

CSE520 Computational Geometry  
Lecture 15  
Delaunay Triangulations

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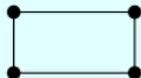
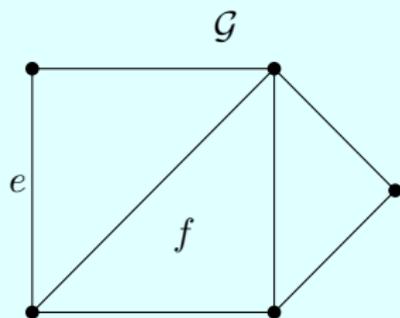
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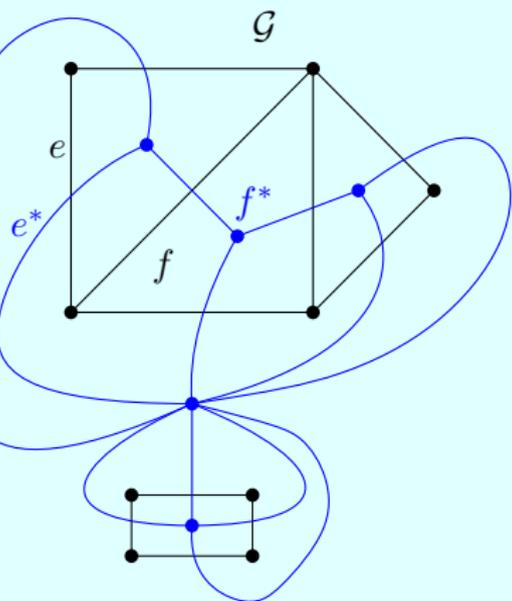
# Introduction

- References for this lecture: [Textbook](#) Chapter 9.

# Dual of a Plane Graph



$\mathcal{G}^*$



# Dual of a Plane Graph

## Definition

Let  $\mathcal{G}$  be a *plane graph*, that is, a planar graph embedded in the plane. The *dual graph*  $\mathcal{G}^*$  is such that:

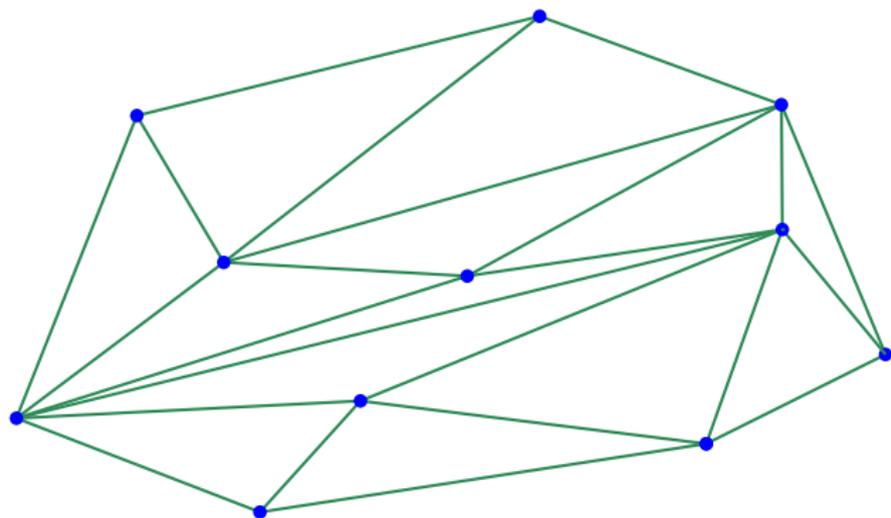
- For each face  $f$  of  $\mathcal{G}$ , there is a vertex  $f^*$  in  $\mathcal{G}^*$
- For each edge  $e$  of  $\mathcal{G}$  separating faces  $f$  and  $g$ , there is an edge  $e^* = (f^*, g^*)$  in  $\mathcal{G}^*$ .

The vertex  $v^*$  is called the *dual vertex* of  $f$ , and  $e^*$  is the *dual edge* of  $e$ .

## Property

*The dual of a plane graph is planar.*

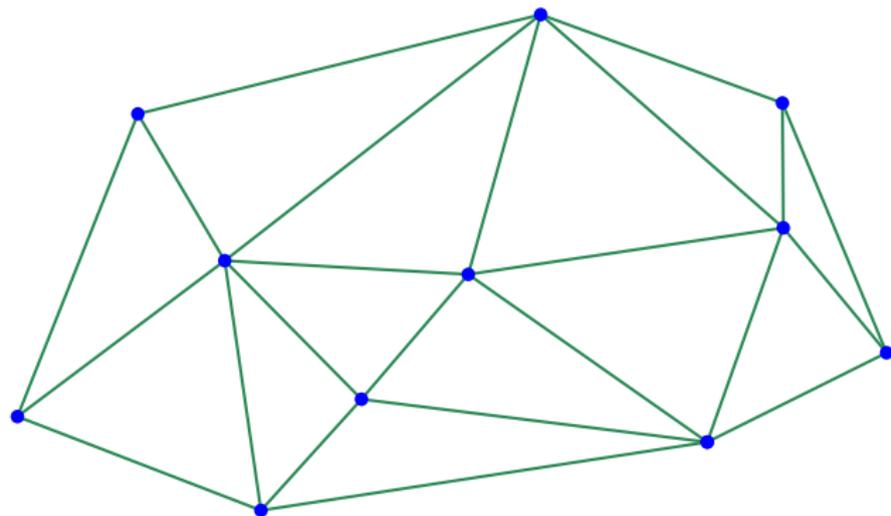
# Triangulation of a Point-Set



## Definition (Point-set triangulation)

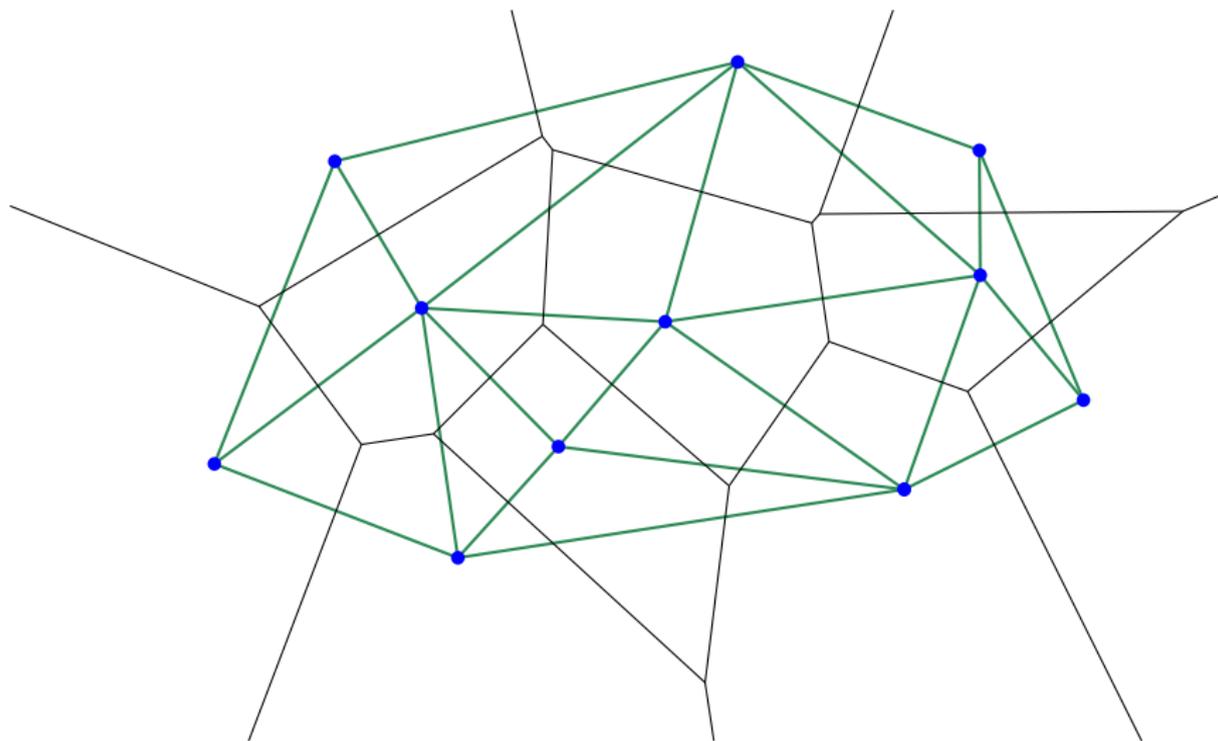
Given a set  $S$  of  $n$  points in  $\mathbb{R}^2$ , a *triangulation* of  $S$  is a planar graph with vertex set  $S$ , such that all the bounded faces are triangles, and these faces form a partition of the convex hull  $\mathcal{CH}(S)$  of  $S$ .

# The Delaunay Triangulation



- The *Delaunay triangulation* of the same set.
- It has many useful properties.

# The Delaunay Triangulation



# The Delaunay Triangulation

## Definition (Delaunay triangulation)

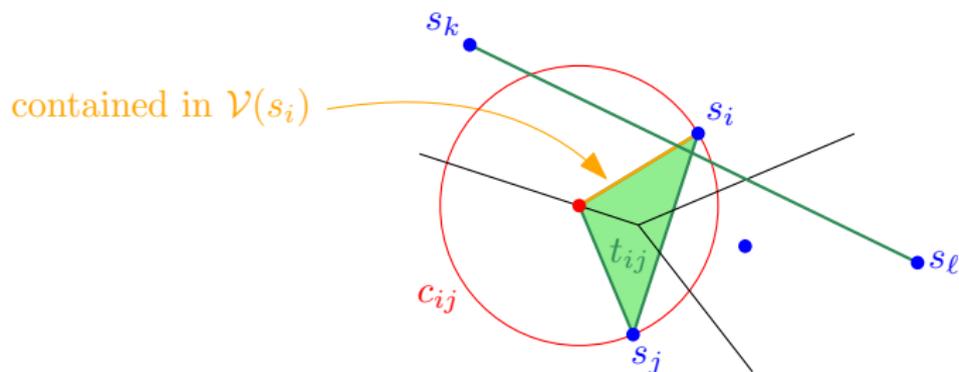
Let  $S$  be a set of  $n$  points in  $\mathbb{R}^2$ . We assume general position in the sense that no 4 points in  $S$  are cocircular. The *Delaunay triangulation*  $DT(S)$  of  $S$  is the dual graph of the Voronoi diagram of  $S$  such that:

- Each vertex  $\mathcal{V}(s_i)^*$  is located at the corresponding site  $s_i$ .
- The edges of  $DT(S)$  are straight line segments.

# The Delaunay Triangulation

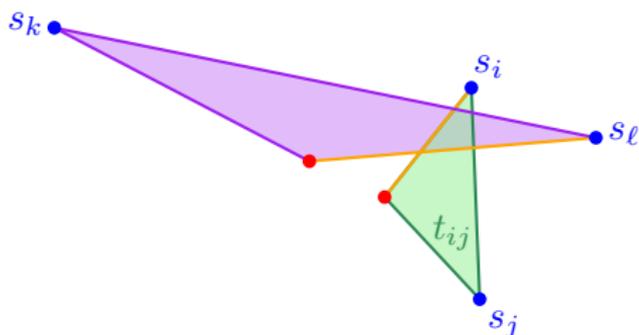
- Is  $DT(S)$  well defined?
- In other words, is it a triangulation?
- We need to prove that:
  - Edges do not intersect (so it is a PSLG),
  - and faces are triangles.
- The number of edges in a face of  $DT(S)$  is the degree of the corresponding Voronoi vertex.
- Our general position assumption implies that Voronoi vertices have degree 3, so faces are indeed triangles.
- We still need to prove that edges do not intersect.

# Proof



- Suppose  $\overline{s_i s_j}$  intersects  $\overline{s_k s_l}$ .
- Let  $C_{ij}$  be a circle through  $s_i$  and  $s_j$  and centered at the Voronoi edge between  $s_i$  and  $s_j$ . Let  $t_{ij}$  be the triangle formed by  $s_i$ ,  $s_j$  and the center of  $C_{ij}$ .
- $s_k$  and  $s_l$  are outside  $C_{ij}$ , so  $\overline{s_k s_l}$  must intersect an edge of  $t_{ij}$  other than  $\overline{s_i s_j}$ .

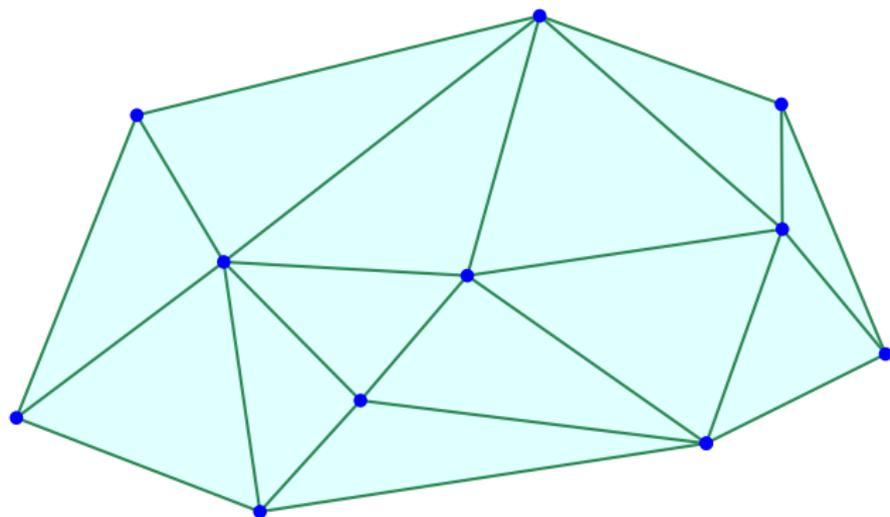
# Proof



- Similarly,  $\overline{p_i p_j}$  must intersect two edges of  $t_{kl}$ .
- So the boundaries of  $t_{ij}$  and  $t_{kl}$  intersect at least three times.
- As they must cross an even number of times, they intersect at least 4 times.
- So one edge incident to the center of  $C_{ij}$  crosses an edge incident to the center of  $C_{kl}$ .
- This is impossible as these edges are contained in different Voronoi cells.

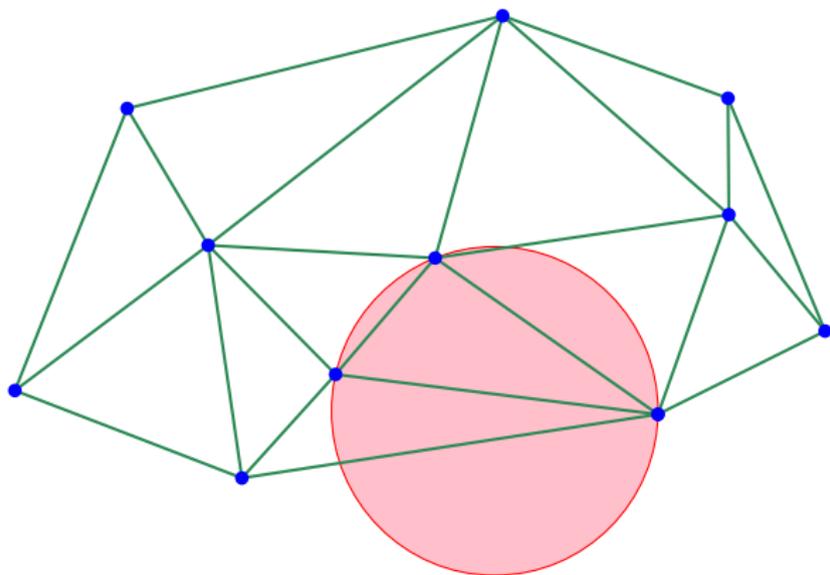
## Convex Hull

- The convex hull of  $S$  is the complement of the unbounded face of  $DT(S)$ .



- Consequence: It takes time  $\Omega(n \log n)$  to compute the Delaunay triangulation.

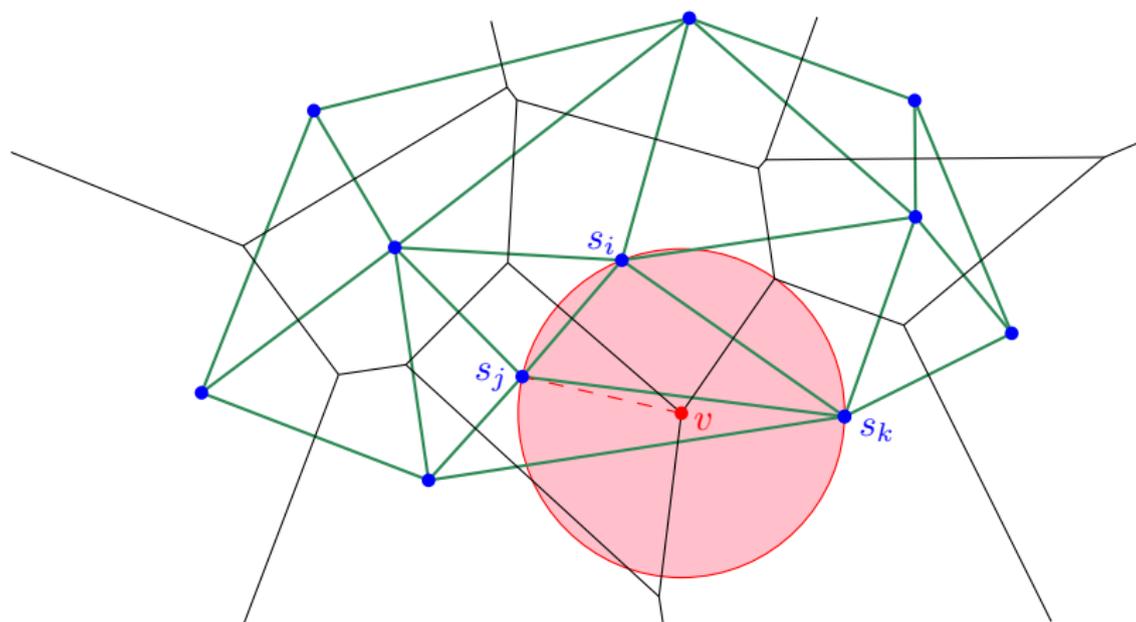
## Circumcircle Property



### Property (Circumcircle)

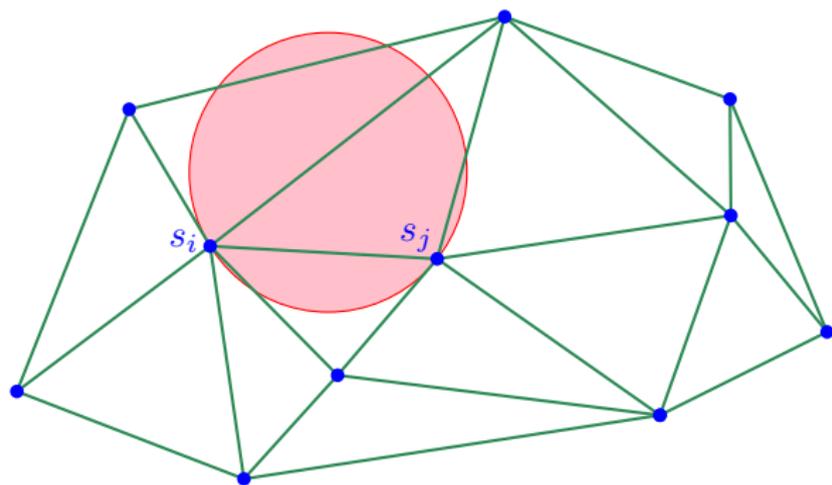
*The circumcircle of any triangle in  $\mathcal{DT}(S)$  is **empty**: It contains no site  $s_i$  in its interior.*

## Circumcircle Property



- Proof: Let  $s_i s_j s_k$  be a triangle in  $\mathcal{DT}(S)$ , let  $v$  be the corresponding Voronoi vertex. Last theorem in previous lecture: the circle centered at  $v$  through  $s_i s_j s_k$  is empty.

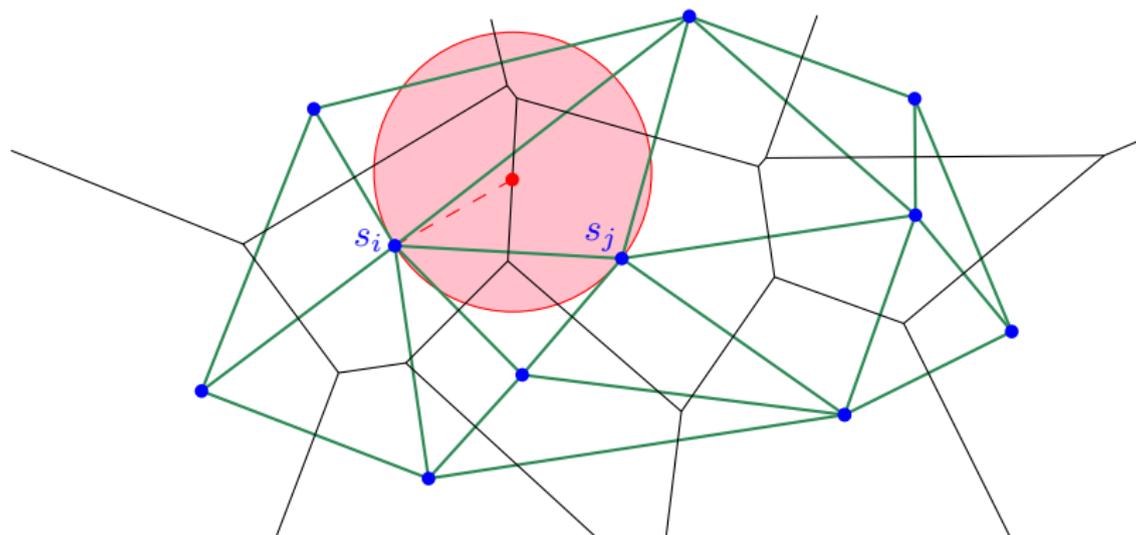
## Empty Circle Property



Property (Empty circle)

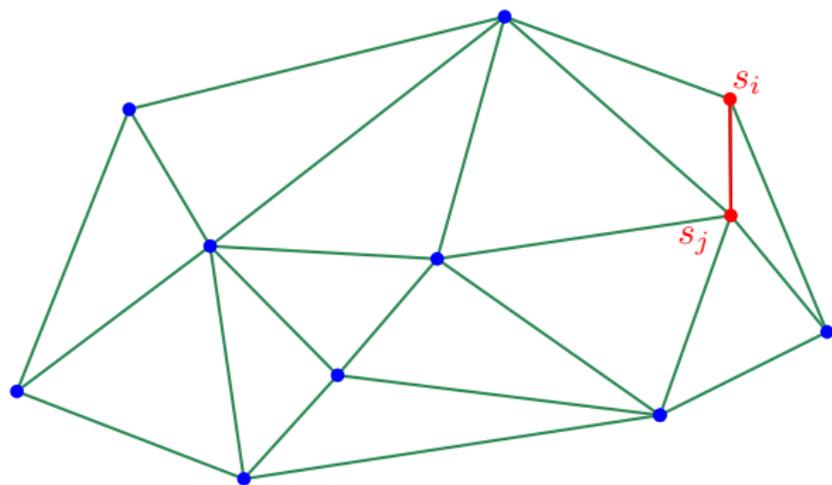
$\overline{s_i s_j}$  is an edge of  $\mathcal{DT}(S)$  iff there is an empty circle through  $s_i$  and  $s_j$ .

## Proof (Empty Circle Property)



- Proof: Follows from last theorem in previous lecture.

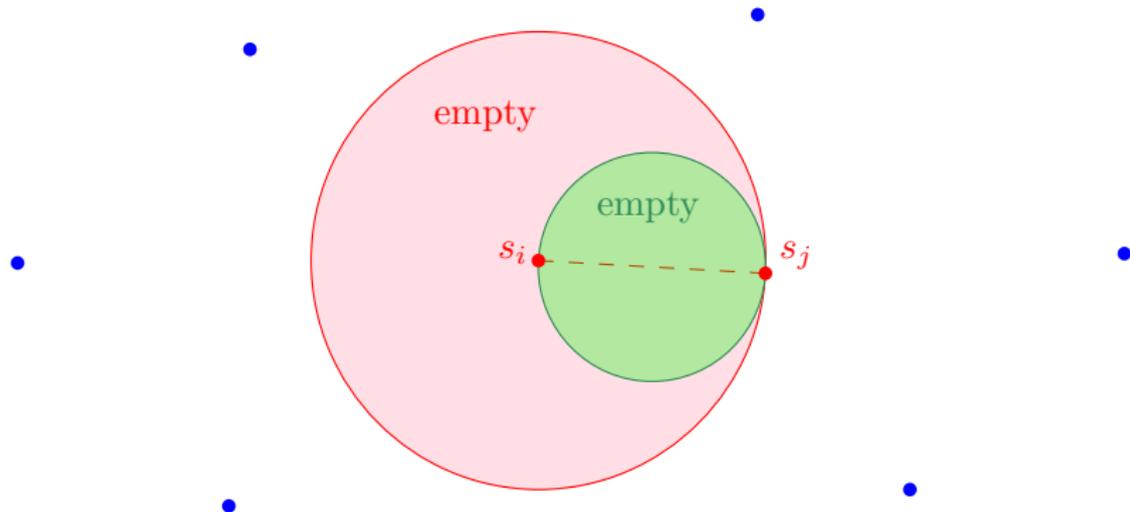
# Closest Pair Property



## Property (Closest pair)

*The closest two sites  $s_i$  and  $s_j$  are connected by an edge of  $\mathcal{DT}(S)$ .*

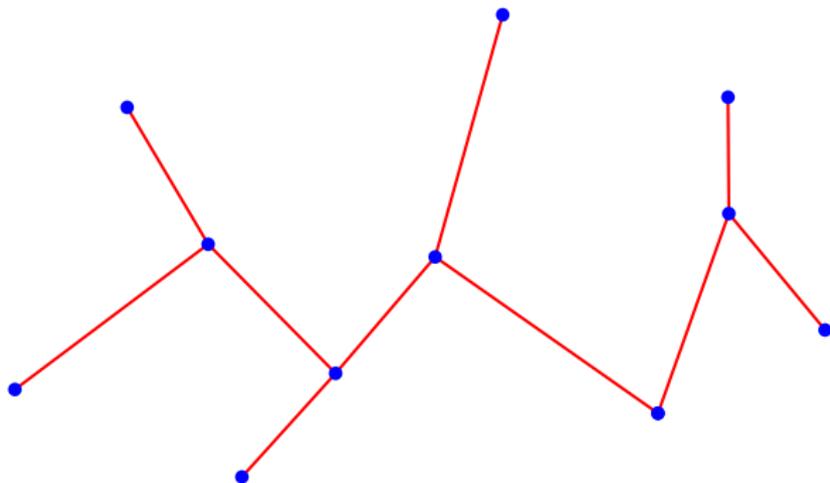
## Proof (Closest Pair Property)



## Closest Pair Property

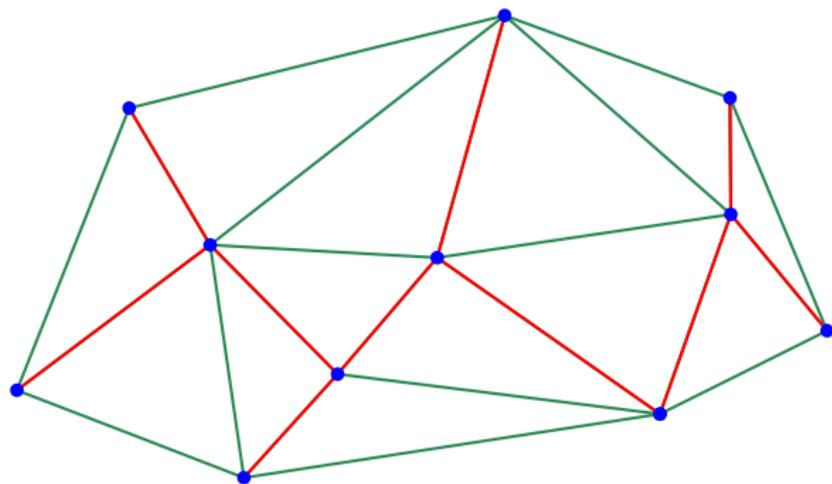
- So we can compute the closest pair of a set of points in the plane in  $O(n \log n)$  time: First compute  $\mathcal{DT}(S)$ , then report the shortest edge.
- There is another  $O(n \log n)$  time algorithm presented in the undergraduate algorithms course CS E331.
- It is a divide and conquer algorithm.
- It can be generalized to arbitrary *fixed* dimension, i.e. in  $\mathbb{R}^d$  with  $d = O(1)$ .

# Euclidean Minimum Spanning Tree



- The *Euclidean graph* of a set of points  $S$  has vertex set  $S$ , and an edge of weight  $d(u, v)$  between any two vertices  $u$  and  $v$ .
- The *Euclidean Minimum Spanning Tree* (EMST) is its minimum spanning tree. In other words, it is the tree of minimum length over  $S$ .

# Euclidean Minimum Spanning Tree

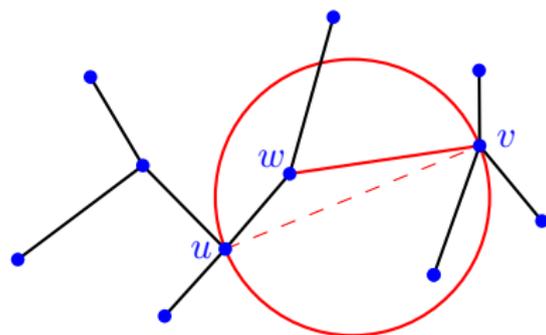
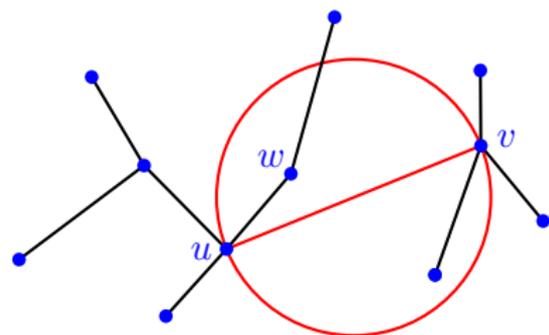


## Property

*The EMST is a subgraph of  $DT(S)$*

# Euclidean Minimum Spanning Tree

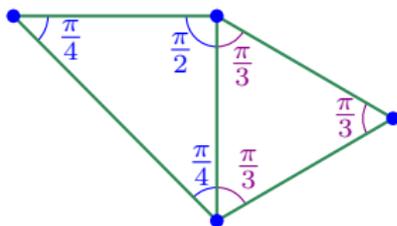
- Proof: (See Dave Mount's lecture notes.)



- Corollary: The EMST can be computed in  $O(n \log n)$  time.

# Angle Sequence

- Let  $\mathcal{T}$  be a triangulation of  $S$ .
- Angle sequence  $\Theta(\mathcal{T})$ : Sequence of all the angles of the triangles of  $\mathcal{T}$  in non-decreasing order.
- Example:



$$\Theta(\mathcal{T}) = (\pi/4, \pi/4, \pi/3, \pi/3, \pi/3, \pi/2)$$

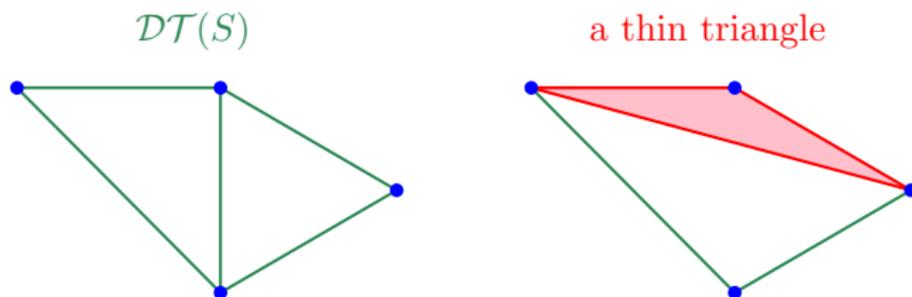
- Comparison: Let  $\mathcal{T}$  and  $\mathcal{T}'$  be two triangulations of  $S$ . We compare  $\Theta(\mathcal{T})$  and  $\Theta(\mathcal{T}')$  using *lexicographic order*.
- Example:  $(1, 1, 3, 4, 5) < (1, 2, 4, 4, 4)$ .

# Optimality of the Delaunay Triangulation $\mathcal{DT}(S)$

## Theorem

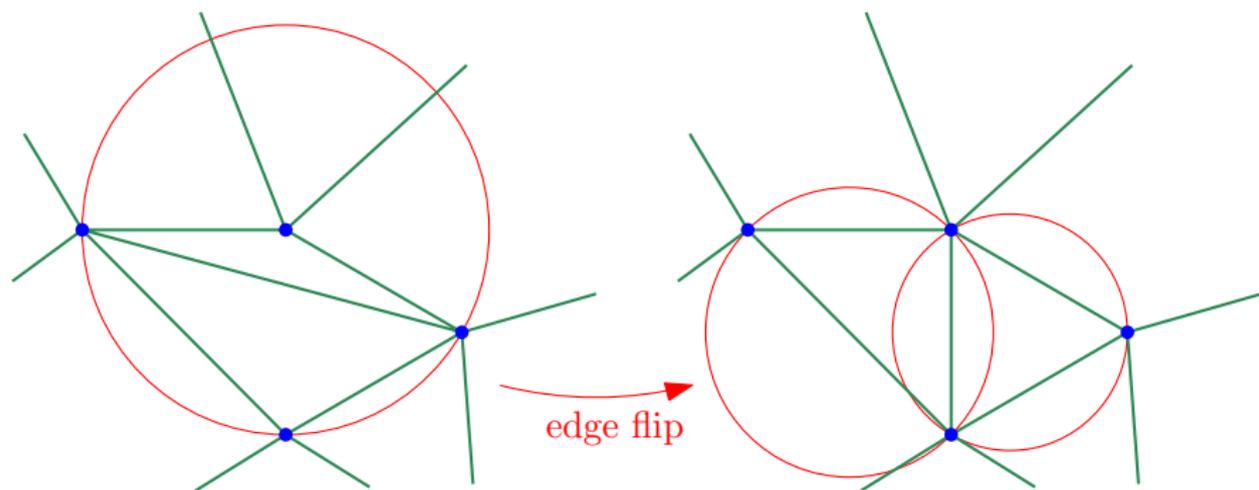
Let  $S$  be a set of points in general position. Then the angle sequence of  $\mathcal{DT}(S)$  is maximal among all triangulations of  $S$ .

- So the Delaunay triangulation maximizes the minimum angle.
- Intuition: Avoids thin triangles

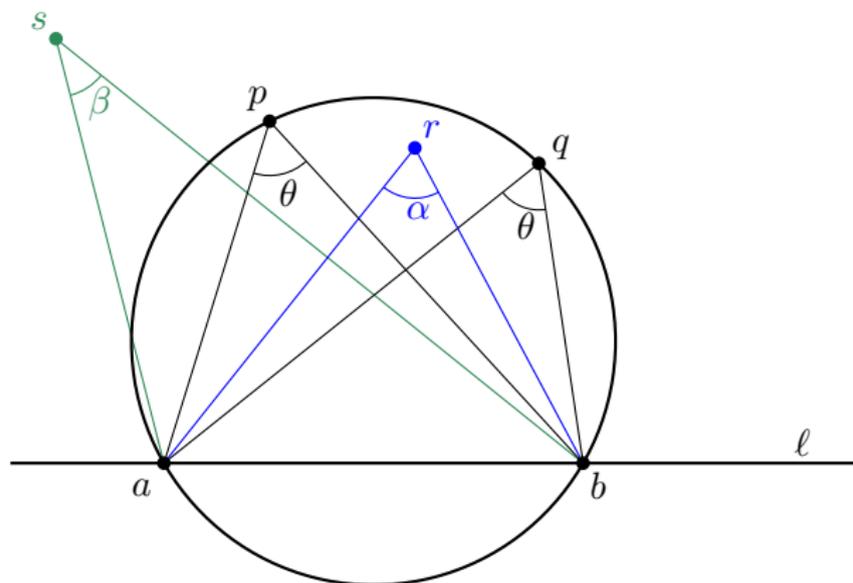


# Proof of Optimality

- Flip edges in order to enforce the circumcircle property.
- It increases the angle sequence.

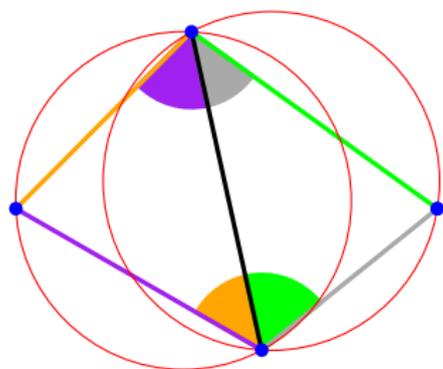
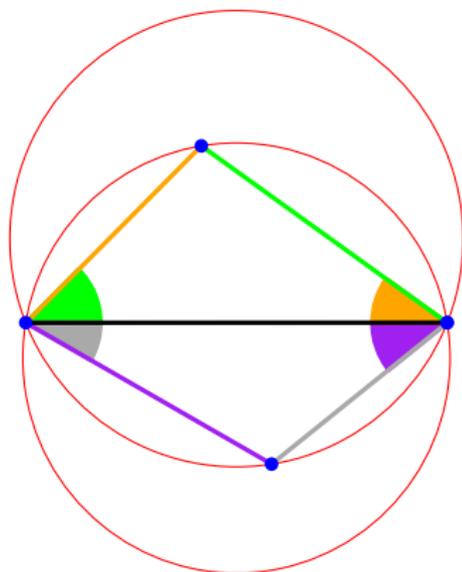


## Proof of Optimality



- Based on this theorem (Thales): If  $r$  is inside the circle,  $s$  is outside, and  $p, q, r, s$  are on the same side of  $l$ , then  $\beta < \theta < \alpha$ , where  $\alpha = \angle arb$ ,  $\theta = \angle apb = \angle aqb$  and  $\beta = \angle asb$

# Proof of Optimality

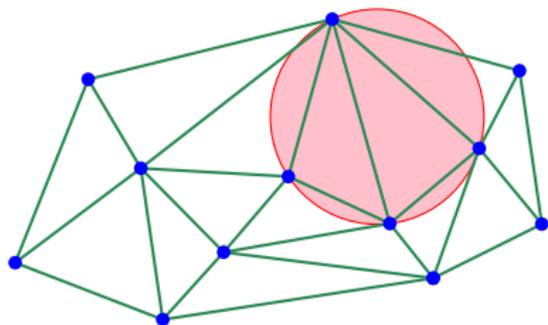
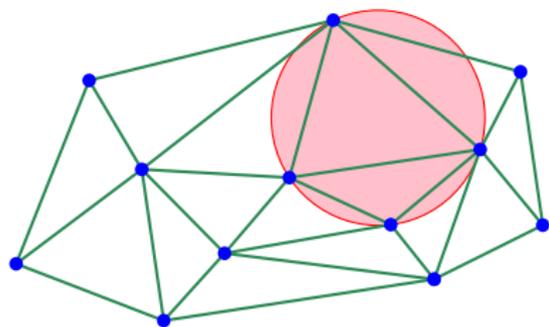


- The green angle on the left is smaller than the green angle on the right. Same with other colors.

(See Dave Mount's notes.)

## Degenerate Cases

- In degenerate cases, there may be several Delaunay triangulations.
- Example with two possibilities:



- Any Delaunay triangulation maximizes the minimum angle. But the angle sequences of two Delaunay triangulations may differ.