

Delaunay Triangulation

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Abstract

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1 Introduction

2 Background

2.1 Graph Theory

2.2 Geometry

2.2.1 Circumcircle

$$\|a - m\| = r$$

$$\|b - m\| = r$$

$$\|c - m\| = r$$

$$\|a - m\|^2 = r^2$$

$$\|b - m\|^2 = r^2$$

$$\|c - m\|^2 = r^2$$

$$\|\hat{m}\|^2 = r^2$$

$$\|\hat{b} - \hat{m}\| = r^2$$

$$\|\hat{c} - \hat{m}\| = r^2$$

$$\|\hat{b}\|^2 + \|\hat{m}\|^2 - 2\langle \hat{b} | \hat{m} \rangle = r^2$$

$$\|\hat{c}\|^2 + \|\hat{m}\|^2 - 2\langle \hat{c} | \hat{m} \rangle = r^2$$

$$\|\hat{b}\|^2 - 2\langle \hat{b} | \hat{m} \rangle = 0$$

$$\|\hat{c}\|^2 - 2\langle \hat{c} | \hat{m} \rangle = 0$$

$$\|\hat{b}\|^2 - 2\langle \hat{b} | \hat{m} \rangle = 0$$

$$\|\hat{c}\|^2 - 2\langle \hat{c} | \hat{m} \rangle = 0$$

$$\langle \hat{b} | \hat{m} \rangle = \frac{1}{2} \|\hat{b}\|^2$$

$$\langle \hat{c} | \hat{m} \rangle = \frac{1}{2} \|\hat{c}\|^2$$

$$\begin{pmatrix} \hat{b} & \hat{c} \end{pmatrix}^T \hat{m} = \frac{1}{2} \begin{pmatrix} \|\hat{b}\|^2 \\ \|\hat{c}\|^2 \end{pmatrix}$$

$$\hat{m} = \frac{1}{2 \det \begin{pmatrix} \hat{b} & \hat{c} \end{pmatrix}} \text{adj} \begin{pmatrix} \hat{b} & \hat{c} \end{pmatrix}^T \begin{pmatrix} \|\hat{b}\|^2 \\ \|\hat{c}\|^2 \end{pmatrix}$$

$$\hat{m} = \frac{1}{2(u_x v_y - u_y v_x)} \begin{pmatrix} v_y(u_x^2 + u_y^2) - v_x(v_x^2 + v_y^2) \\ u_x(v_x^2 + v_y^2) - u_y(u_x^2 + u_y^2) \end{pmatrix}$$

2.2.2 Circumsphere

$$\|a - m\| = r$$

$$\|b - m\| = r$$

$$\|c - m\| = r$$

$$\|d - m\| = r$$

$$\|a - m\|^2 = r^2$$

$$\|b - m\|^2 = r^2$$

$$\|c - m\|^2 = r^2$$

$$\|d - m\|^2 = r^2$$

$$\|\hat{m}\|^2 = r^2$$

$$\|\hat{b} - \hat{m}\|^2 = r^2$$

$$\|\hat{c} - \hat{m}\|^2 = r^2$$

$$\|\hat{d} - \hat{m}\|^2 = r^2$$

$$\|\hat{b}\|^2 + \|\hat{m}\|^2 - 2 \langle \hat{b} | \hat{m} \rangle = r^2$$

$$\|\hat{c}\|^2 + \|\hat{m}\|^2 - 2 \langle \hat{c} | \hat{m} \rangle = r^2$$

$$\|\hat{d}\|^2 + \|\hat{m}\|^2 - 2 \langle \hat{d} | \hat{m} \rangle = r^2$$

$$\|\hat{b}\|^2 - 2 \langle \hat{b} | \hat{m} \rangle = 0$$

$$\|\hat{c}\|^2 - 2 \langle \hat{c} | \hat{m} \rangle = 0$$

$$\|\hat{d}\|^2 - 2 \langle \hat{d} | \hat{m} \rangle = 0$$

$$\|\hat{b}\|^2 - 2 \langle \hat{b} | \hat{m} \rangle = 0$$

$$\begin{aligned}\|\hat{c}\|^2 - 2\langle\hat{c}|\hat{m}\rangle &= 0 \\ \|\hat{d}\|^2 - 2\langle\hat{d}|\hat{m}\rangle &= 0\end{aligned}$$

$$\begin{aligned}\langle\hat{b}|\hat{m}\rangle &= \frac{1}{2}\|\hat{b}\|^2 \\ \langle\hat{c}|\hat{m}\rangle &= \frac{1}{2}\|\hat{c}\|^2 \\ \langle\hat{d}|\hat{m}\rangle &= \frac{1}{2}\|\hat{d}\|^2\end{aligned}$$

$$\begin{pmatrix}\hat{b} & \hat{c} & \hat{d}\end{pmatrix}^T \hat{m} = \frac{1}{2} \begin{pmatrix}\|\hat{b}\|^2 \\ \|\hat{c}\|^2 \\ \|\hat{d}\|^2\end{pmatrix}$$

$$\hat{m} = \frac{1}{2 \det \begin{pmatrix}\hat{b} & \hat{c} & \hat{d}\end{pmatrix}} \text{adj} \begin{pmatrix}\hat{b} & \hat{c} & \hat{d}\end{pmatrix}^T \begin{pmatrix}\|\hat{b}\|^2 \\ \|\hat{c}\|^2 \\ \|\hat{d}\|^2\end{pmatrix}$$

2.2.3 Circumscribed n -Sphere

$$\begin{aligned}\|x_0 - m\| &= r \\ \|x_i - m\| &= r \\ \|x_i - m\|^2 &= r^2 \\ \|\hat{x}_i - \hat{m}\|^2 &= r^2 \\ \|\hat{x}_i\|^2 + \|\hat{m}\|^2 - 2\langle\hat{x}_i|\hat{m}\rangle &= r^2 \\ \|\hat{x}_i\|^2 - 2\langle\hat{x}_i|\hat{m}\rangle &= 0 \\ \langle\hat{x}_i|\hat{m}\rangle &= \frac{1}{2}\|\hat{x}_i\|^2\end{aligned}$$

$$\begin{pmatrix}\hat{x}_1 & \dots & \hat{x}_n\end{pmatrix}^T \hat{m} = \frac{1}{2} \begin{pmatrix}\|\hat{x}_1\|^2 \\ \vdots \\ \|\hat{x}_n\|^2\end{pmatrix}$$

Here, we should not try to build the adjoint. For higher dimensions, it is much more efficient to use a simple matrix solver, like LU decomposition or Cholesky.

2.3 Delaunay Triangulation and Tessellation

Triangulation, Tessellation, Simplicialization, Subdivision, Mesh Generation Two and Three Dimensions

3 Algorithms and Data Structures

3.1 Hash Map

3.2 Triangle Mesh

3.3 Quad-Edge Data Structure

3.4 Radix Sort

3.5 Linear Morton Sort

3.6 Linear Floating-Point Quad-Tree

3.7 Bowyer-Watson Algorithm

3.8 Guibas-Stolfi Incremental Algorithm

3.9 Guibas-Stolfi Divide-and-Conquer Algorithm

3.10 Dwyer Algorithm

4 Design and Implementation

4.1 API

4.2 Robustness

4.3 Incremental Algorithm

4.4 Divide-and-Conquer Algorithm

4.5 Multidimensional Tessellation

5 Tests and Testscenes

5.1 Uniform Rectangular Distribution

5.2 Gaussian Distribution

5.3 Robustness Tests

6 Benchmarks

7 Examples

7.1 Image Mosaic and Tessellation

7.2 Fluids for Ray Tracing

7.3 Finite Element Method

7.4 Pareto Frontiers

8 Results

9 Conclusions

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