

# Computational Geometry • Lecture

## Delaunay Triangulation

INSTITUTE FOR THEORETICAL INFORMATICS · FACULTY OF INFORMATICS

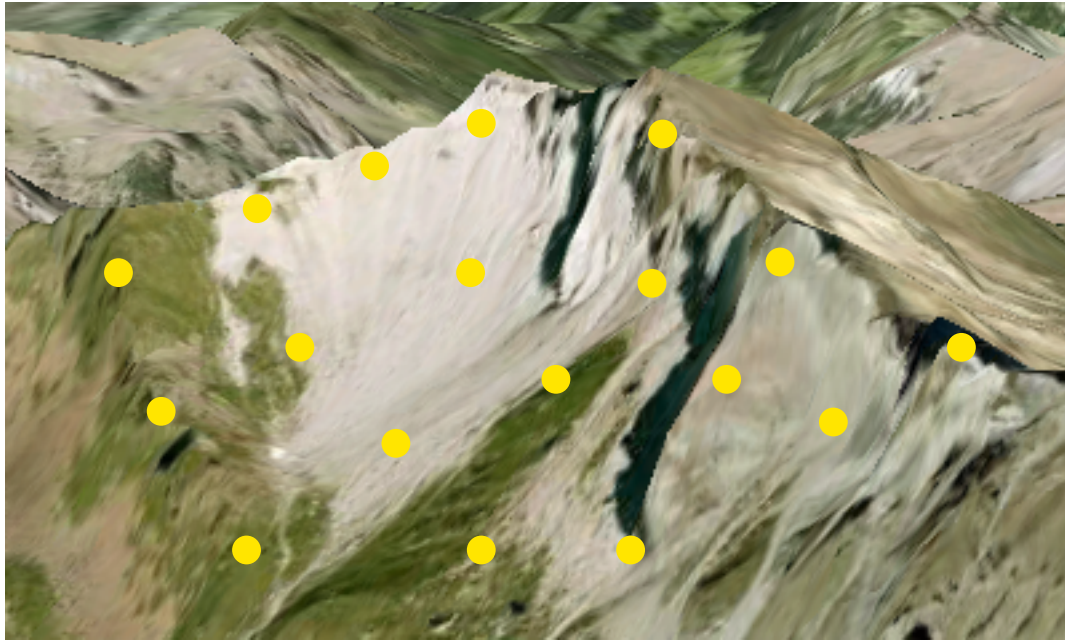
Tamara Mchedlidze · Darren Strash  
7.12.2015



# Delaunay

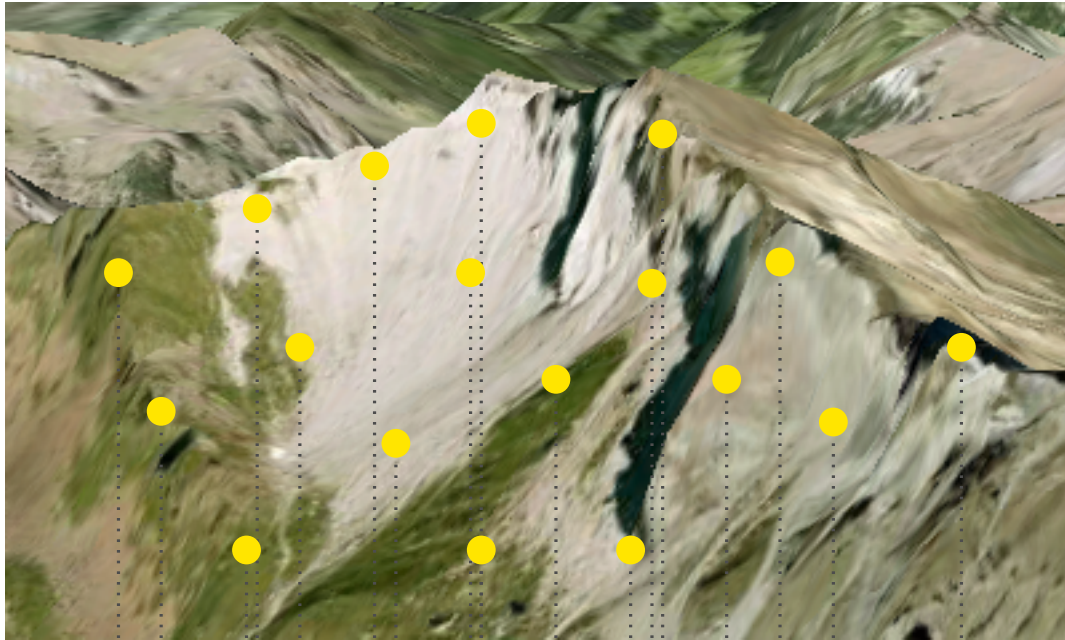


# Modelling a Terrain



Sample points  
 $p = (x_p, y_p, z_p)$

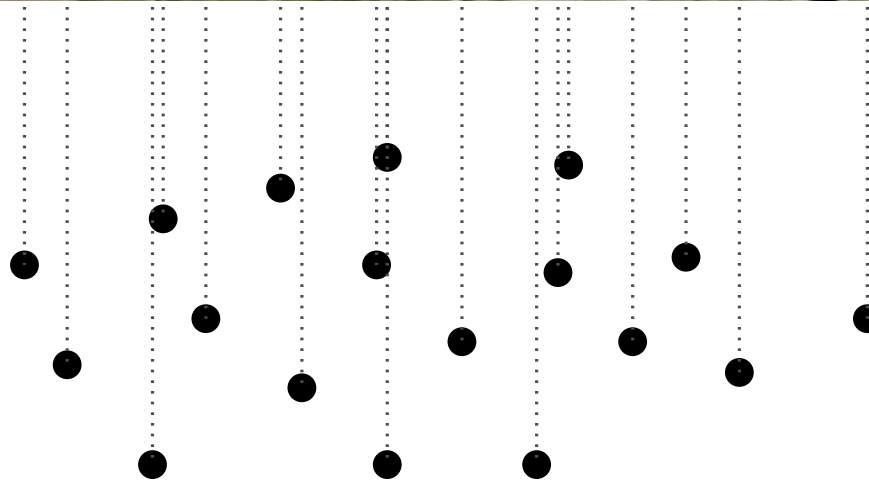
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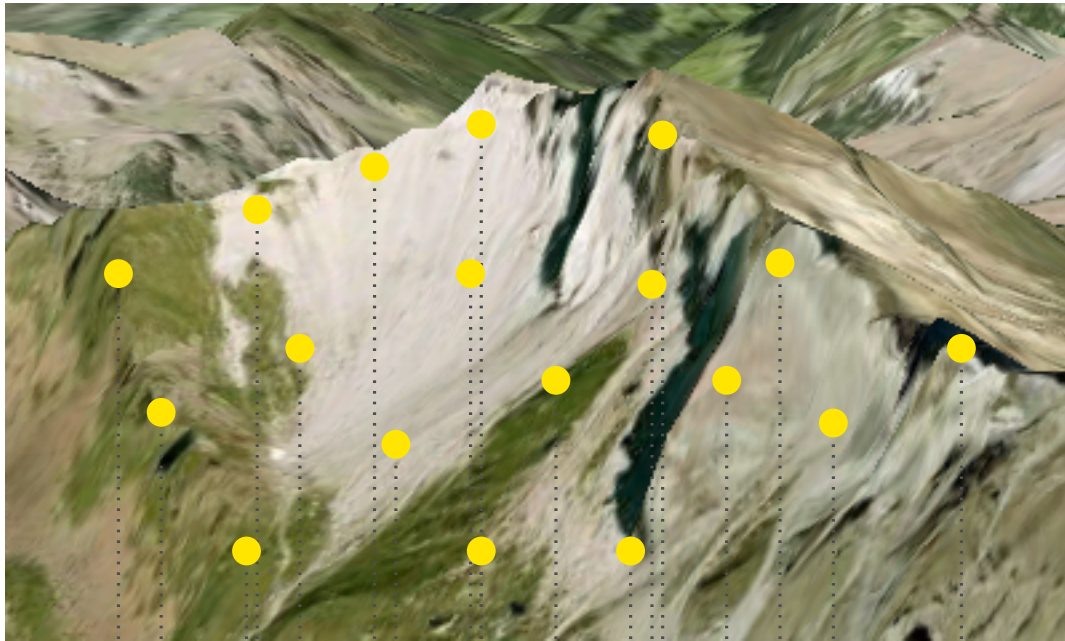
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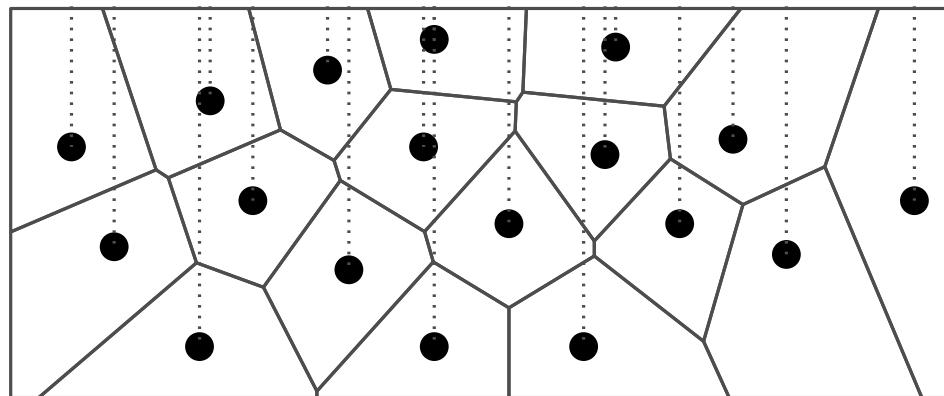
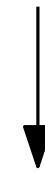
Projection  
 $\pi(p) = (p_x, p_y, 0)$



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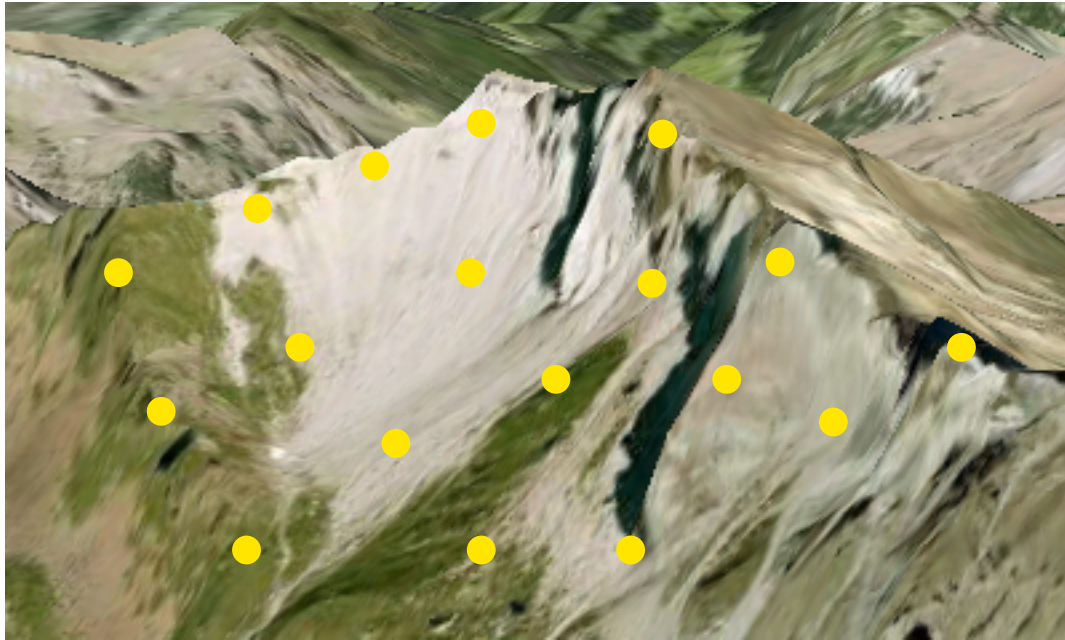
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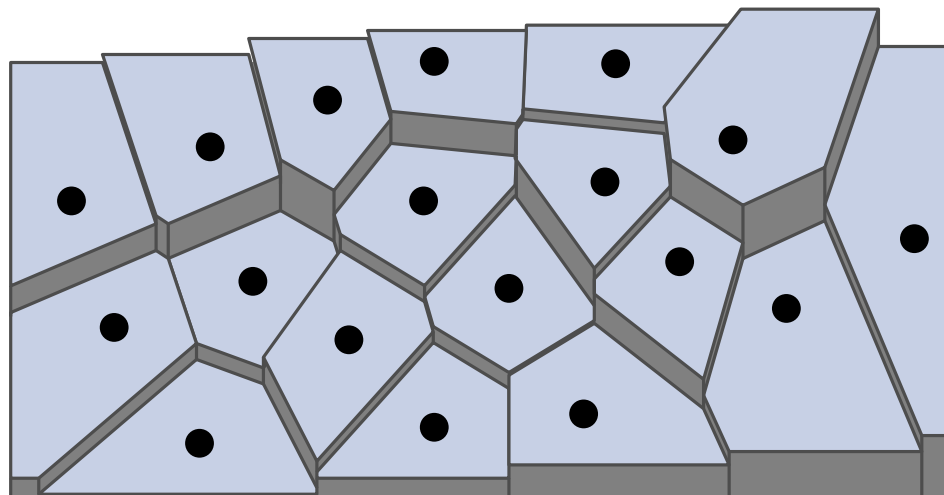
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Interpolation 1: each point gets the height of the nearest sample point

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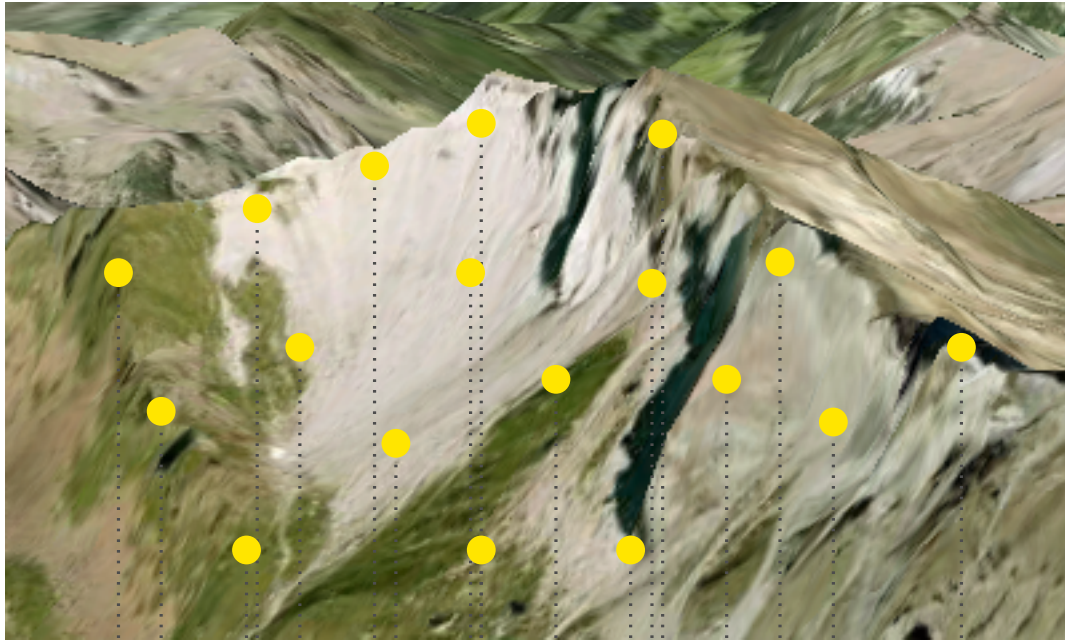
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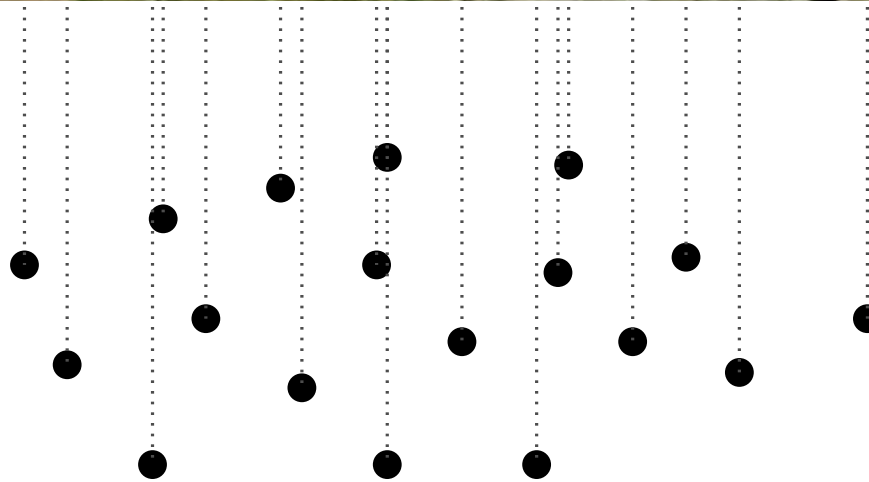
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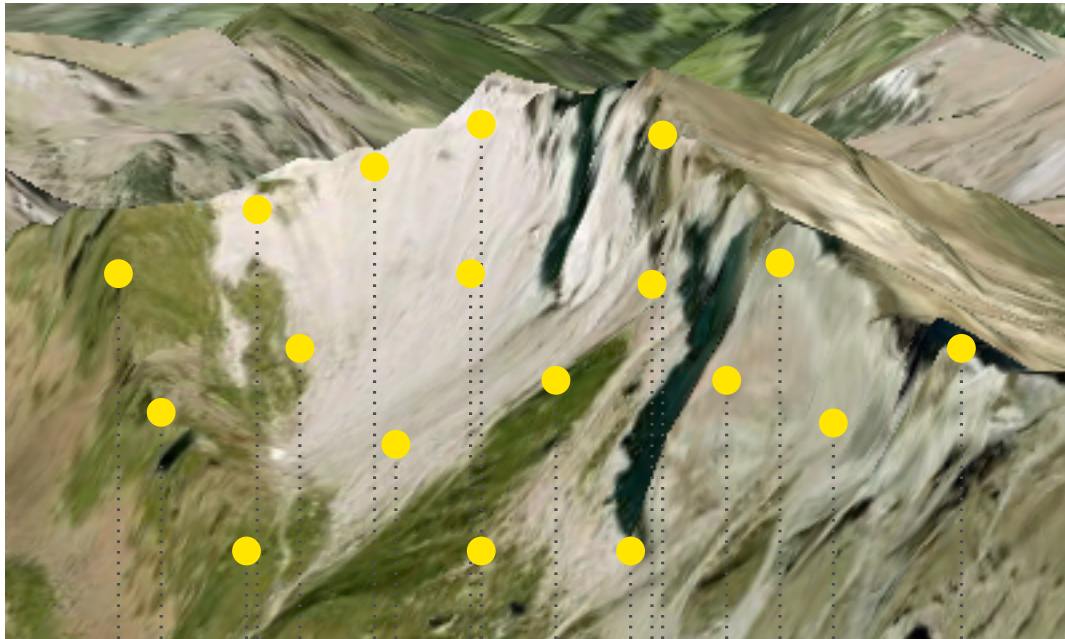
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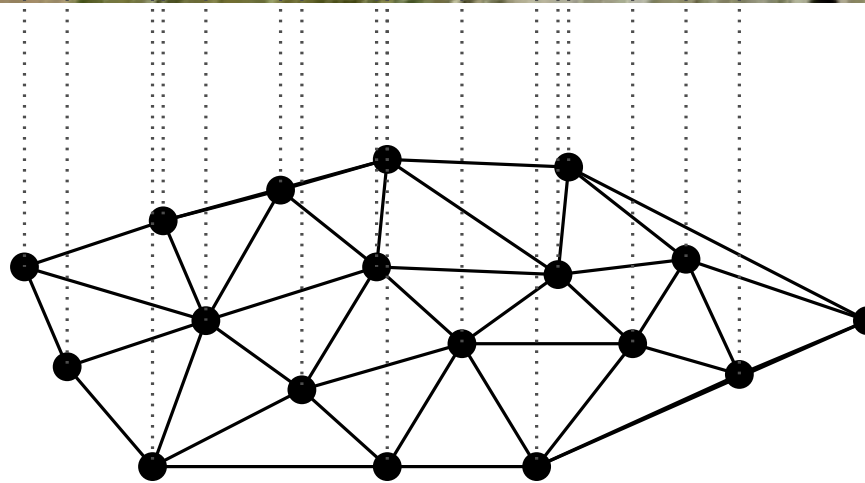
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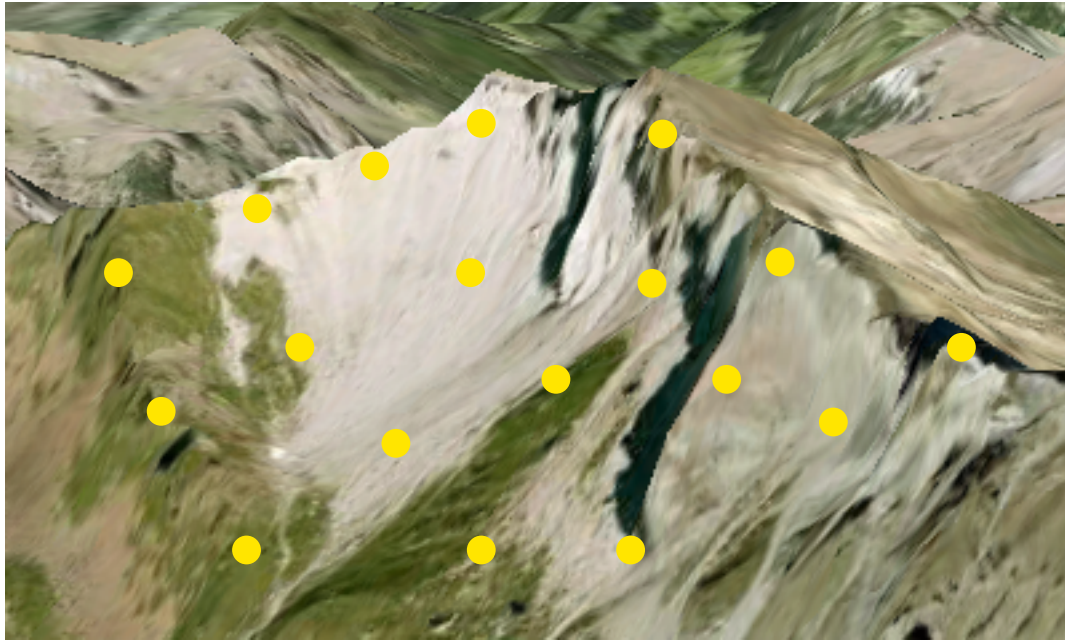


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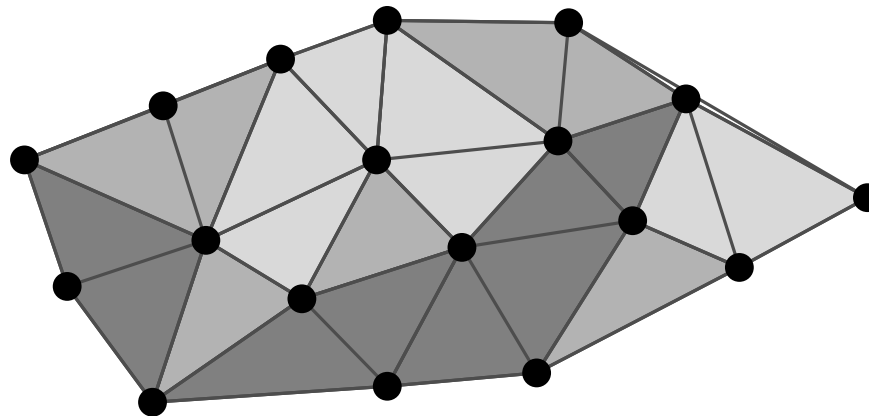
Interpolation 2: triangulate the set of sample points and interpolate on the triangles



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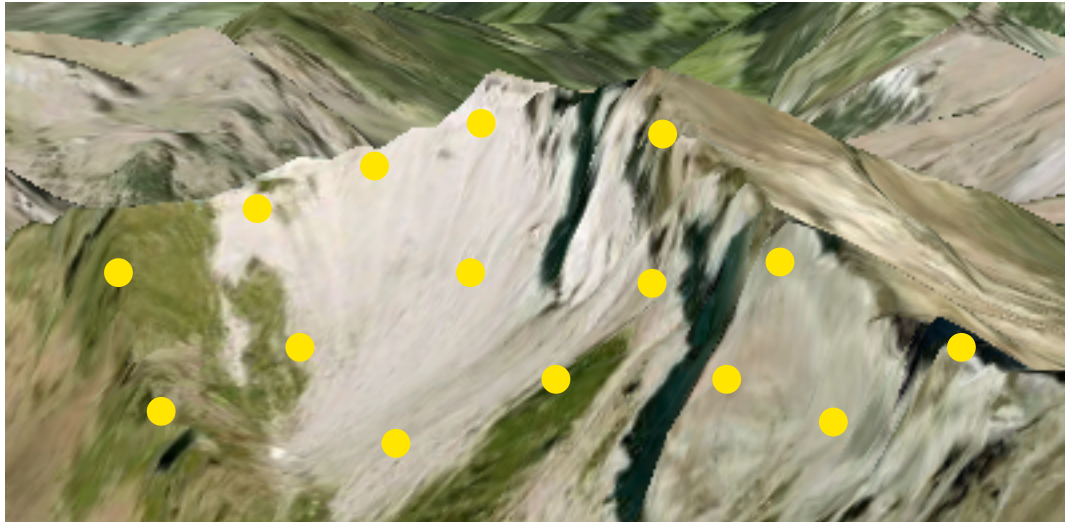


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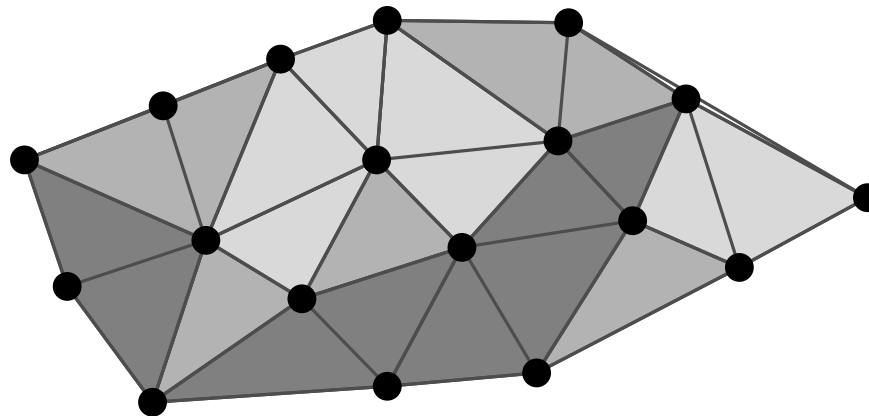
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What a good triangulation looks like?

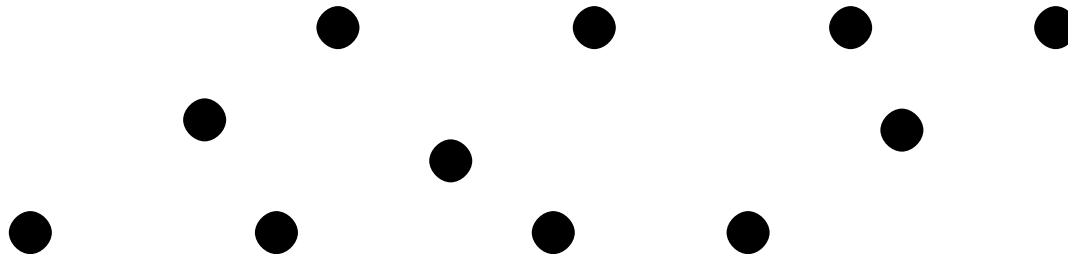


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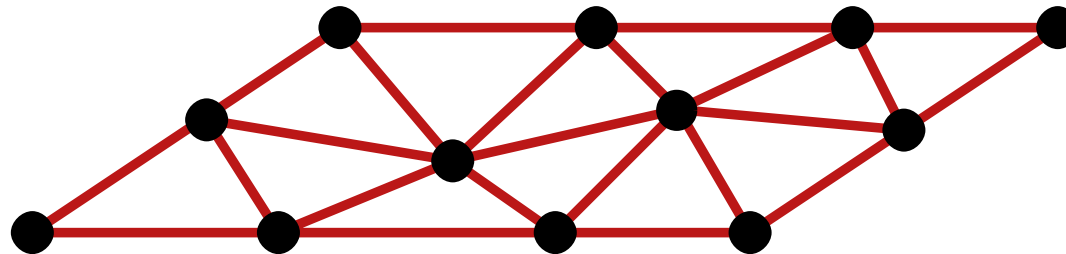
# Triangulation of a Point Set

**Def.:** A **triangulation** of a point set  $P \subset \mathbb{R}^2$  is a maximal planar subdivision with a vertex set  $P$ .



# Triangulation of a Point Set

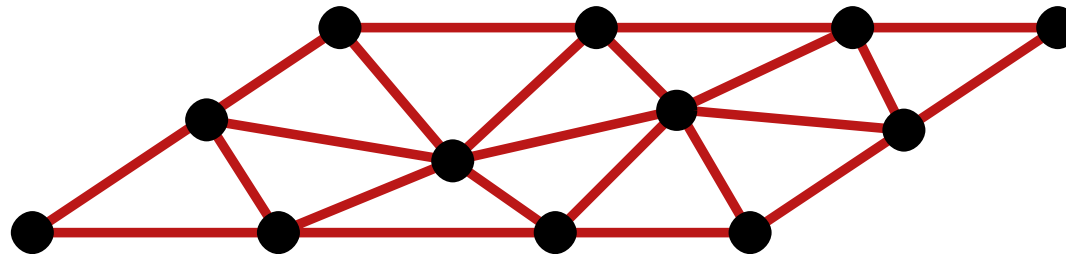
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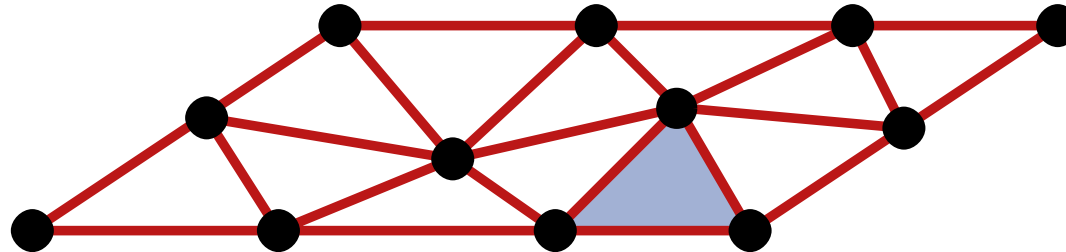
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**Obs.:** ■ all internal faces are triangles

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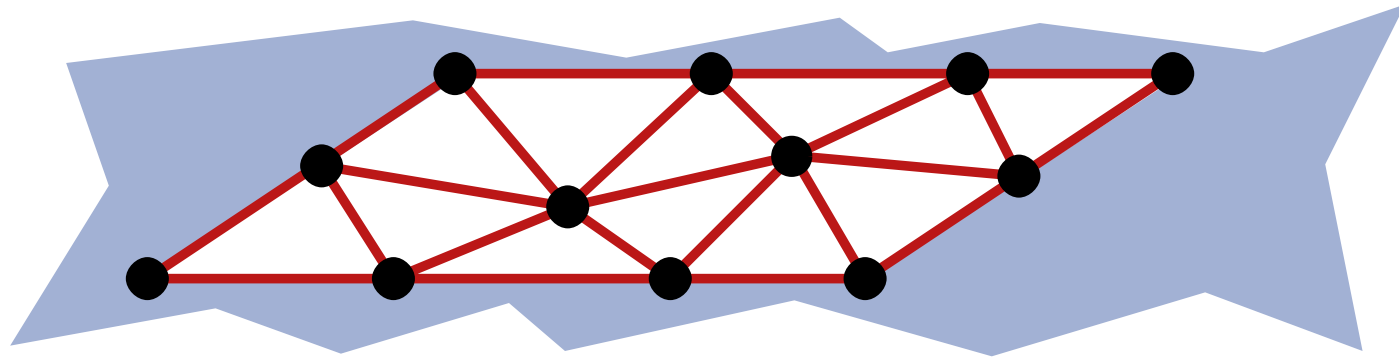
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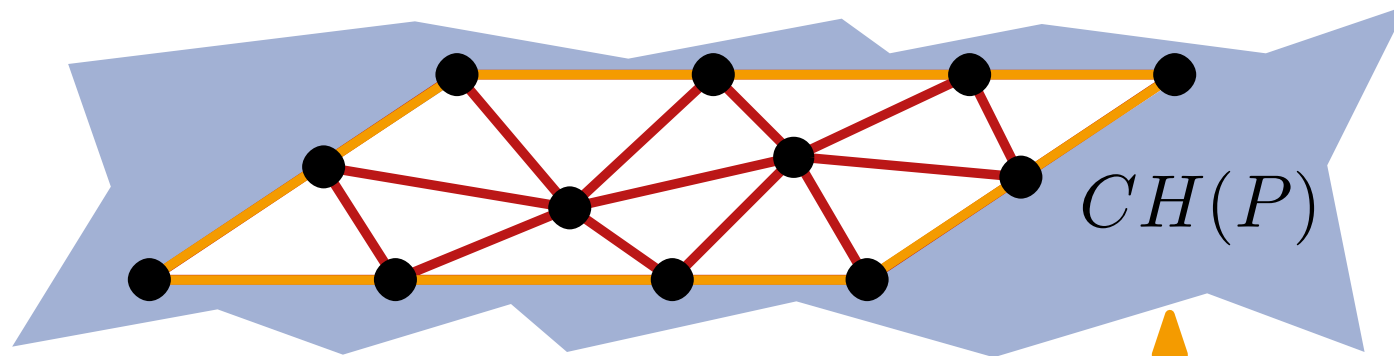


**Obs.:**

- all internal faces are triangles
- outer face is the complement of the convex hull

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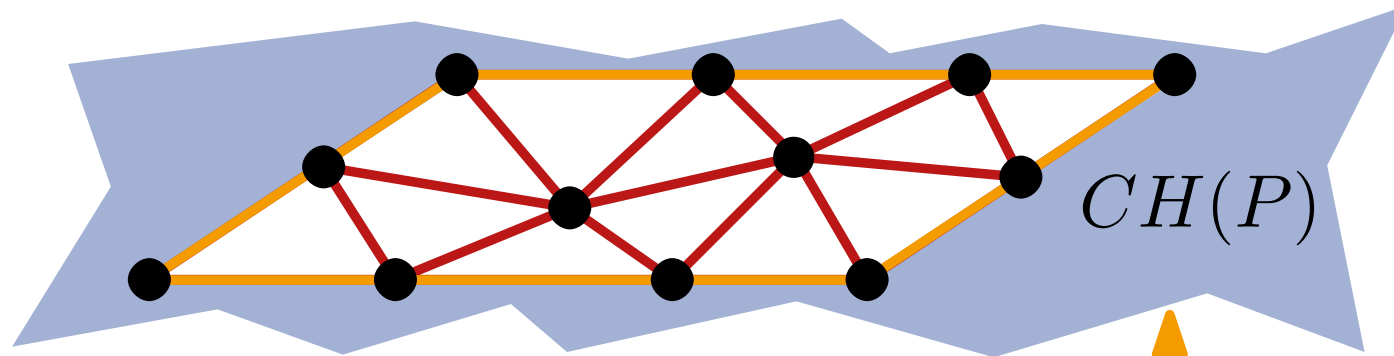
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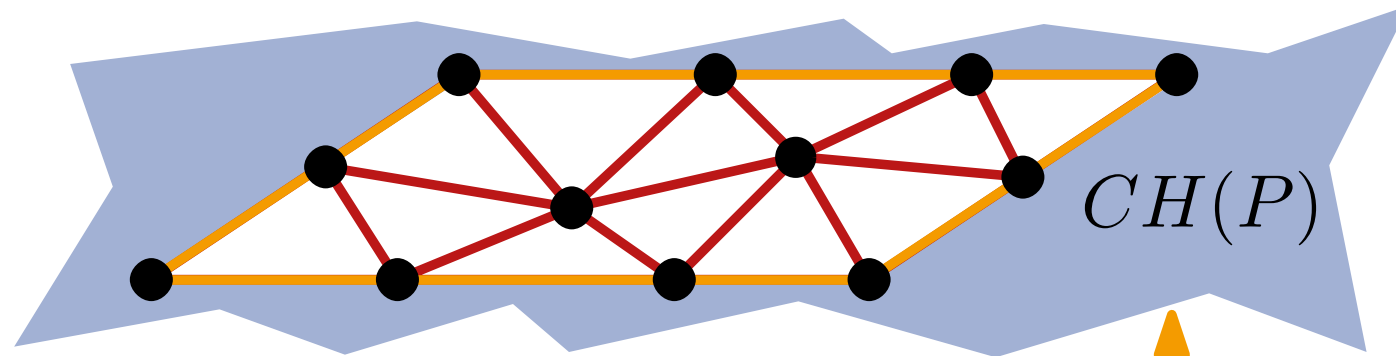
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**Theorem 1:** Let  $P$  be a set of  $n$  points, not all collinear. Let  $h$  be the number of points in  $CH(P)$ .

Then any triangulation of  $P$  has  $t(n, h)$  triangles and  $e(n, h)$  edges.

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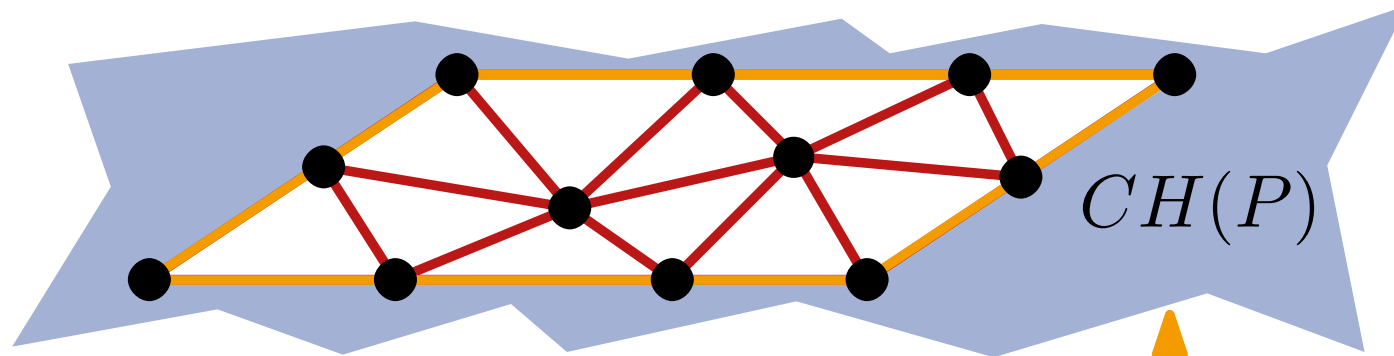
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Compute  $t$  and  $e$ !

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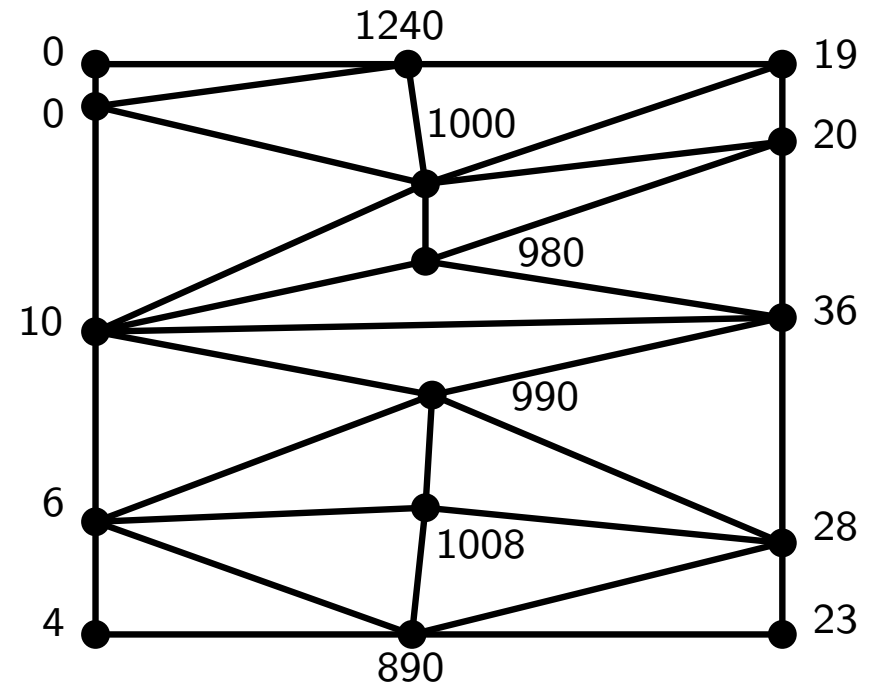
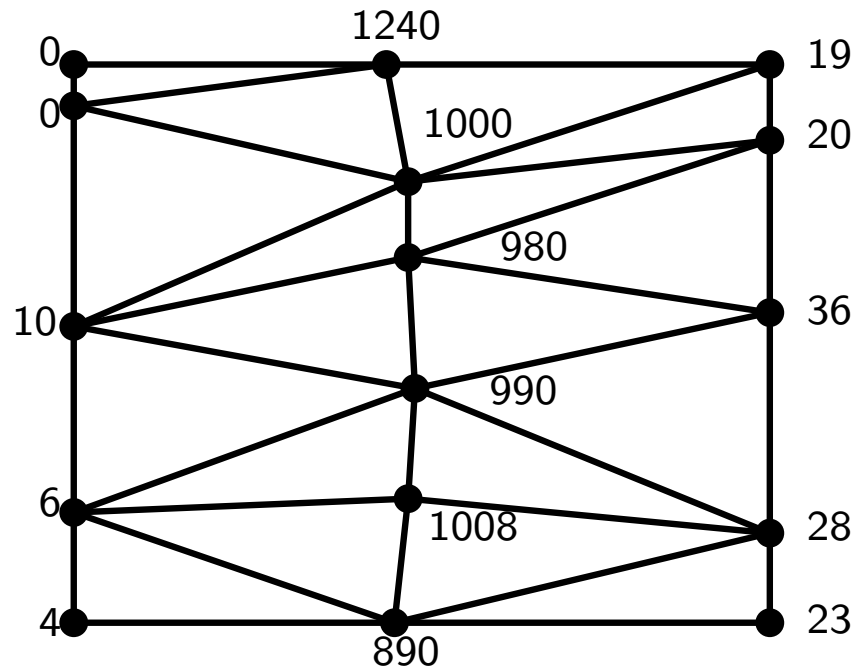
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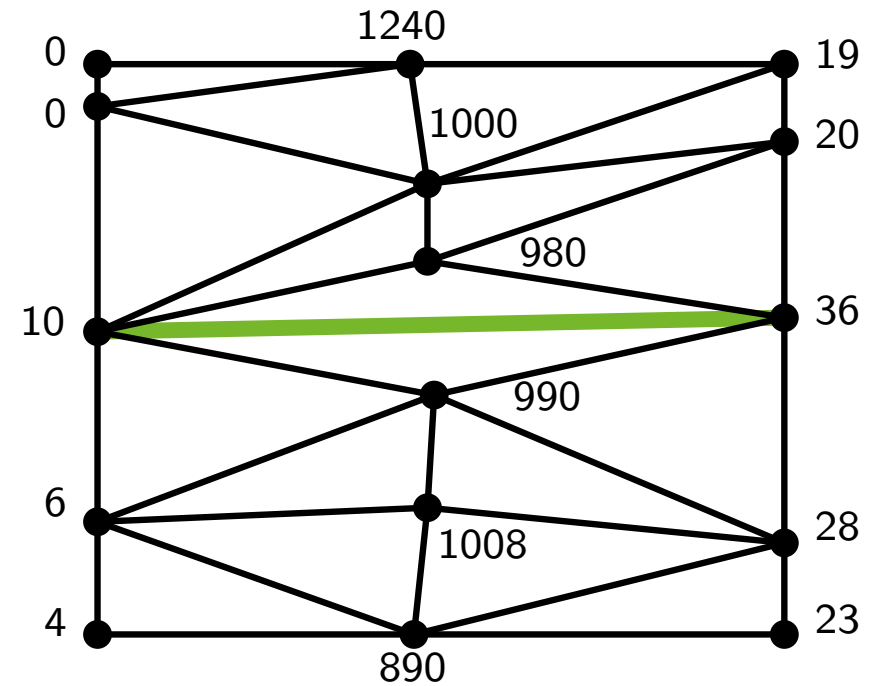
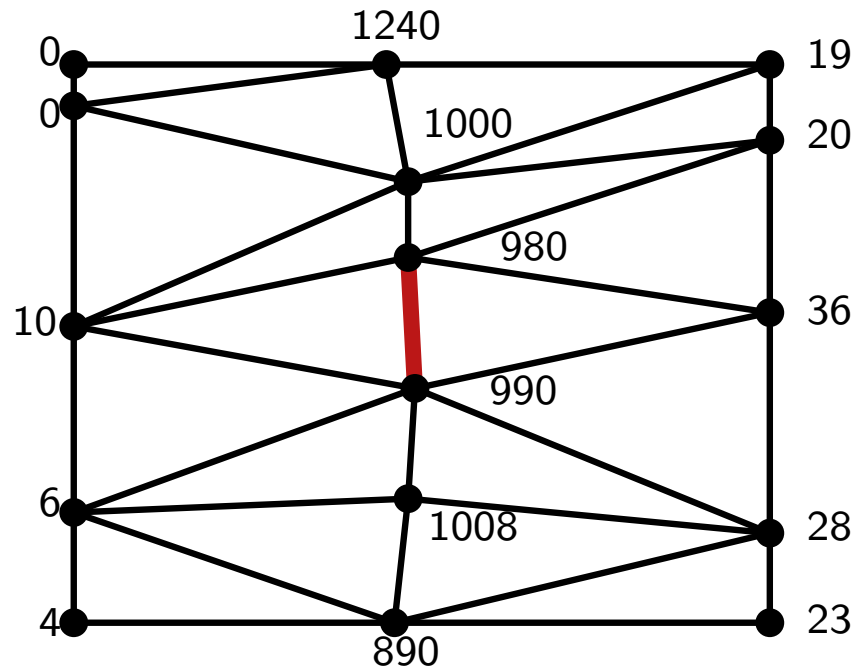
**Theorem 1:** Let  $P$  be a set of  $n$  points, not all collinear. Let  $h$  be the number of points in  $CH(P)$ .

Then any triangulation of  $P$  has  $(2n - 2 - h)$  triangles and  $(3n - 3 - h)$  edges.

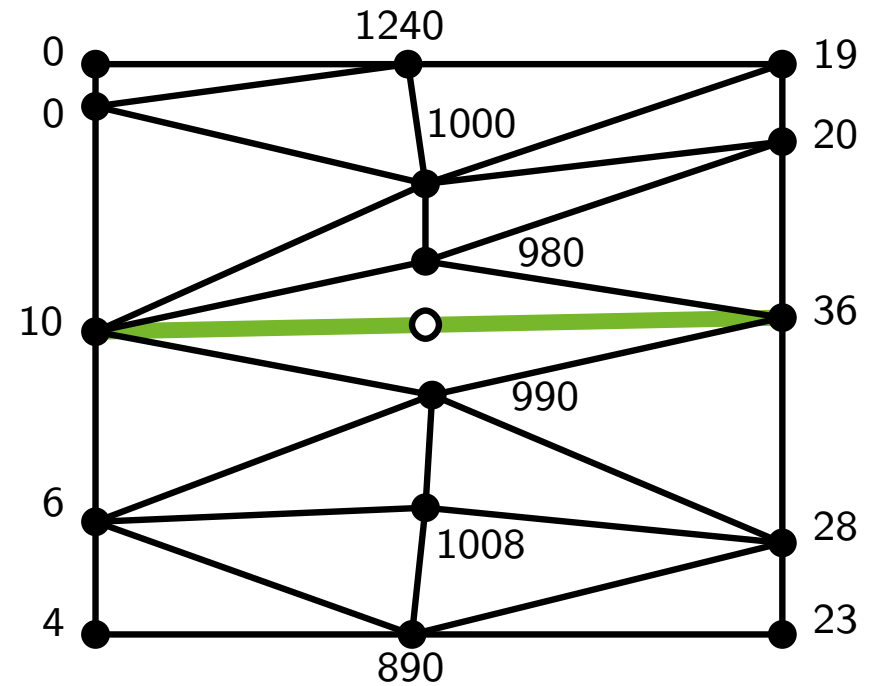
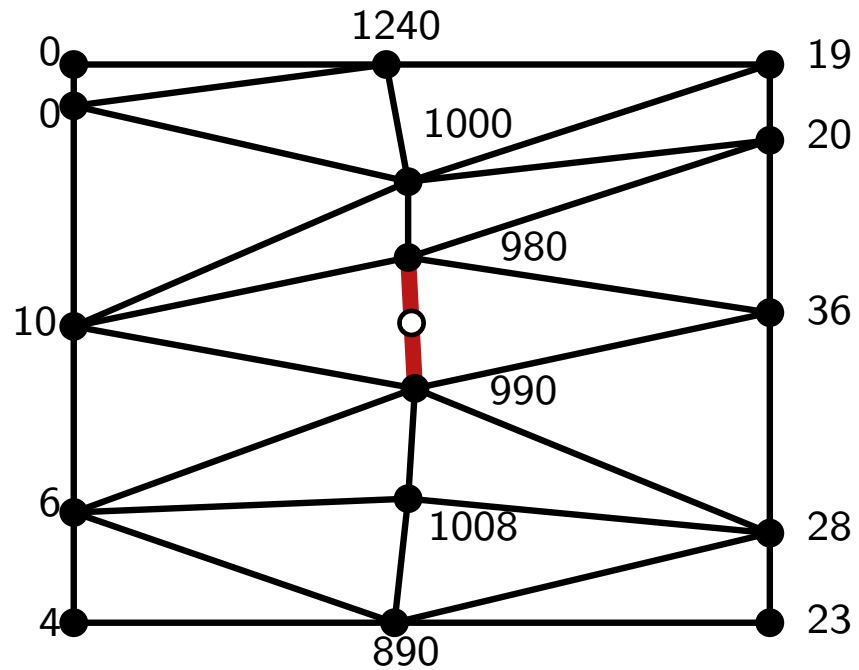
# Back to Height Interpolation



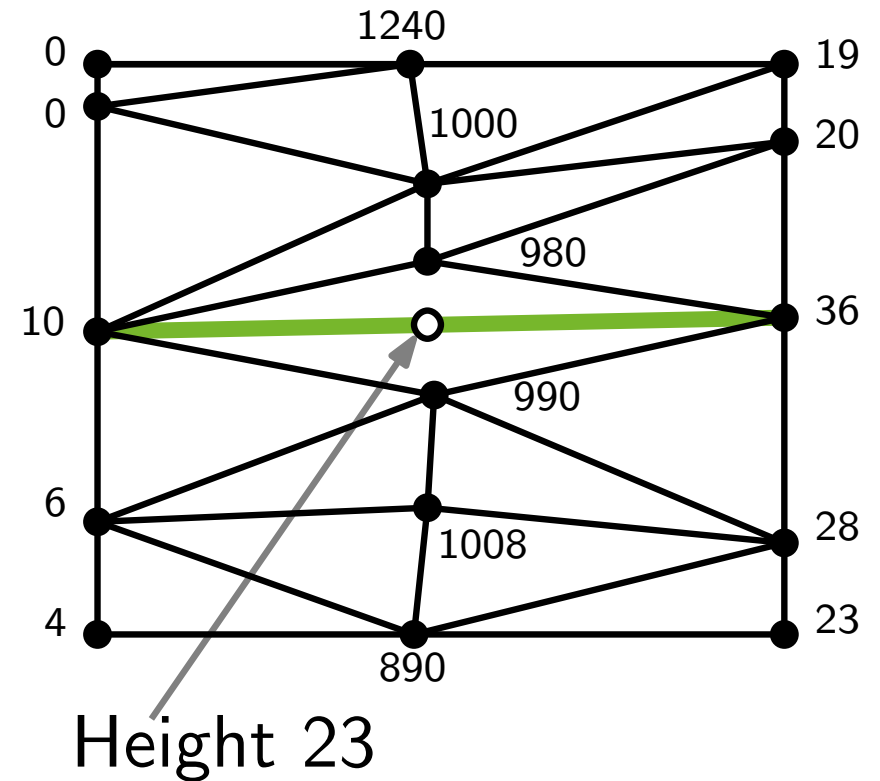
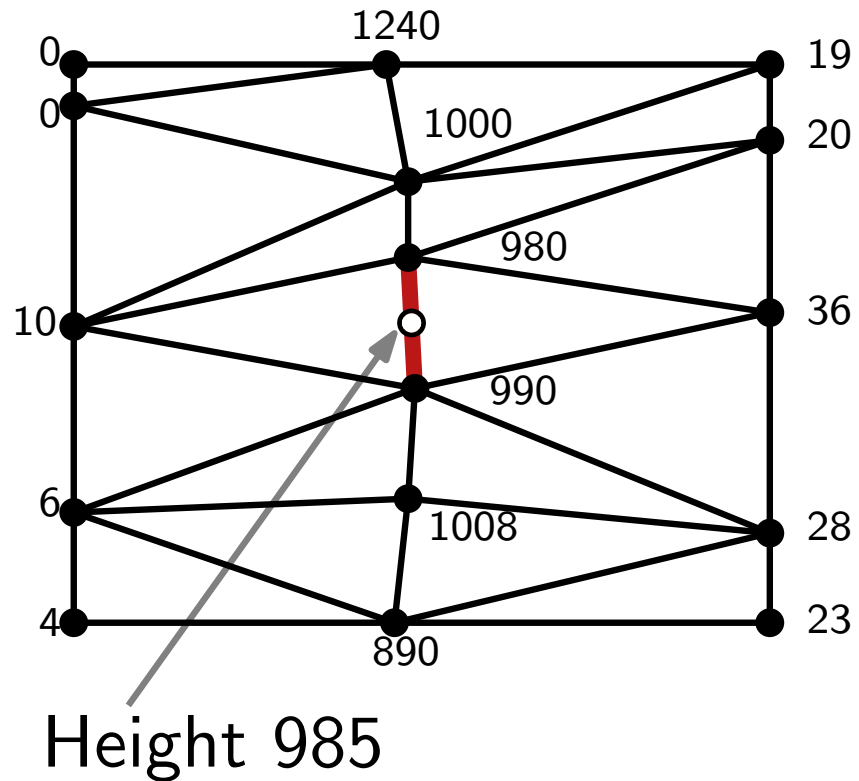
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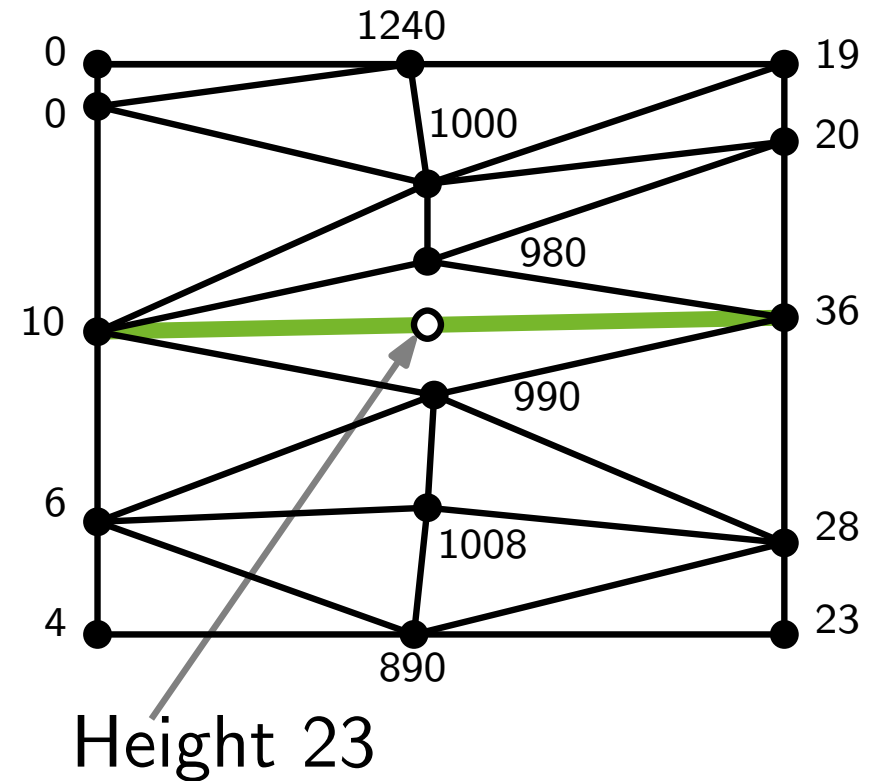
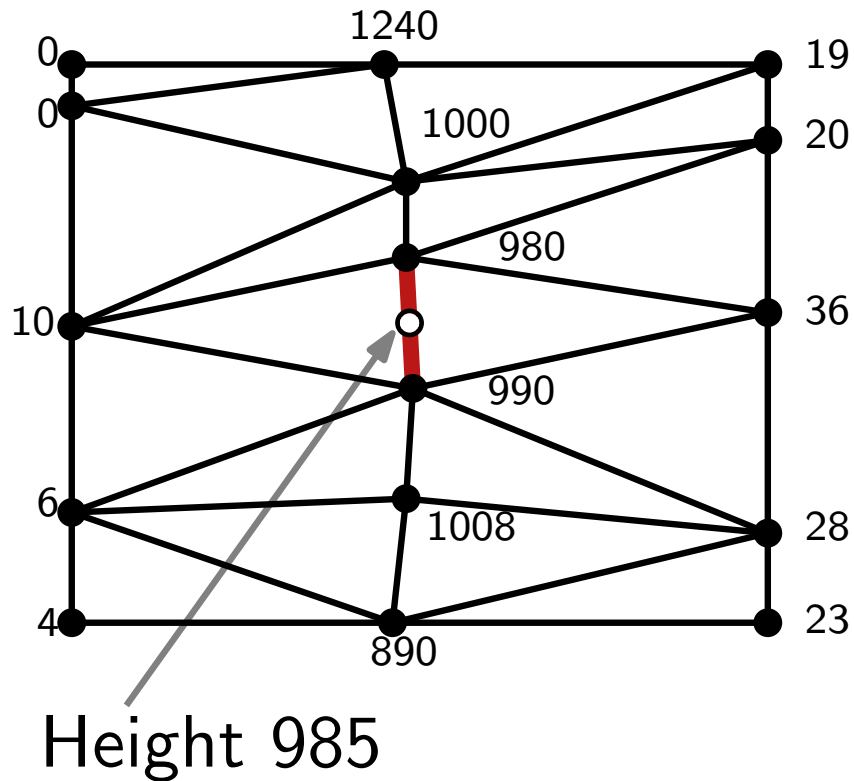
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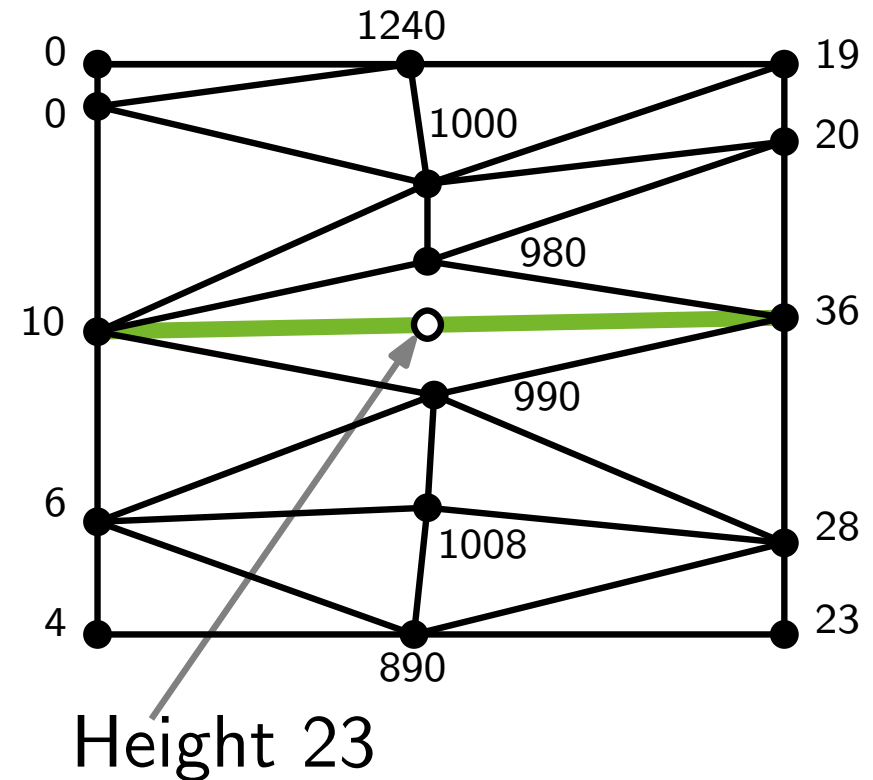
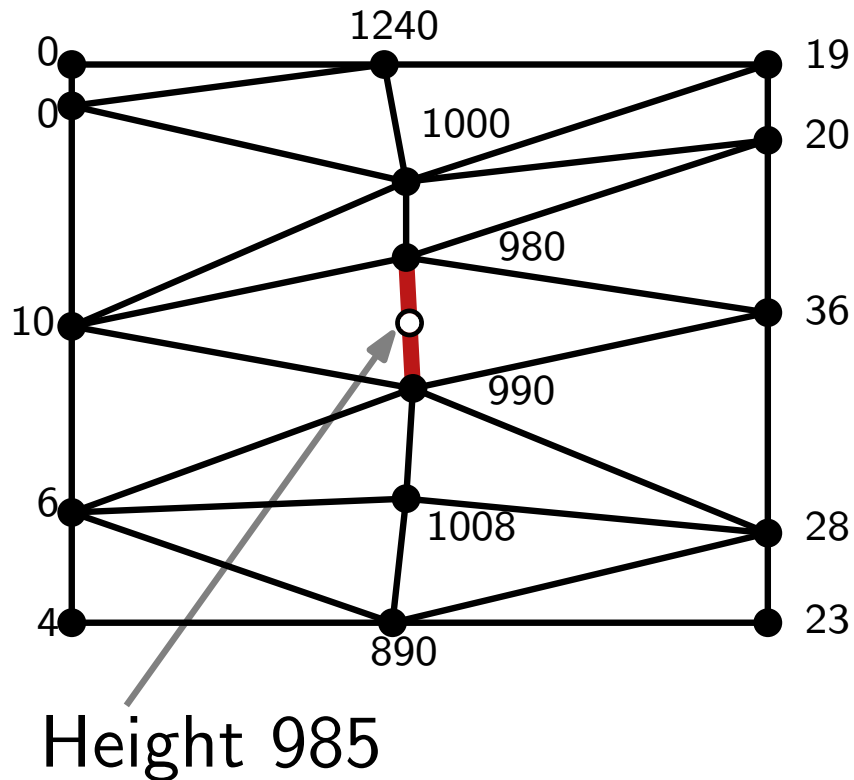
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**Intuition:** Avoid narrow triangles!



# Back to Height Interpolation



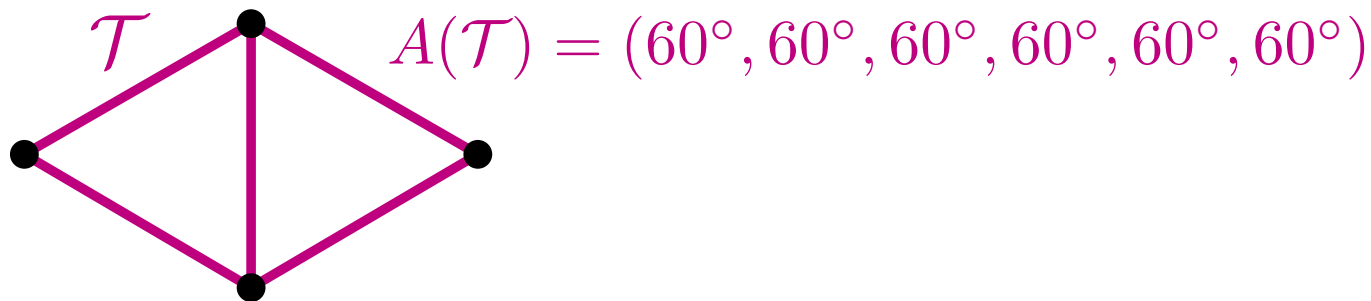
**Intuition:** Avoid narrow triangles!

Or: maximize the smallest angle!

# Angle-optimal Triangulations

**Def.:** Let  $P \subset \mathbb{R}^2$  be a set of points,  $\mathcal{T}$  be a triangulation of  $P$  and  $m$  be the number of the triangles.

$A(\mathcal{T}) = (\alpha_1, \dots, \alpha_{3m})$  is called **angle-vector** of  $\mathcal{T}$  where  $\alpha_1 \leq \dots \leq \alpha_{3m}$ .

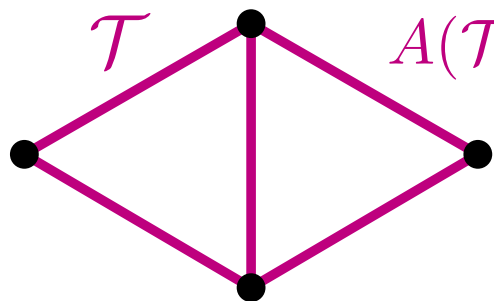


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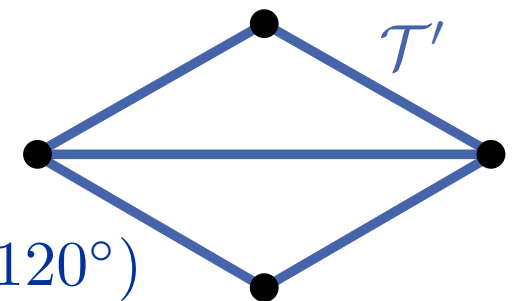
$A(\mathcal{T}) = (\alpha_1, \dots, \alpha_{3m})$  is called **angle-vector** of  $\mathcal{T}$  where  $\alpha_1 \leq \dots \leq \alpha_{3m}$ .

For two triangulations  $\mathcal{T}$  and  $\mathcal{T}'$  of  $P$  we define the **order** of the angle-vectors  $A(\mathcal{T}) > A(\mathcal{T}')$  as lexicographic order of corresponding angle sequences.



$$A(\mathcal{T}) = (60^\circ, 60^\circ, 60^\circ, 60^\circ, 60^\circ, 60^\circ)$$

$$A(\mathcal{T}') = (30^\circ, 30^\circ, 30^\circ, 30^\circ, 120^\circ, 120^\circ)$$



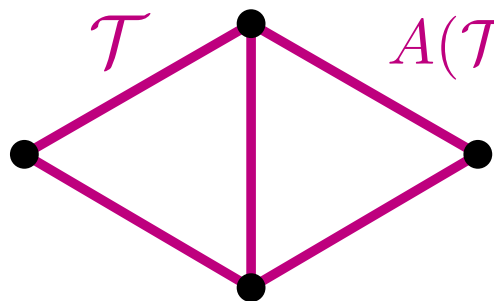
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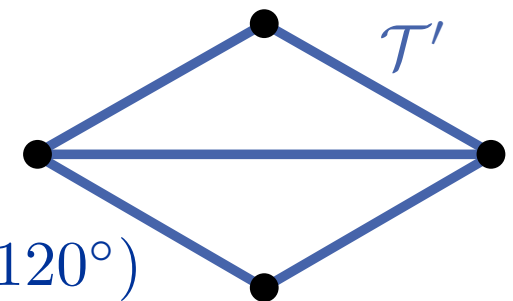
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$\mathcal{T}$  is called **angle-optimal**, if  $A(\mathcal{T}) \geq A(\mathcal{T}')$  for all triangulations  $\mathcal{T}'$  of  $P$ .



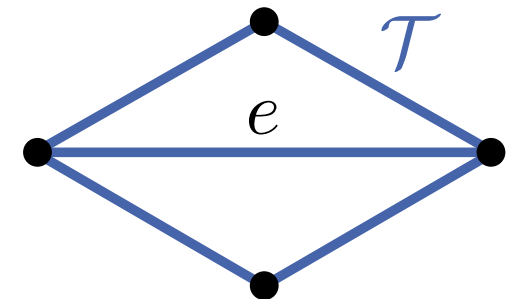
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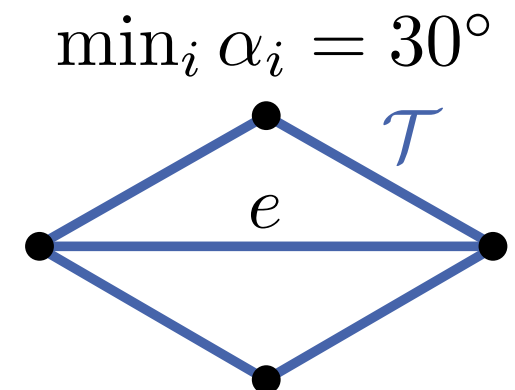
# Edge Flips

**Def.:** Let  $\mathcal{T}$  be a triangulation. An edge  $e$  of  $\mathcal{T}$  is called **illegal**, when the smallest angle incident to  $e$  increases after the flip of  $e$ .



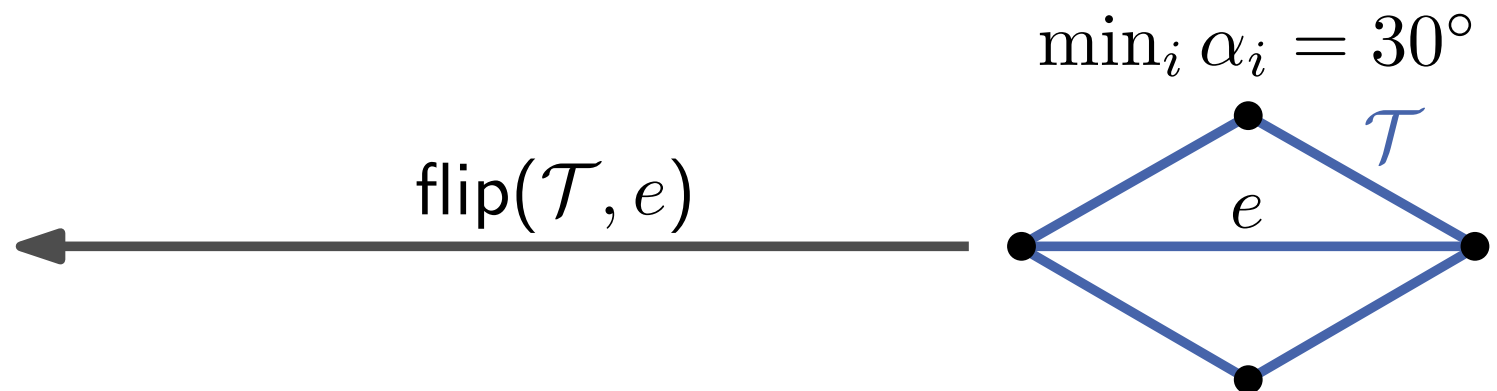
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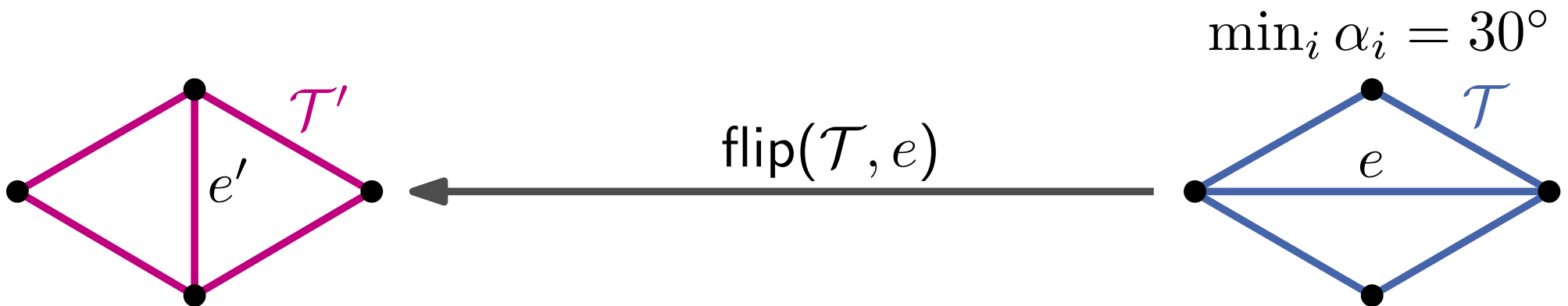
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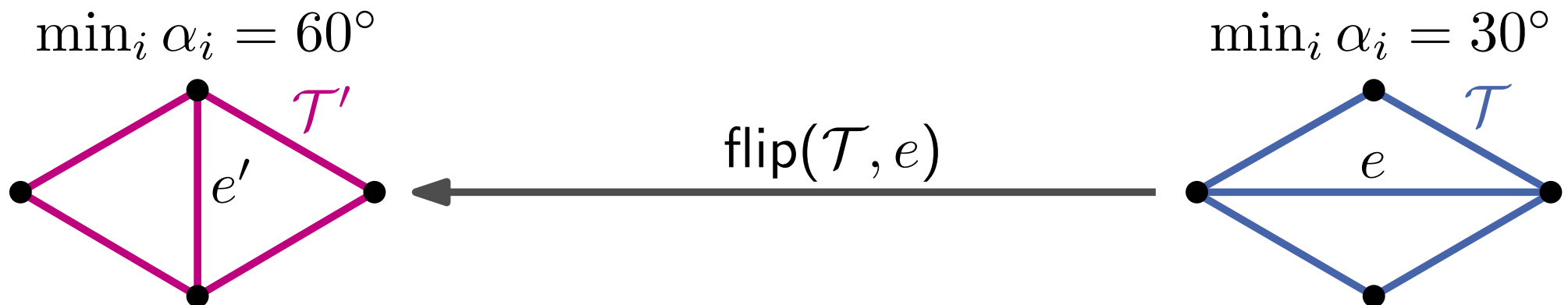
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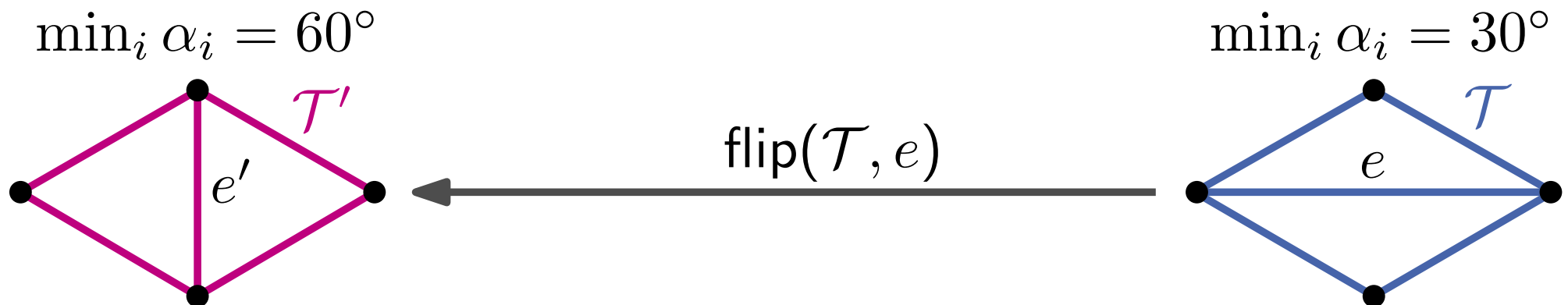
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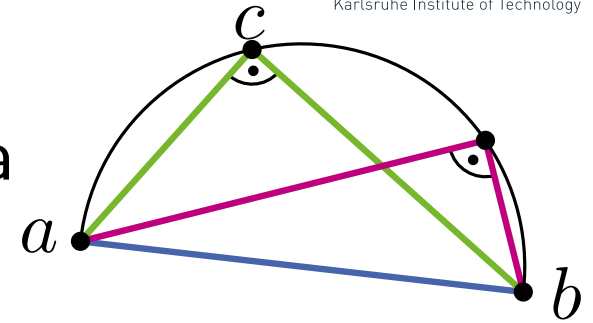
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**Obs.:** Let  $e$  be an illegal edge of  $\mathcal{T}$  and  $\mathcal{T}' = \text{flip}(\mathcal{T}, e)$ .  
Then  $A(\mathcal{T}') > A(\mathcal{T})$ .



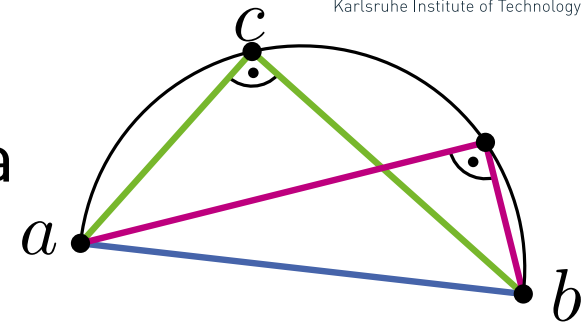
# Thales's Theorem

**Theorem 2:** If  $a$ ,  $b$  and  $c$  are points on a circle where the segment  $ab$  is a diameter of the circle, then the angle  $\angle bca$  is a right angle.

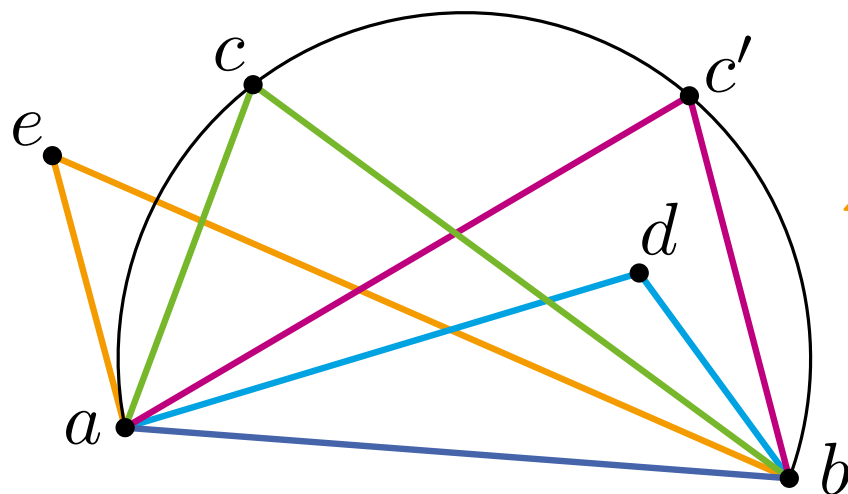


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**Theorem 2':** Consider a circle  $C$  through  $a, b, c$ . For any point  $c'$  on  $C$  on the same side of  $ab$  as  $c$ , holds that  $\angle acb = \angle ac'b$ . For any point  $d$  inside  $C$  holds that  $\angle adb > \angle acb$ , and for point  $e$  outside  $C$ , holds that  $\angle aeb < \angle acb$ .



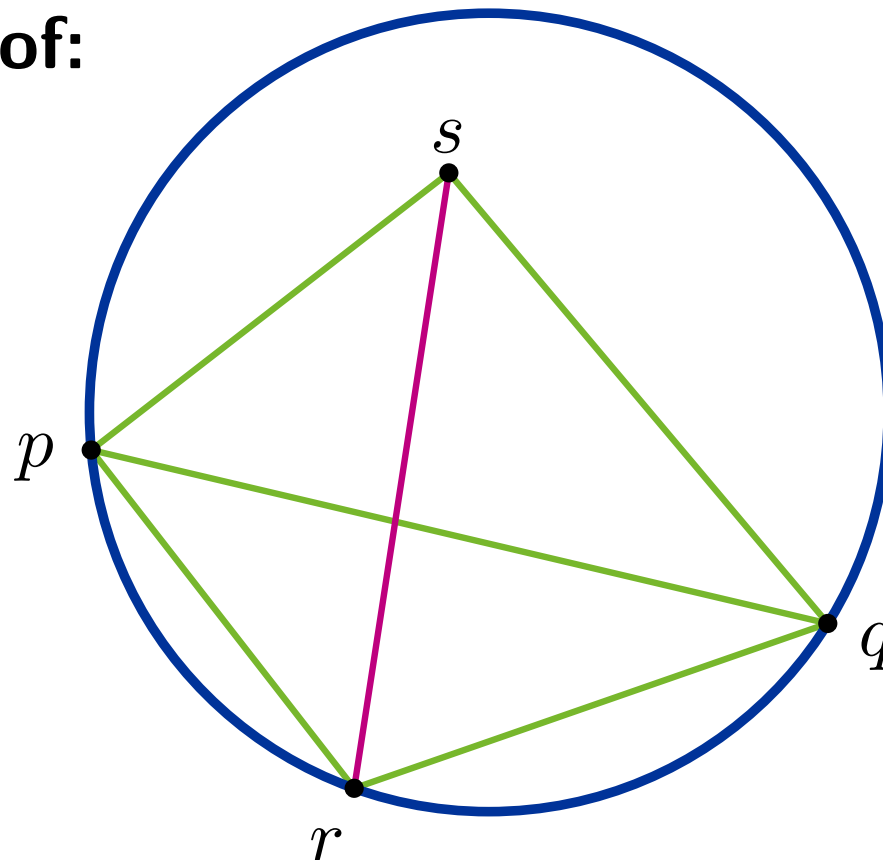
$$\angle aeb < \angle acb = \angle ac'b < \angle adb$$

# Legal Triangulation

**Lemma 1:** Let  $\Delta pqr$  and  $\Delta pqs$  be two triangles in  $\mathcal{T}$  and let  $C$  be the circle through  $\Delta pqr$ . Then  $\overline{pq}$  is illegal iff  $s \in \text{int}(C)$ .

If  $p, q, r, s$  form a convex quadrilateral and do not lie on a common circle ( $s \notin \partial C$ ) then exactly one of  $\overline{pq}$  and  $\overline{rs}$  is an illegal edge.

**Sketch of proof:**



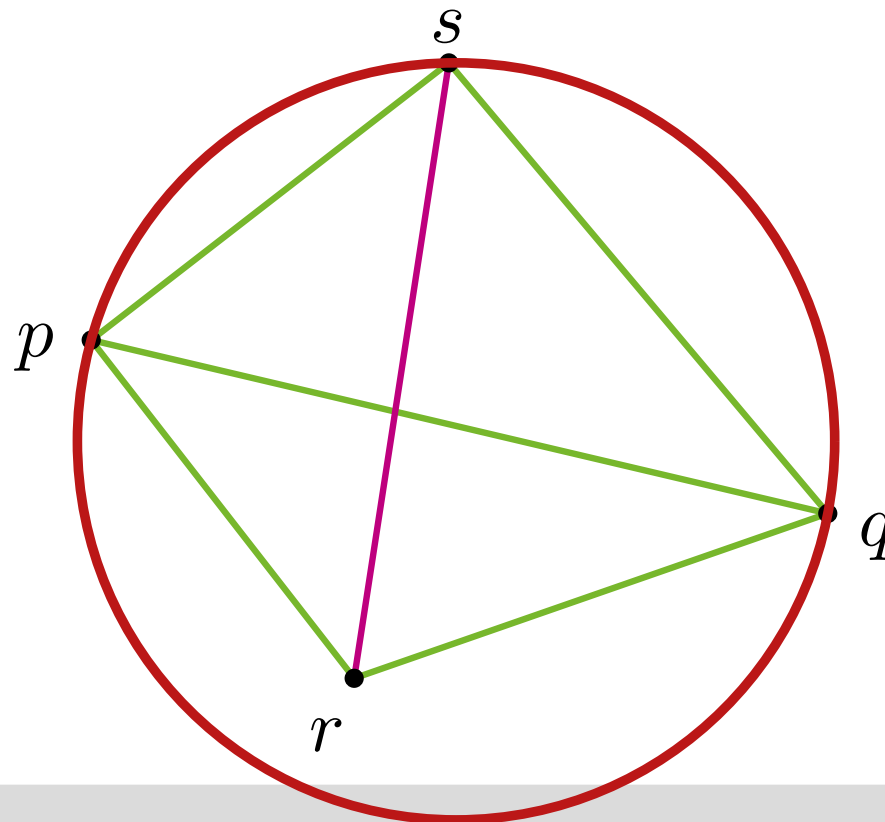
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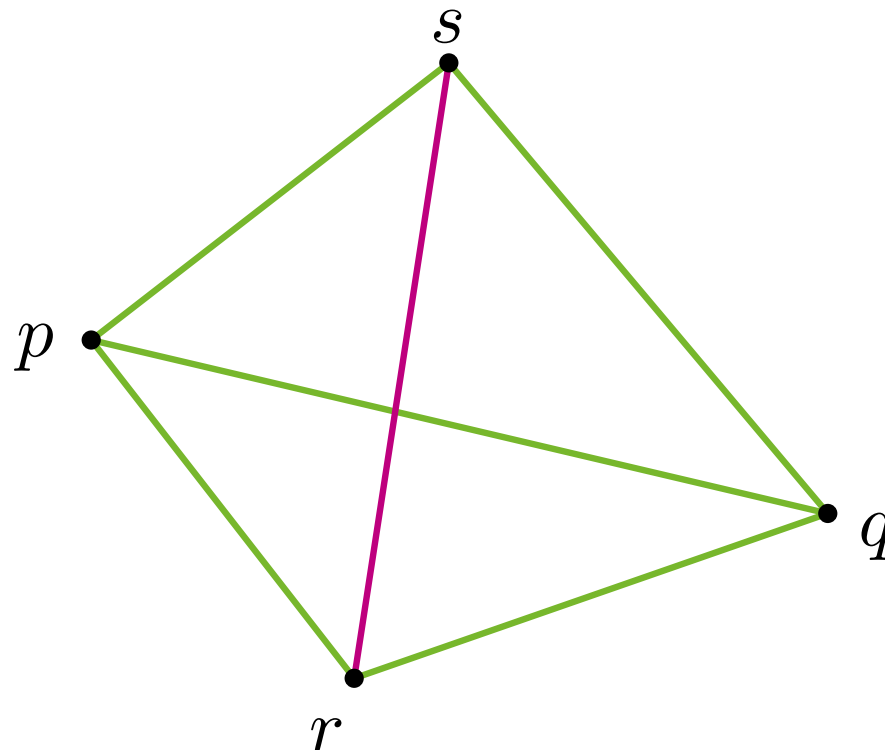
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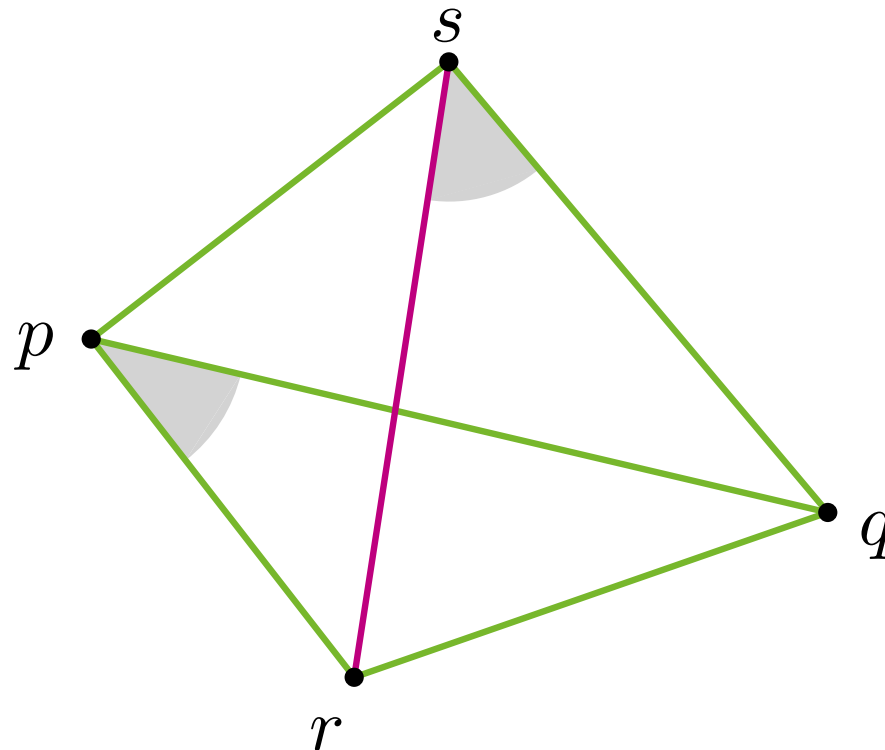
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Is there always a legal triangulation?

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terminates, since  $A(\mathcal{T})$  increases and  
#Triangulations is finite ( $< 30^n$ , [Sharir, Sheffer 2011])

# Reverse statement?

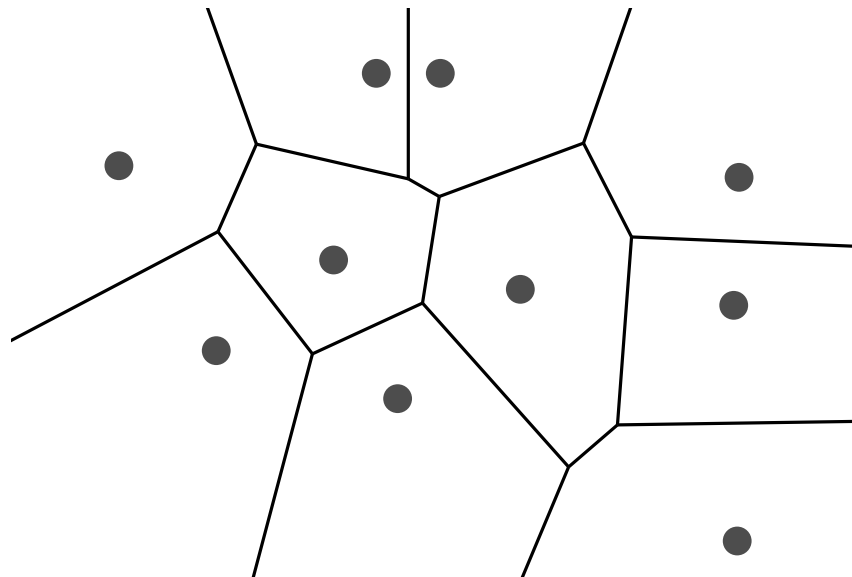
**It holds that:** each angle-optimal triangulation is legal.

But is each legal triangulation also angle-optimal?

# Delaunay-Triangulation

Let  $\text{Vor}(P)$  be the Voronoi-Diagram of a point set  $P$ .

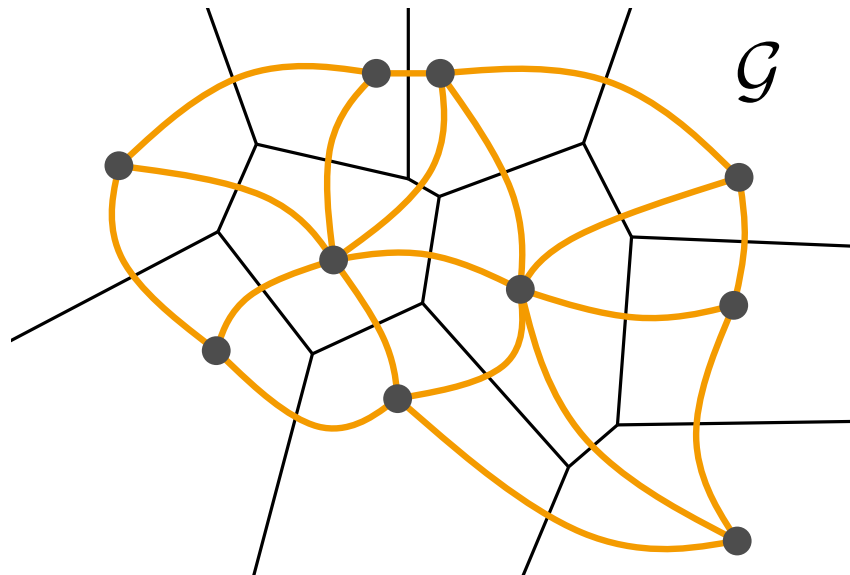
**Def.:** The graph  $\mathcal{G} = (P, E)$  with  
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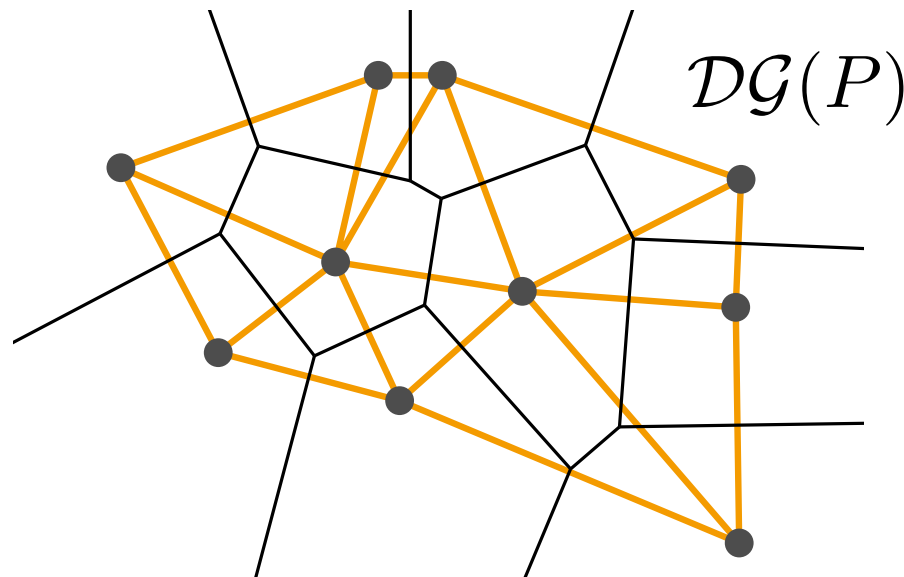


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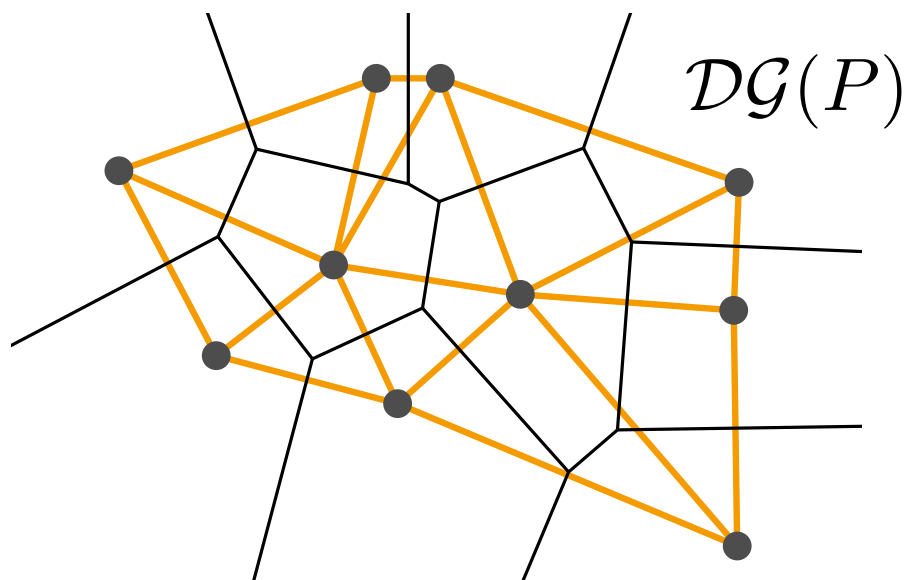
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(1868–1908)



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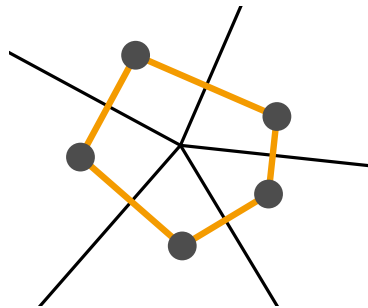
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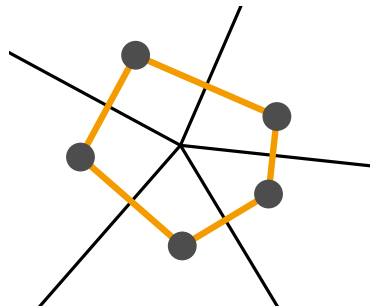
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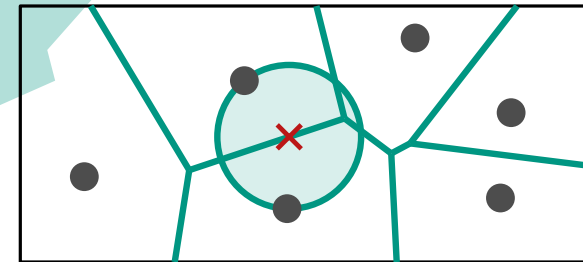
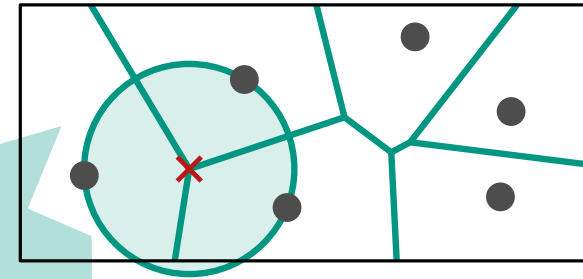


If  $P$  is in *general position* (no four points on a circle), then all faces of  $\mathcal{DG}(P)$  are triangles  $\rightarrow$  **Delaunay-triangulation**

# Characterization

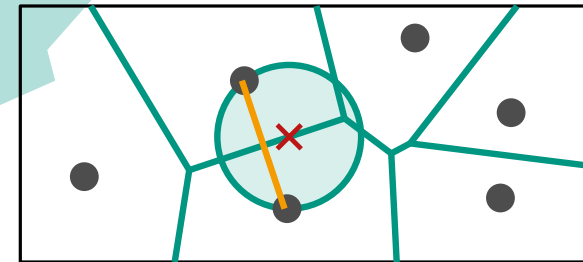
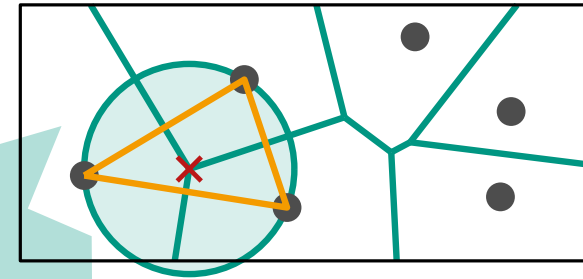
## Theorem about Voronoi-Diagram:

- point  $q$  is a Voronoi-vertex  
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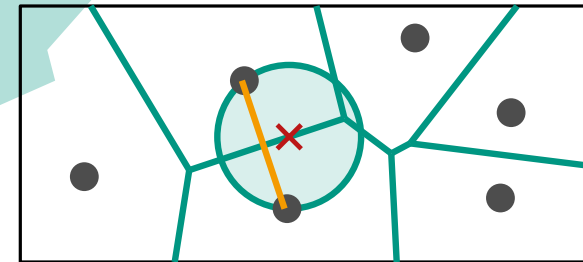
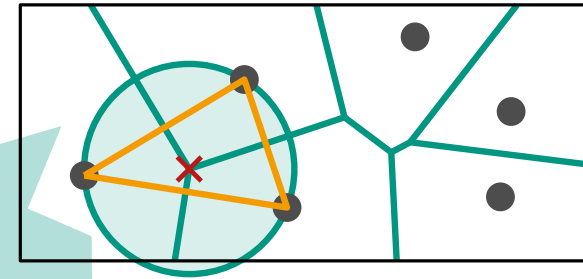
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**Theorem 5:** Let  $P$  be a set of points and let  $\mathcal{T}$  be a triangulation of  $P$ .  $\mathcal{T}$  is Delaunay-Triangulation  
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**Theorem 6:** Let  $P$  be a set of points and  $\mathcal{T}$  a triangulation of  $P$ .  $\mathcal{T}$  is legal  $\Leftrightarrow \mathcal{T}$  is Delaunay-Triangulation.

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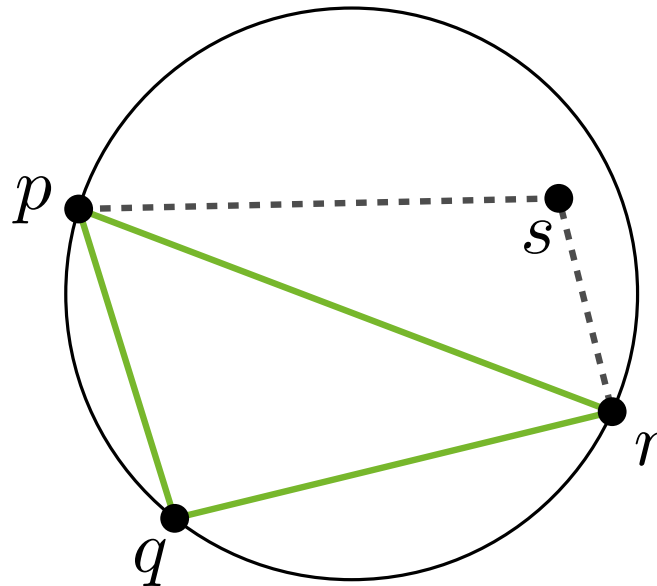
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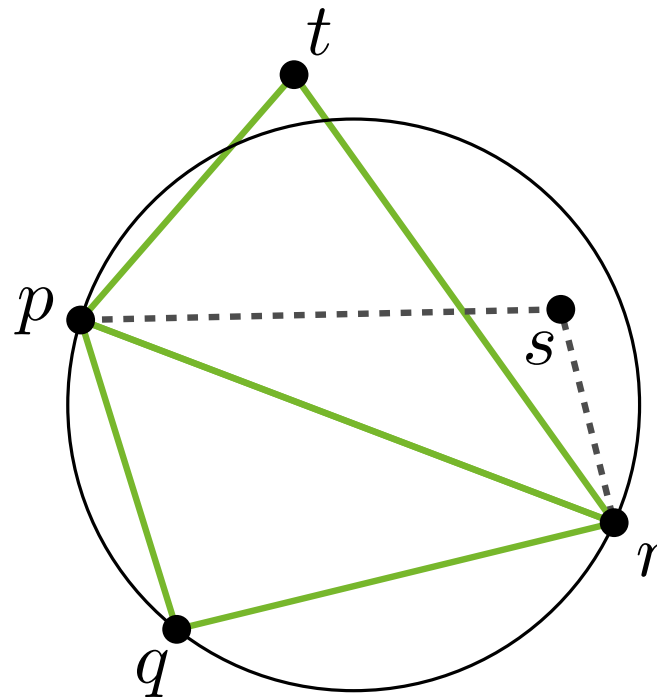


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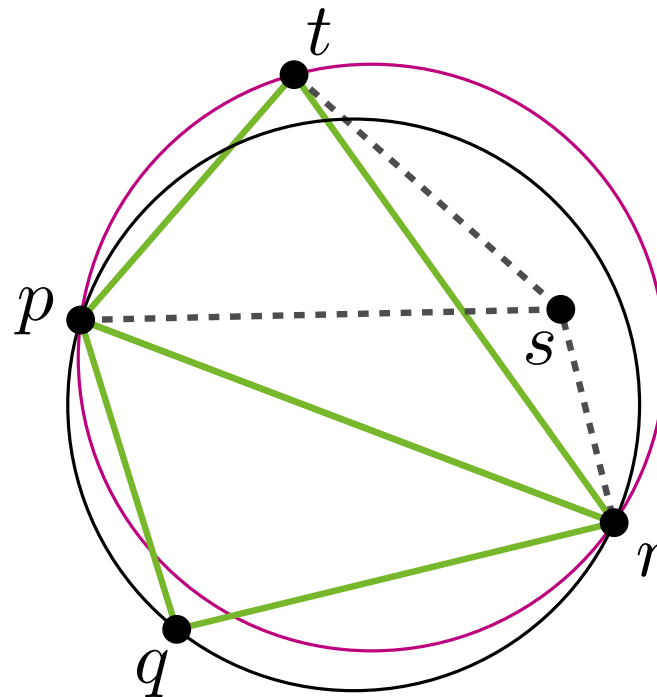


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If  $P$  is *not* in general position, then for *any* triangulation of a „bigger“ face of  $\mathcal{DG}(P)$  the *minimal* angles are equal (exercise!).

# Summary

**Theorem 7:** For  $n$  points on the plane a  
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**Outlook:** In the general case the angle-optimal triangulation can be computed in  $O(n \log n)$  time.

[Mount, Saalfeld '88]

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The *data-independent* Delaunay-triangulations is an initial step of *data-dependent* triangulations, which start from  $\mathcal{DG}(P)$  and perform edge-flips. Rippa (1990) showed that  $\mathcal{DG}(P)$  minimizes *roughness* independently from the height information.

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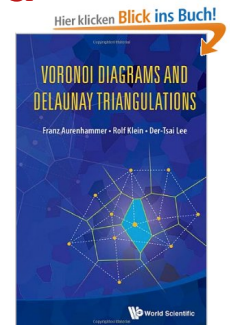
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Relatively new book (2013) of Aurenhammer, Klein, Lee!



Hier klicken [Blick ins Buch!](#)

VORONOI DIAGRAMS AND  
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World Scientific