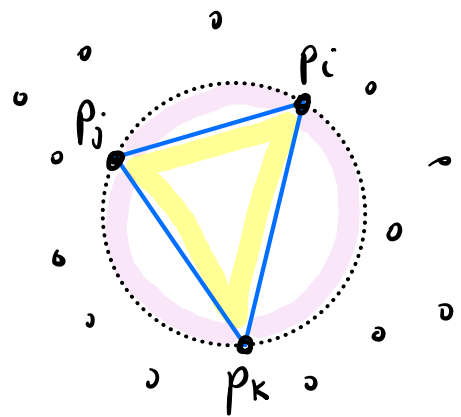
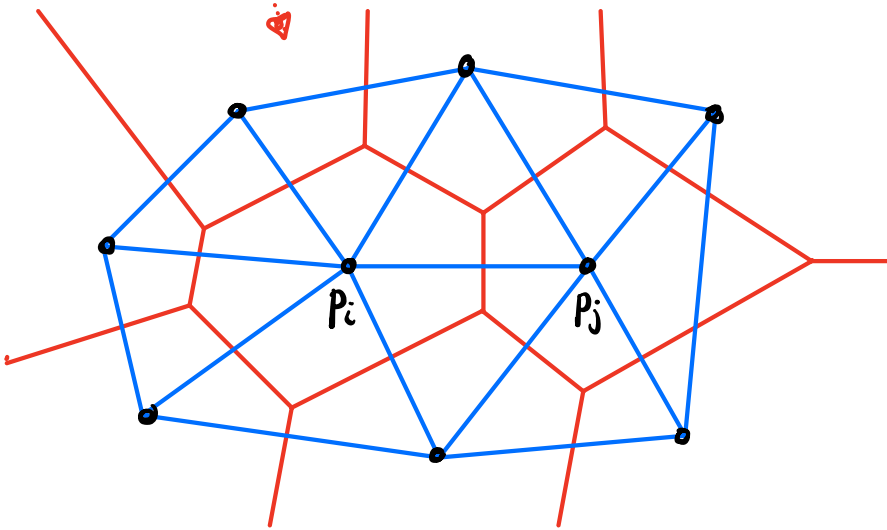


CMSC 754 - Computational Geometry

Lecture 12: Delaunay Triangulations (Construction)

- Last lecture: - Delaunay triangulation + properties
- Given a set $P = \{p_1, \dots, p_n\}$ of sites,
- $DT(P)$ is the dual of $Vor(P)$

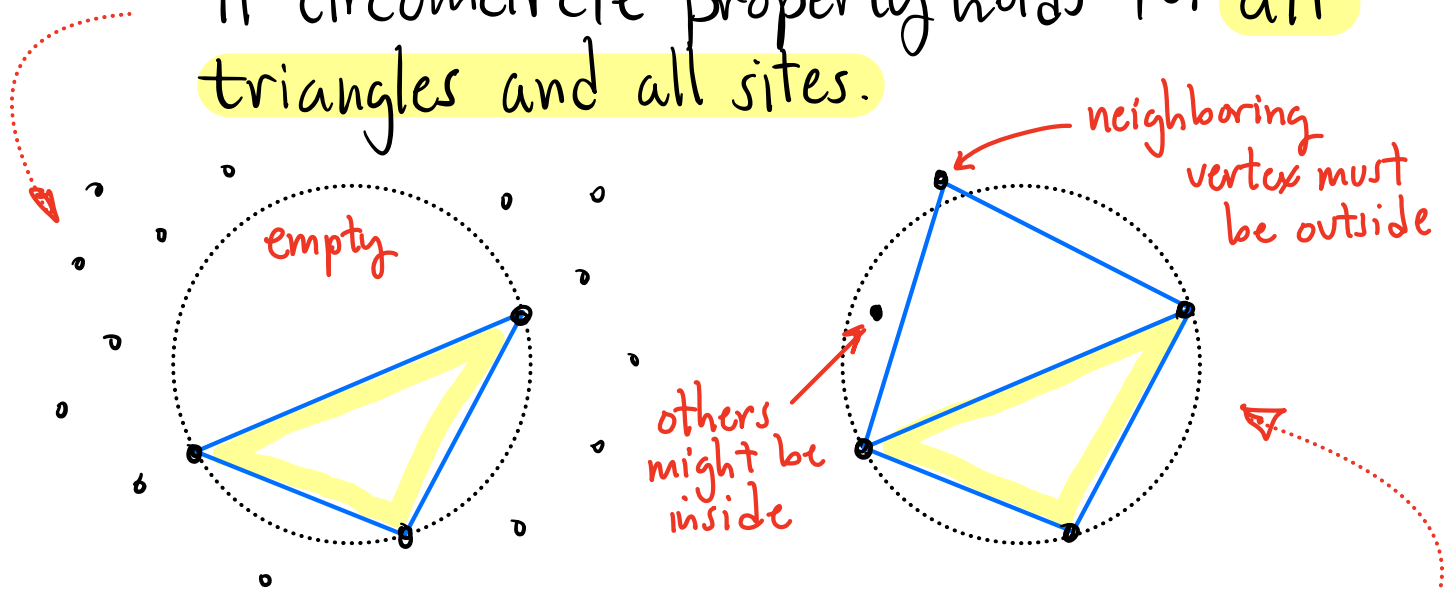


Circumcircle Property:

$\Delta p_i p_j p_k \in DT(P)$ iff circumcircle of p_i, p_j, p_k contains no sites

Local/Global Delaunay:

- A triangulation is globally Delaunay if circumcircle property holds for all triangles and all sites.



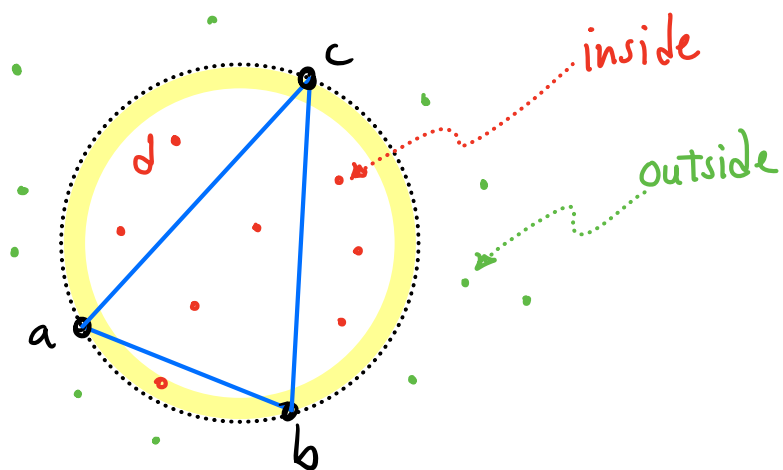
- A triangulation is locally Delaunay if circumcircle property holds the vertices of every pair of adjacent triangles.

Does it matter? No.

Thm (Delaunay): A triangulation is globally Delaunay iff it is locally Delaunay.

(See lecture notes / text for proof)

Incircle Test: Given points $a, b, c + d \in \mathbb{R}^2$,
 does d lie in circumcircle of Δabc ?
 (Assume a, b, c given in CCW order)



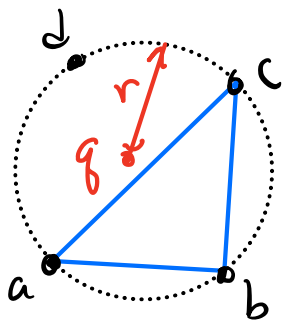
inCircle($a, b, c; d$): d is inside if

$$\det \begin{pmatrix} a_x & a_y & a_x^2 + a_y^2 & 1 \\ b_x & b_y & b_x^2 + b_y^2 & 1 \\ c_x & c_y & c_x^2 + c_y^2 & 1 \\ d_x & d_y & d_x^2 + d_y^2 & 1 \end{pmatrix} > 0$$

Obs:

- This is an **orientation test in \mathbb{R}^3**
- Generalizes to **any dimension**
- Computable in **$O(1)$ time** in any fixed dimension.

Why? Consider boundary case \rightarrow cocircular
 Center $q = (q_x, q_y)$ radius = r



$$\Rightarrow (a_x - q_x)^2 + (a_y - q_y)^2 = r^2$$

$$\Rightarrow \boxed{-2q_x} a_x - \boxed{2q_y} a_y + \boxed{1} \cdot (a_x^2 + a_y^2) + \boxed{(q_x^2 + q_y^2 - r^2)} = 0$$

Same applies to $b, c, d \Rightarrow$

$$\begin{pmatrix} a_x & a_y & a_x^2 + a_y^2 & 1 \\ b_x & b_y & b_x^2 + b_y^2 & 1 \\ c_x & c_y & c_x^2 + c_y^2 & 1 \\ d_x & d_y & d_x^2 + d_y^2 & 1 \end{pmatrix} \begin{pmatrix} -2q_x \\ -2q_y \\ 1 \\ q_x^2 + q_y^2 - r^2 \end{pmatrix} = 0$$

\rightarrow A linear combination of columns is identically 0

\Rightarrow column vectors are lin. dependent

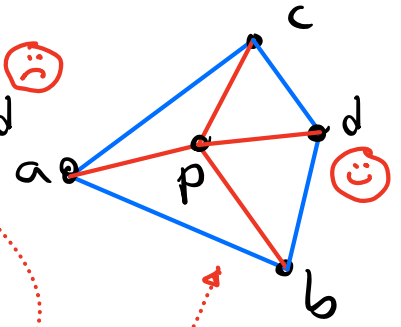
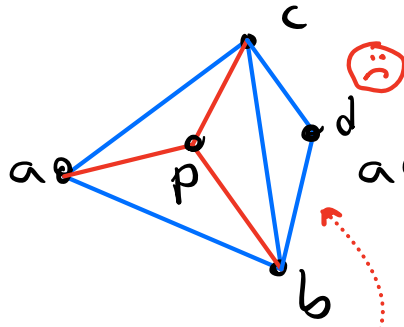
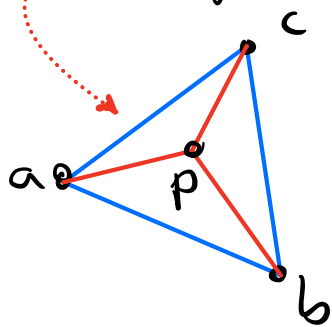
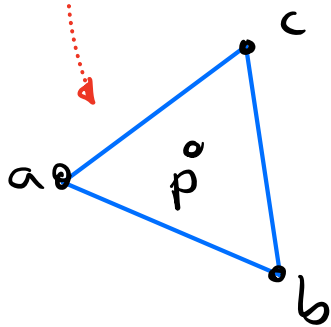
\Rightarrow det of matrix is 0

(Randomized) Incremental Construction:

- Add sites one-by-one in random order + update the triangulation after each.

① Find triangle Δabc containing the new site p .

② Add edges connecting p to a, b, c



③ Check neighboring triangles for violations of local Delaunay

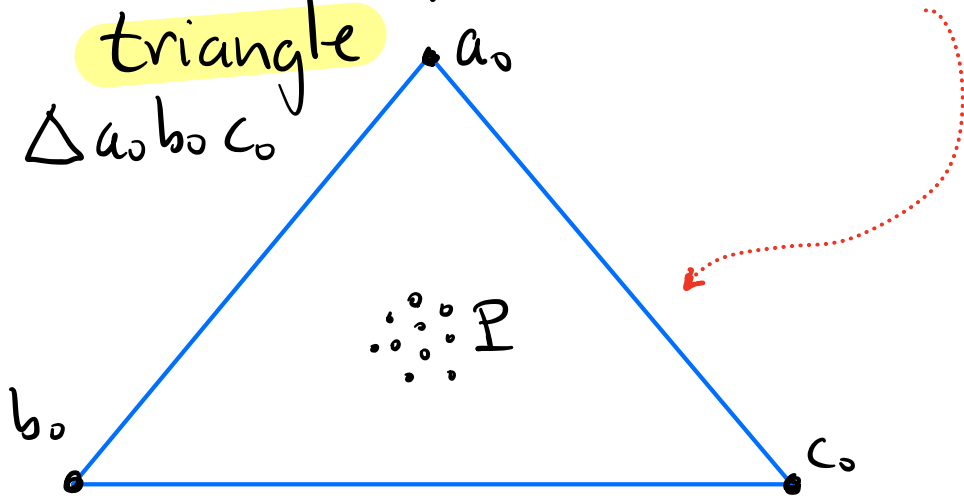
④ Apply edge flips to correct these

⑤ Repeat until local Delaunay for all neighbors

Sentinel sites:

- If new site is not in convex hull - it's not in any triangle!

- Fix: Enclose points in a **HUGE** triangle



How huge? No circumcircle from P should contain a_0, b_0 or c_0

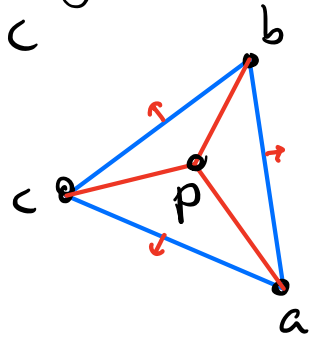
(see text for how)

Build-Delaunay ($P = \{p_1, \dots, p_n\}$)

- Create sentinel triangle $\Delta a_0 b_0 c_0$ containing P
- Randomly permute P
- for $i=1$ to n Insert(p_i)

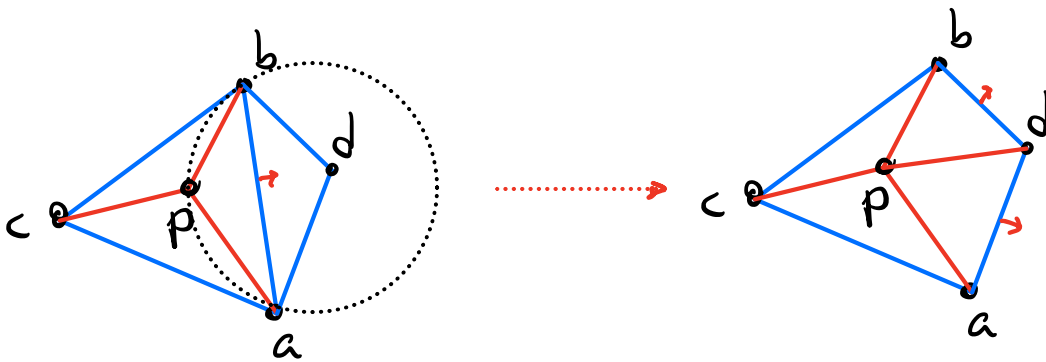
Insert (p):

- Find Δabc containing p
- Add edges pa, pb, pc
- SwapTest(ab)
- " (bc)
- " (ca)

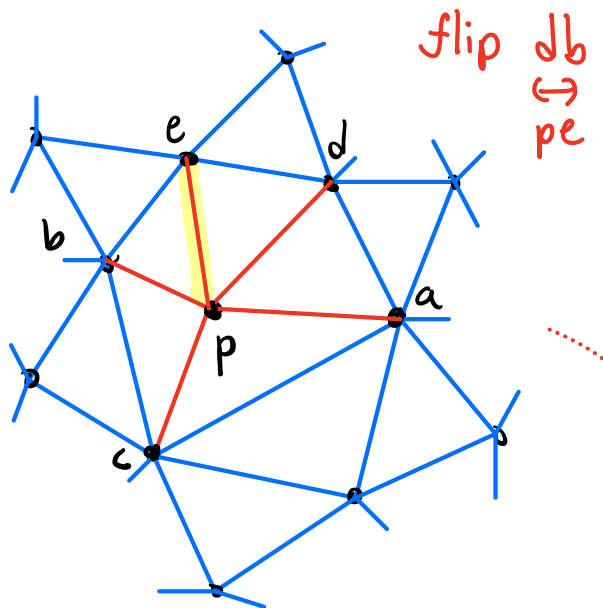
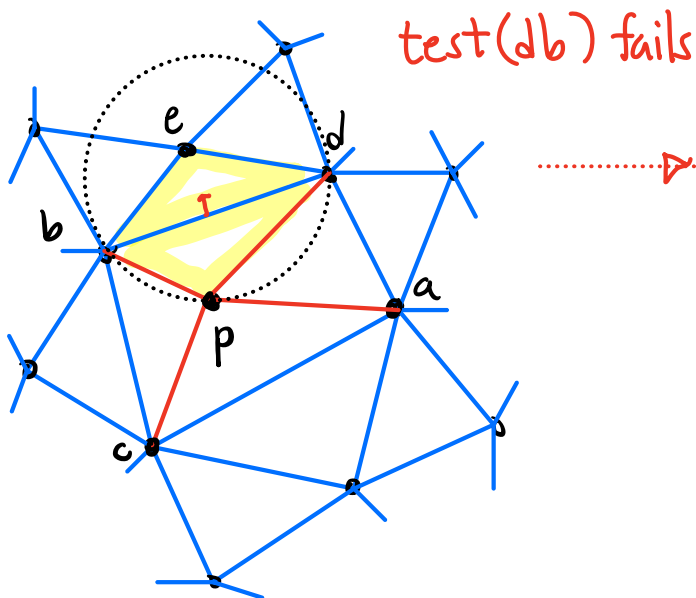
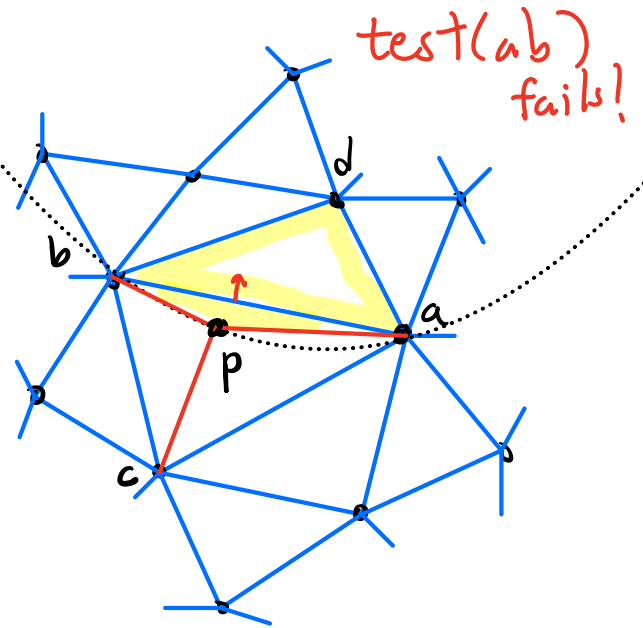
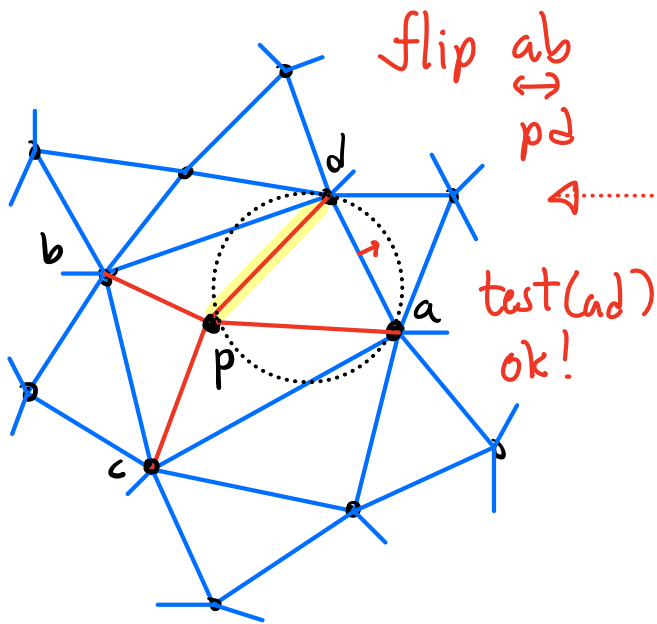
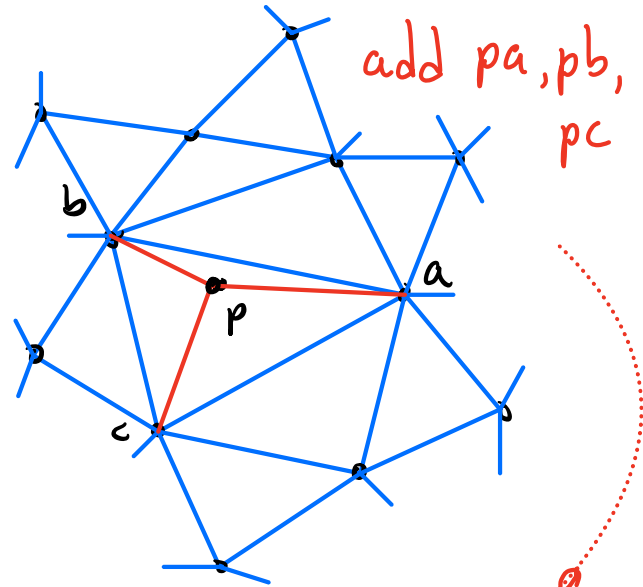
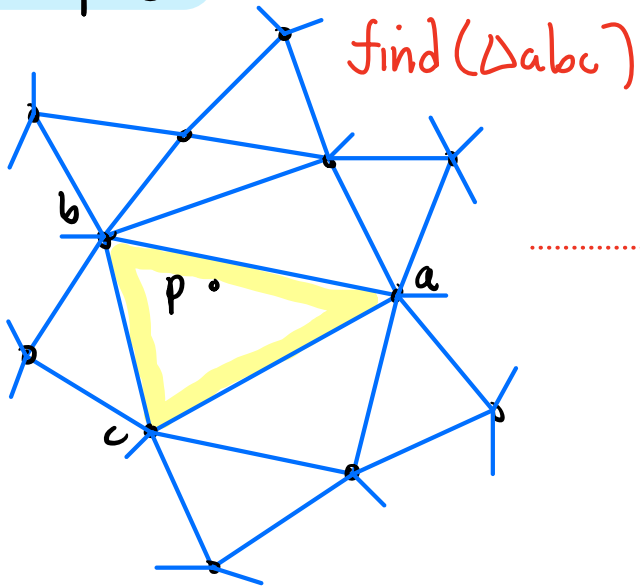


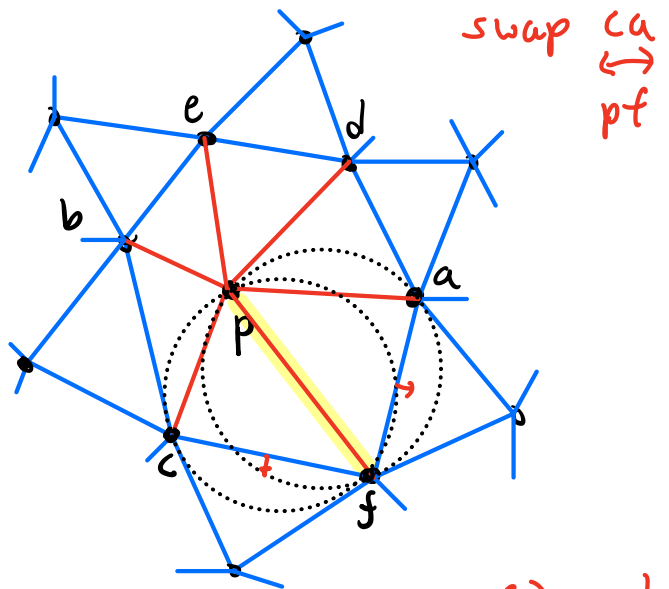
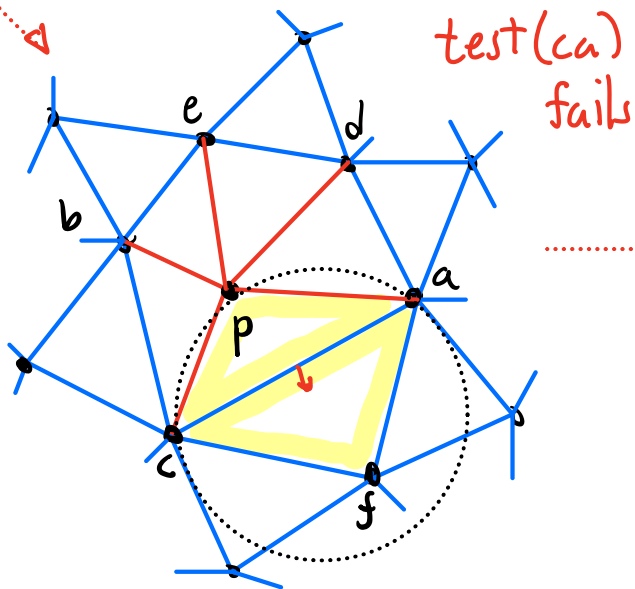
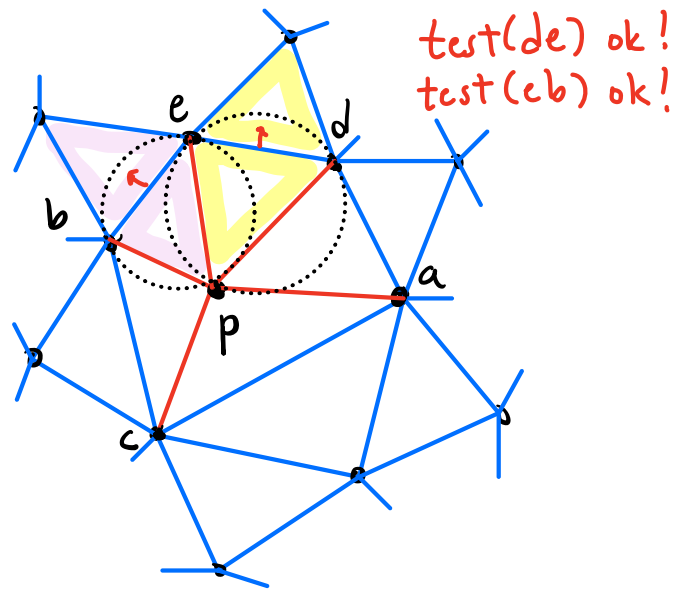
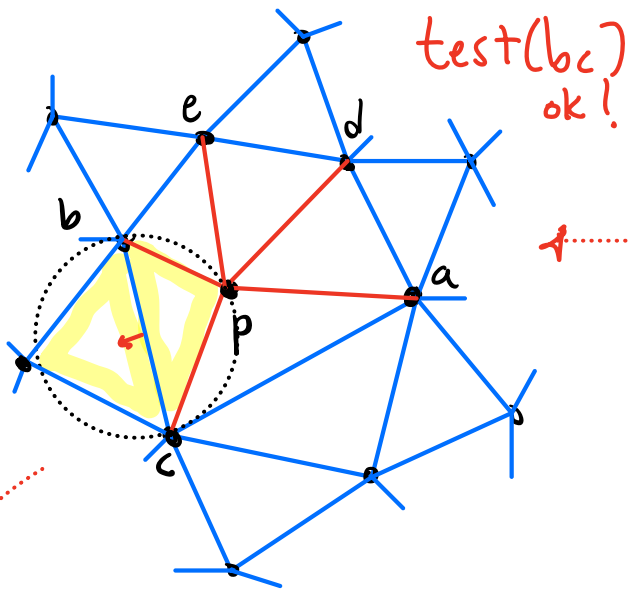
SwapTest(ab):

- if (ab is edge of external face) return
- $d \leftarrow$ vertex opposite p on ab
- if (inCircle(p, a, b, d))
- [flip edge ab (for pd)
- SwapTest(ad)
- SwapTest(db)



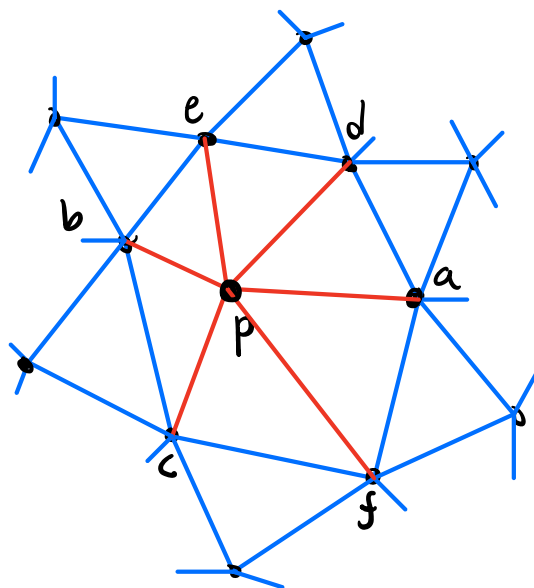
Example:





Done!

test(cf) ok!
test(fa) ok!



Final

Note: All new edges are incident to p

Correctness:

- Only triangles that could violate local Delaunay are incident to p , + we check all
- By Delaunay's Thm, local \Rightarrow global Delaunay

Running time:

- for each insertion p_1, \dots, p_n
- find triangle containing $p_i \rightarrow O(\log n)$
- swap tests + edge flips $\rightarrow O(1)$
in expectation
- Total: $O(n \log n)$

Lemma: The expected update time (swap tests + edge flips) is $O(1)$

Proof: (Backwards analysis)

- Update time \sim degree of p in final Δ -tion
- Every pt is equally likely to be last
- $\sum_i \deg(p_i) = 2(\#edges) \leq 2(3n) = 6n$
- Expected time \sim Average degree $\leq \frac{1}{n} \cdot 6n = 6$

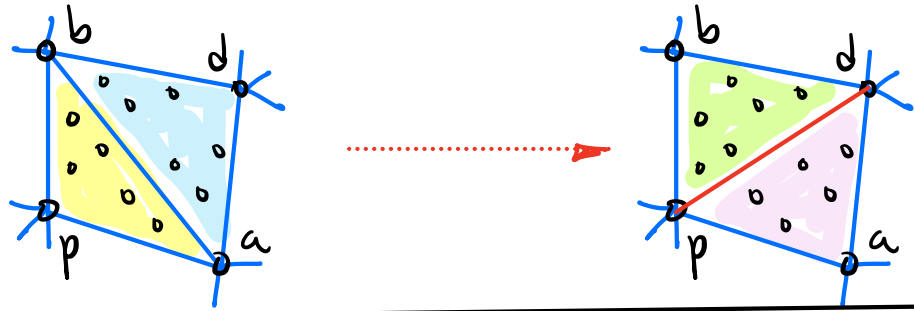
□

Point-Location:

Bucketing:

called a "bucket"

- Each triangle maintains future sites in this triangle
- To locate a point, just get its bucket id.
- When an edge flip is performed rebucket the affected sites



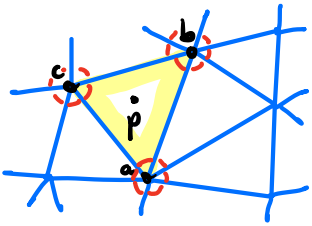
Lemma: Let p be any site. The probability that p is rebucketed as result of i^{th} insertion is $\leq 3/i$

Proof: (Backwards Analysis)

- Sites are rebucketed only if in new triangle
- All new triangles are incident to last site
- Each site is equally likely to be last
- $\text{Prob}(p \text{ is rebucketed})$ [let $p \in \Delta abc$]

$$\leq \text{Prob}(a, b, \text{ or } c \text{ was last inserted}) \leq 3/i$$

□



Lemma: Total time for rebucketing is $O(n \log n)$ in expectation

Proof: Rebucket time (expected)

$$= \sum_{p \in P} \sum_{i=1}^n 1 \cdot \text{Prob}(p \text{ was rebucketed in } i^{\text{th}} \text{ insertion})$$

$$\leq \sum_{p \in P} \sum_{i=1}^n 3/i \approx \sum_{p \in P} 3 \cdot \ln n \quad (\text{Harmonic series})$$

$$= 3n \ln n$$

$$= O(n \log n) \quad \square$$