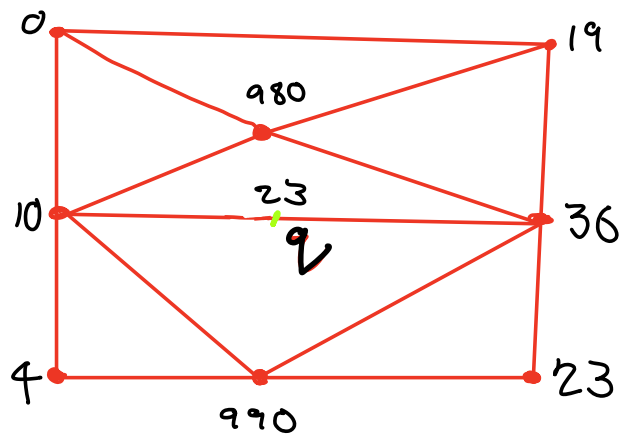
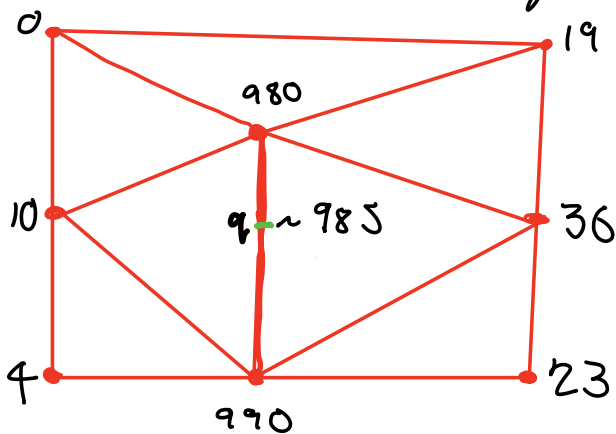


DeLauney Triangulation

- Consider $f: \mathbb{R}^2 \rightarrow \mathbb{R}$ whose values we know for finitely many points $P \in \mathbb{R}^2$.
- How can we approximate f on whole plane \mathbb{R}^2 ?
- One way: find triangulation of convex hull of P , & define f linearly on each triangle.



- Picture these as representing mountainous regions.
- First case - mountain vidge at q
second case - valley through q
- Which is better triangulation?
No one answer to this:
aesthetically, might say first case is better because q is determined by nearby points \sim
no long thin triangles \sim
avoid small angles

We will construct triangulations which avoid small angles.

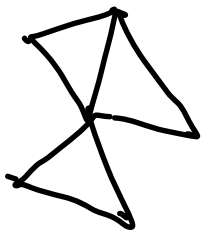
Proposition

Let P be n points in plane & suppose the convex hull of P has k edges. Then any triang. of convex hull has
 $2n - 2 - k$ triangles &
 $3n - 3 - k$ edges.

Proof

$m =$ no. of triangles.

$E =$ no of edges = no of edges app. on 1 triangle
 (k)



+ no. appearing on two triangles (l)

Then

$$3m - l = E = k + l$$

$$\begin{aligned} \text{So } 2E &= 3m - l + k + l \\ &= 3m + k. \end{aligned}$$

Now use Euler's Formula

$$V - E + F = 2 \quad :$$

$$n - E + (m + 1) = 2 .$$

Subbing first formula
into second,

$$m = 2n - 2 - k \quad \&$$

$$E = 3n - 3 - k . \quad \square$$

Therefore any triangulation T of P
has m triangles & so $3m$
angles:

we order these angles in a
sequence

$$\alpha(T) = (\alpha_1 \leq \alpha_2 \leq \dots \leq \alpha_{3m})$$

Define

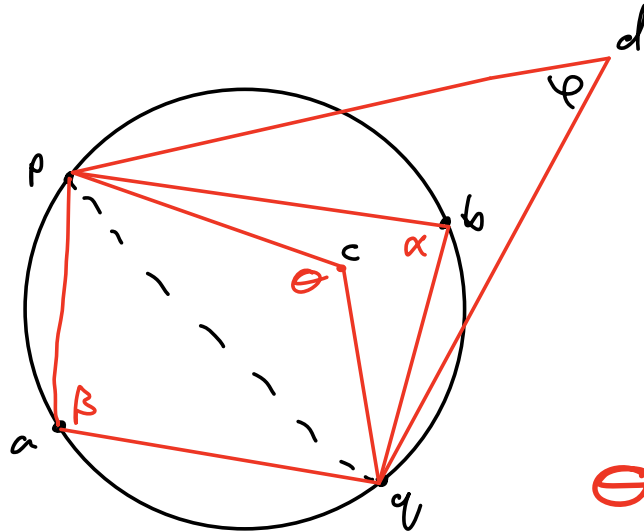
$$\alpha(T) < \alpha(T') \text{ lexicographically}$$

that is, $\exists i$ st $\forall j < i$ we have

$$\alpha_j = \alpha'_j \text{ but } \alpha_i < \alpha'_i.$$

- Triangulation is angle optimal if
maximal wrt this ordering.
- We will not nec. find angle opt.
triang. but will work with
weaker notion of Legal /
Delaunay triangulations.

Legal Triangulations



$$\theta > 180 - \beta$$

$$\int 180 - \beta > \varphi$$

- In circle, $\alpha + \beta = 180^\circ$

- If c lies inside circle, $\theta > \alpha$

- For d outside circle $\alpha > \varphi$

- Consider edge \vec{pq} in triangulation.

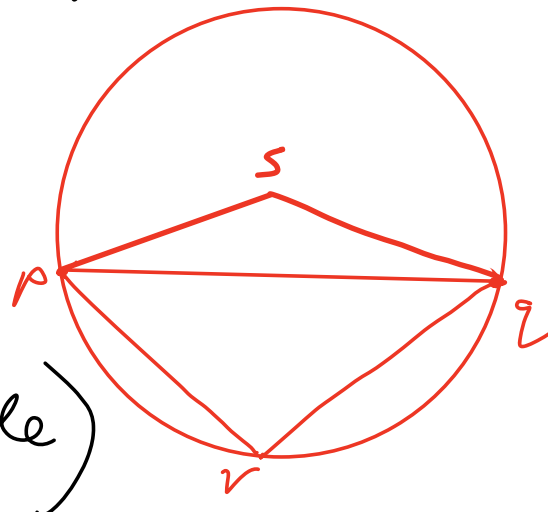
- If \vec{pq} not on boundary, then there are 2 triangles pqr & pqs .

- If these form convex quadrilateral,

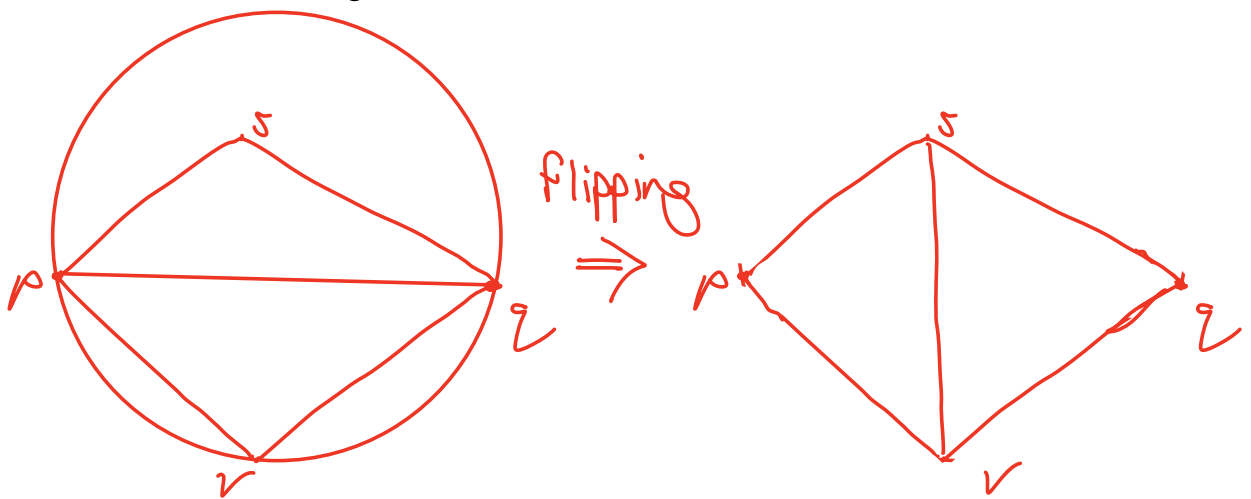
we say

pq is illegal if s lies strictly inside circle circumscribing pqr (ie. $\angle psq > 180 - \angle prq$)

- (Equivalently, r lies inside circle containing pqs .)



- Otherwise pq is legal.
- A legal triangulation is one in which all edges are legal.
- Given an edge \vec{pq} as above, we can "flip it" to an edge \vec{rs} giving a new triangulation



lemma) let T have illegal edge \vec{pq} .

Then the flipped edge \vec{rs} is legal in the new triangulation T' and $\alpha(T) < \alpha(T')$.

- See lemma 10.3 & proof in E-learning.

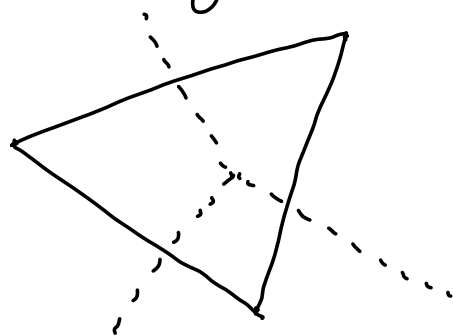
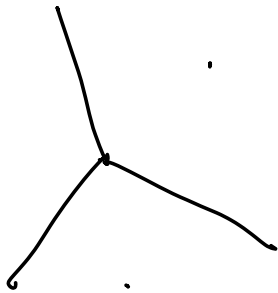
• Hence one can legalise triangulations by flipping illegal edges, & this is what our algorithm will do.

• Clearly angle optimal triangles are legal - else we could increase position in ordering by flipping edges.

Alternative approach - Delauney Triang.

- From P form Voronoi diag $V(P)$ (see L11)

$V(P)$



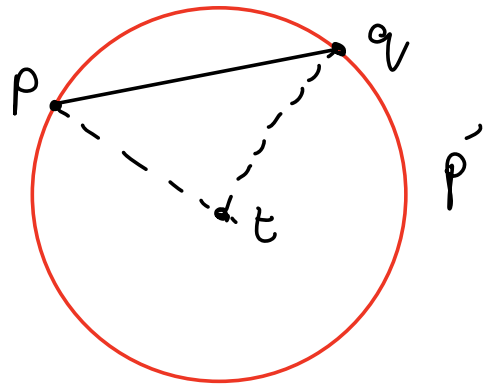
$D(P)$

- Delauney graph $D(P)$ is dual graph to Voronoi:
- some vertices as P (one for each face of $V(P)$)
- an edge from p to q $\Leftrightarrow V(p)$ & $V(q)$ share common edge.
- Faces of $D(P)$ correspond to vertices of $V(P)$.

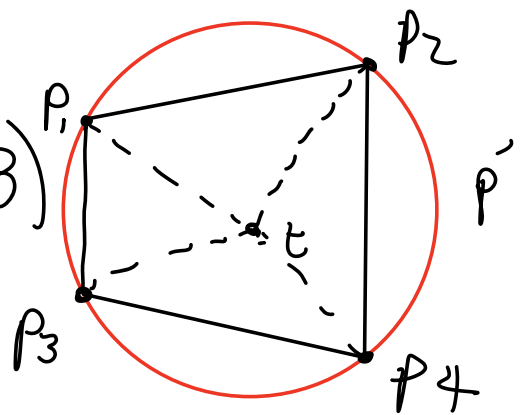
(See Fig 10.7 for example)

Can describe DCP in elementary terms

- From Voronoi Diag (L11),
 $U(p) \& U(q)$ share edge $\Leftrightarrow \exists t$ s.t.
 $d(t, p) = d(t, q) \leq d(t, p')$ for all $p' \in P$.
- In other words, p, q lie on boundary of circle containing no other pts of P in interior.



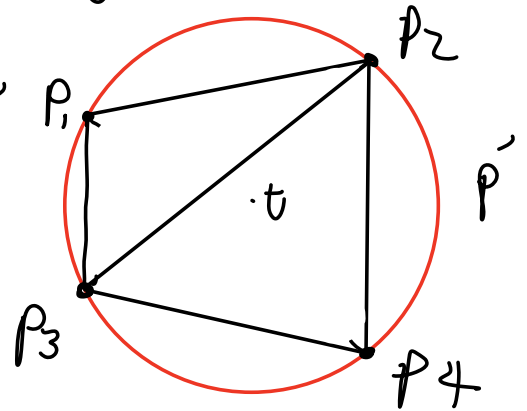
- The faces of DCP are polygons transcribed on circles with centre t , having same distance to each vertex (at least 3) & no point of P in interior.



Def) A De Launey Triangulation is any triangulation of DeLauney graph $D(P)$.

- So De Launey triang. is obtained by triangulating these polygons.

- By its construction, it has the following property:



(*) Let $p_i p_j p_k$ be a triangle in a De Launey triangulation. Then the circle transcribing triangle contains no points of P in its interior.

- This implies that each edge in De Launey triangulation is legal.

Th 10.7) De Launey Triangulations
 \equiv Legal Triangulations
from E-Learning

Algorithm :

- We will use legalisation.

Naive version :

- Find any triangulation of convex hull of P , go through edges flipping them if illegal.
- Process must terminate, since flipping illegal edges increases posⁿ of triangulation in ordering & only finitely many triangulations.

Randomised incremental algorithm

Step 1 p_0 max point from P in lex ordering
(y coord first)

- Find pt p_{-1} (above left)
& p_{-2} (below right)
st. all points of P belong to
Triangle $p_{-2}p_{-1}p_0$.

& so that a

legal triang.

of $P \cup \{p_{-2}, p_{-1}\}$
consists of

legal triangulation
of P together with:

- an edge from p_{-1} to each pt of left bound
- an edge from p_{-2} to each pt on right bound

Step 2) Suppose we have legal triangulation T_{i-1} of

$$P_{i-1} = \{p_{-2}, p_{-1}, p_0, \dots, p_{i-1}\} \text{ for } i \geq 1.$$

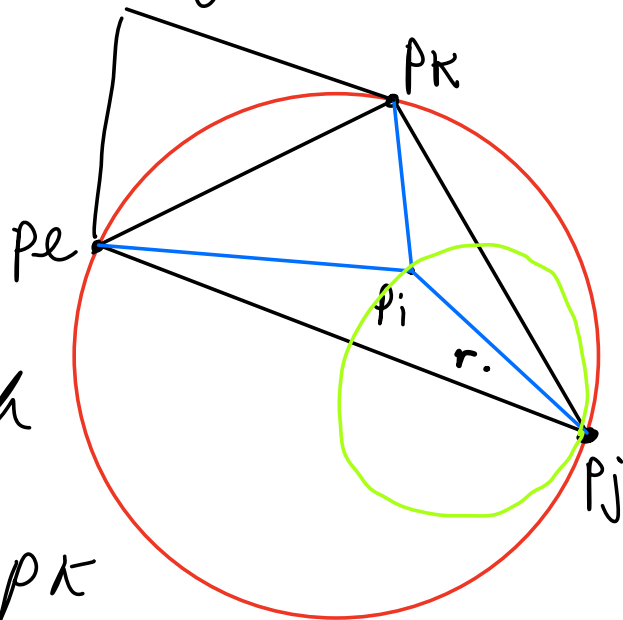
- Order of p_i is randomised.
- Use search structure D_{i-1} to find a triangle or edge in T_{i-1} where p_i lies.

- Create new triangles as depicted,

- Now, each edge

$p_i p_e, p_i p_j, p_i p_k$

is legal : eg. $p_i p_j$.



Step 2) Suppose we have legal triangulation T_{i-1} of

$$P_{i-1} = \{p_{-2}, p_{-1}, p_0, \dots, p_{i-1}\} \text{ for } i \geq 1.$$

- Order of p_i is randomised.
- Use search structure D_{i-1} to find a triangle or edge in T_{i-1} where p_i lies.

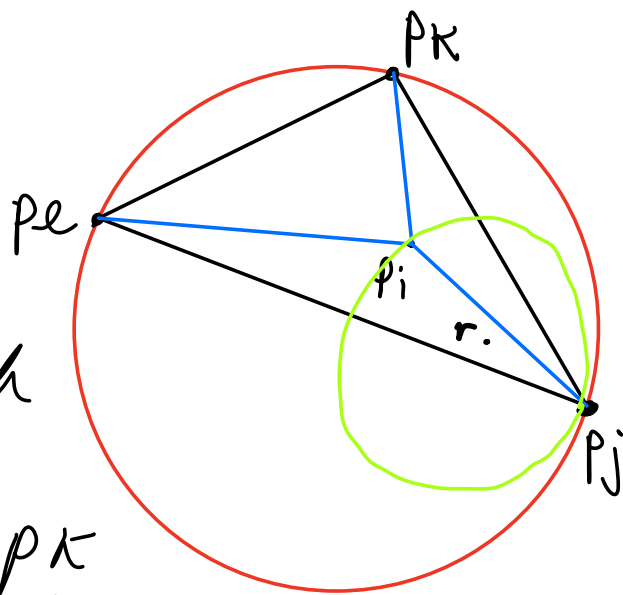
- Create new triangles as depicted,

- Now, each edge

$p_i p_e, p_i p_j, p_i p_k$

is legal: eg. $p_i p_j$.

Draw circle homothetic to larger one with chord $p_i p_j$. Then the centre r of circle is eq. from p_i & p_j & circle contains no pts of P_i apart from these, so $p_i p_j$ is edge of Delauney graph



\Rightarrow legal


- It may happen some edges $p_i p_k$ etc become illegal - we have to repeat & legalise these by flip them, & repeat moving out, until stop

Step 3

Remove p_{-2}, p_{-1} & all edges connected to them.

Search structure

Oriented graph - leaves are triangles of triangulation.

(See ) - inner nodes are triangles of, prev. stages of,

(Fig 10.17, 10.58) triangulations.

Complexity: expected time $O(n \log n)$.

