

Find center of
circle containing
3 points.

center (C_x, C_y)

radius r

$$(x - C_x)^2 + (y - C_y)^2 = r^2$$

plug in 3 points (x, y)

3 equations 3 unknowns

\Rightarrow solve C_x, C_y, r

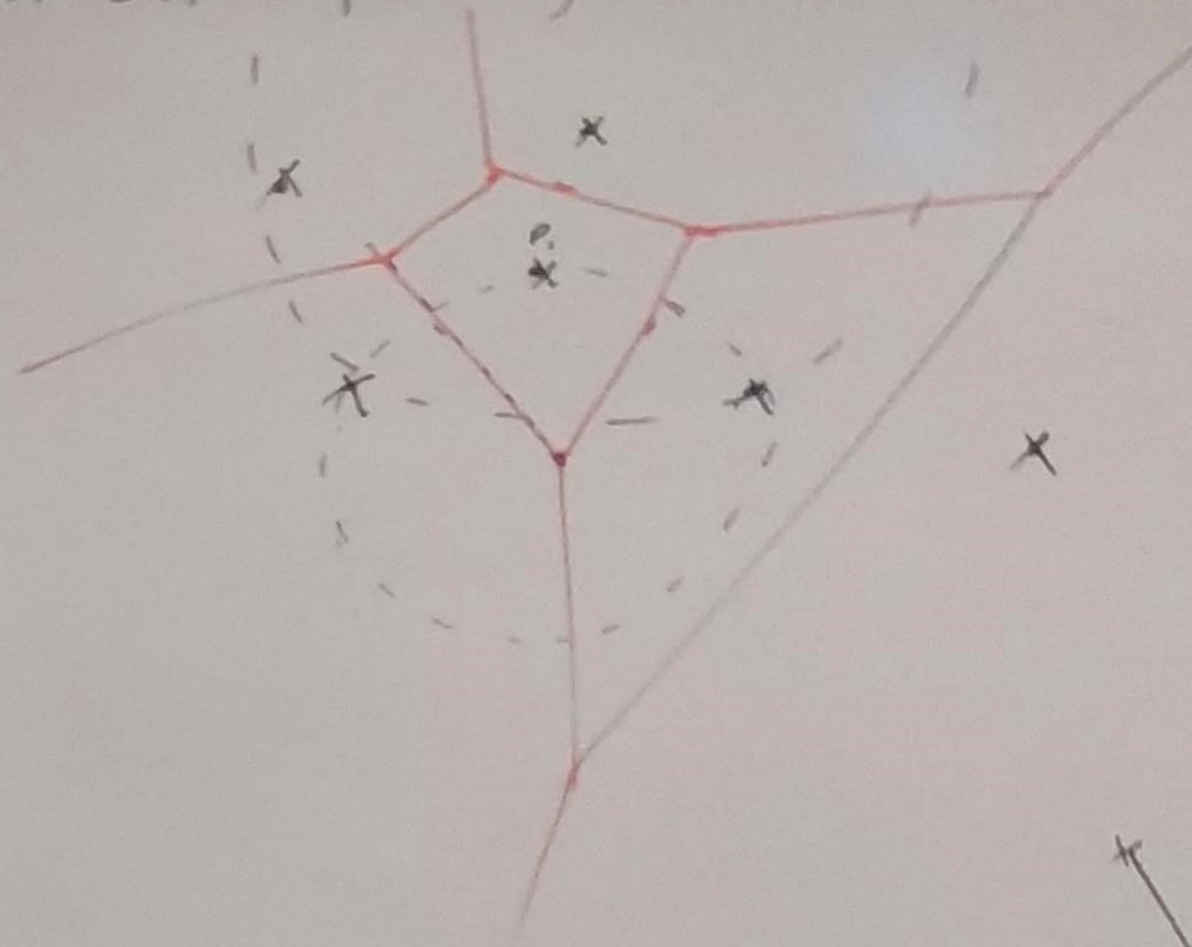
Empty circle property -

If circle containing 3 sites
does not contain any other sites

\Rightarrow vertex of Voronoi diagram.

Voronoi Diagrams - Fortune's Algorithm

(post office problem)



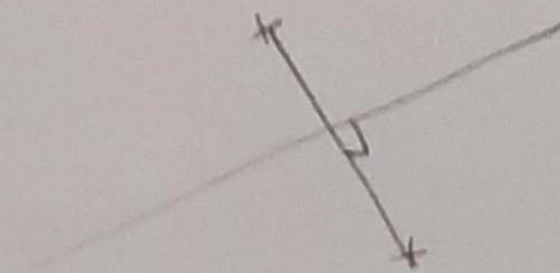
Problem:

Given $P = \{p_1, \dots, p_n\}$

Build Voronoi Diagram.

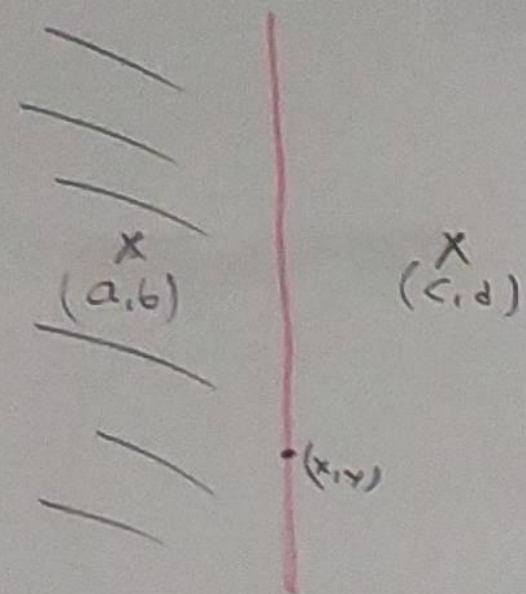
Voronoi diagram is a
planar graph.

Stored in DCEL.



Small cases:

2 points - perpendicular bisector



$$(a-x)^2 + (b-y)^2 = (c-x)^2 + (d-y)^2$$

$$(a-c)x + (b-d)y = \frac{1}{2}(a^2+b^2) - \frac{1}{2}(d^2+c^2)$$

its a line!

Algo 1)

for each P_i

for each $P_j (j \neq i)$

find half-plane containing P_i - $h(P_i, P_j)$

$$V(P_i) = \bigcap_{j \neq i} h(P_i, P_j)$$

Runtime:

$$O(n^2)$$

- intersection of n -half planes
for each point.

Properties of Voronoi Diagram

- Each cell is convex
Cell is intersection of half-planes.

- Assumption - no 4 points co-circular
 \Rightarrow each vertex on Voronoi graph has degree 3

- Sites with unbounded voronoi cells are on the convex hull of P .

Applications

- Giraffes
- Sports

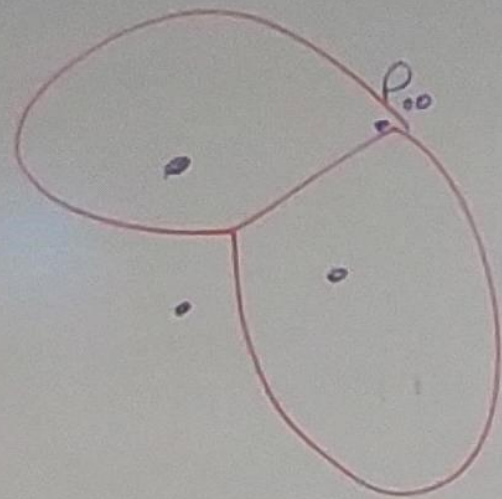
- Trees

- Fires

- Nearest Neighbor Queries.

- Facility Locations

- Cellular network



Bound number of vertices (edges too)
planar Graph \Rightarrow Euler's Formula.

$$n_v - n_e + n_f = 2$$

convert unbounded edges to P_{∞} - point at infinity

$$\Rightarrow (n_v + 1) - n_e + n_f = 2$$

Degree at least 3.

Each vertex \Rightarrow 3 edges but counted twice.

$$2n_e \geq 3(n_v + 1)$$

$$n_e \geq \frac{3}{2}(n_v + 1)$$

$$(n_v + 1) - \frac{3}{2}(n_v + 1) + n \geq 2$$

one site per face.

$$-\frac{1}{2}n_v - \frac{1}{2} + n \geq 2$$

$$-n_v - 1 + 2n \geq 4$$

$$[2n - 5 \geq n_v]$$

Similar argument

$$[3n - 6 \geq n_e]$$

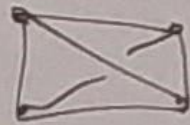
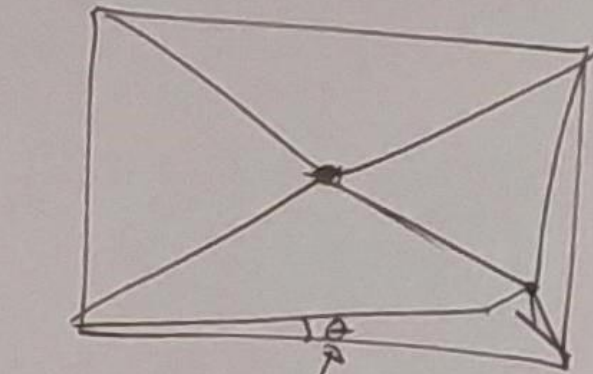
Dual - (verts \leftrightarrow faces)

Each vertex has degree 3
in dual

every face is a triangle

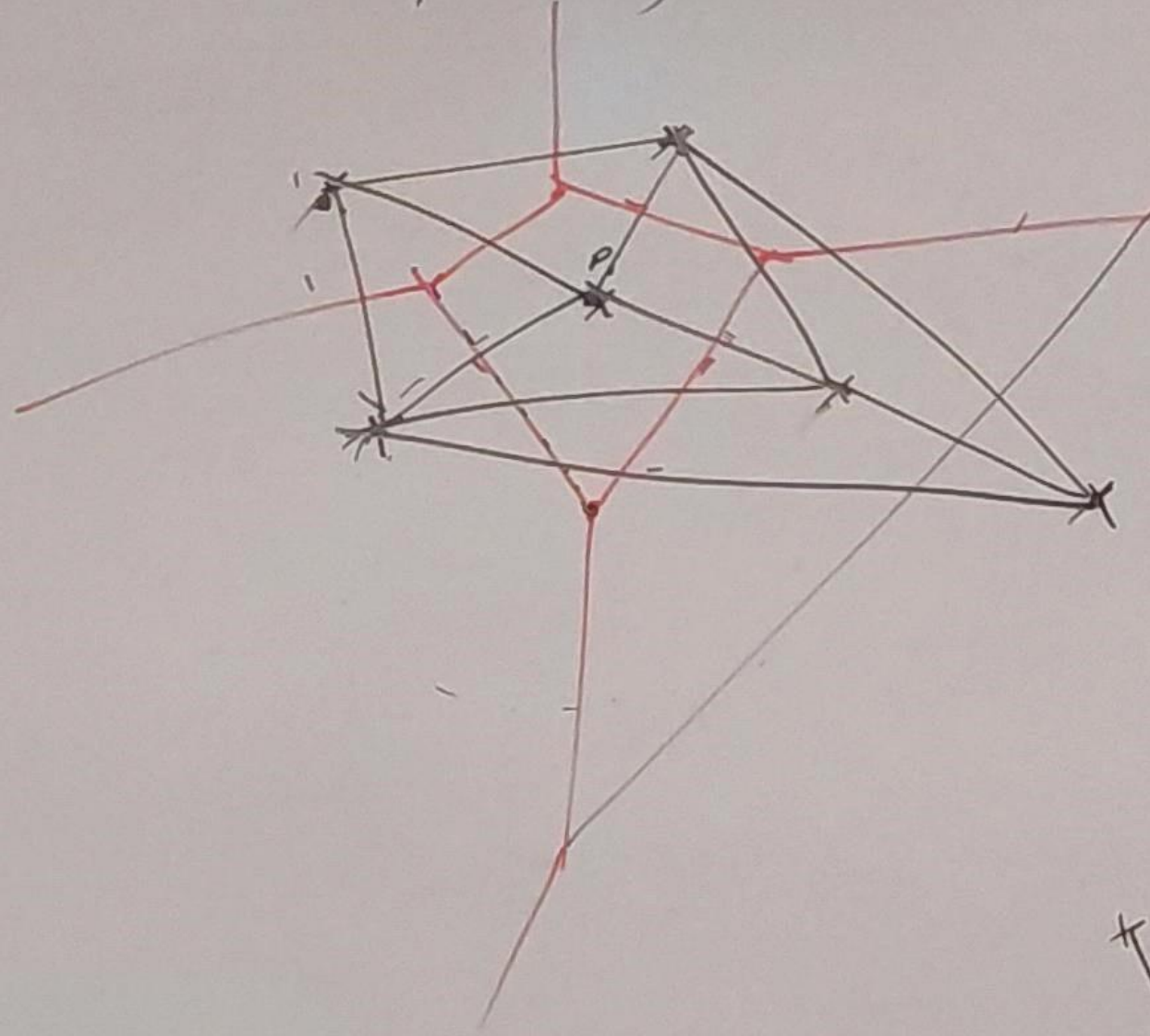
Get
Delaunay triangulation
(Best triangulation)

maximizes minimum angle
reduce slivers

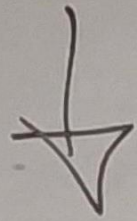


I am small

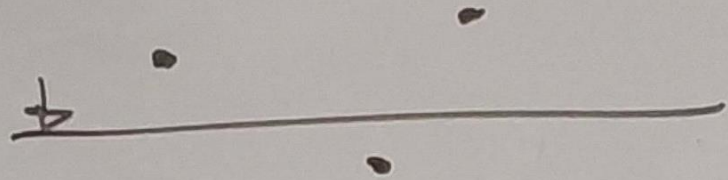
Voronoi Diagrams -
(post office problem)

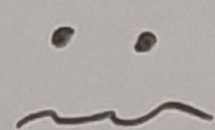


Fortune's Algo - $O(n \log n)$

Sweep line 

Problem



points below
affect what happens
above 

Add another line beach line
above the sweep.