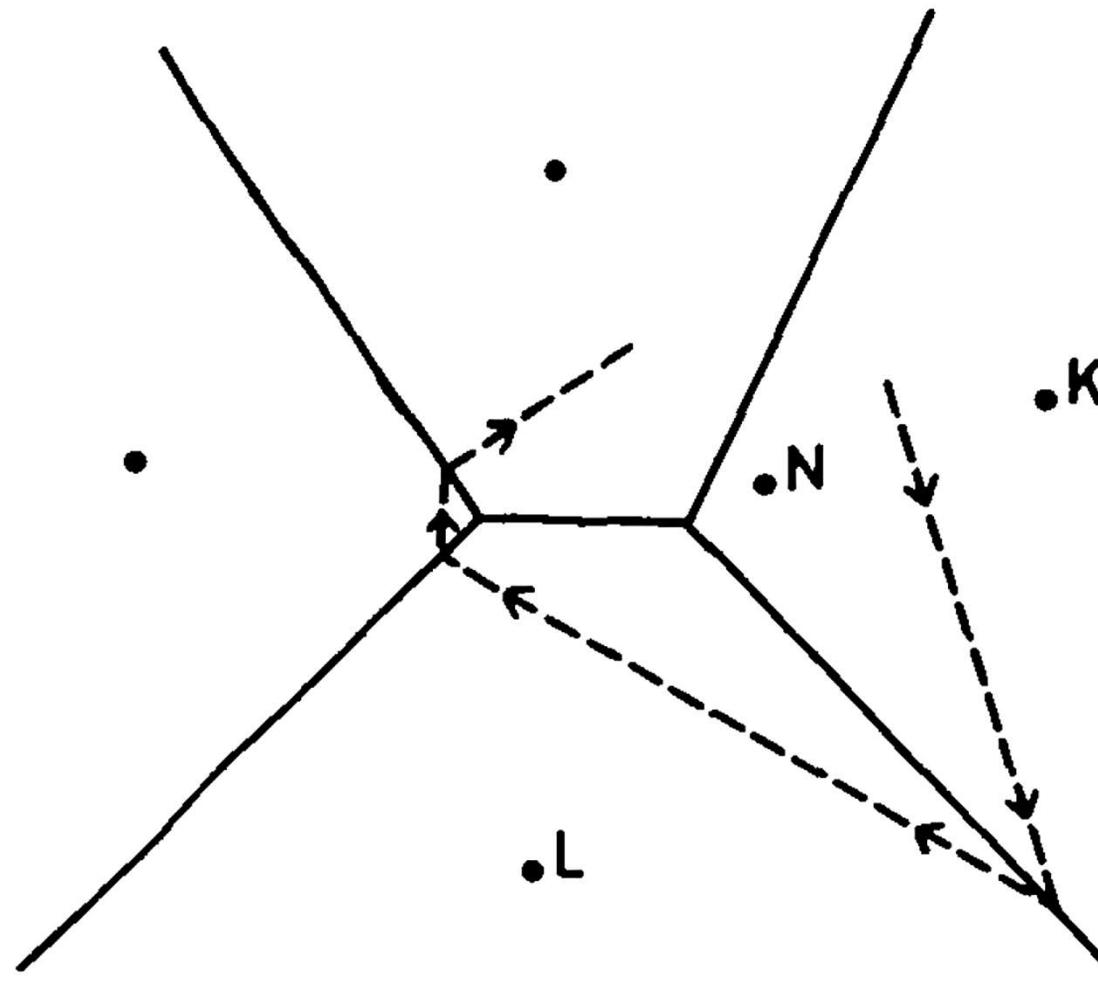
- Algorithme de Green et Sibson
- Algorithme de Fortune

Stratégies de jeu

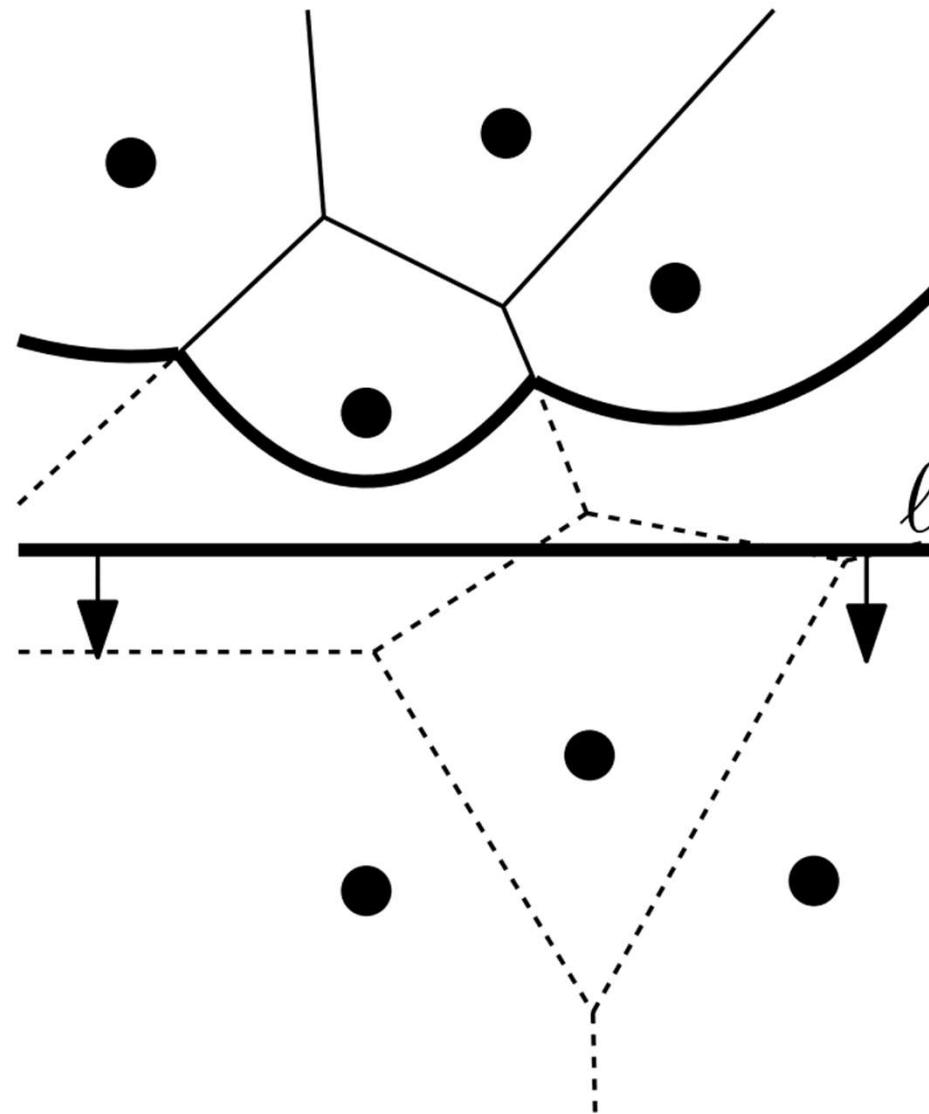
- Force brute
- Monte-Carlo
- K-moyennes
- Glouton

Listings

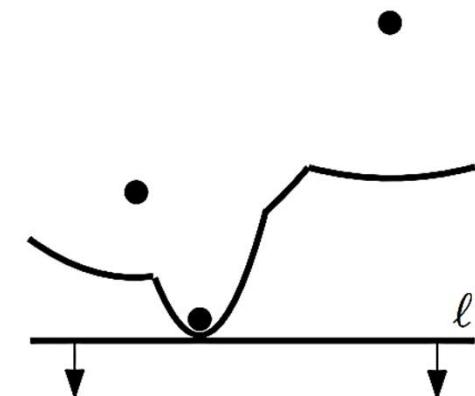
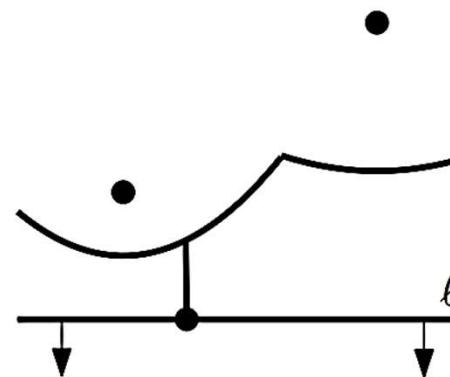
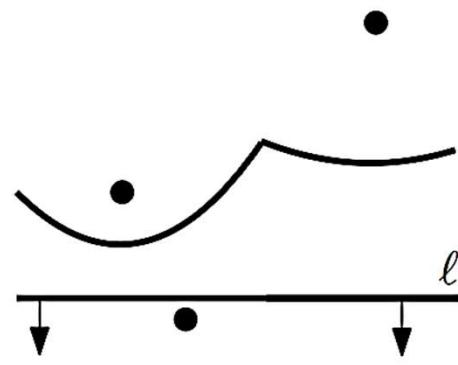
L'algorithme de Green et Sibson



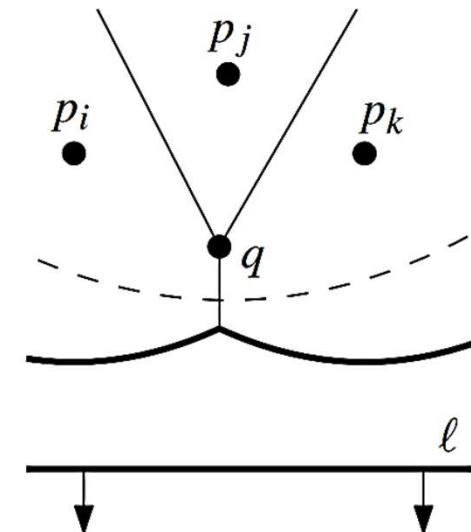
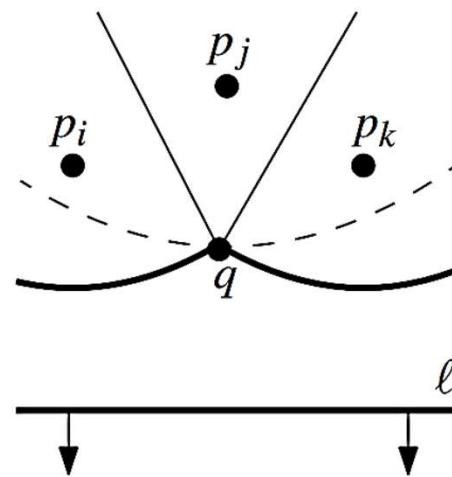
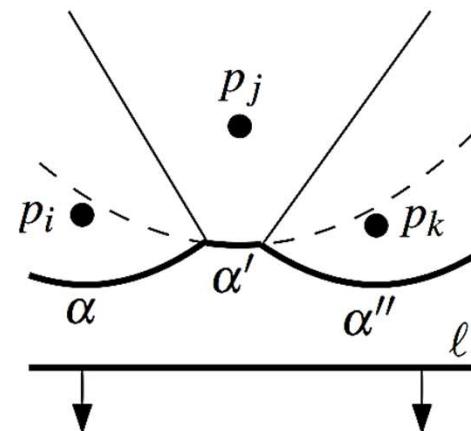
L'algorithme de Fortune



L'algorithme de Fortune

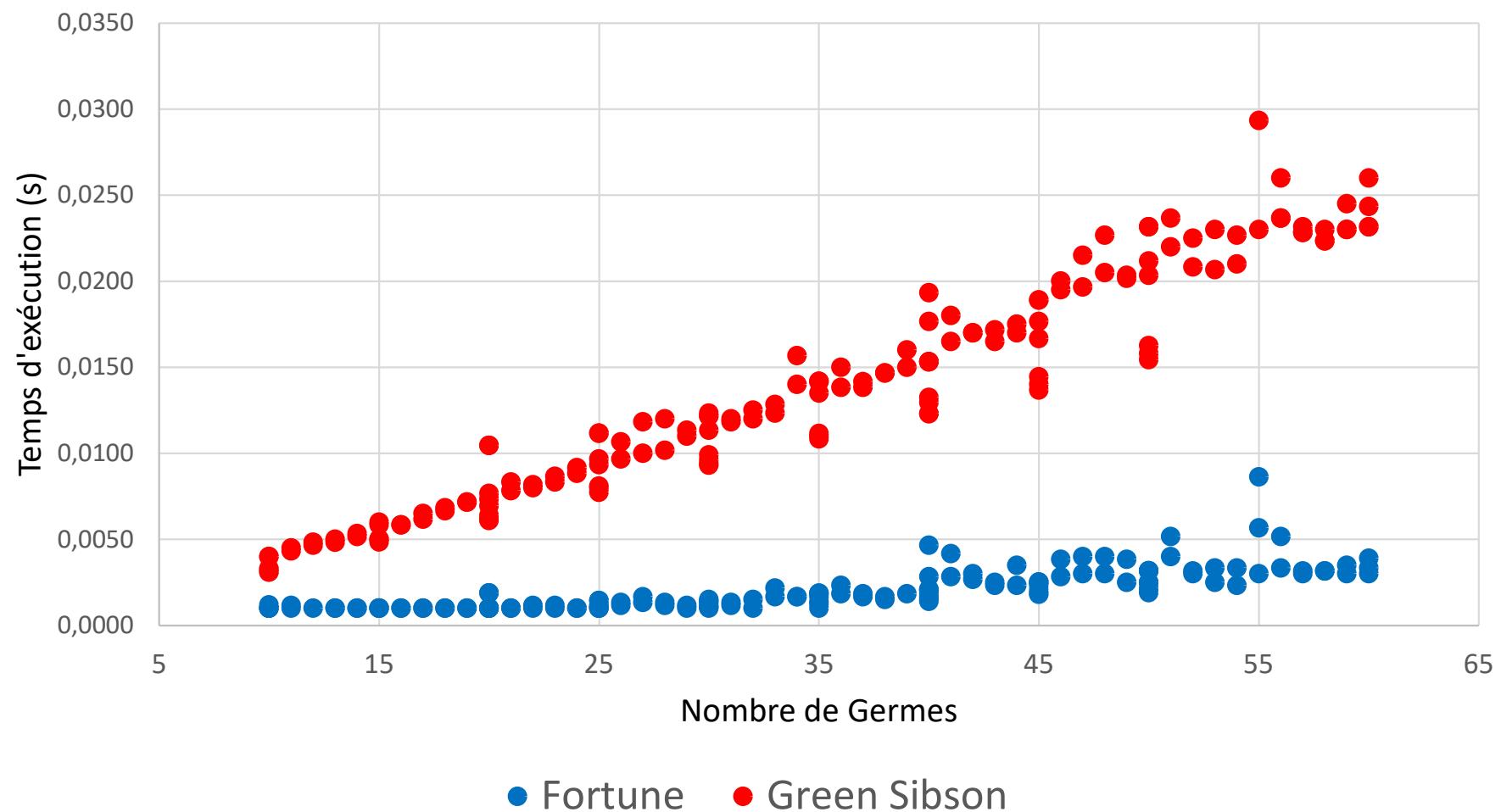


Évènement de Site

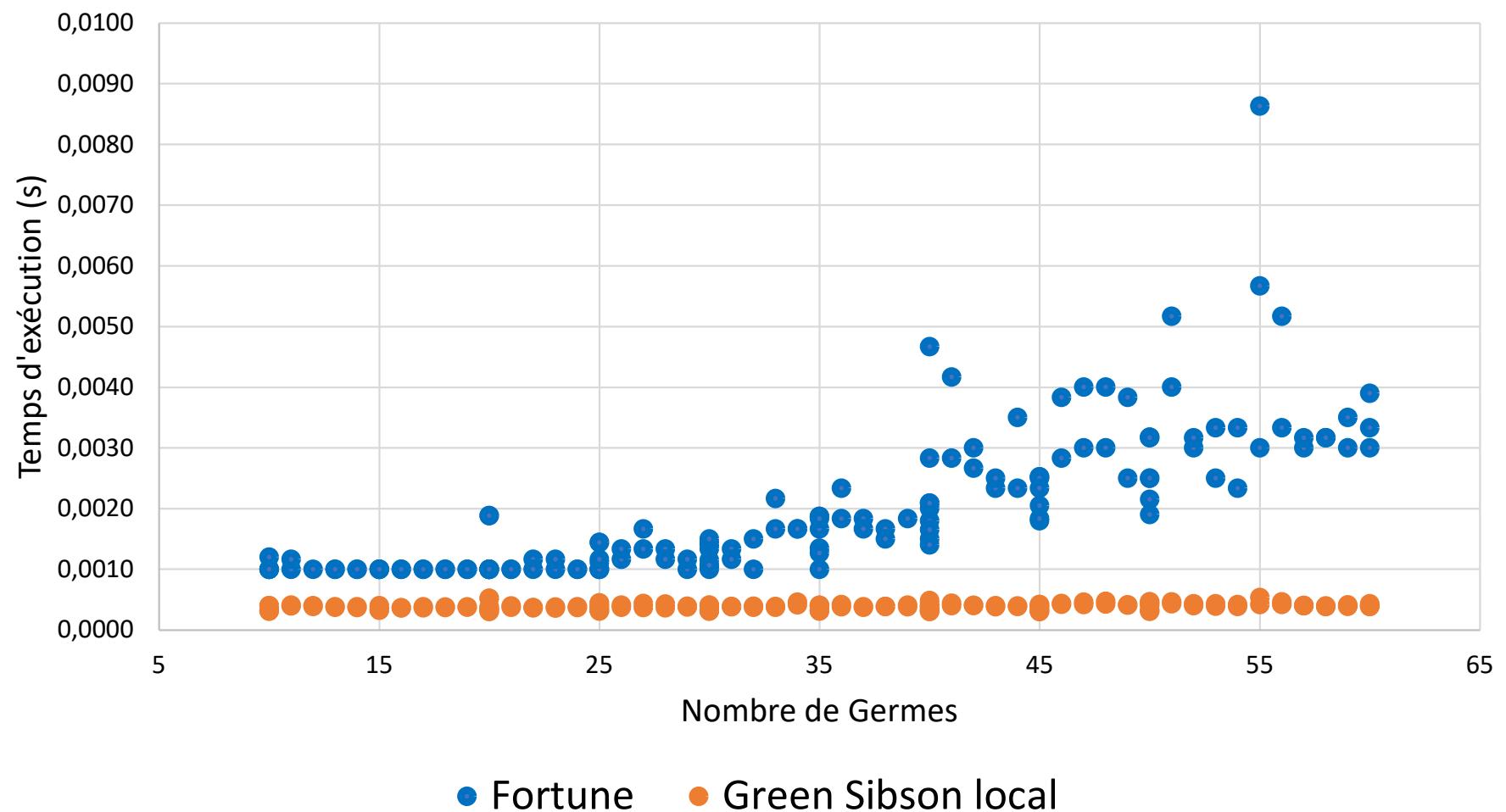


Évènement de Cercle

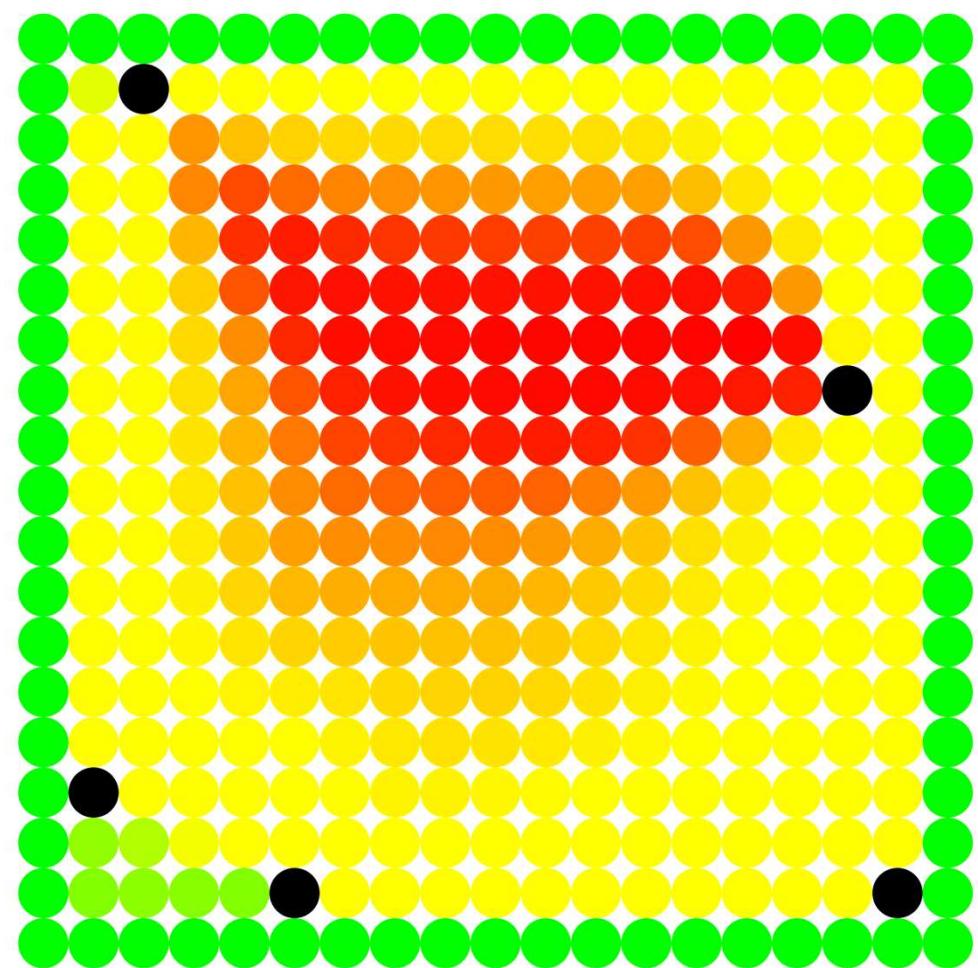
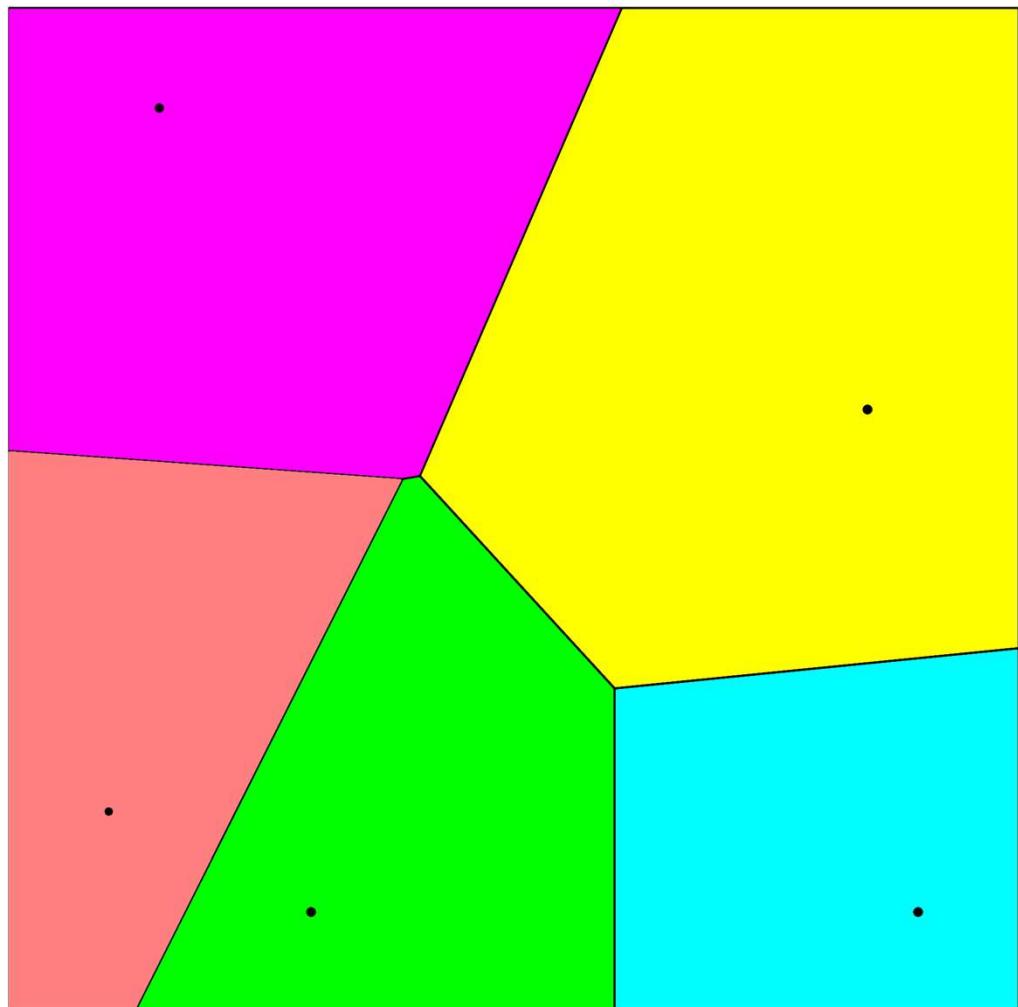
Comparaison des algorithmes



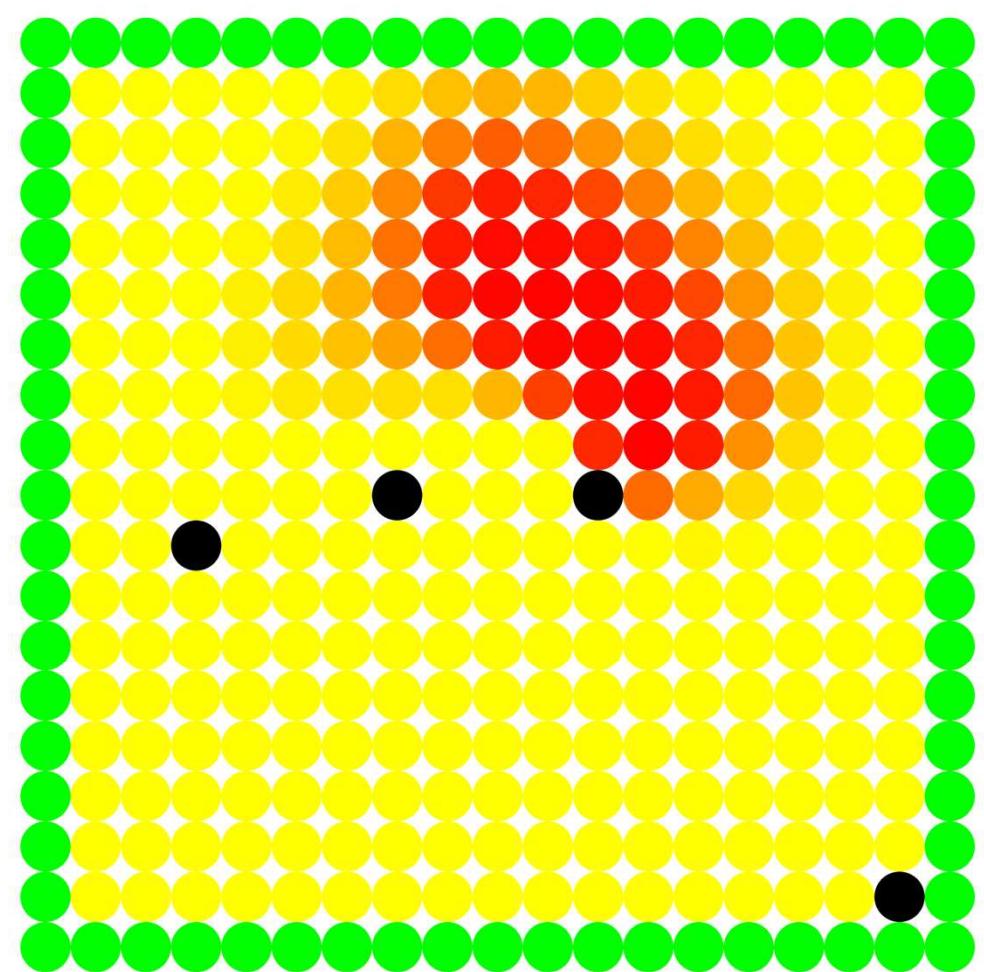
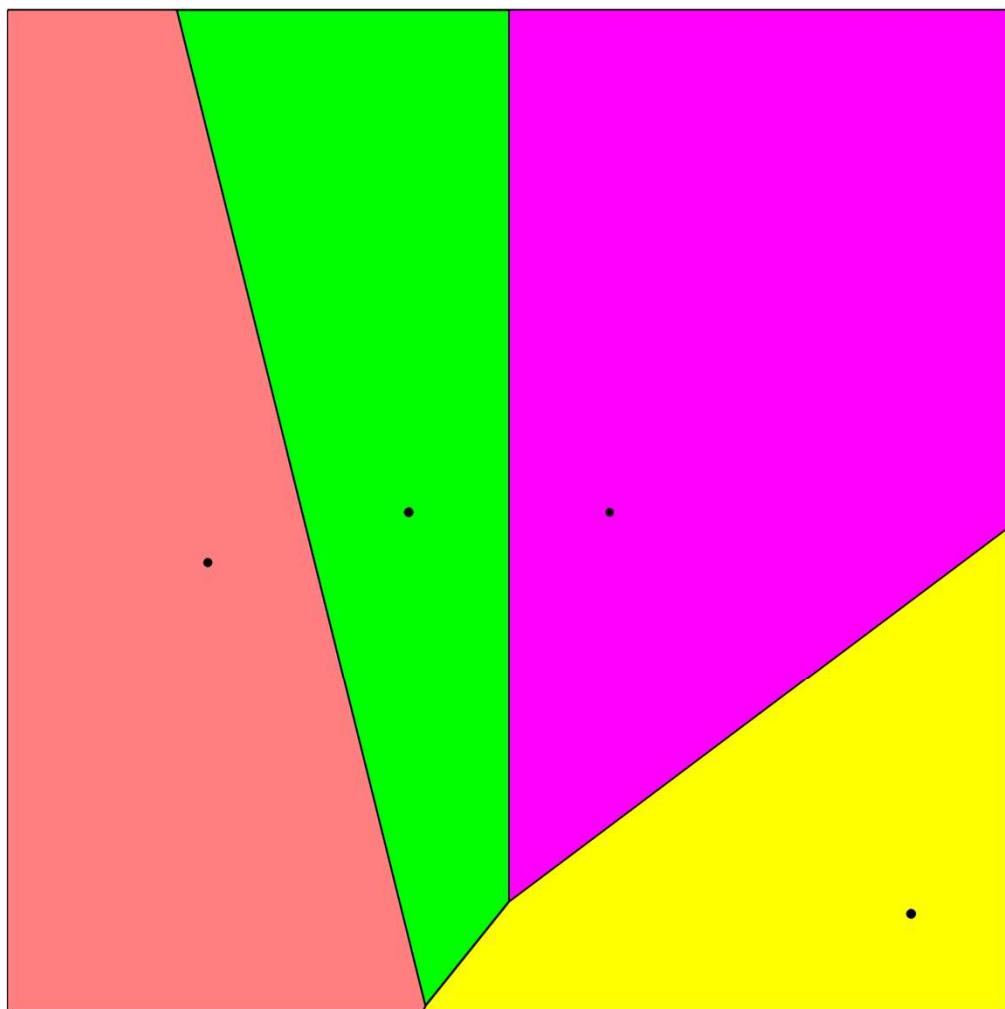
Comparaison des algorithmes



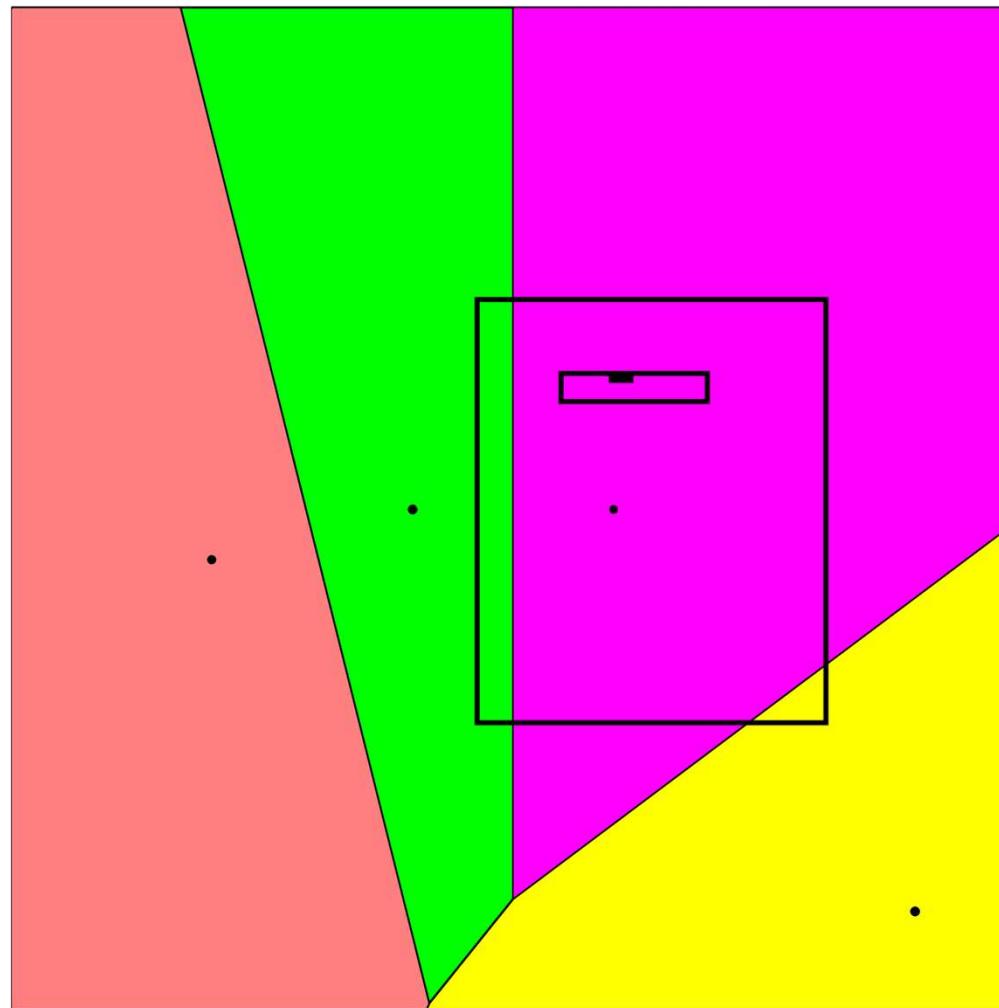
Résolution par force brute



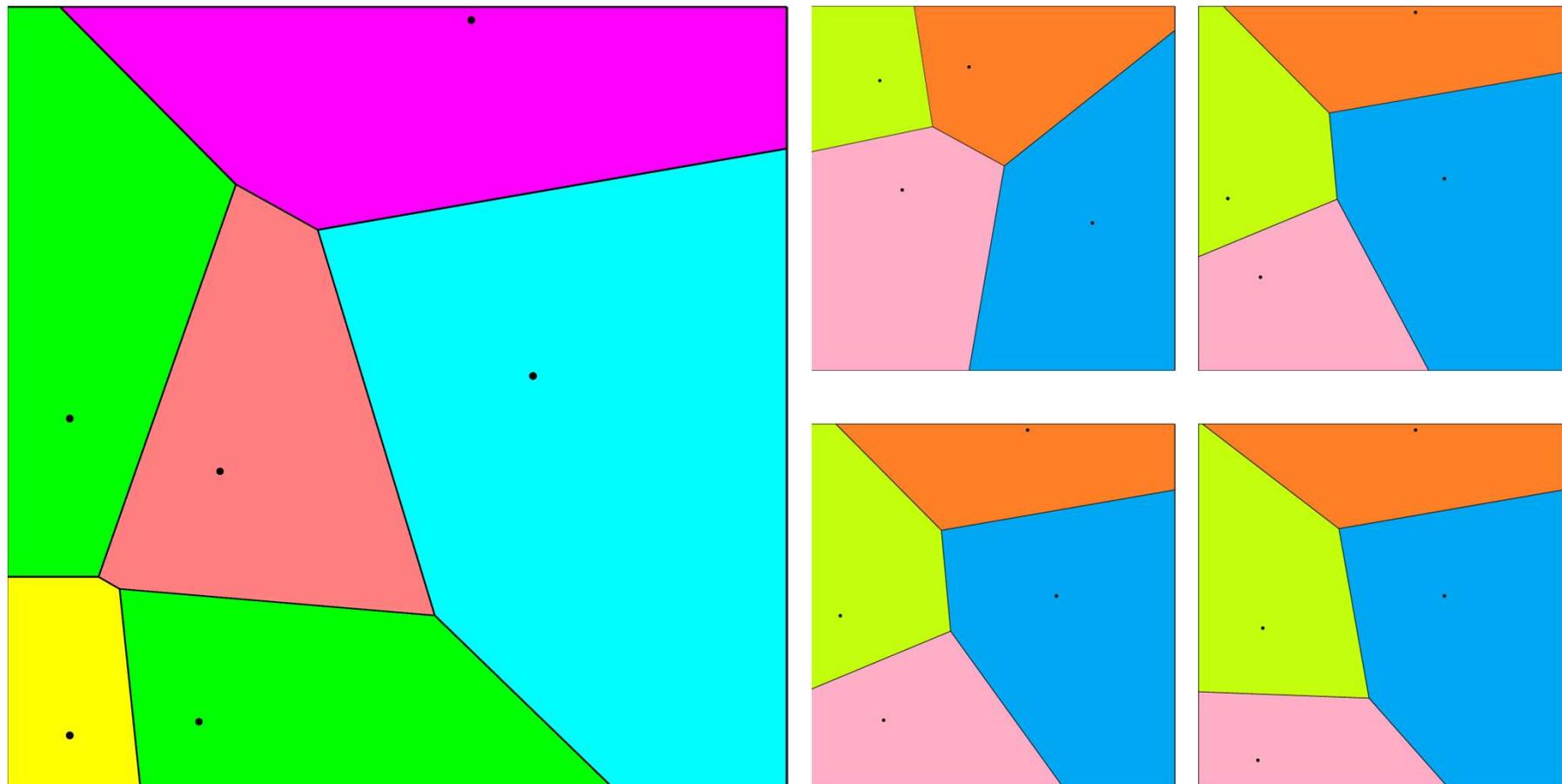
Résolution par force brute



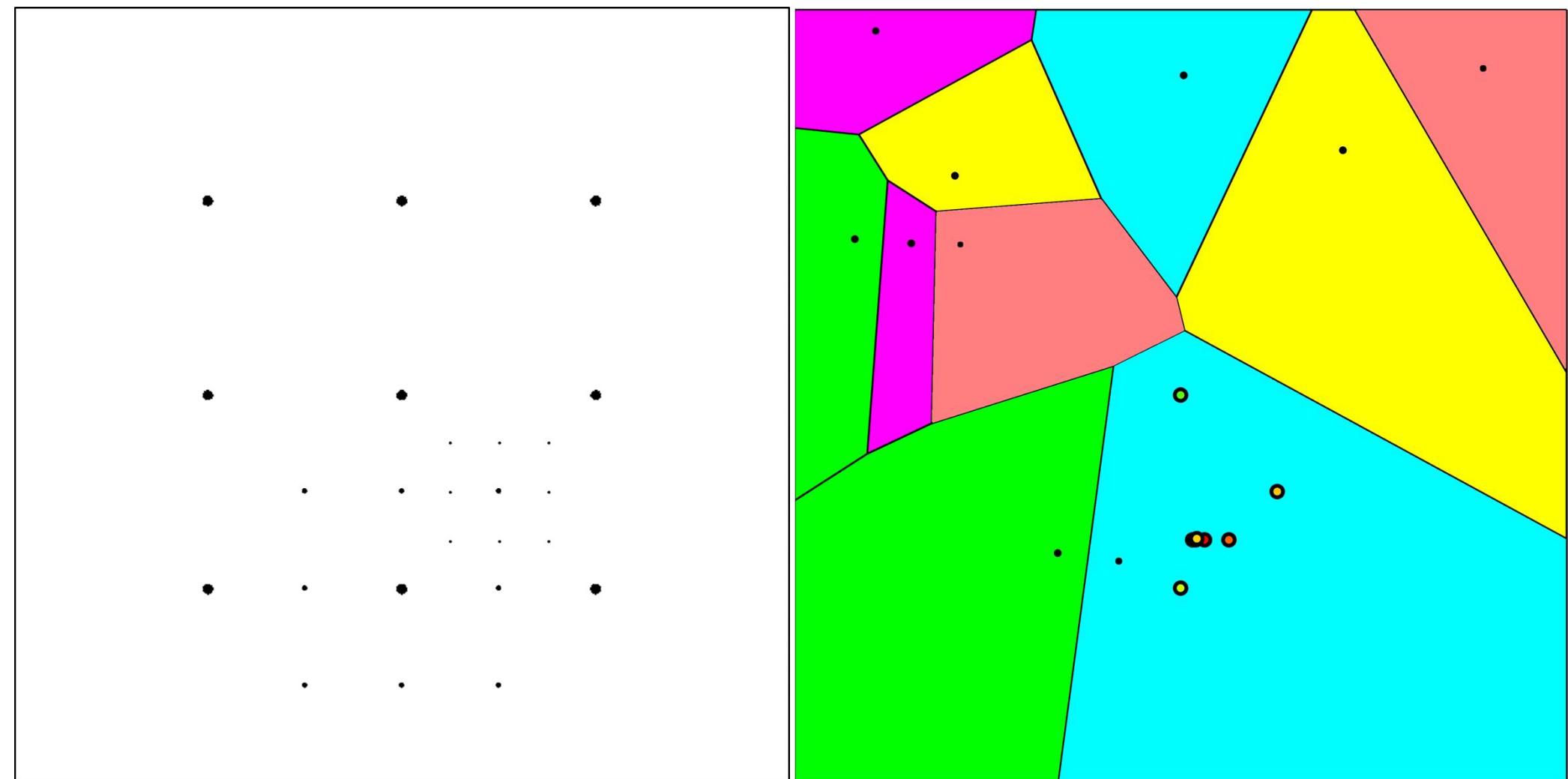
Une stratégie Monte-Carlo



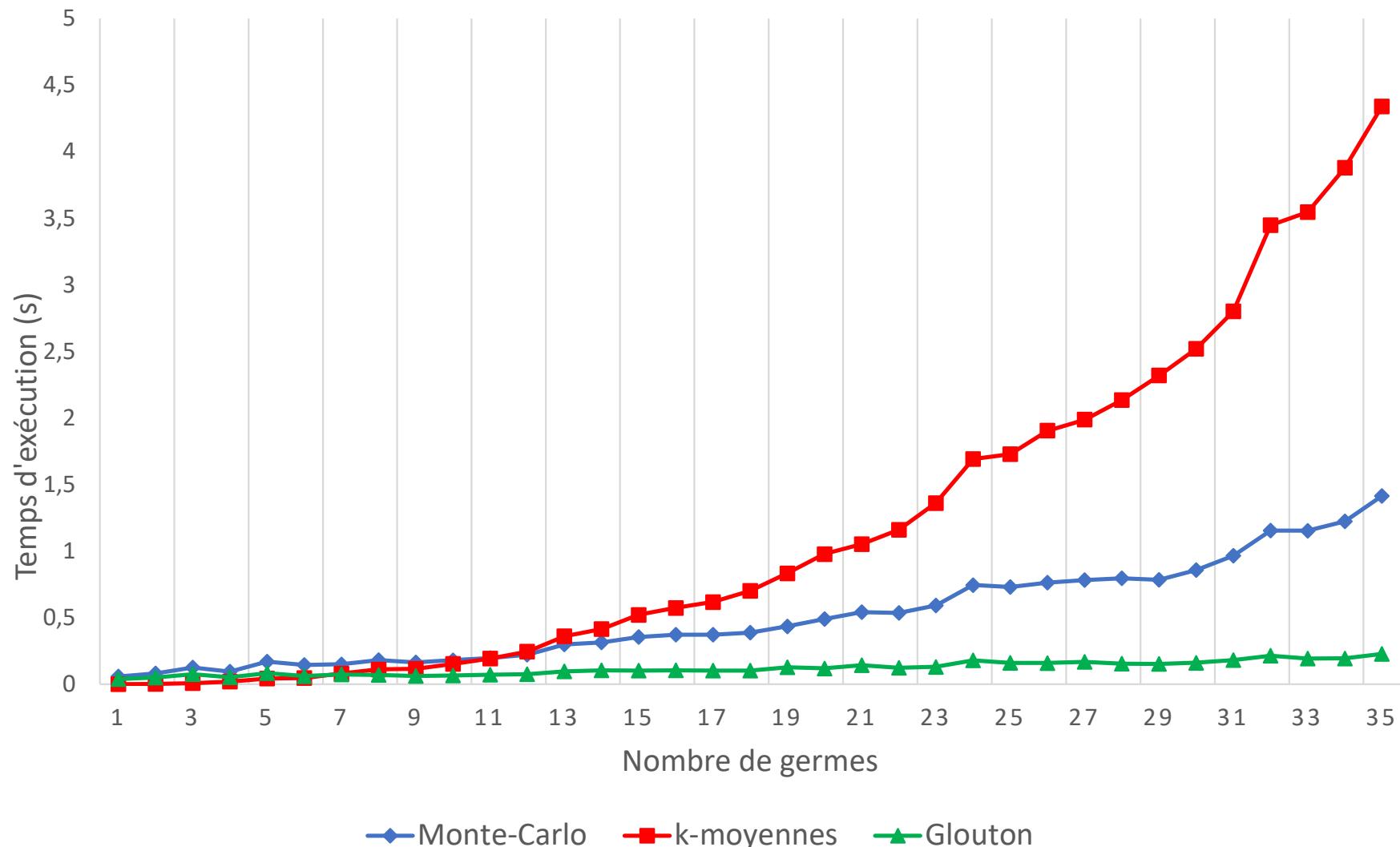
Une stratégie par k-moyennes



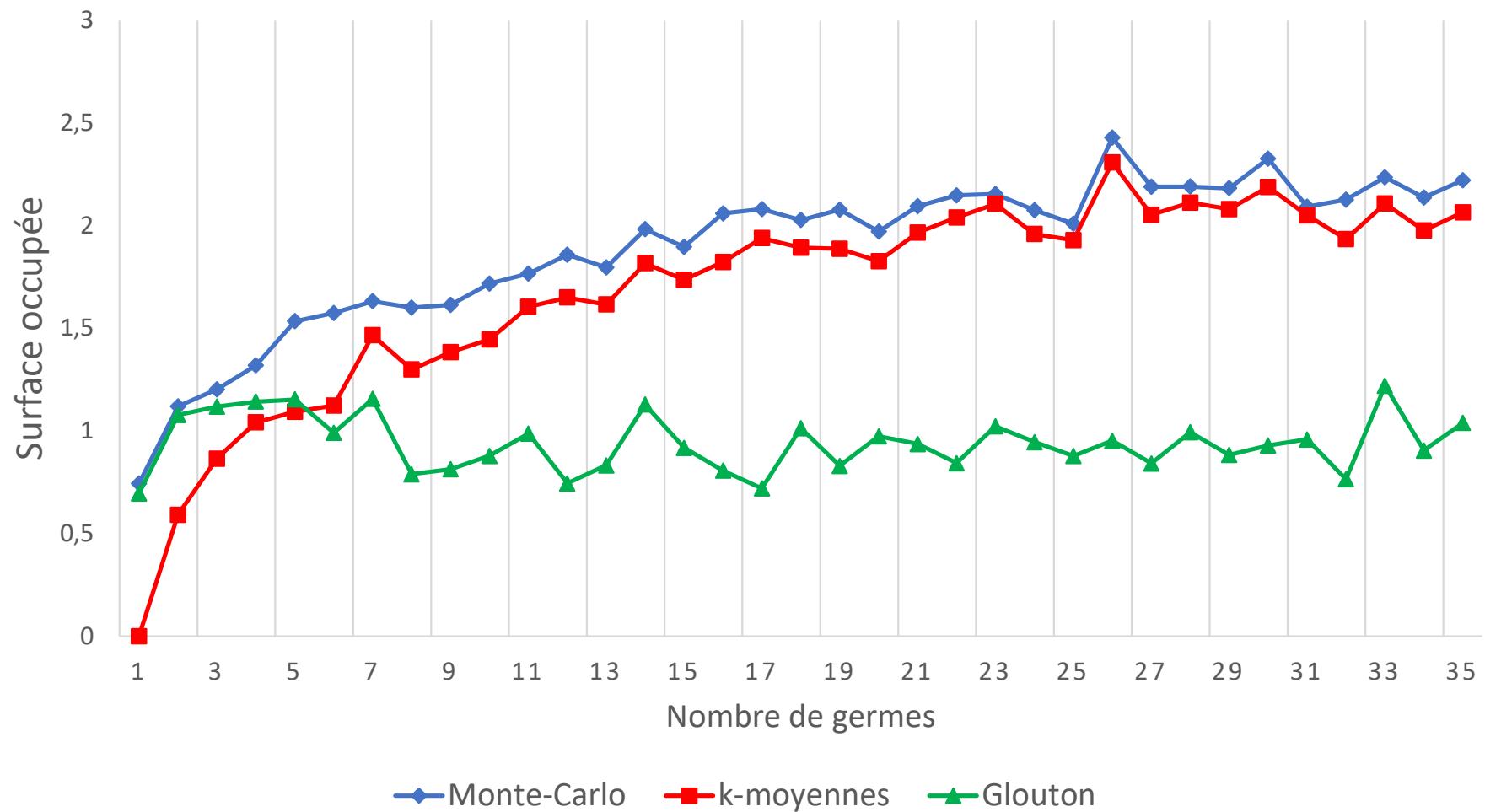
Une stratégie gloutonne



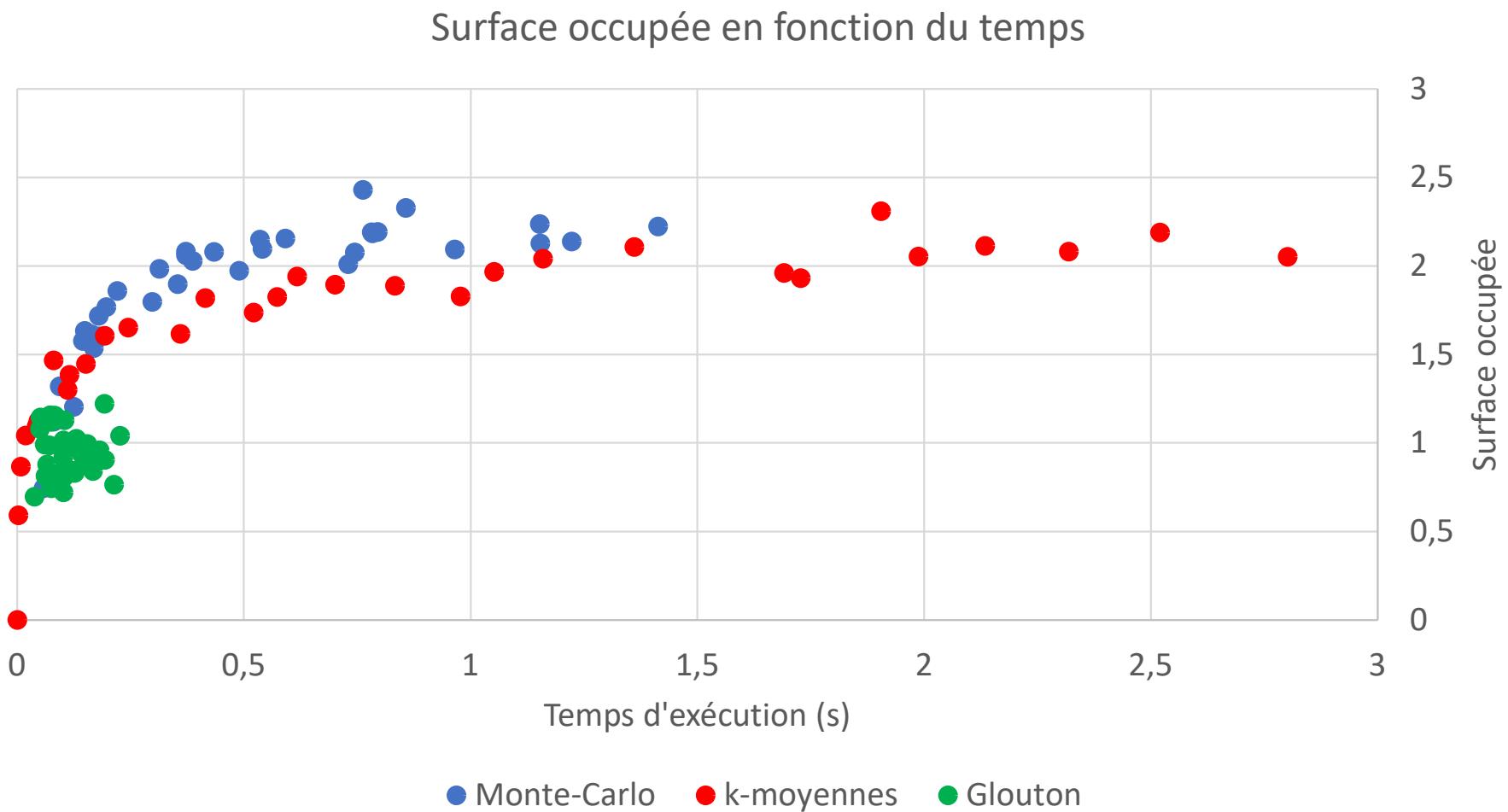
Temps d'exécution en fonction du nombre de points



Proportion de la surface occupée relativement au nombre de points



Surface occupée en fonction du temps



Conclusion

