

# Computational Geometry

Lecture 8:  
Delaunay Triangulations  
or  
Height Interpolation

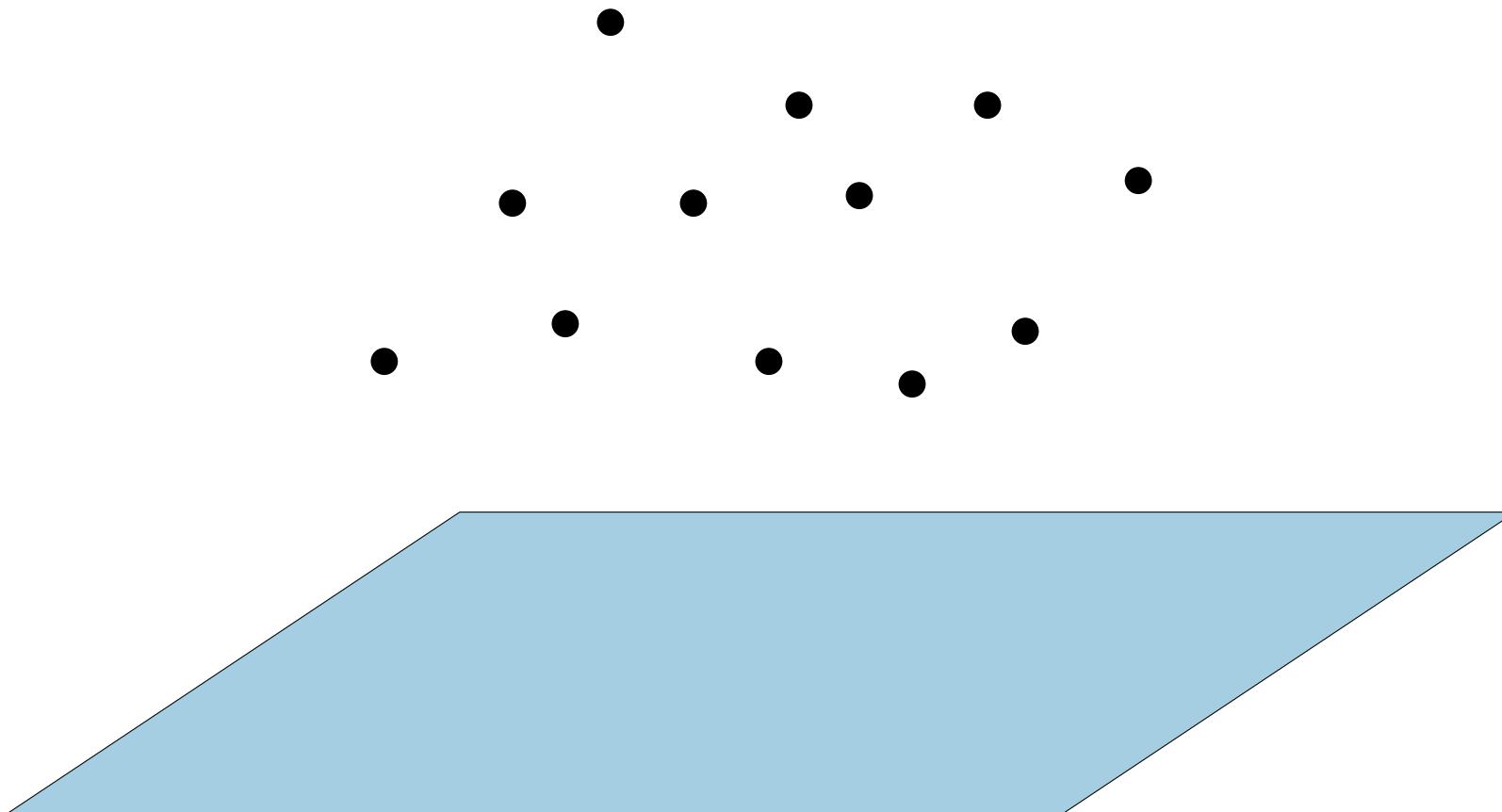
Part I:  
Height Interpolation

Philipp Kindermann

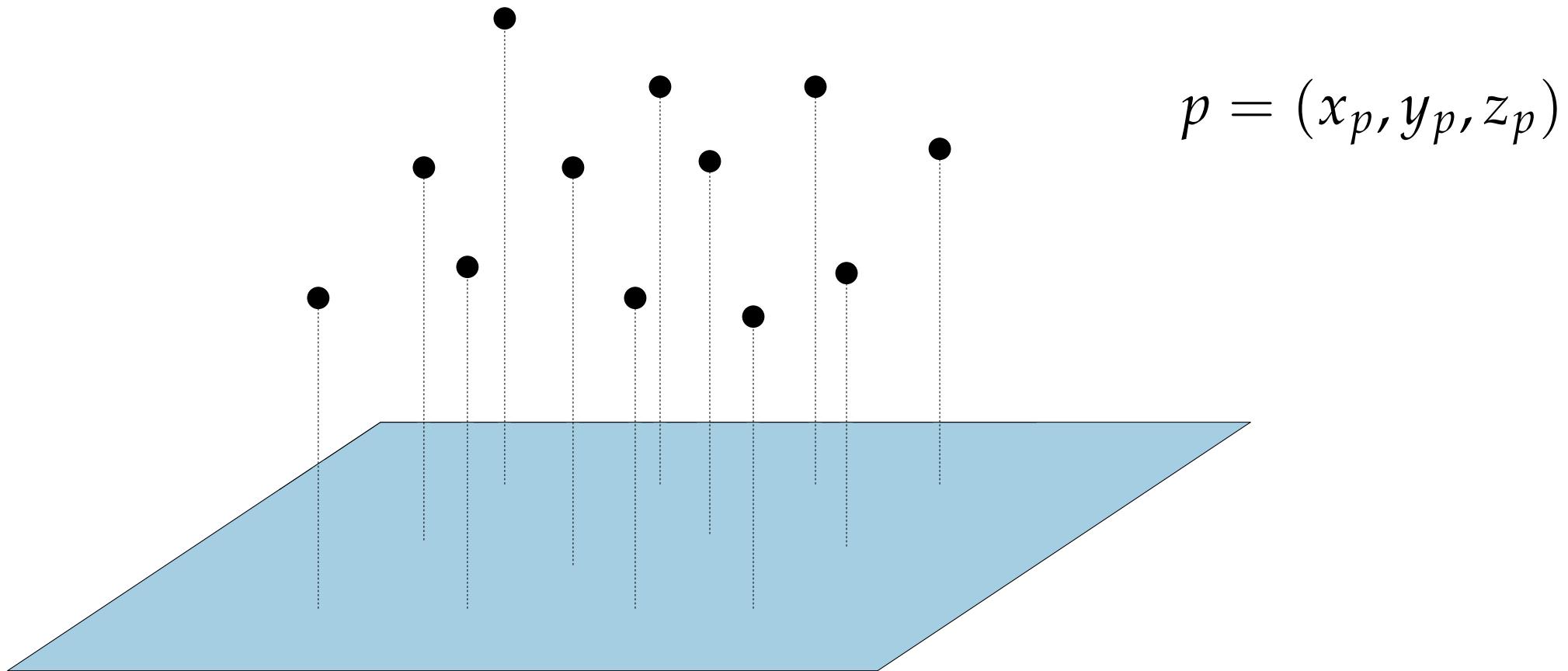
Summer Semester 2020



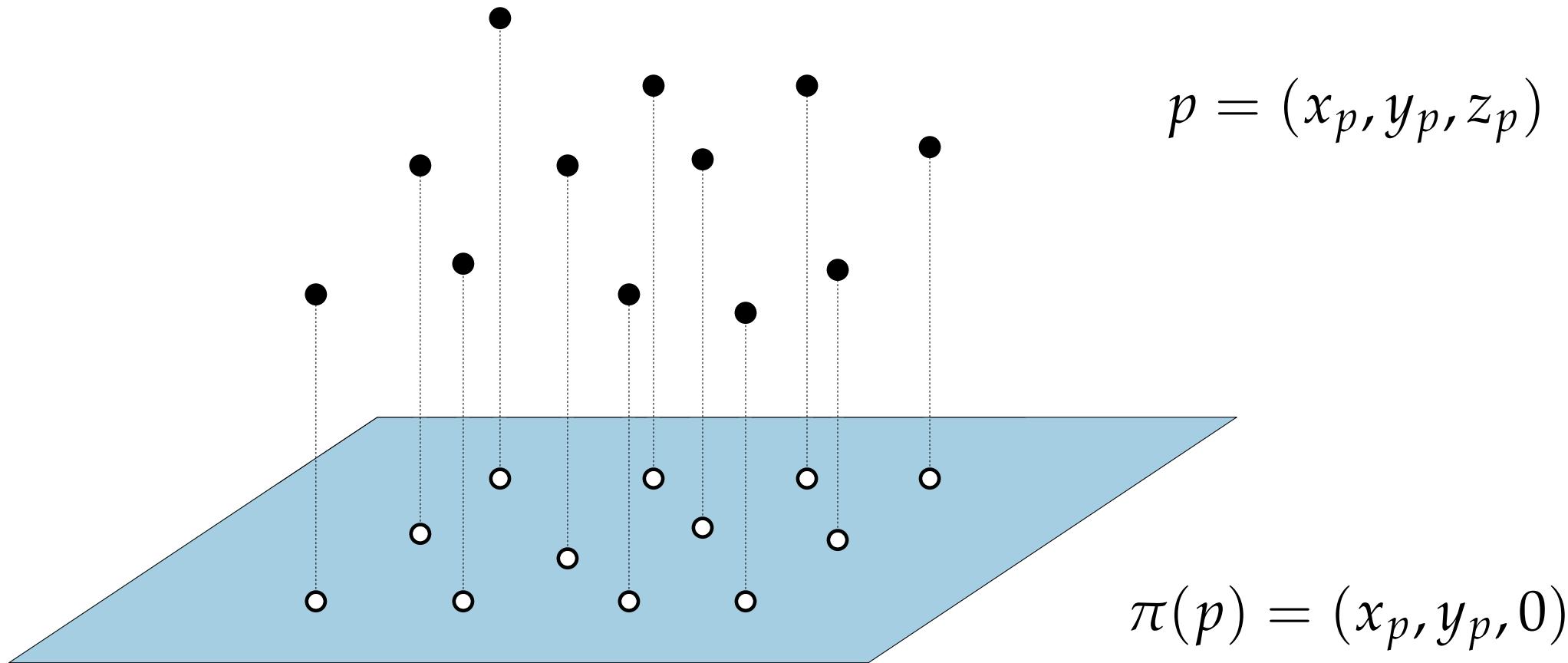
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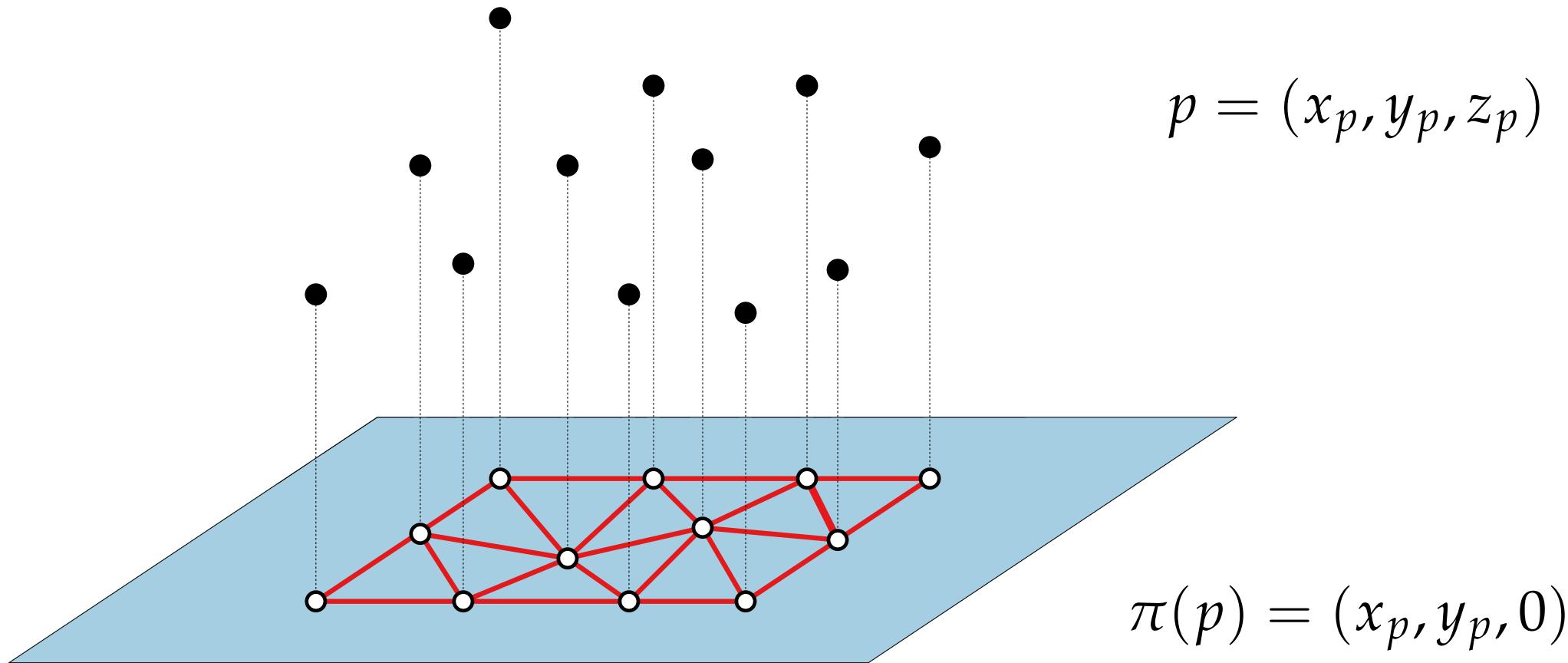
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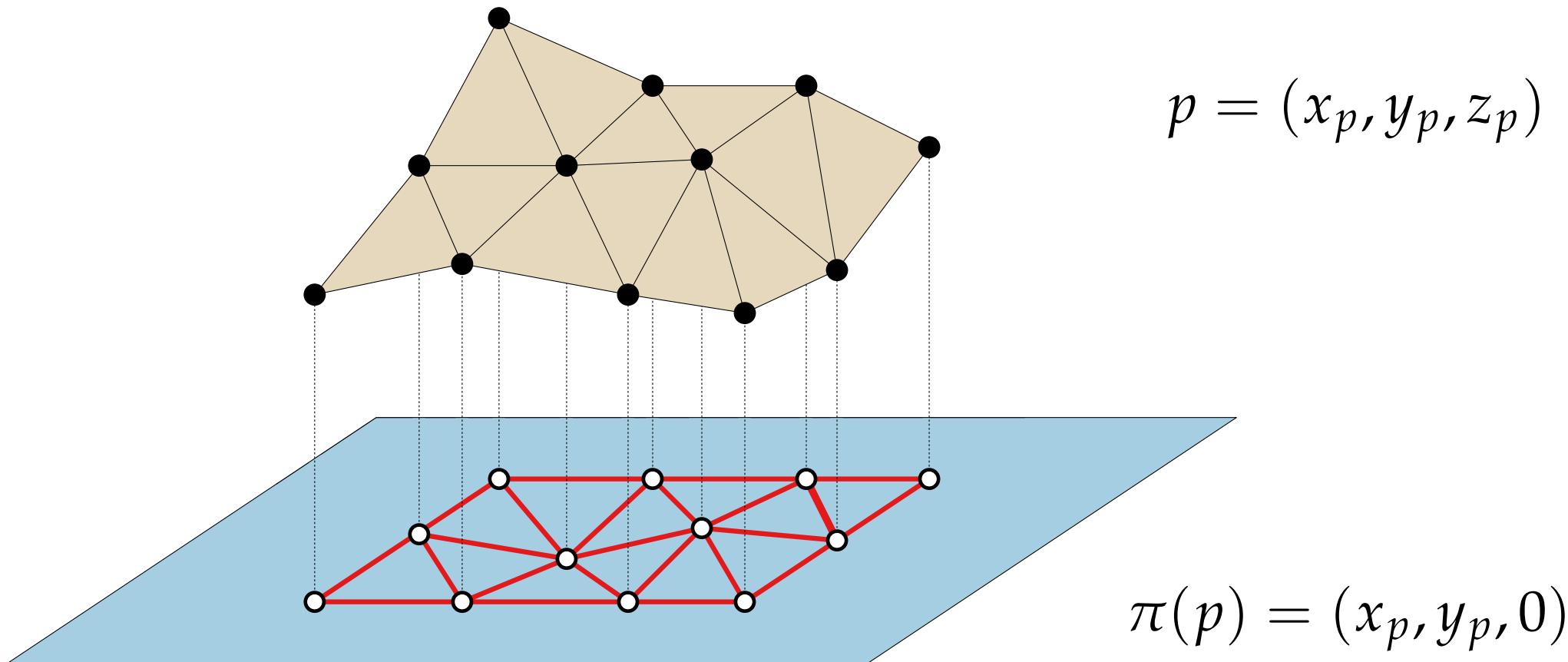
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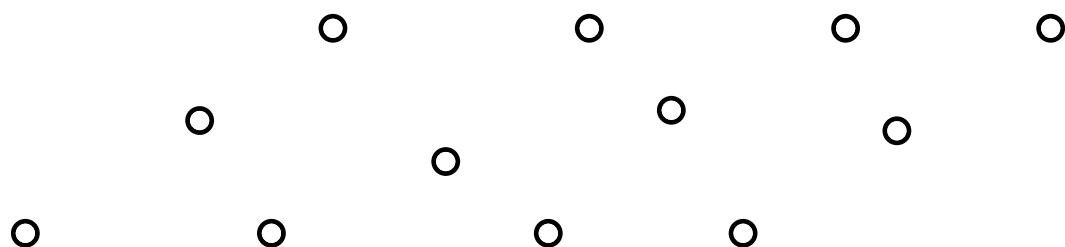


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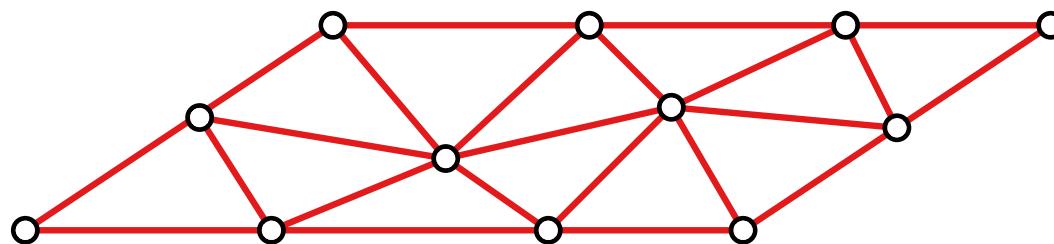
# Triangulation of Planar Point Sets

**Definition.** Given  $P \subset \mathbb{R}^2$ , a *triangulation* of  $P$  is a maximal planar subdivision with vtx set  $P$ , that is, no edge can be added without crossing.



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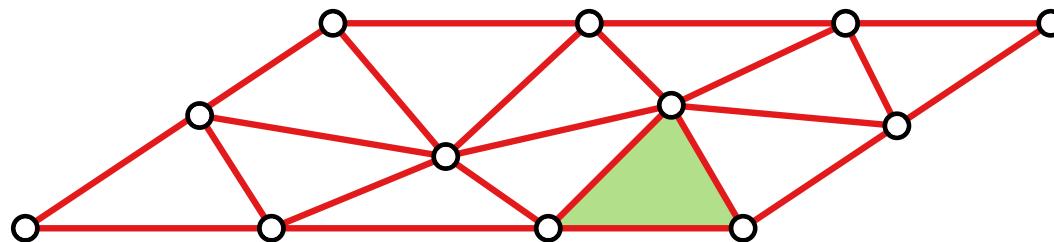
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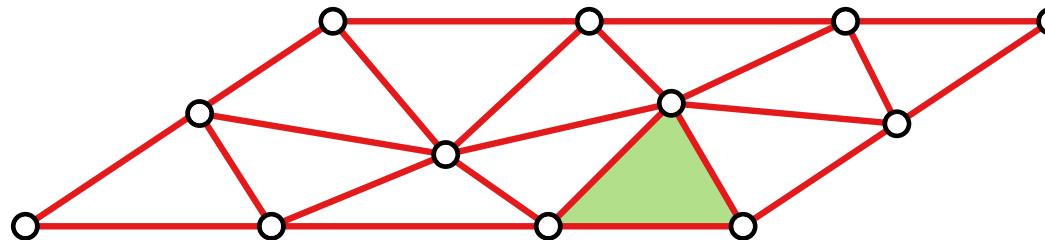


**Observe.**

- all inner faces are triangles

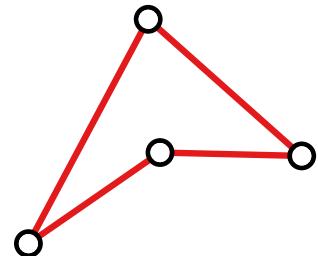
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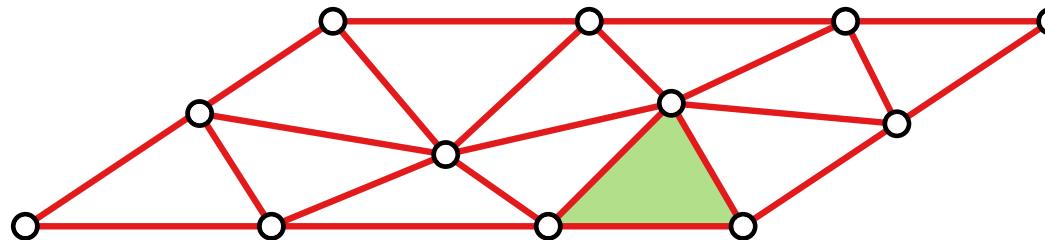
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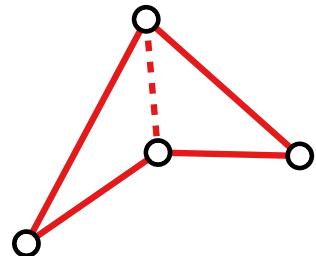
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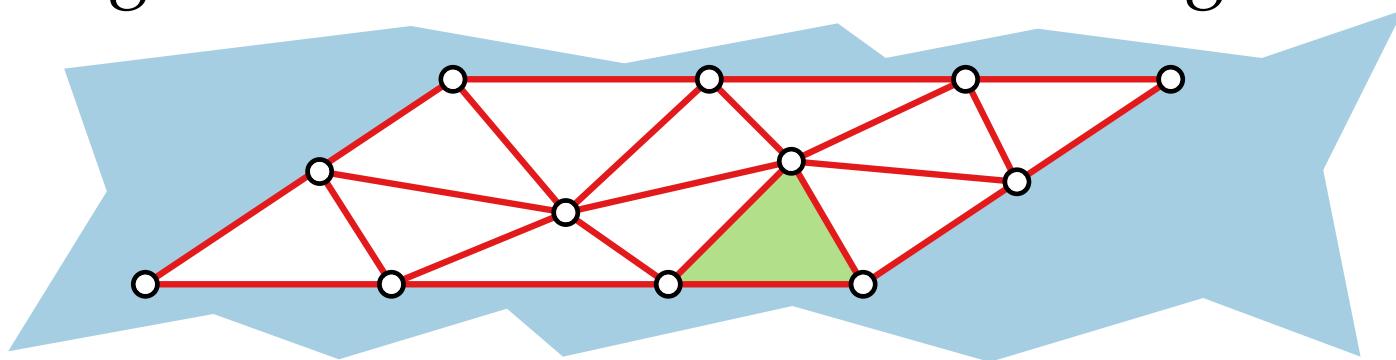
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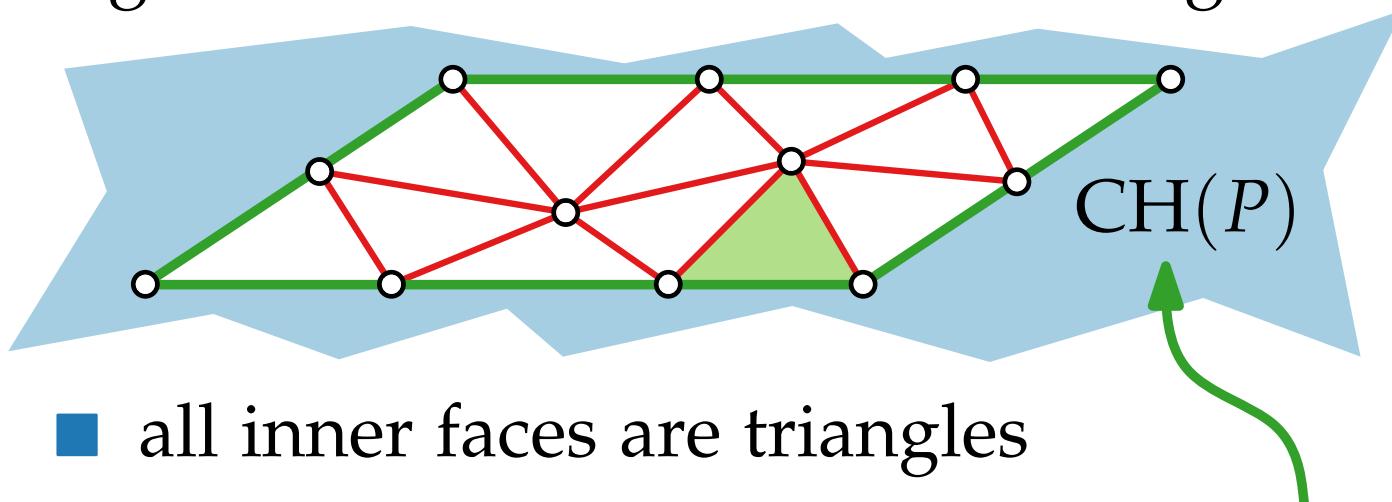


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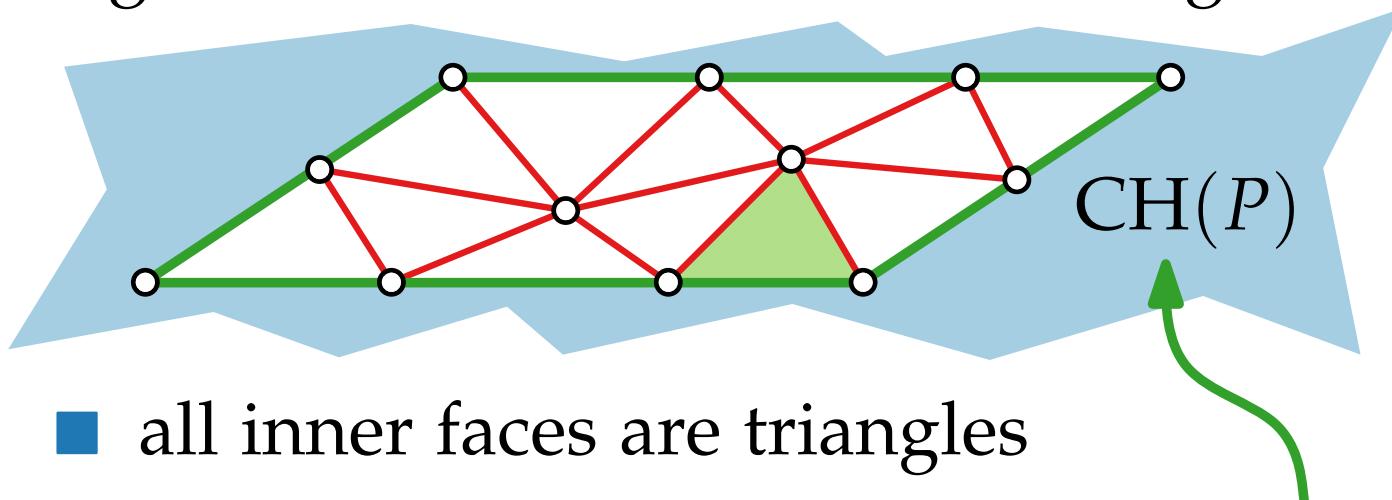


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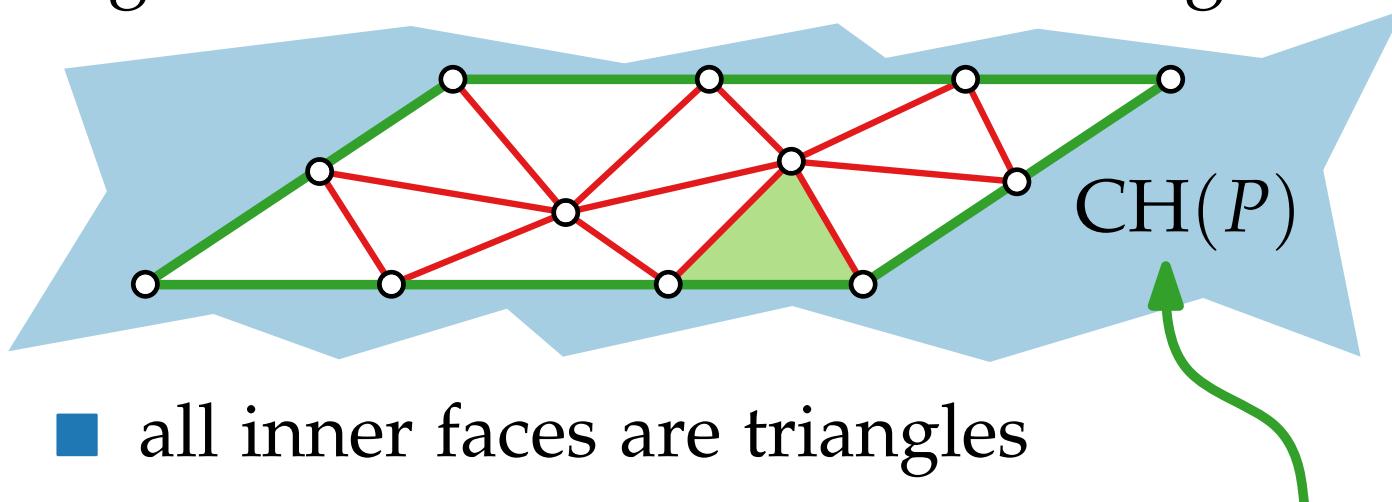
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Let  $P \subset \mathbb{R}^2$  be a set of  $n$  sites, not all collinear, and let  $h$  be the number of sites on  $\partial\text{CH}(P)$ .

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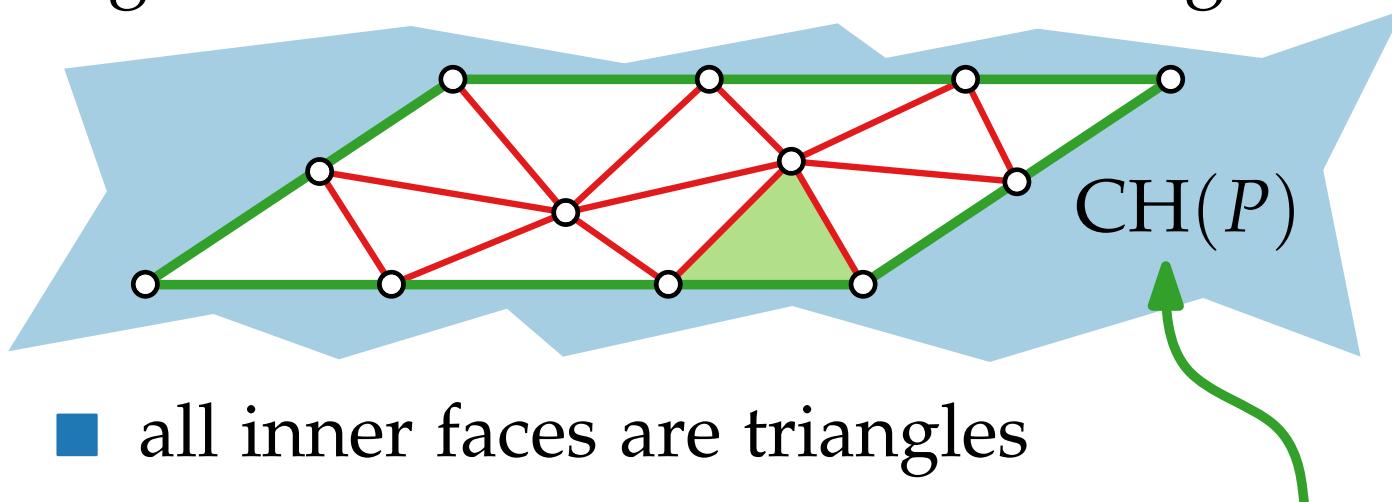
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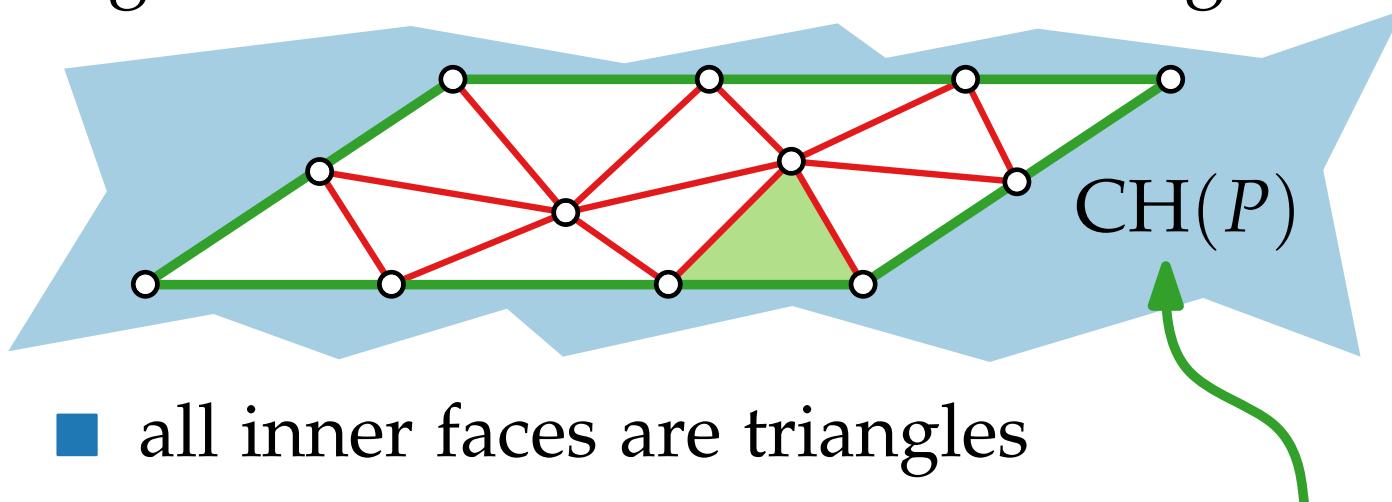
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# Computational Geometry

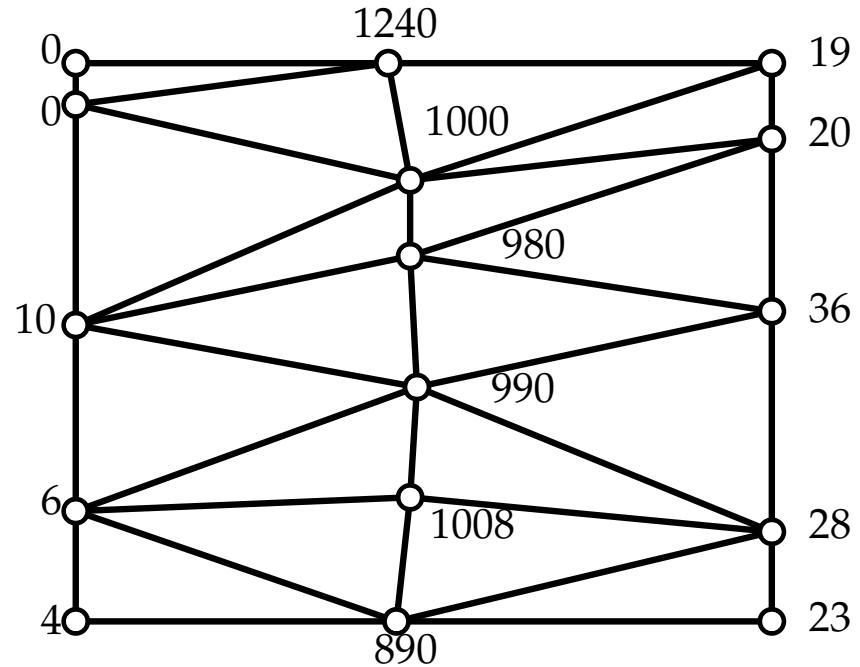
## Lecture 8: Delaunay Triangulations or Height Interpolation

### Part II: Angle-Optimal Triangulation

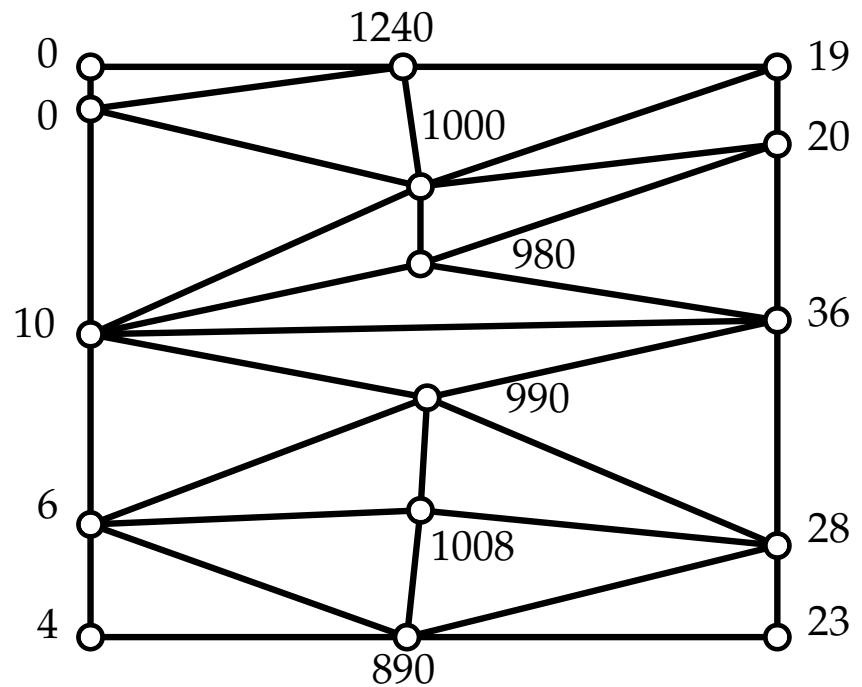
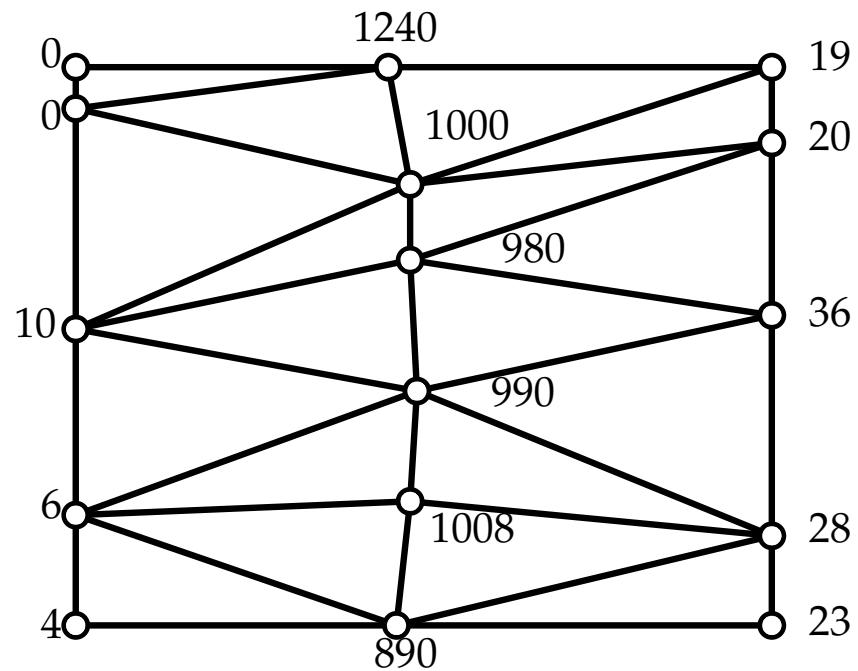
Philipp Kindermann

Summer Semester 2020

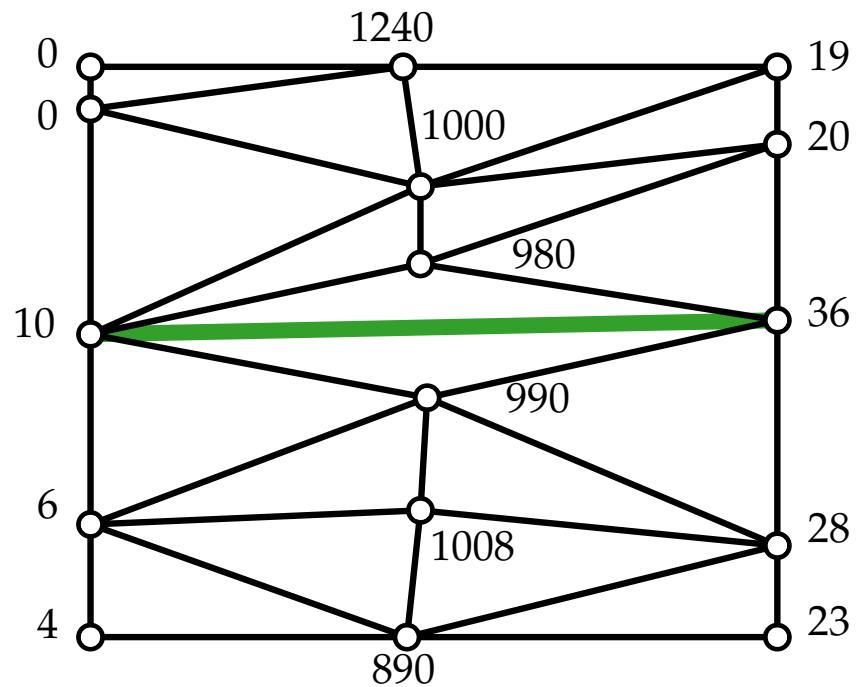
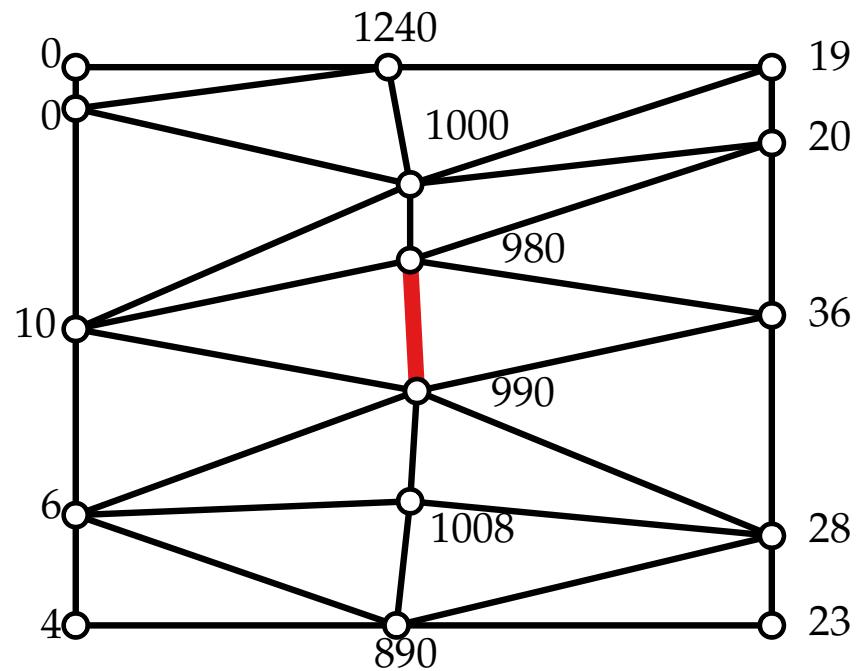
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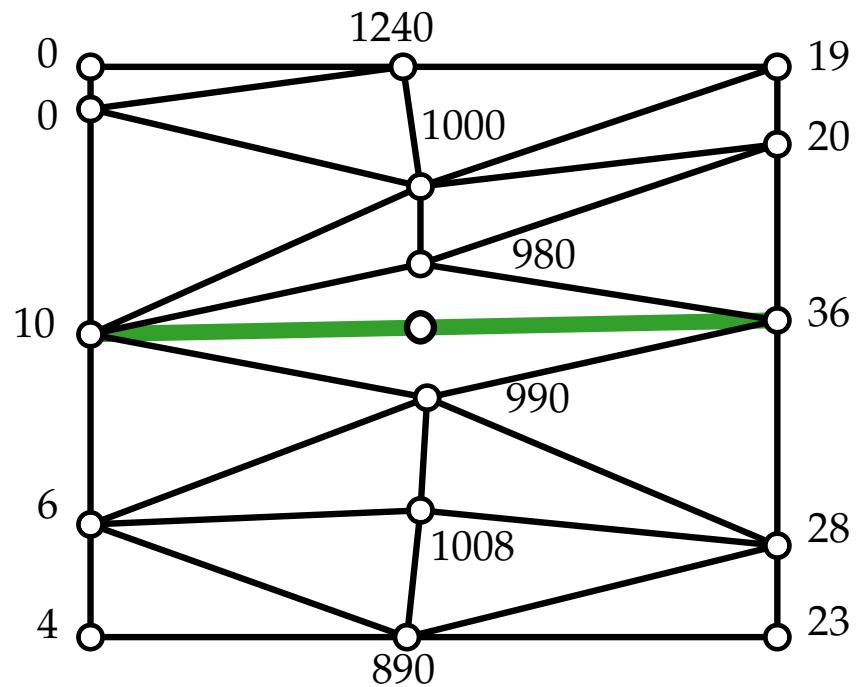
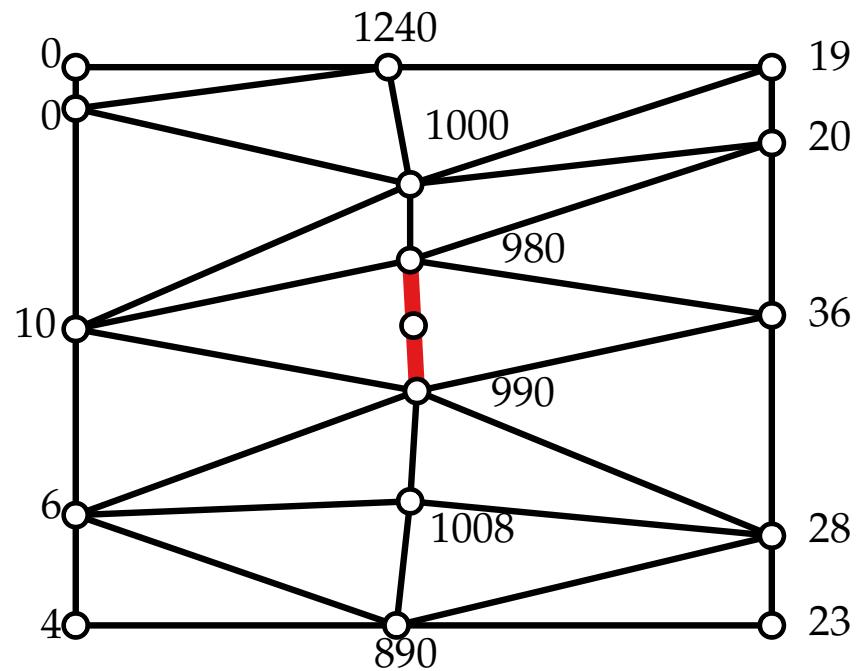
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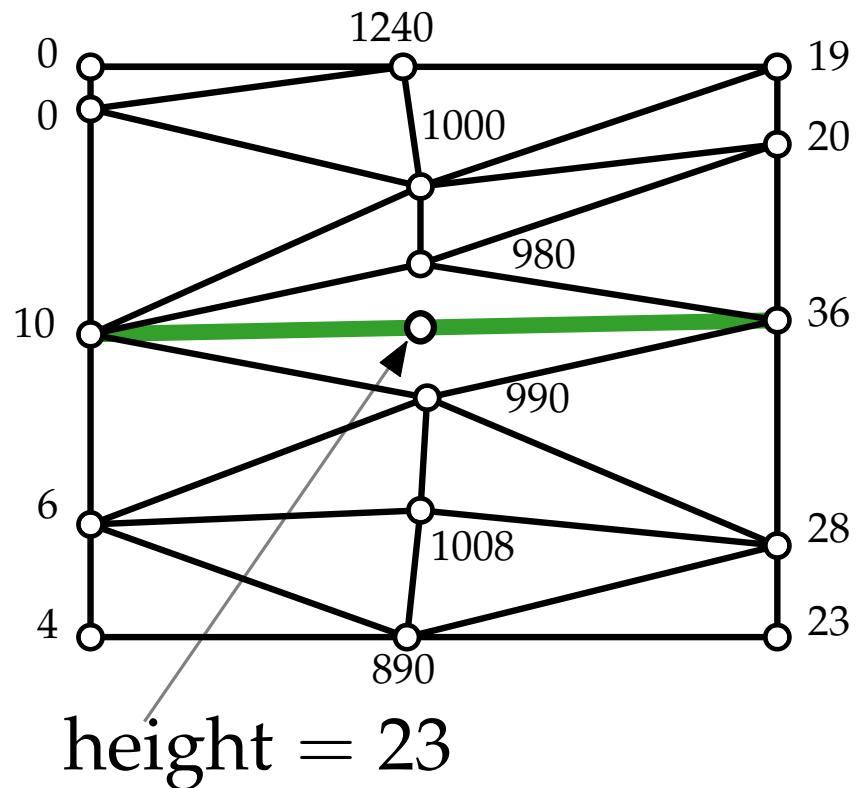
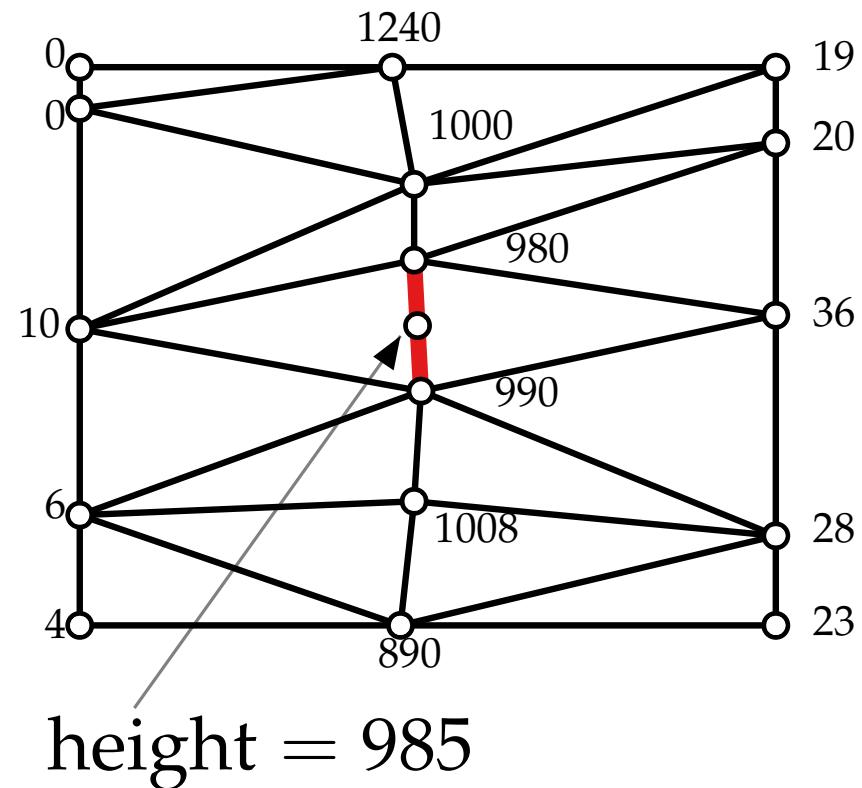
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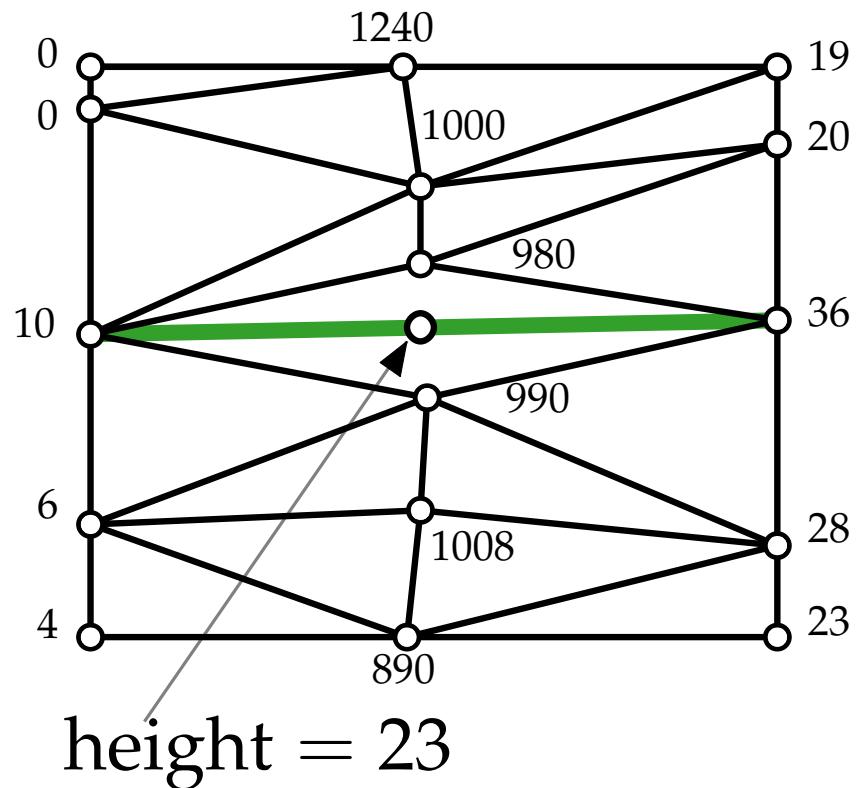
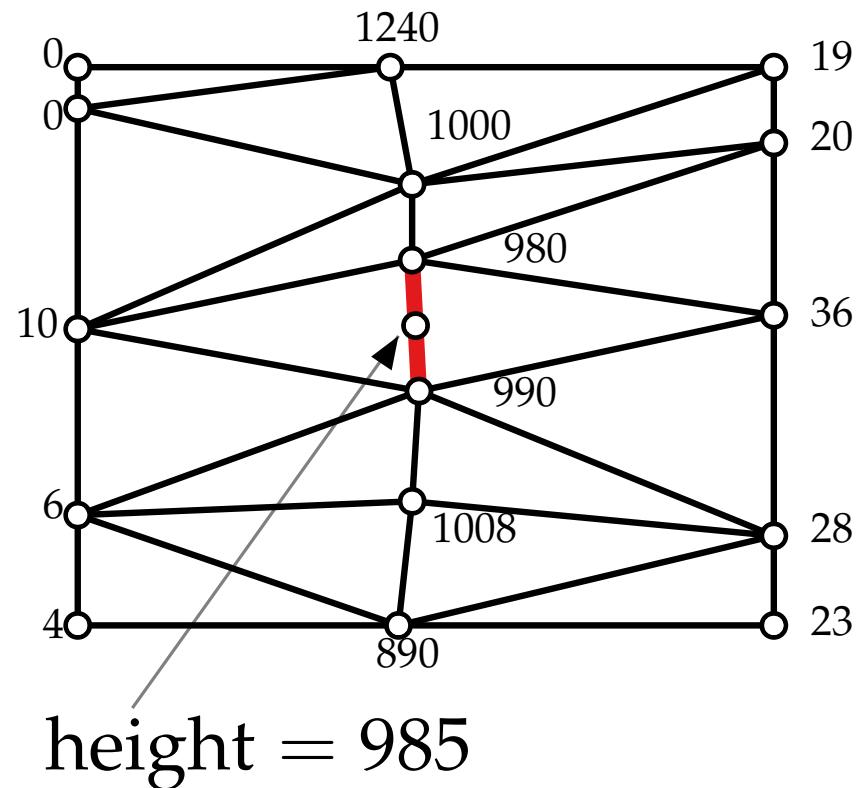
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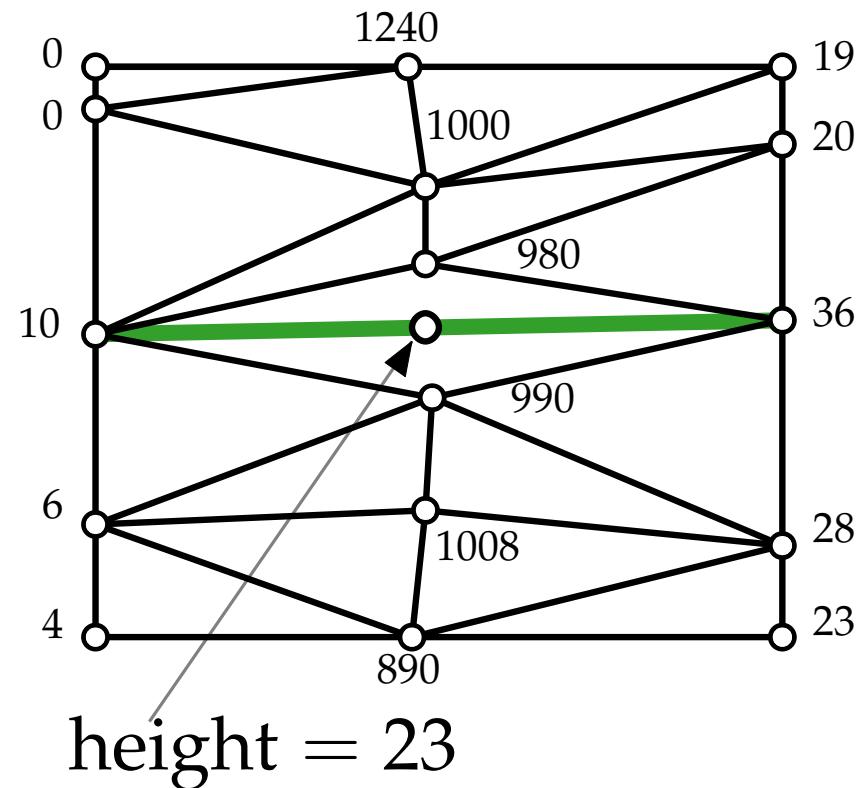
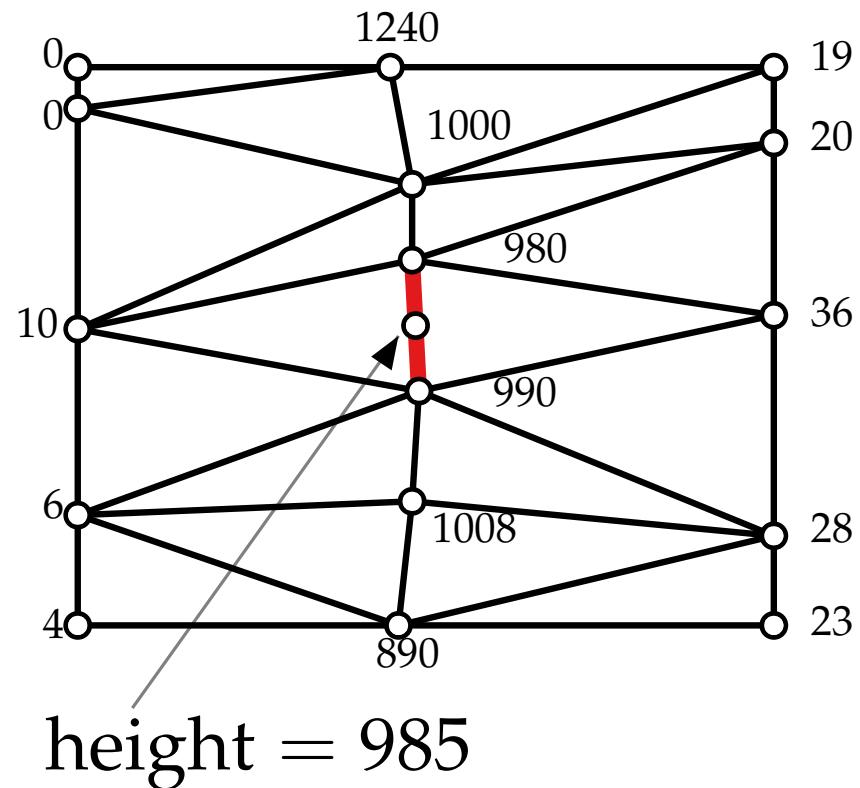


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**Intuition.** Avoid “skinny” triangles!

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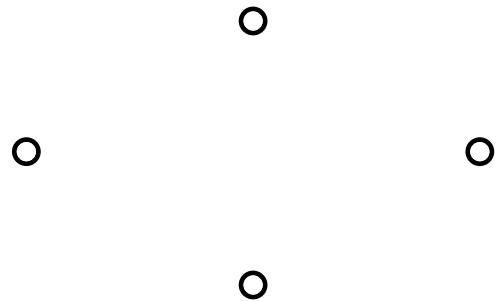


**Intuition.** Avoid “skinny” triangles!

In other words: avoid small angles!

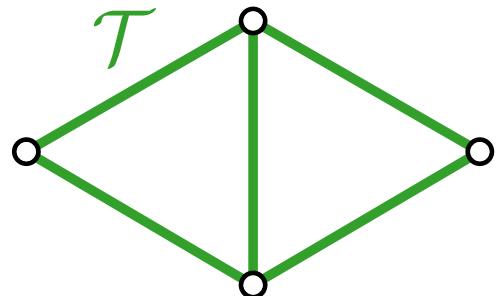
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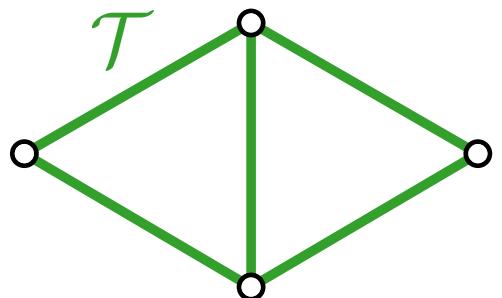
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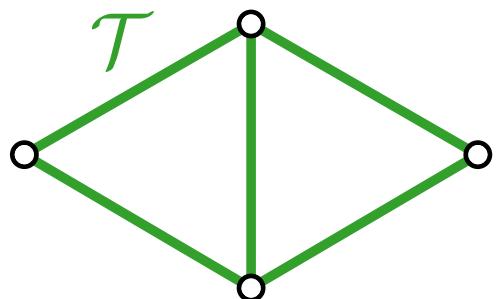
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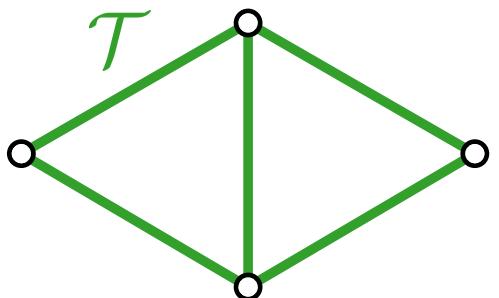
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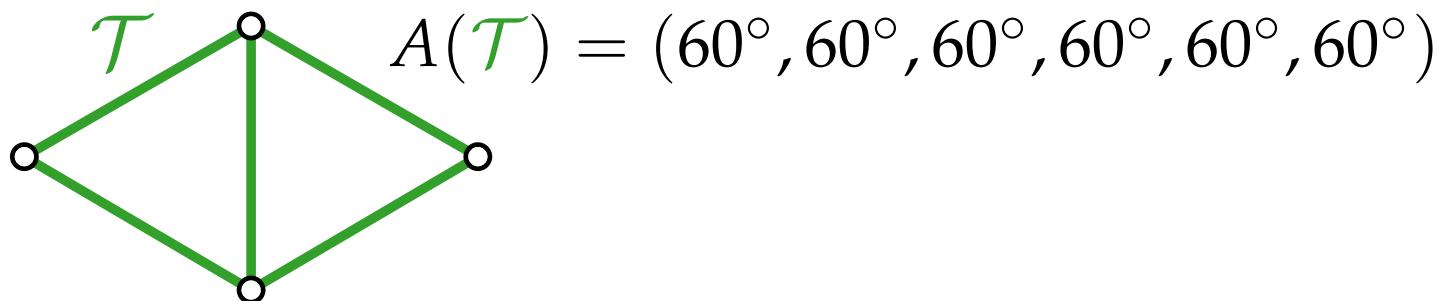
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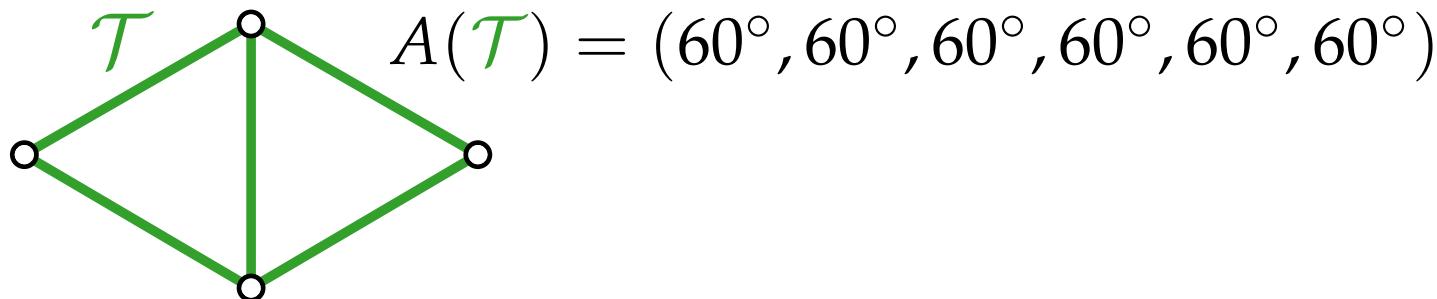
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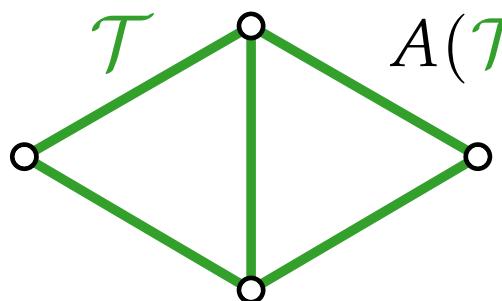
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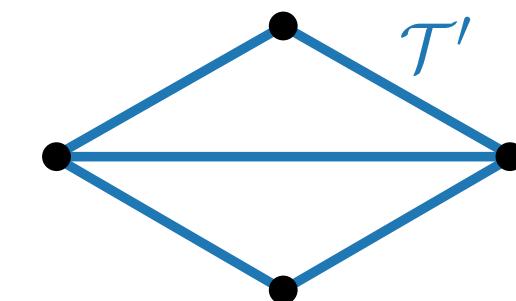
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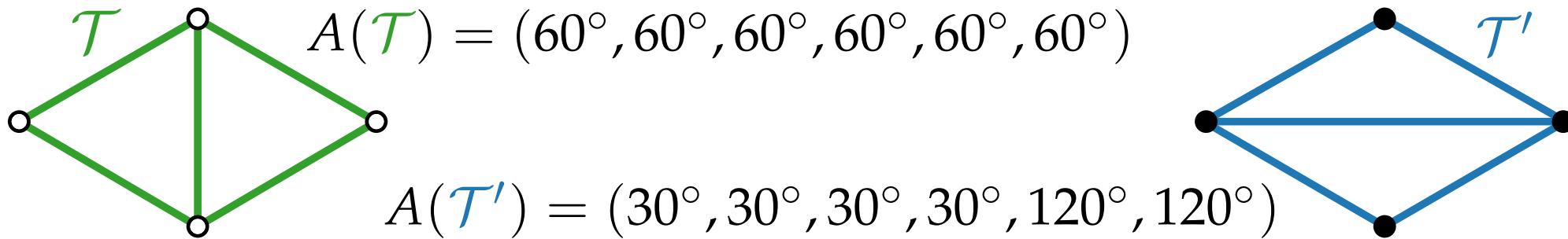
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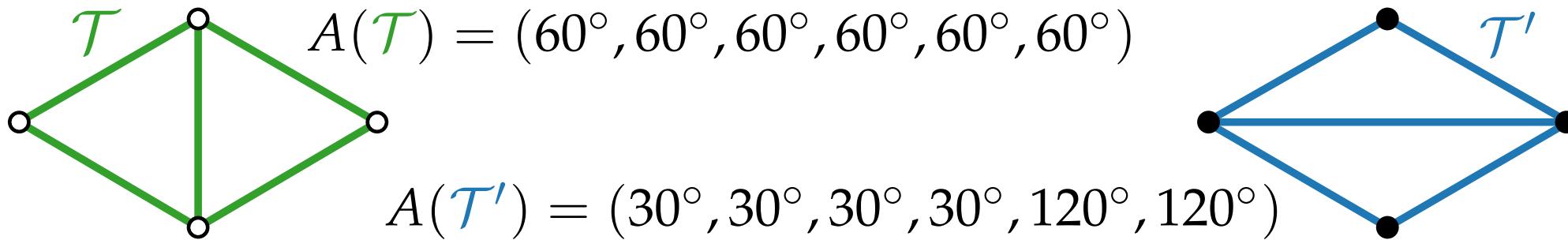
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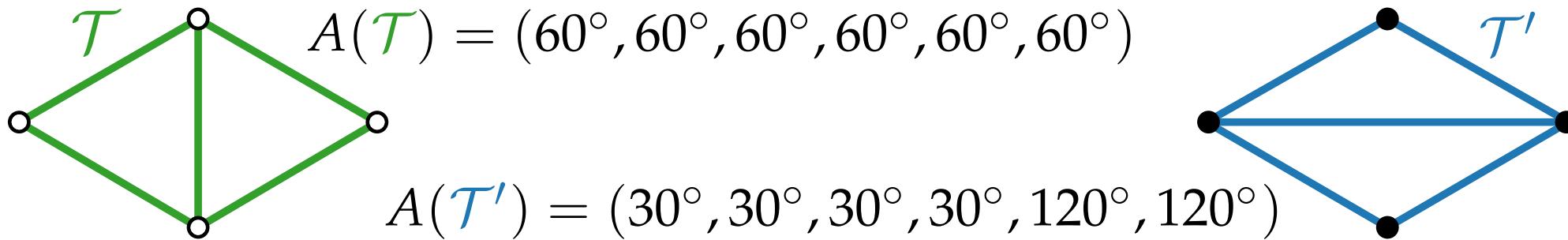
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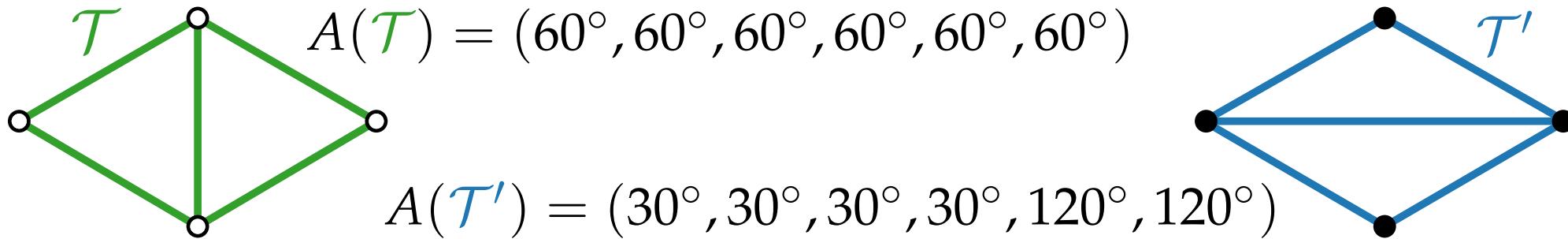
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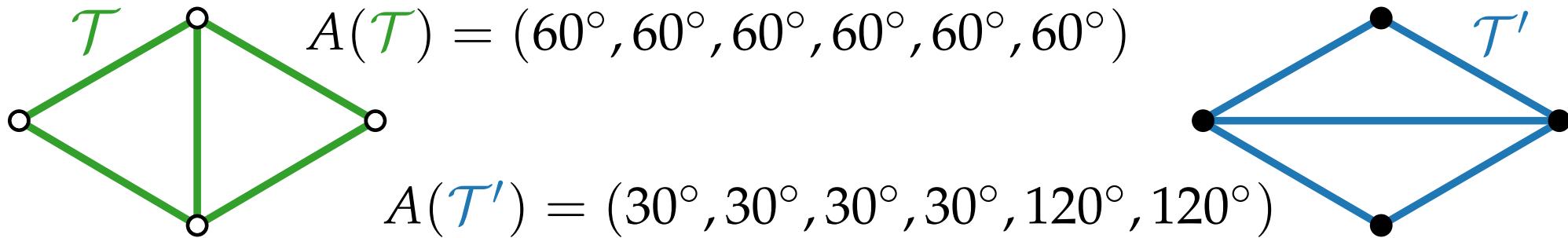
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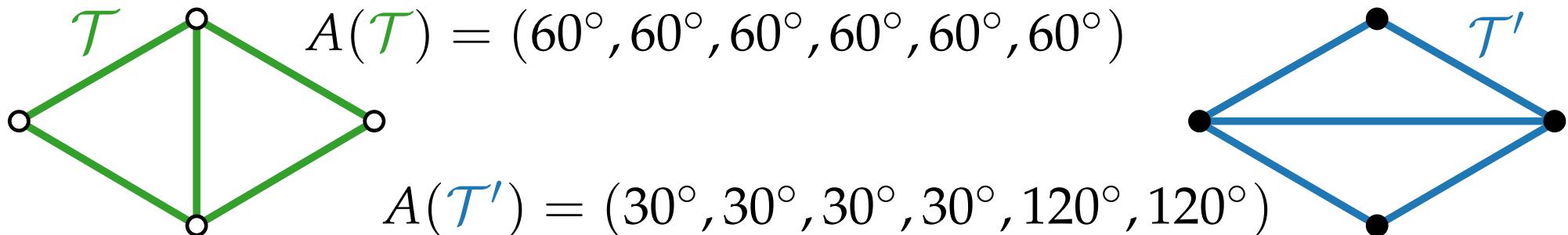
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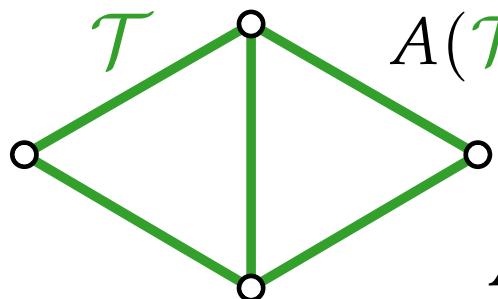
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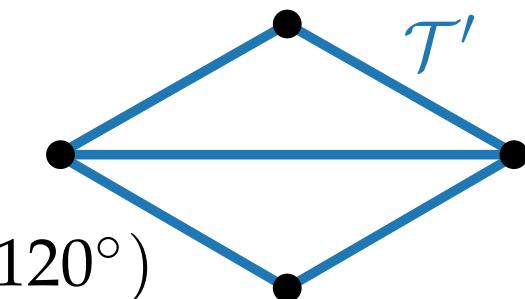
$\mathcal{T}$  is *angle-optimal* if

$A(\mathcal{T}) \geq A(\mathcal{T}')$  for all triangulations  $\mathcal{T}'$  of  $P$ .



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

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



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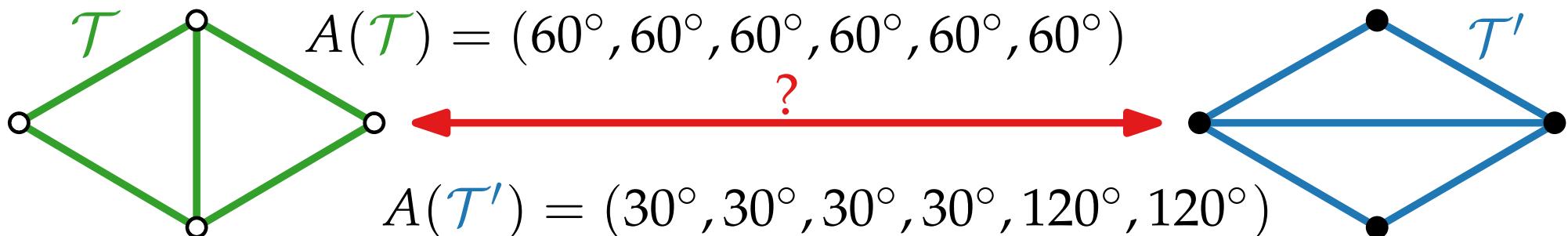
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if  $\exists i \in \{1, \dots, 3m\} : \alpha_i > \alpha'_i$  and  $\forall j < i : \alpha_j = \alpha'_j$ .

$\mathcal{T}$  is *angle-optimal* if

$A(\mathcal{T}) \geq A(\mathcal{T}')$  for all triangulations  $\mathcal{T}'$  of  $P$ .



# Computational Geometry

## Lecture 8: Delaunay Triangulations or Height Interpolation

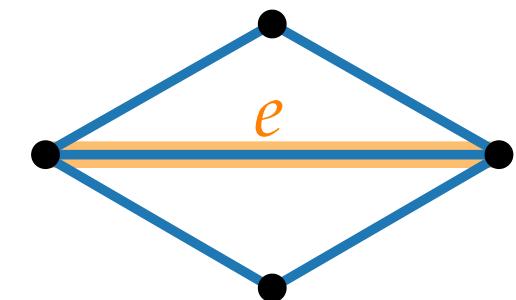
### Part III: Edge Flips & Legal Triangulations

Philipp Kindermann

Summer Semester 2020

# Edge Flips

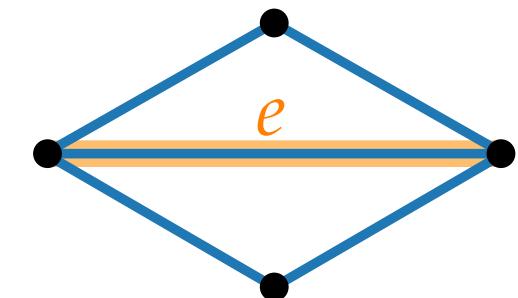
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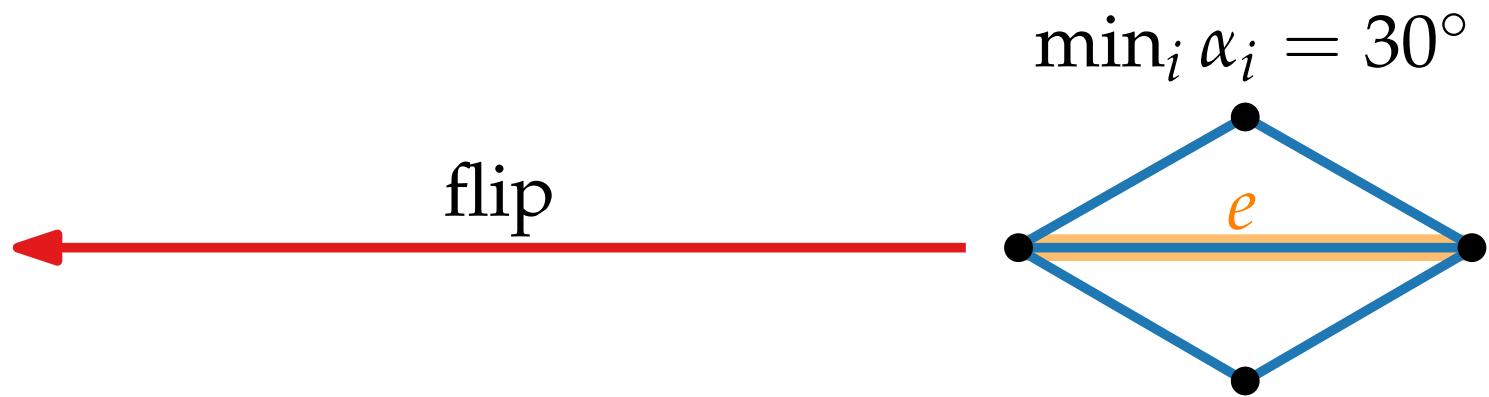
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$$\min_i \alpha_i = 30^\circ$$



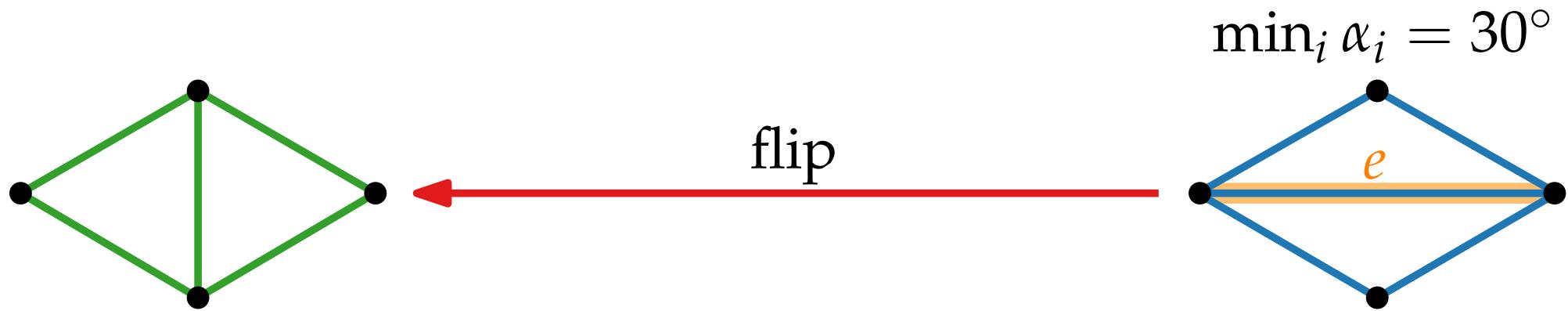
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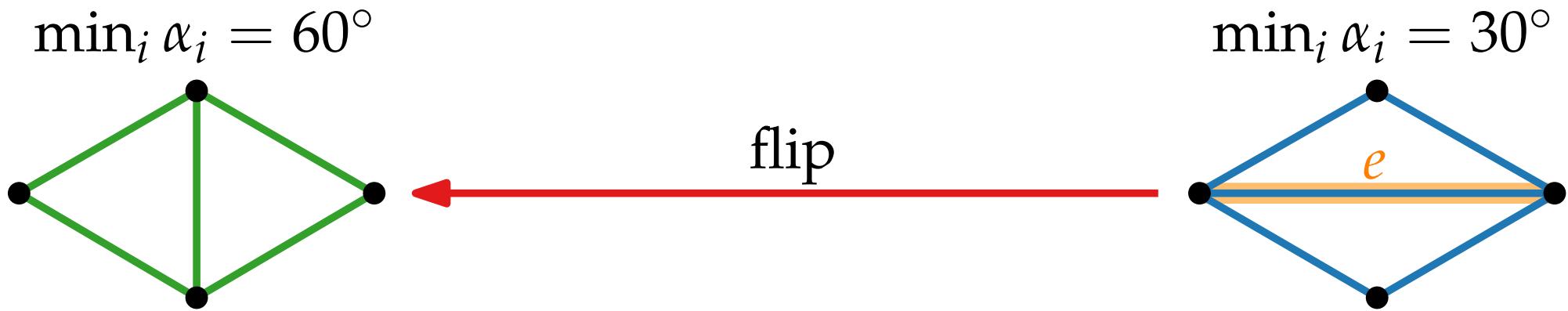
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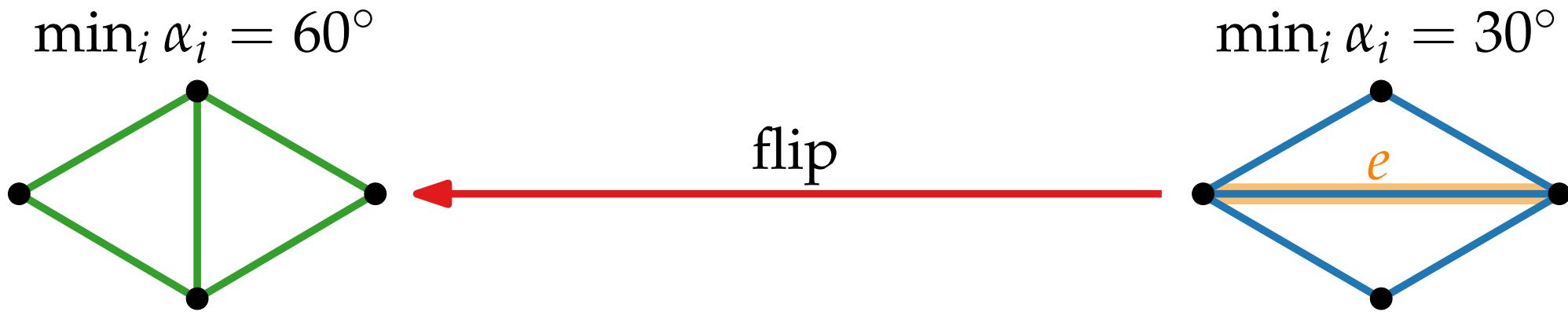
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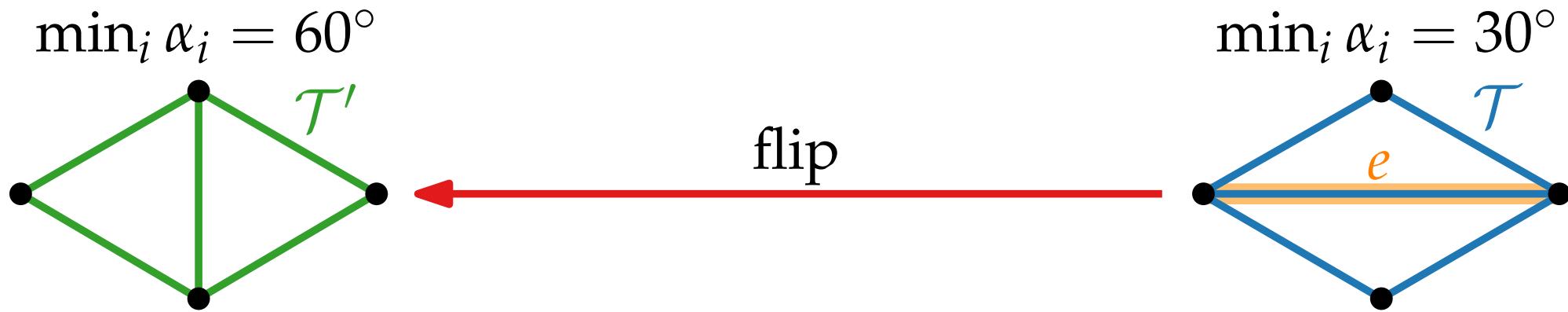
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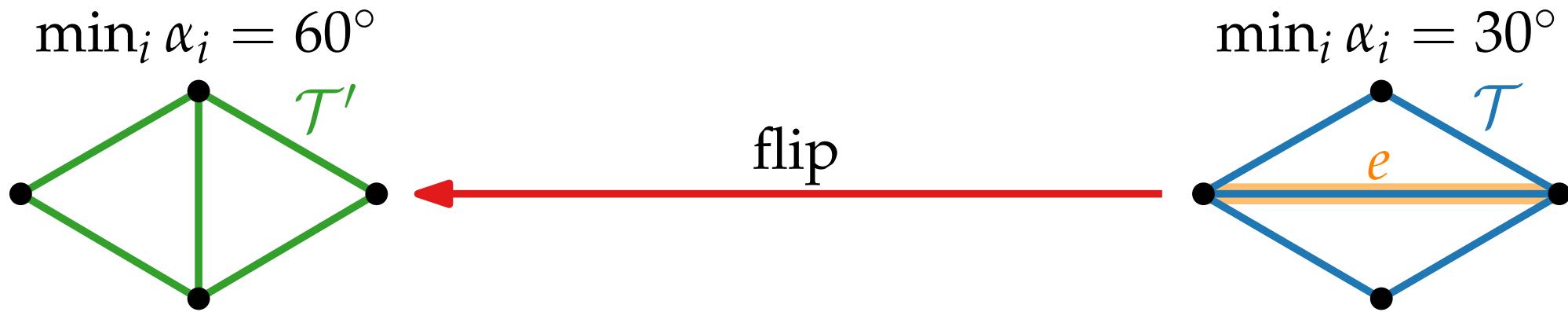
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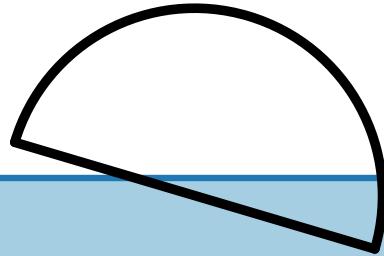
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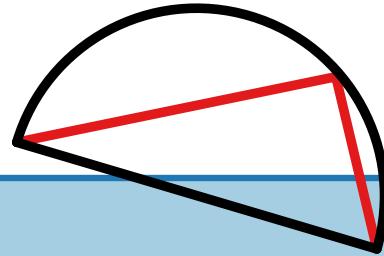
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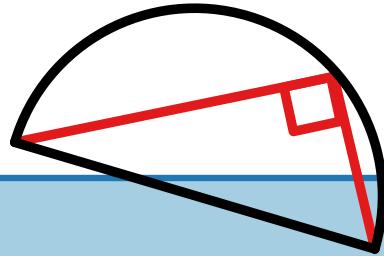
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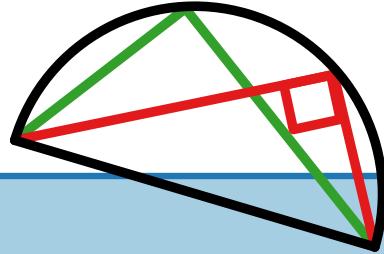
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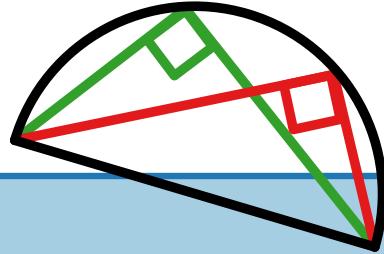
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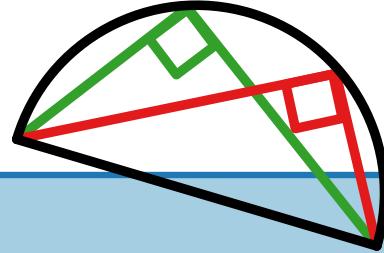
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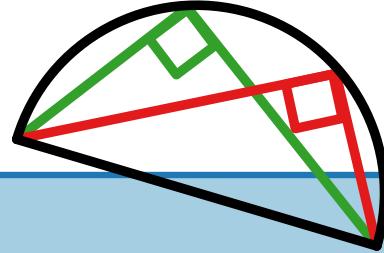


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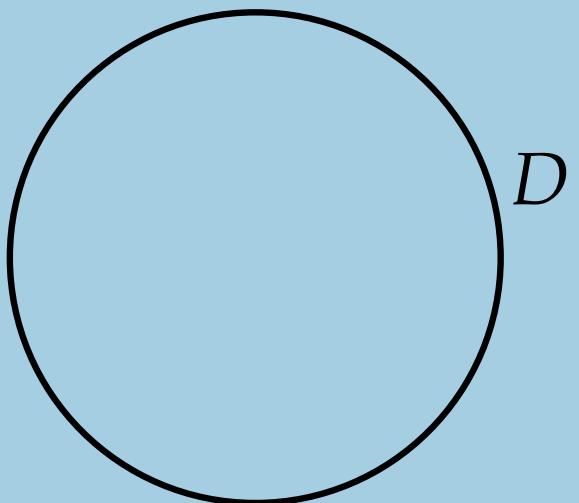
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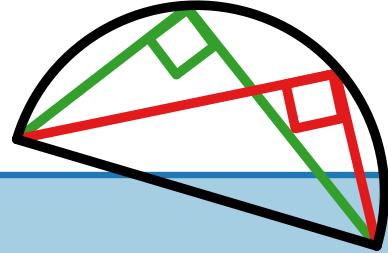
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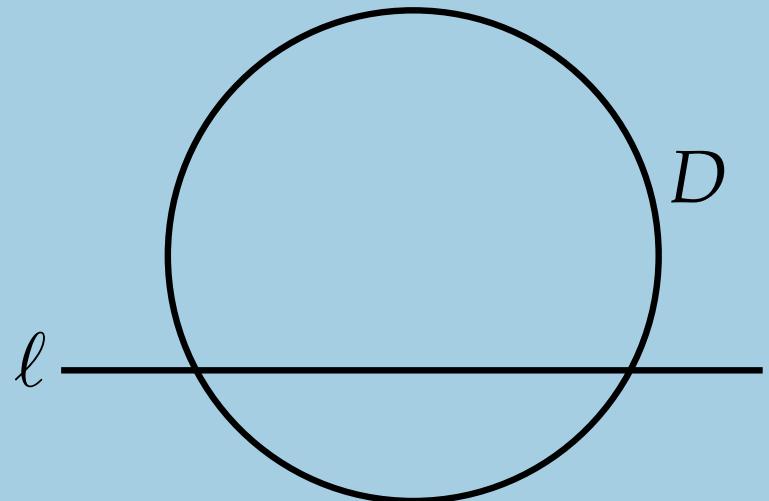
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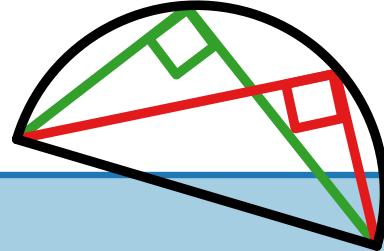
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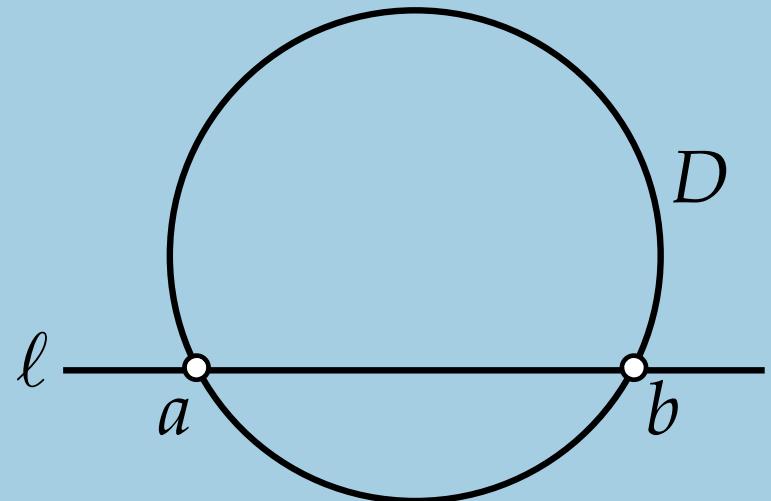


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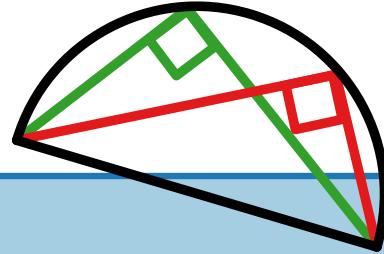
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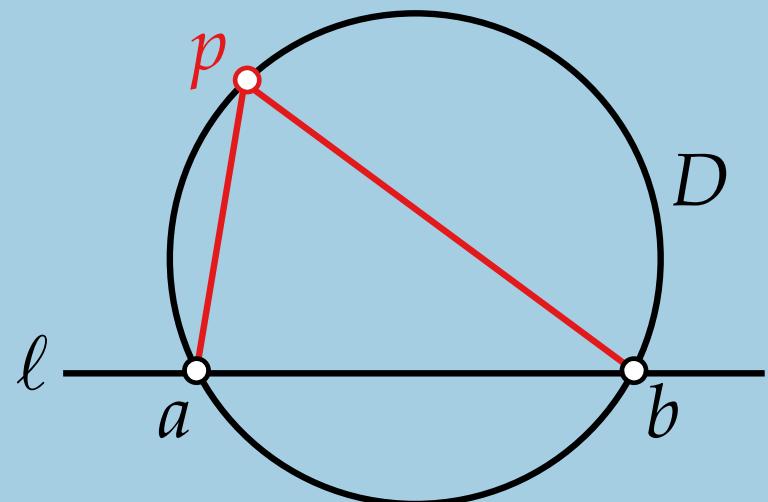
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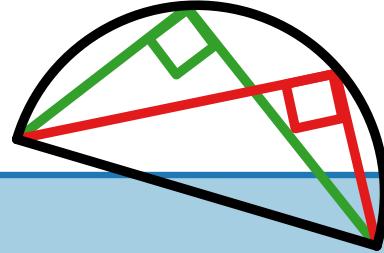
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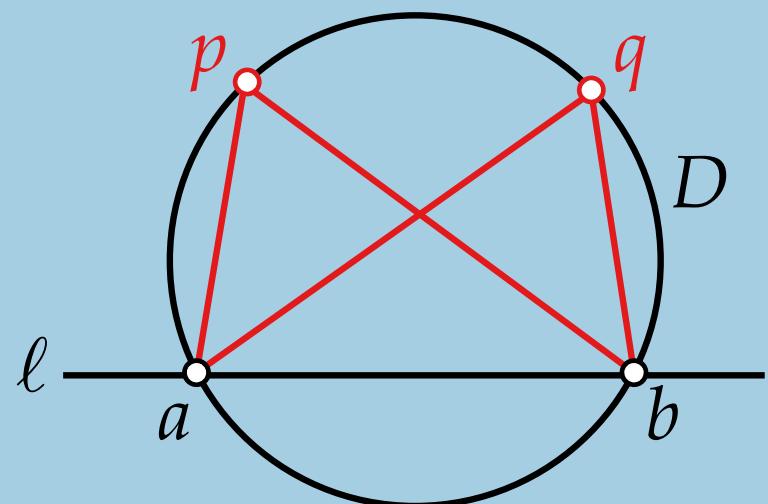
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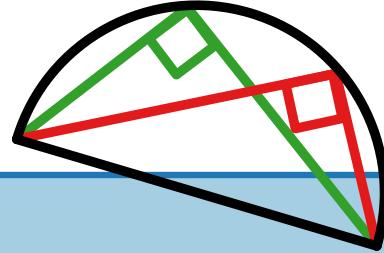
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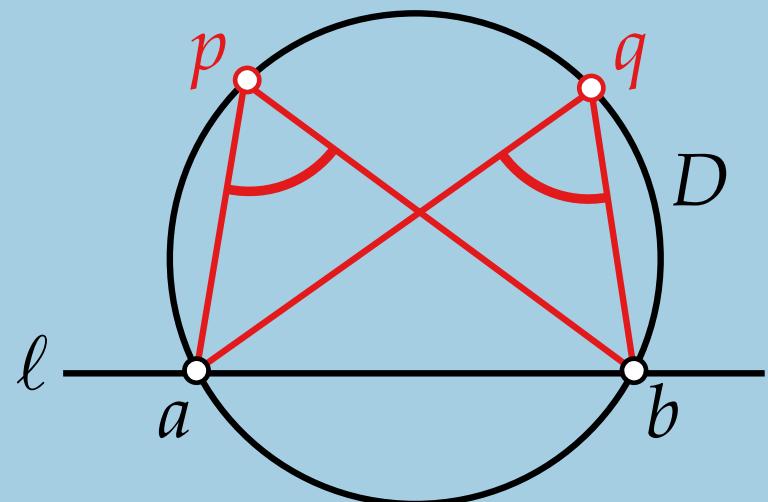
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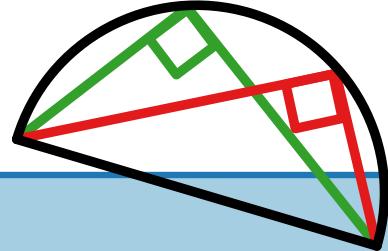
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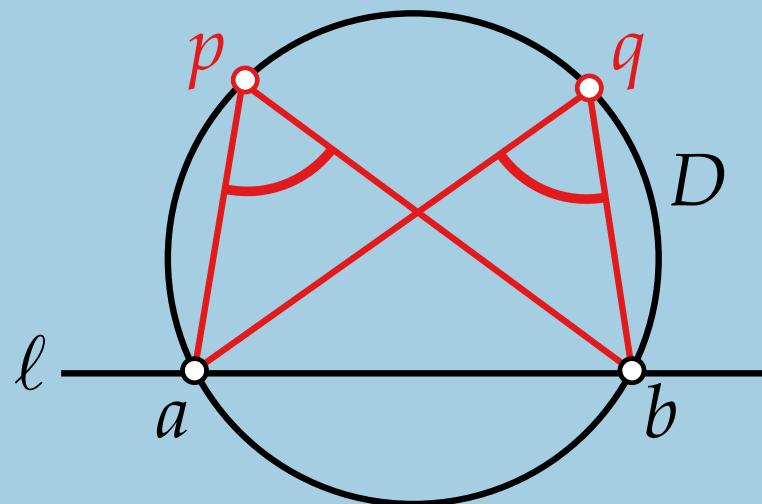
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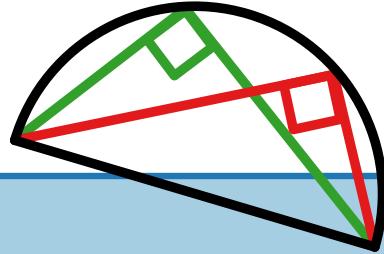


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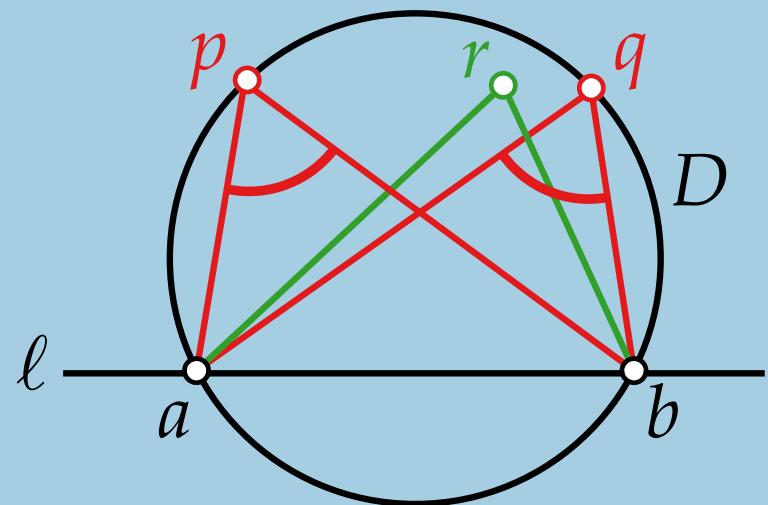
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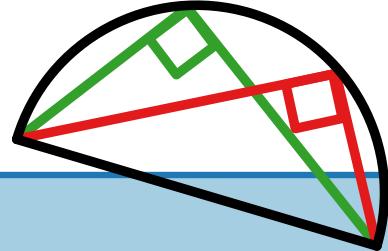
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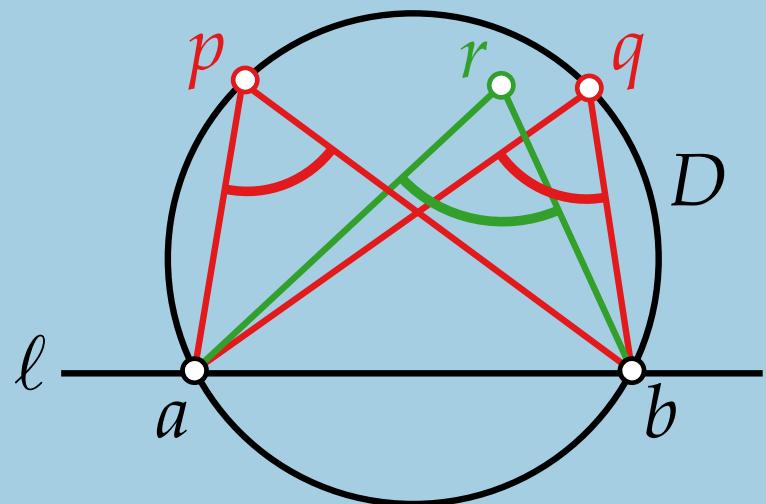
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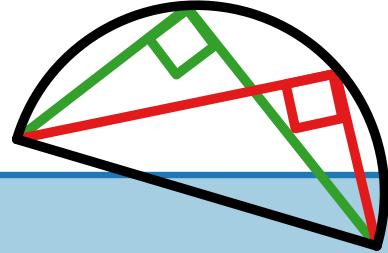
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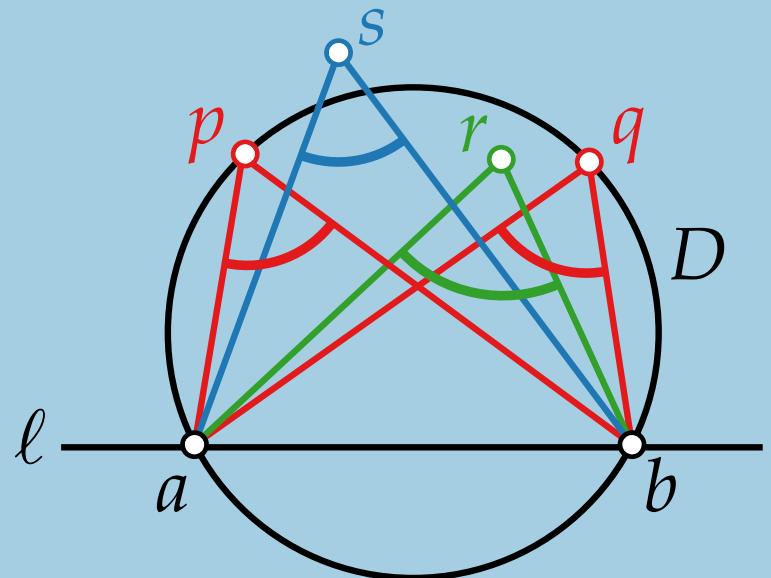
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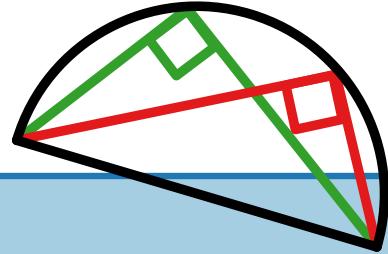
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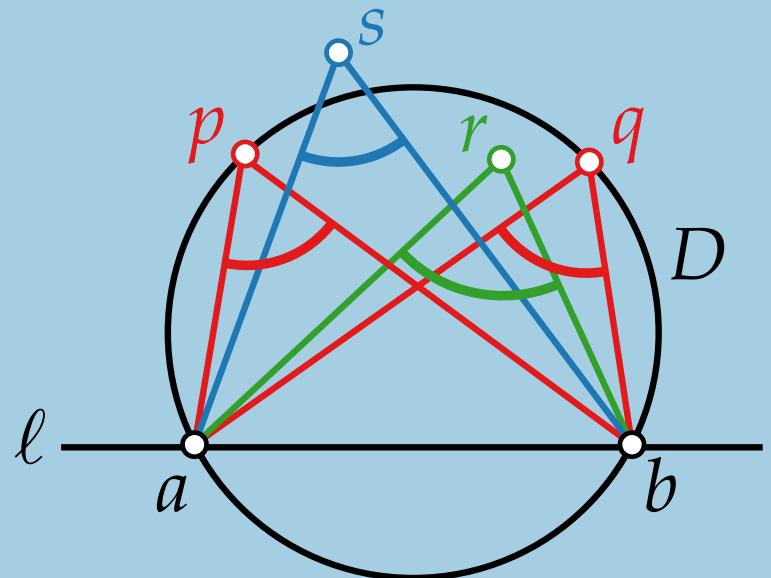
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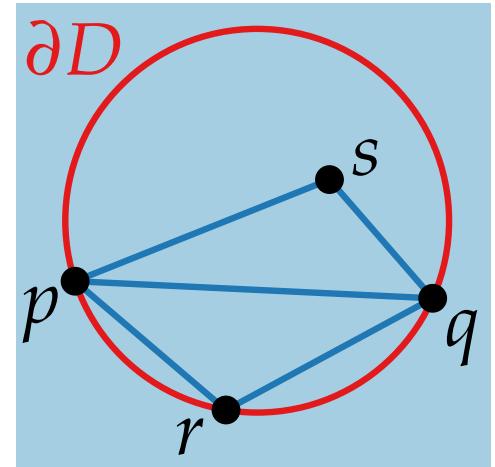
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# Legal Triangulations

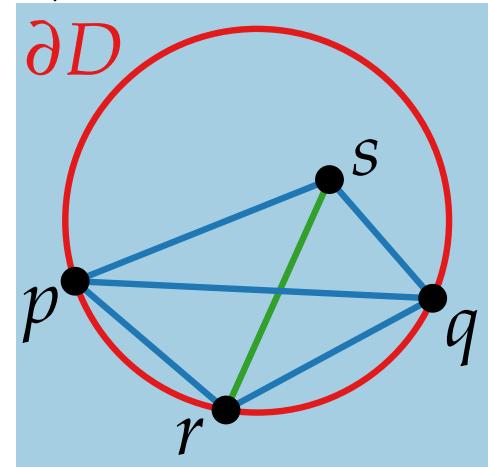
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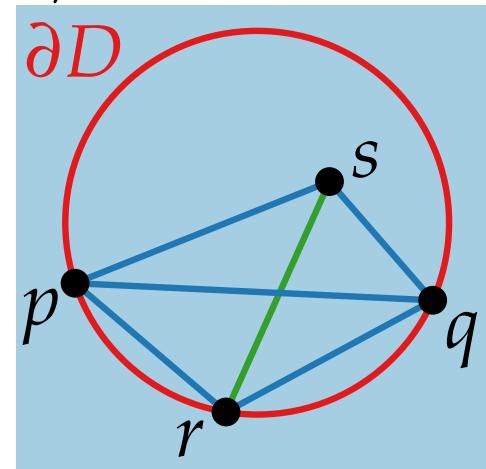
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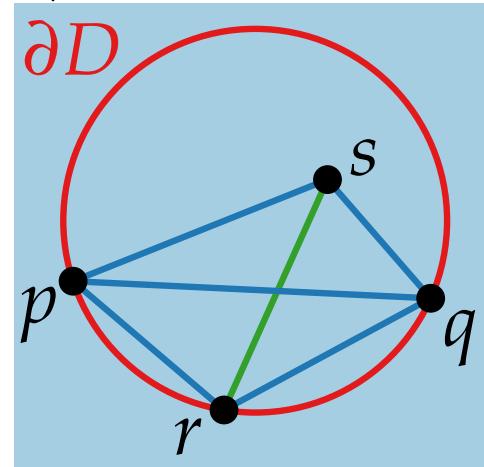


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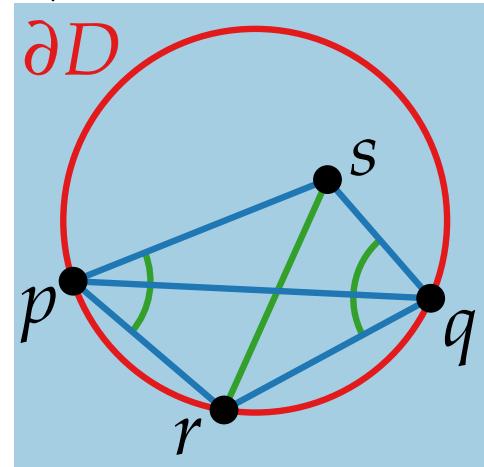


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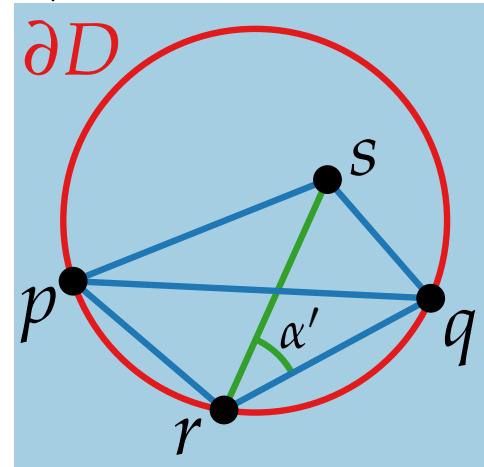


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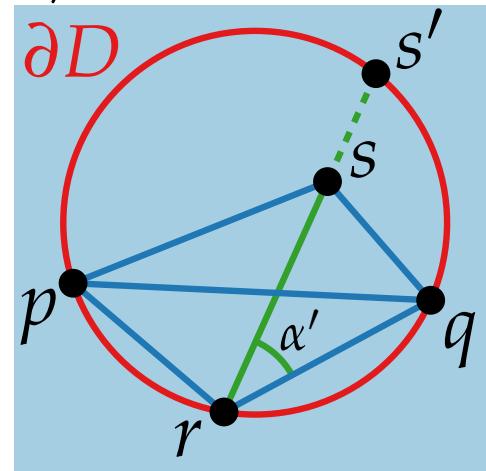


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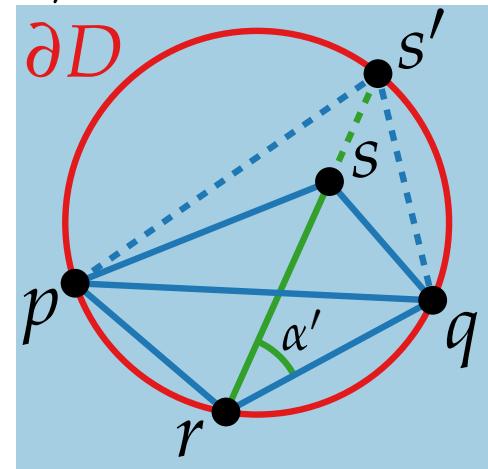


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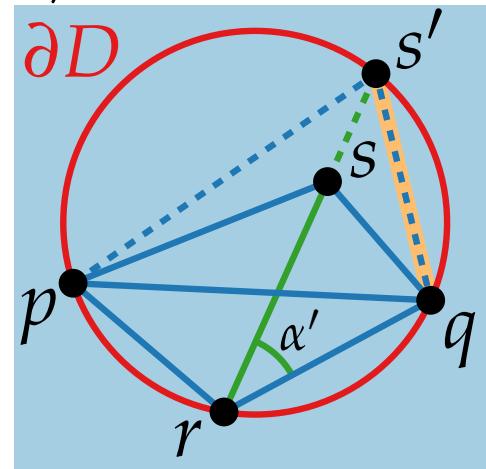
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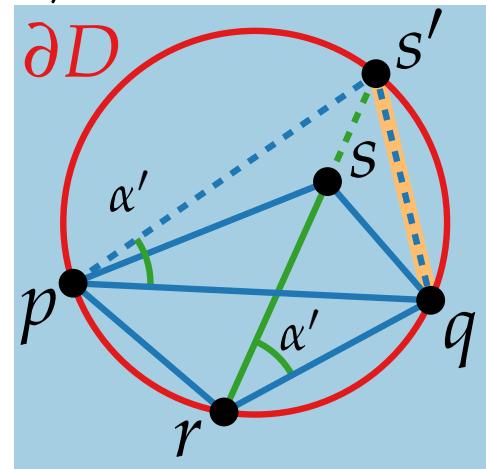
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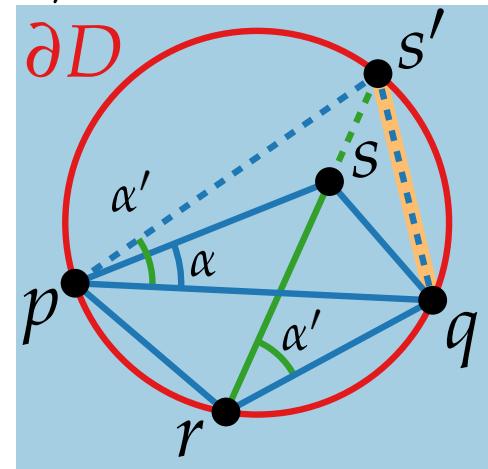
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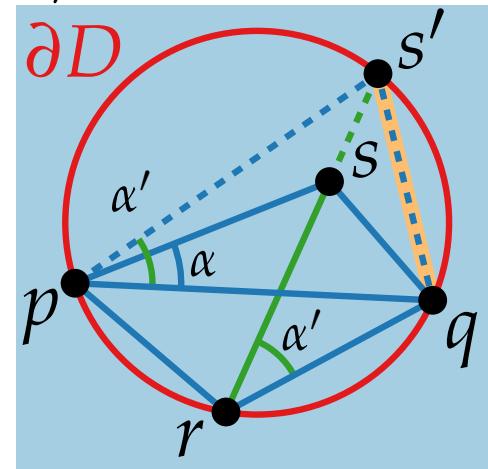
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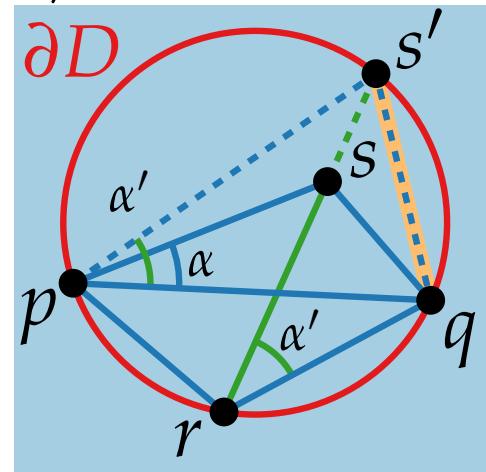
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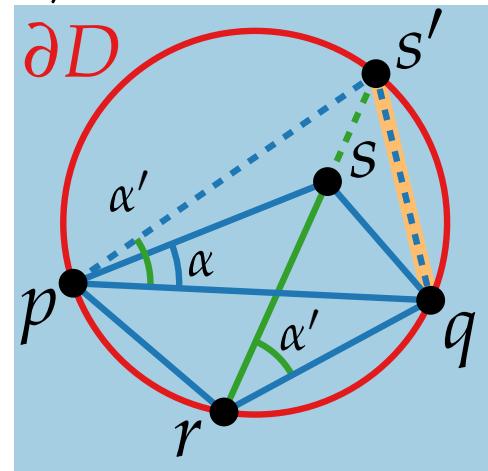
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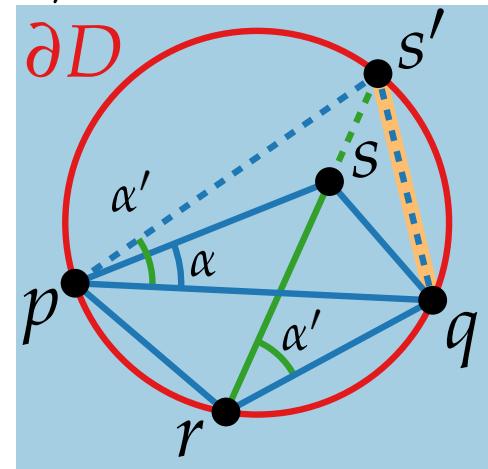
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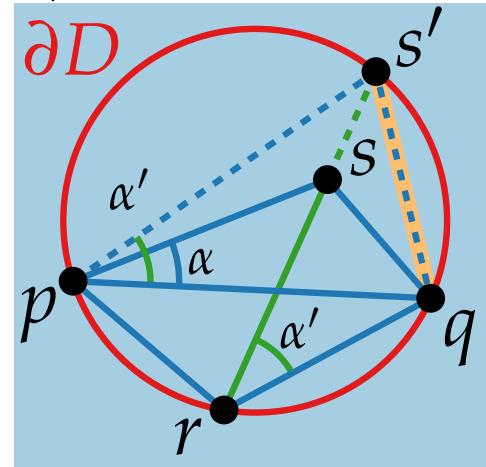
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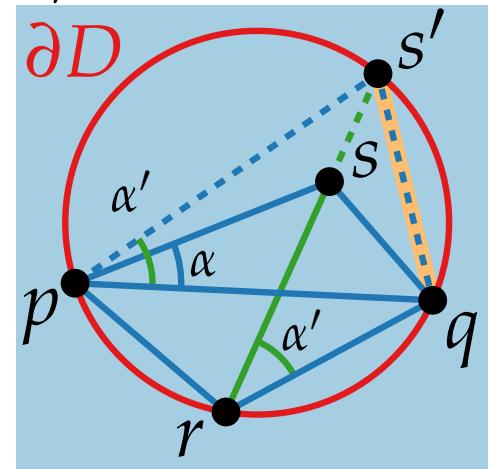
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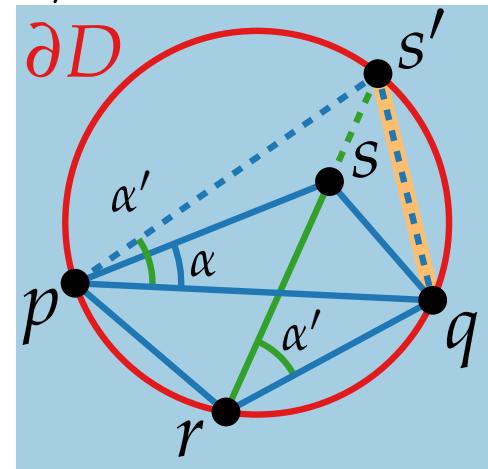
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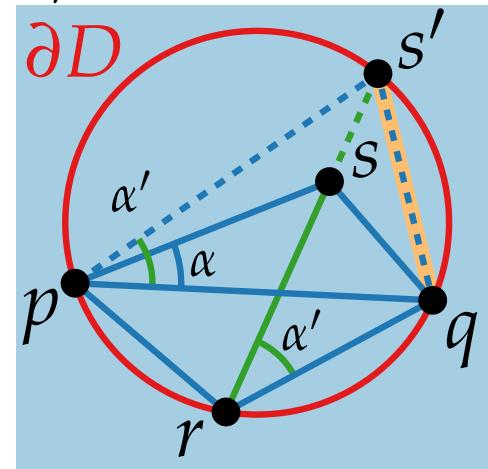
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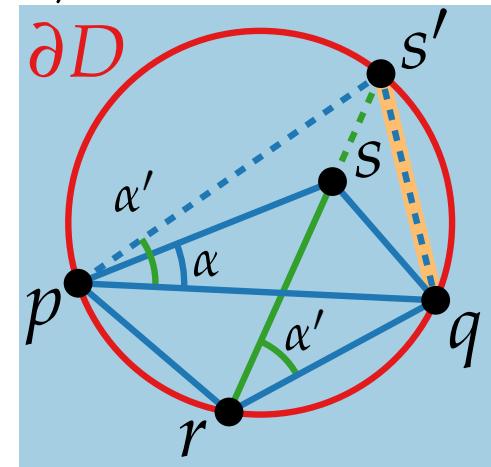
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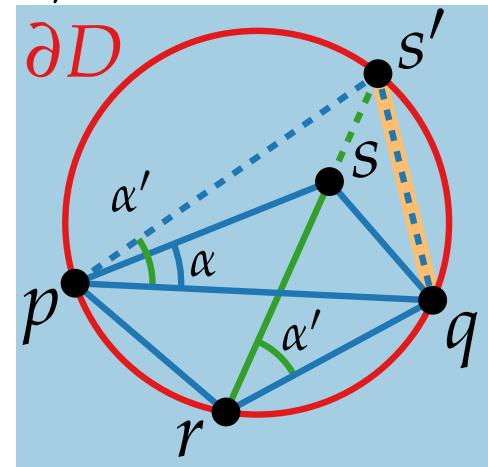
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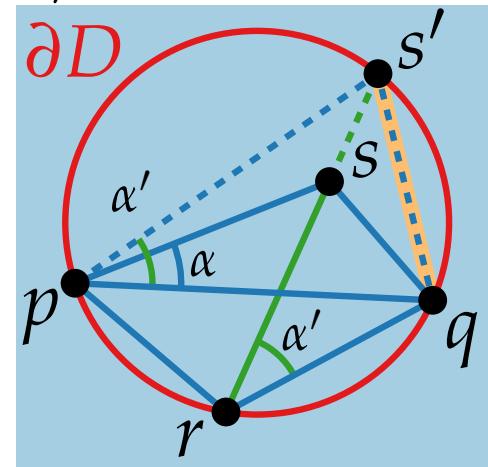
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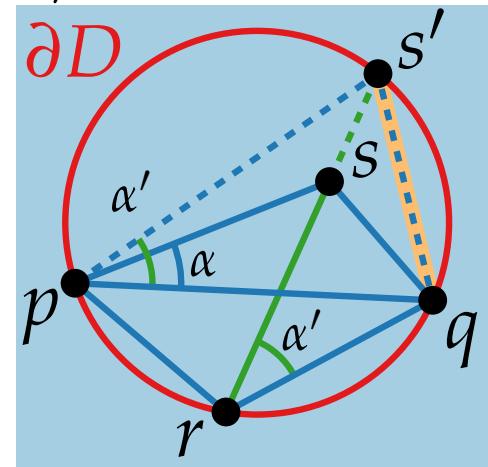
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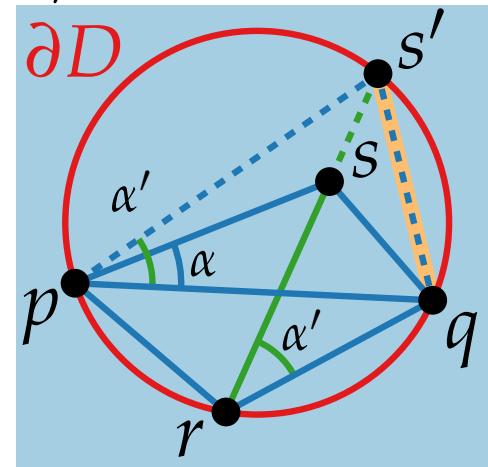
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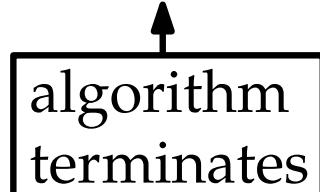
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To clarify things, we'll introduce yet another type of triangulation... .

# Computational Geometry

## Lecture 8: Delaunay Triangulations or Height Interpolation

### Part IV: Delaunay Triangulation

Philipp Kindermann

Summer Semester 2020

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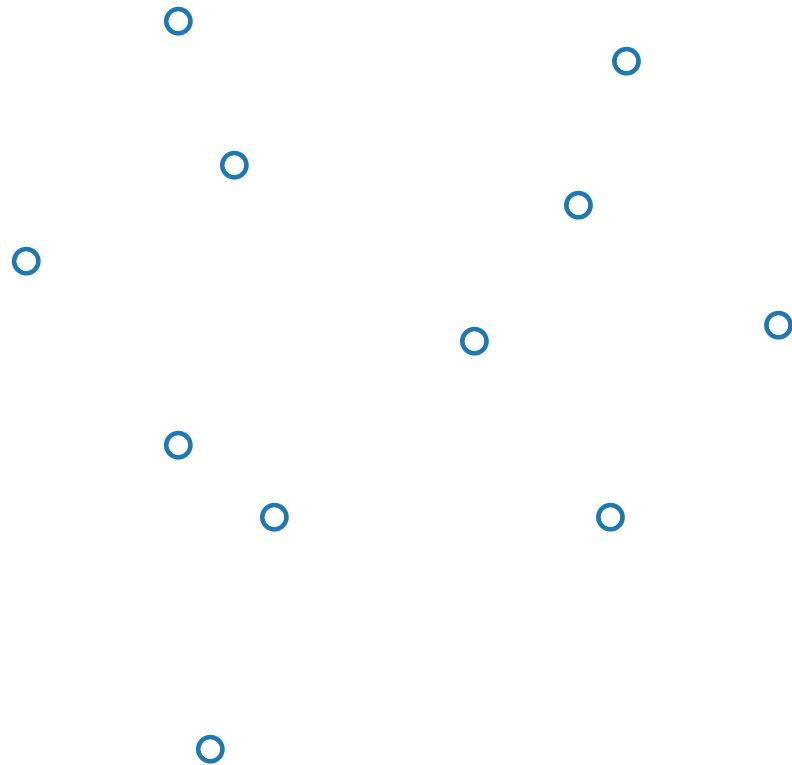
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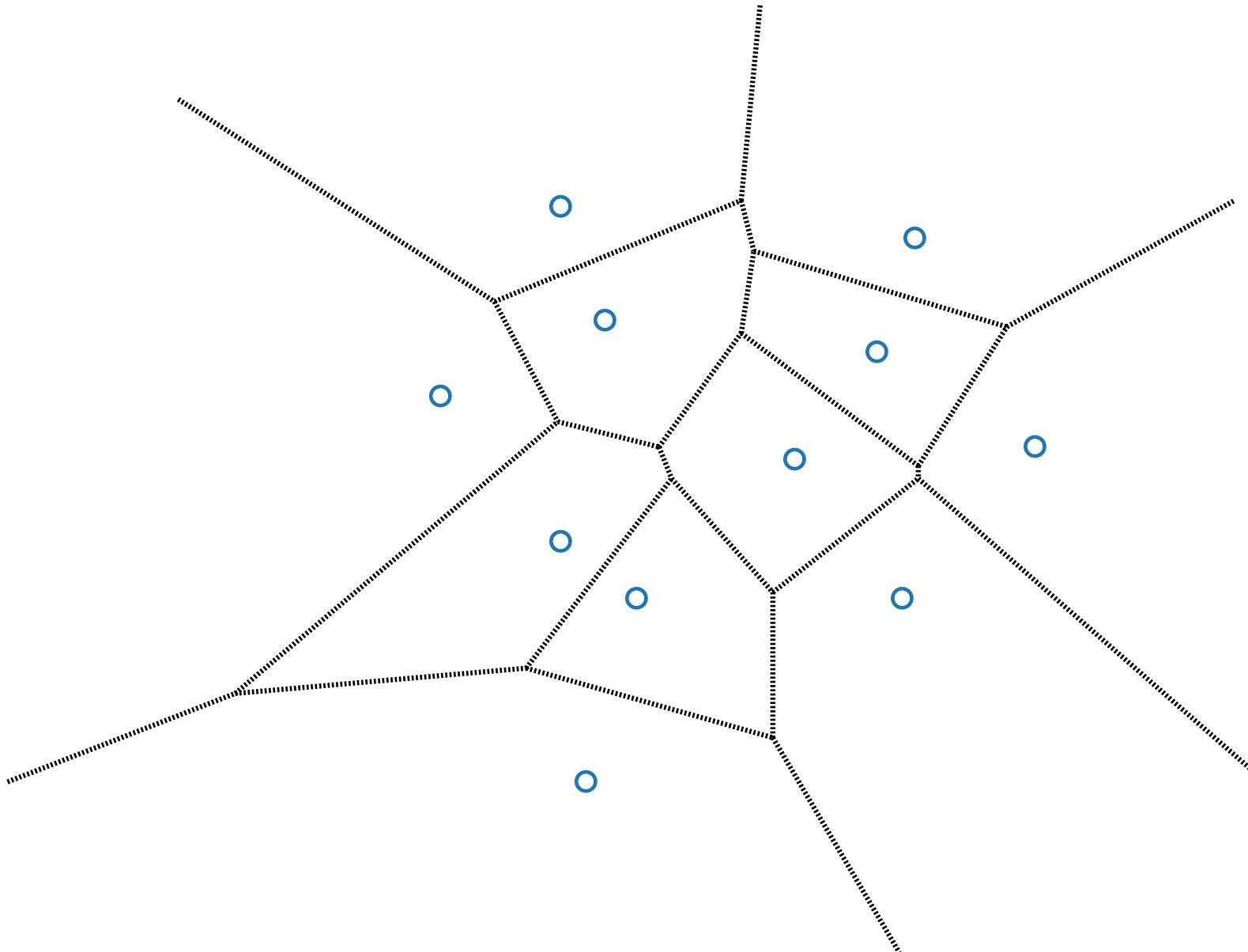
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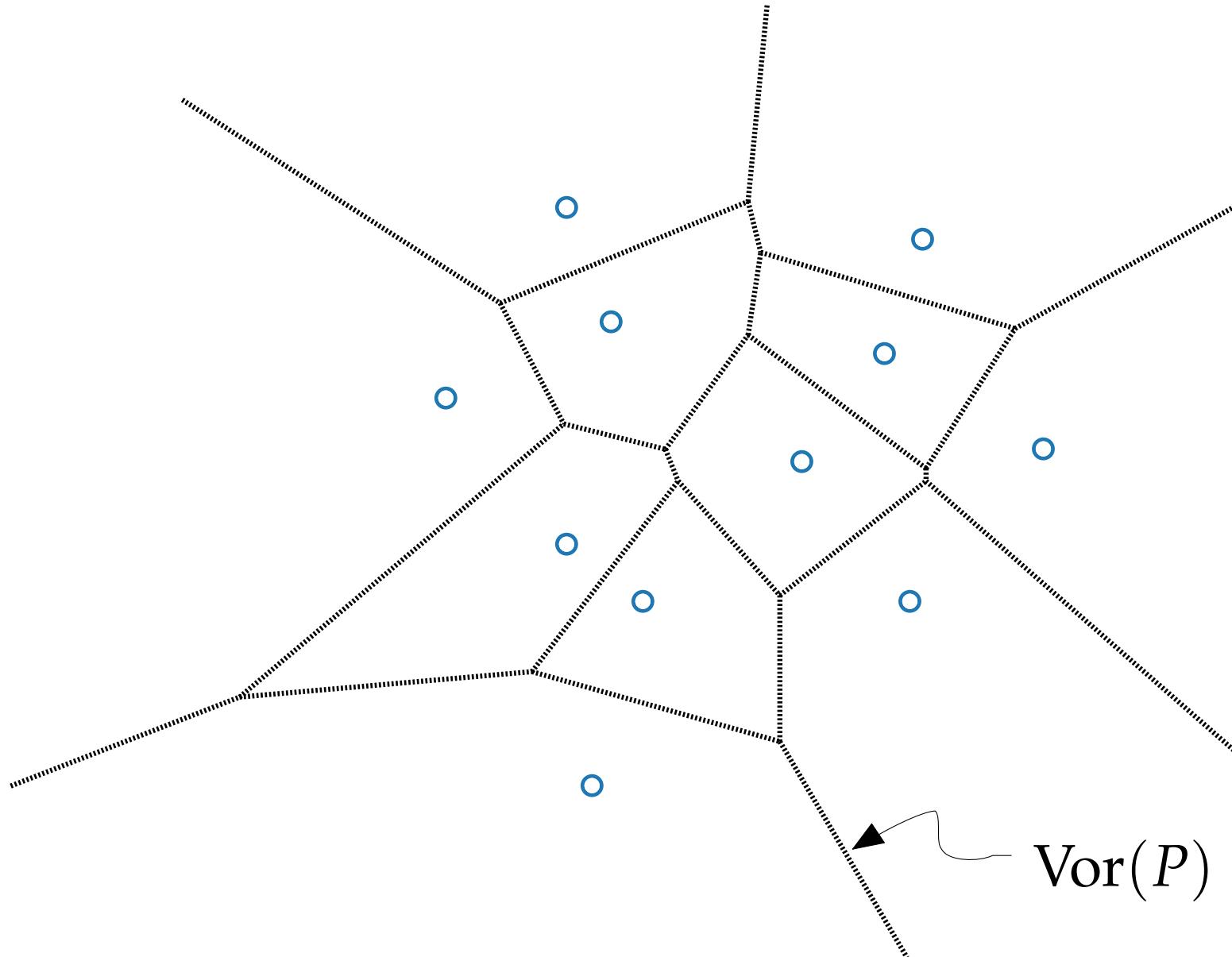
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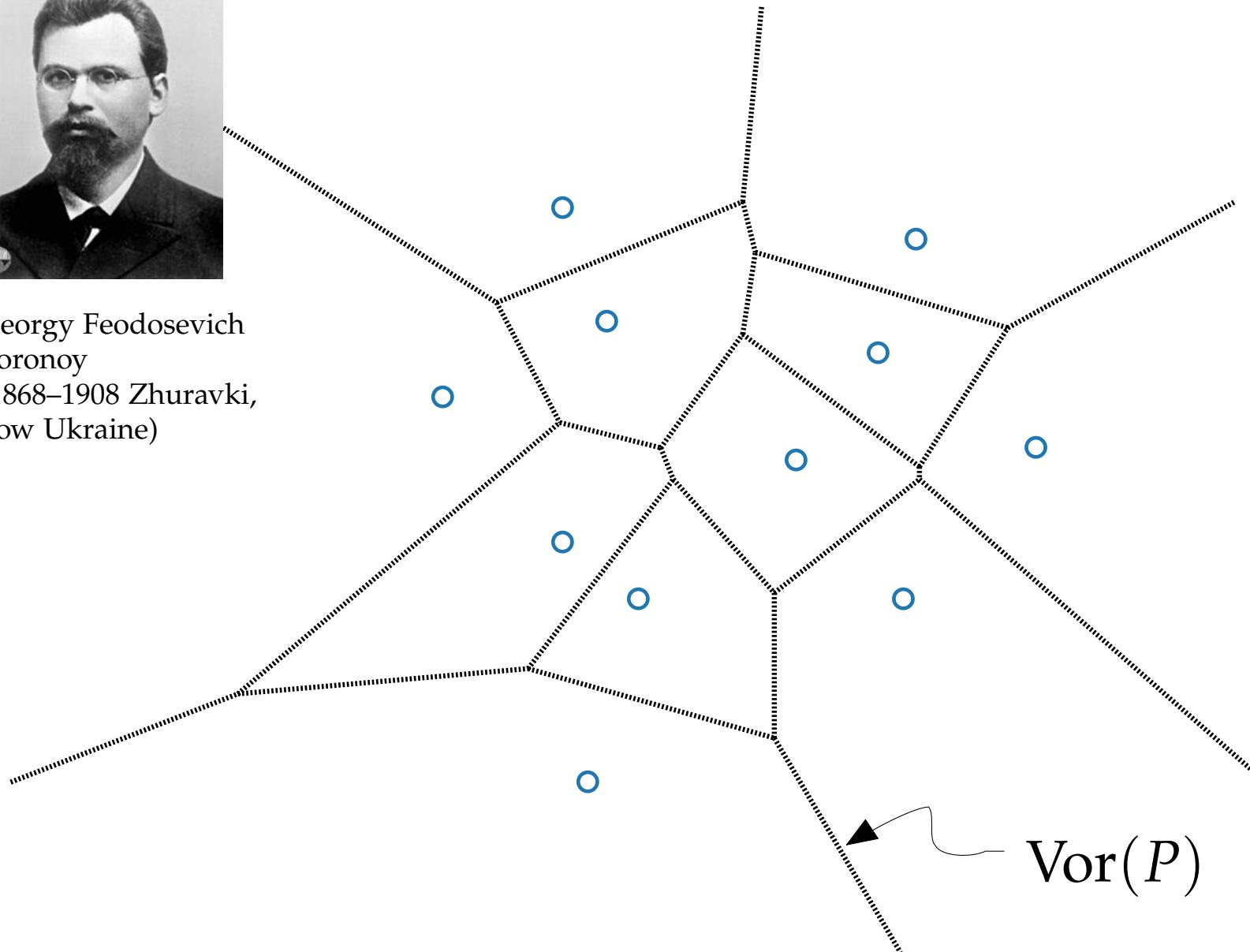


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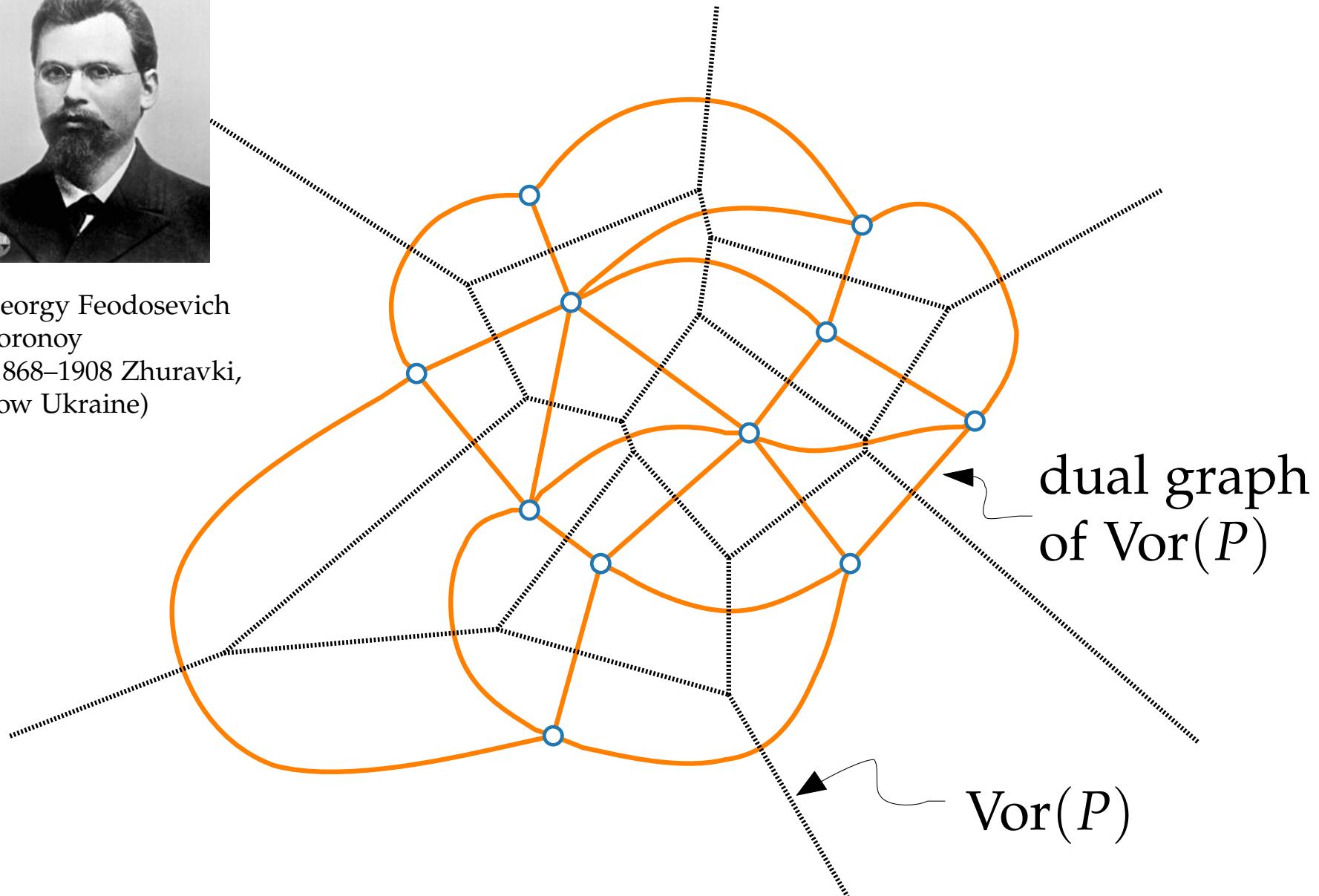
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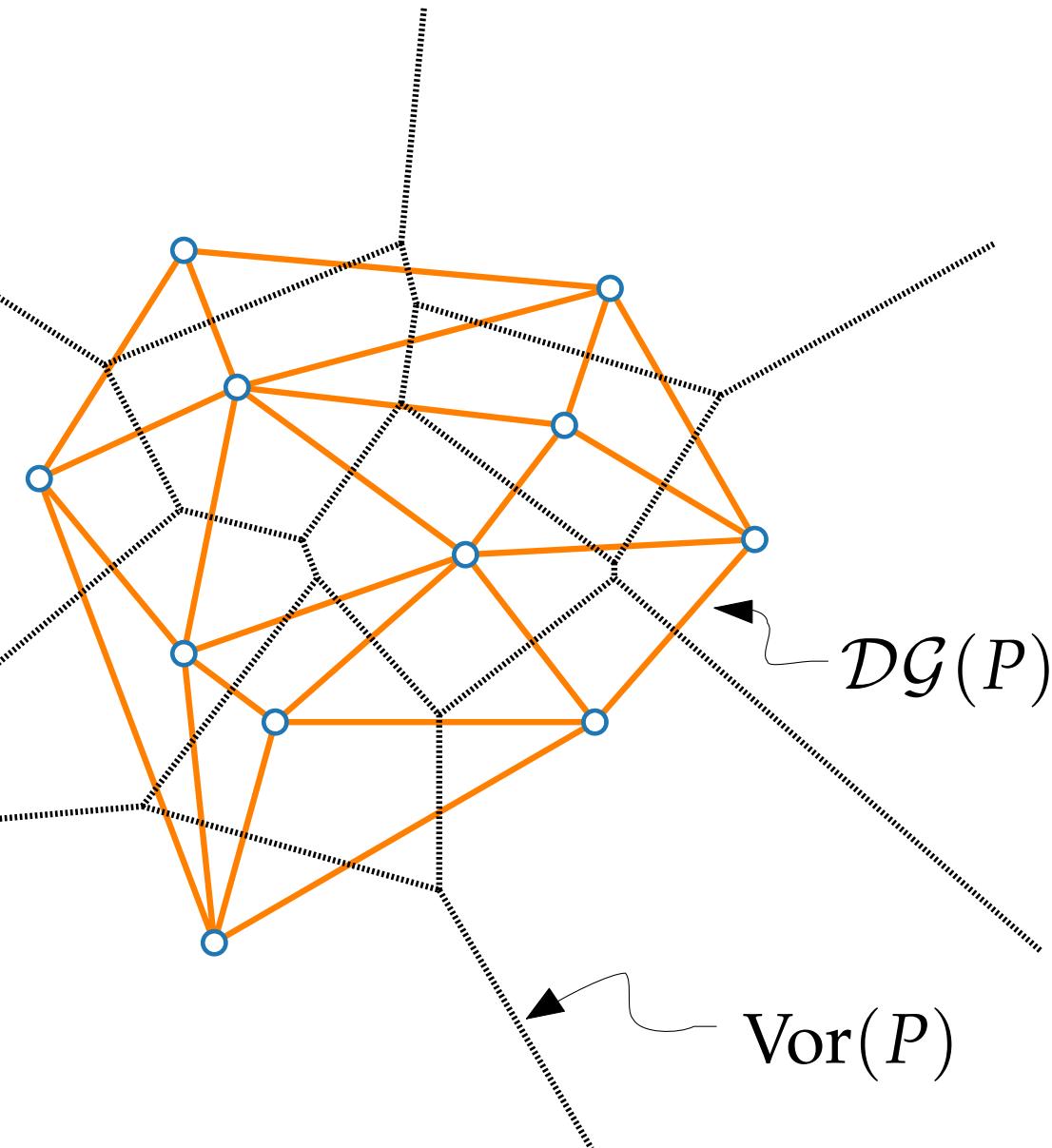


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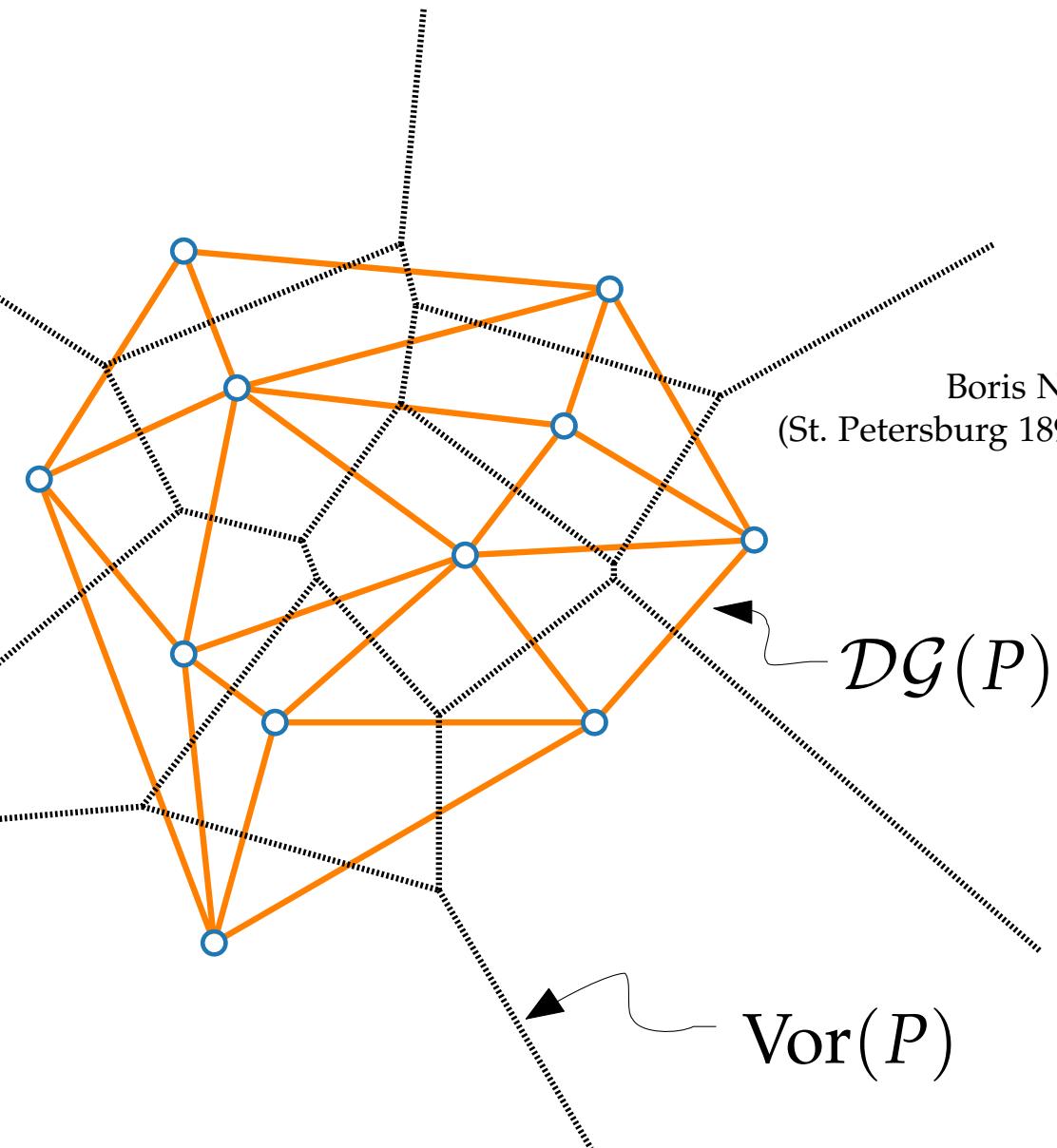
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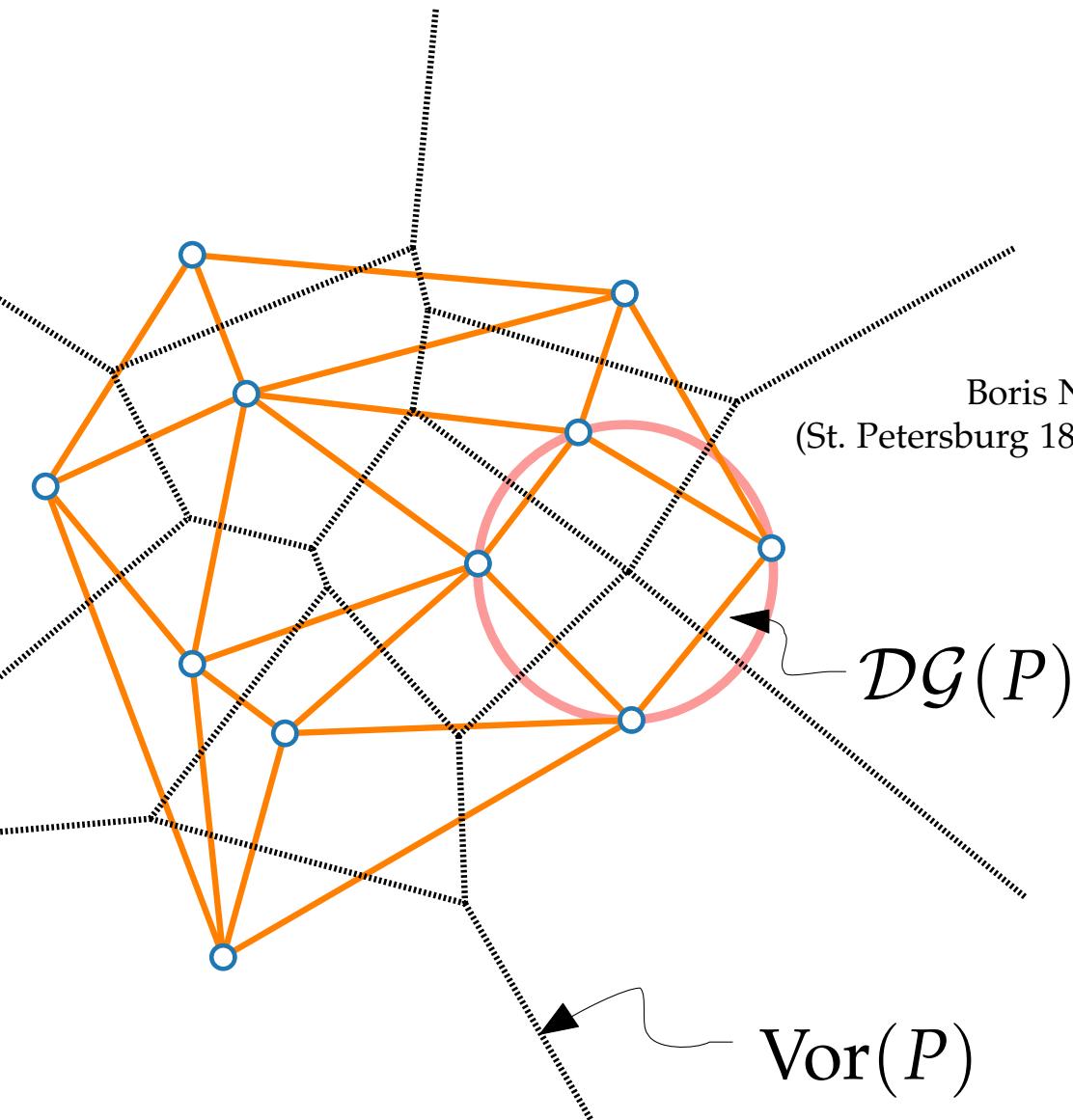
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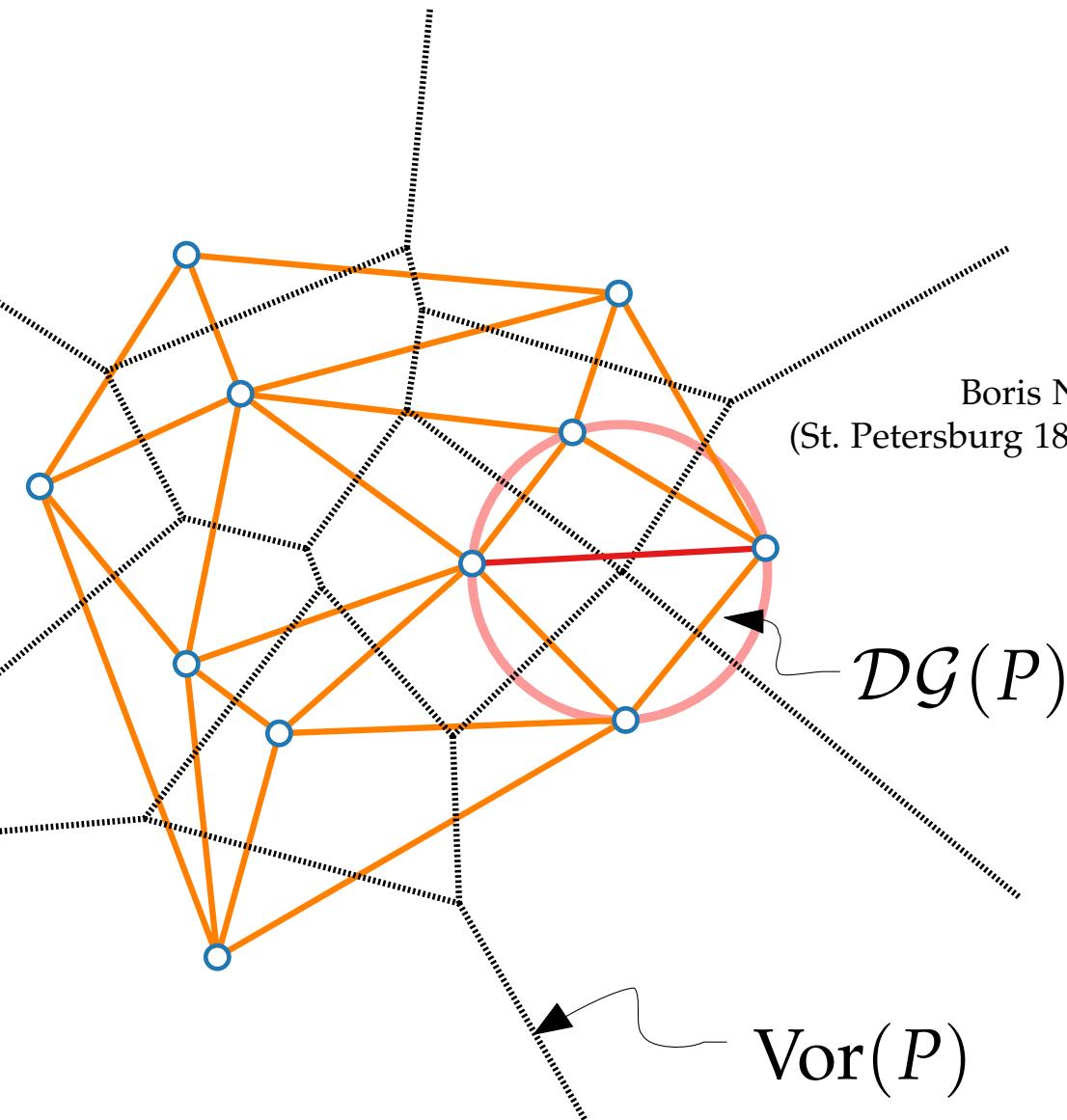
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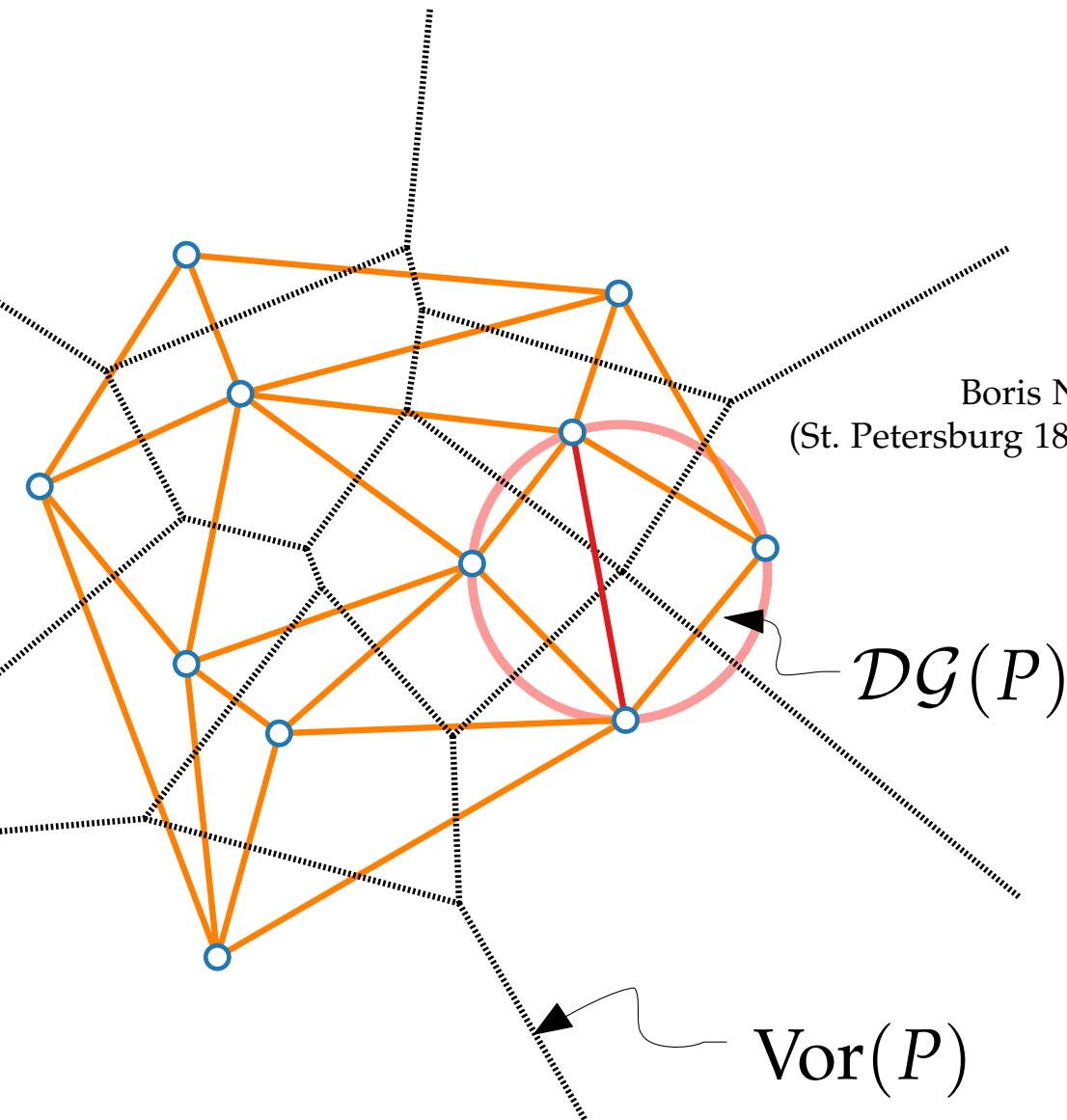
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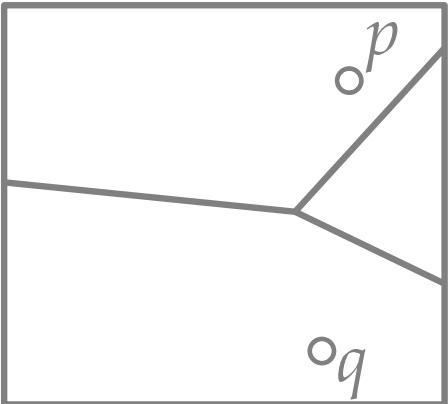
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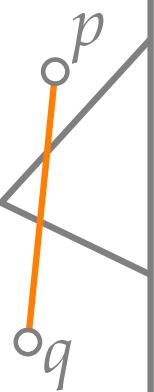
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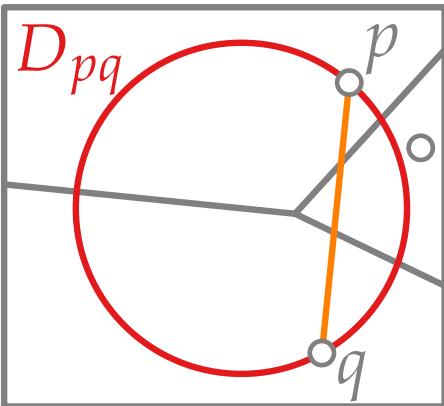
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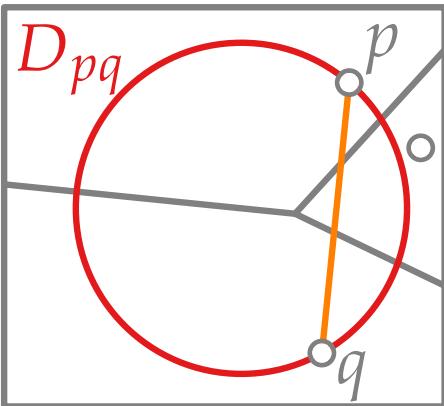
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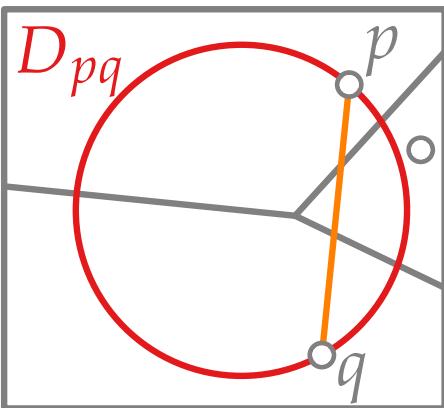
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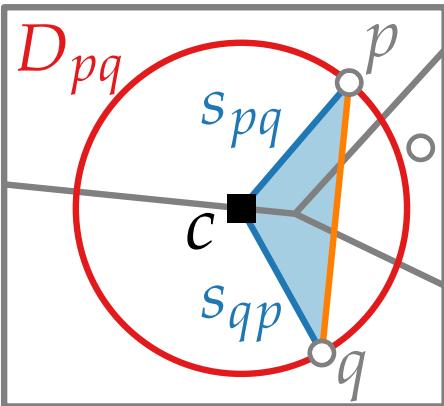
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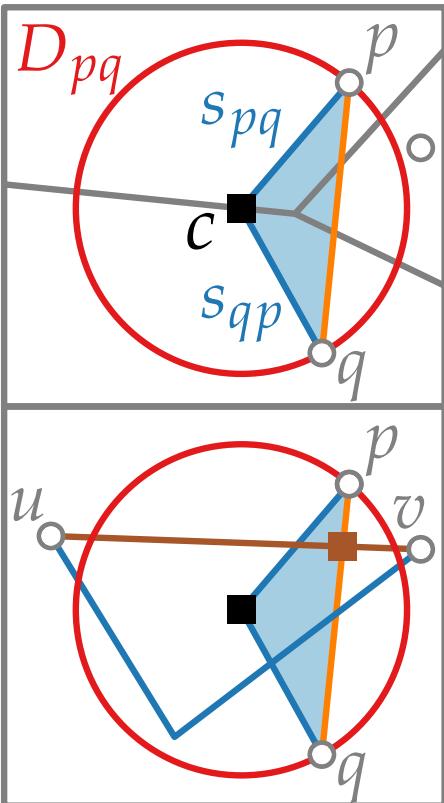
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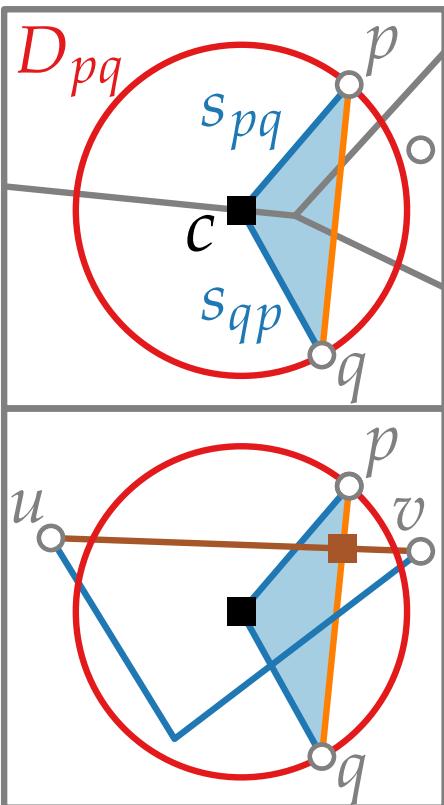
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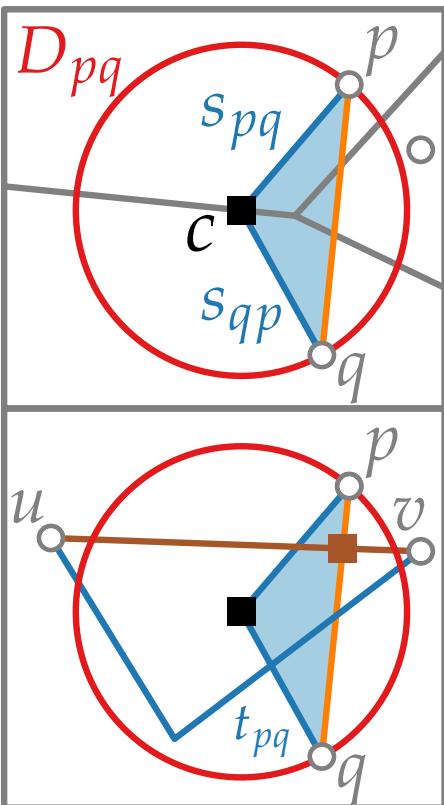
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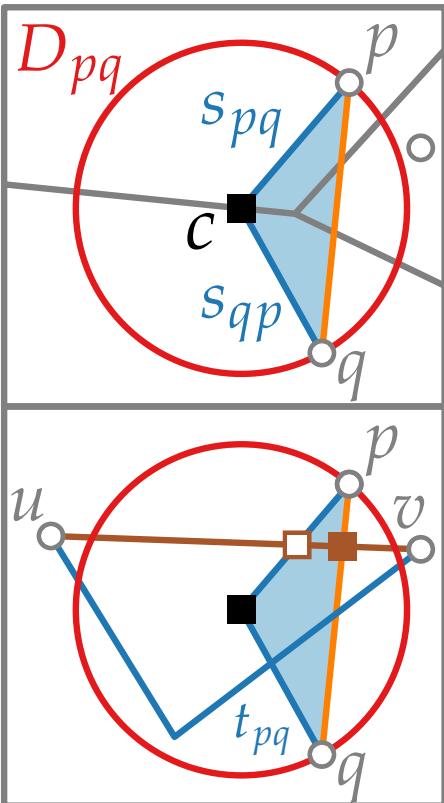
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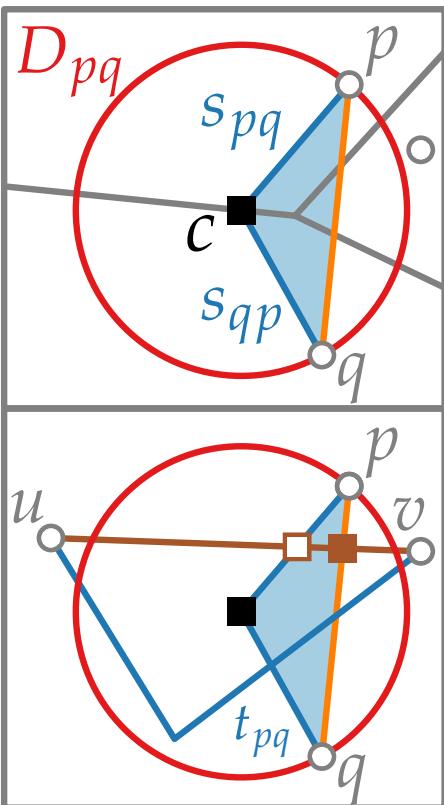
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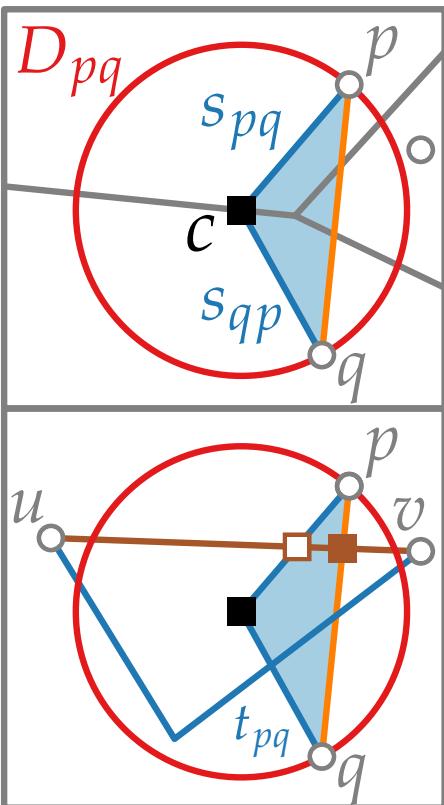
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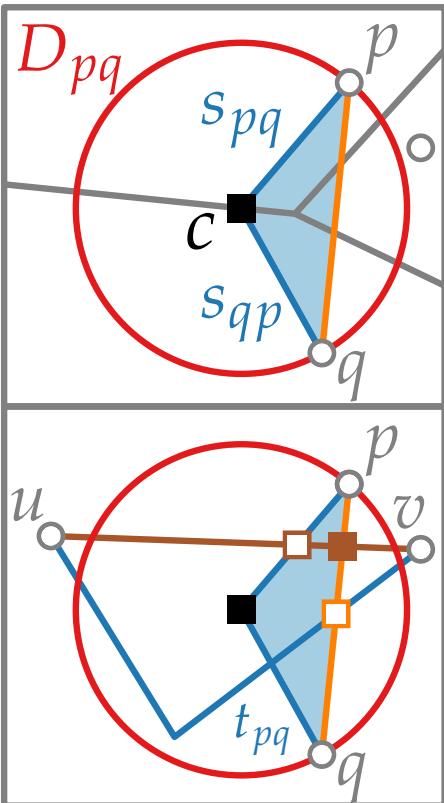
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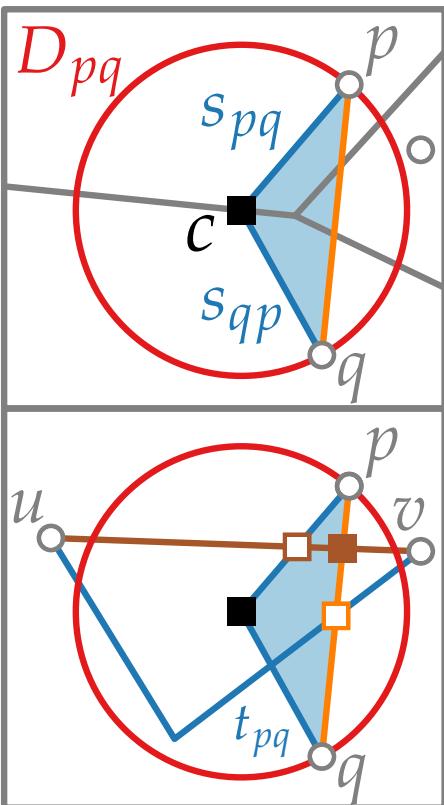
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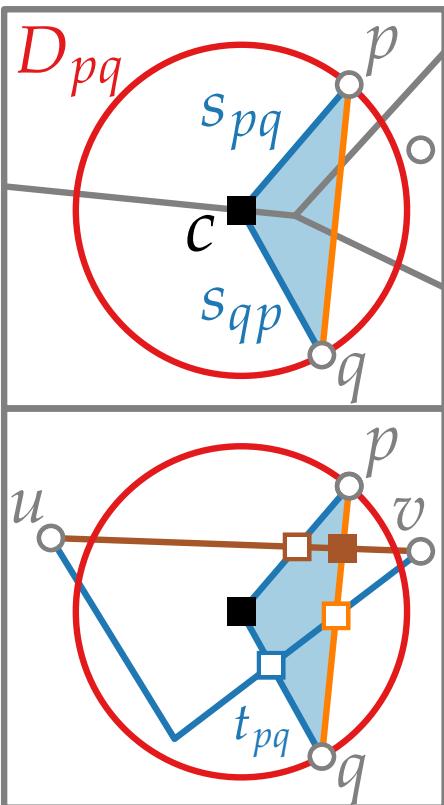
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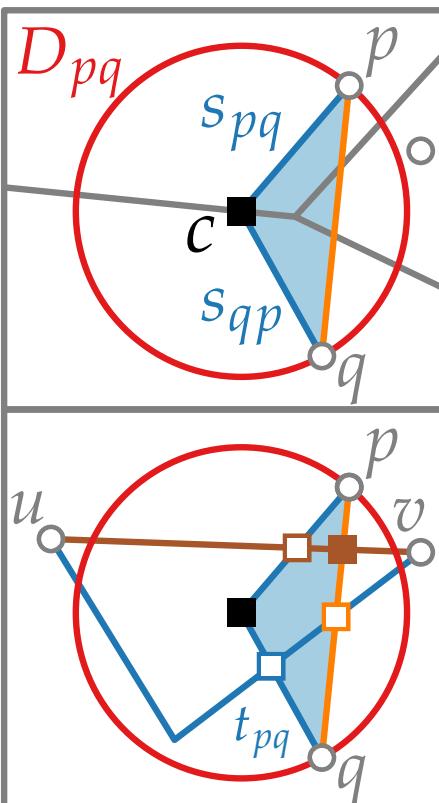
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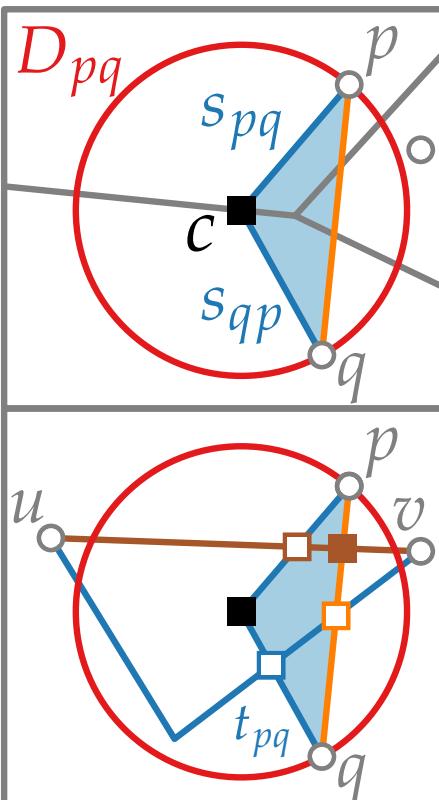
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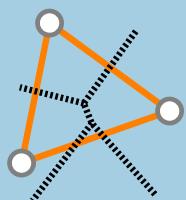
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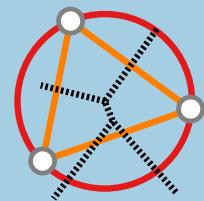


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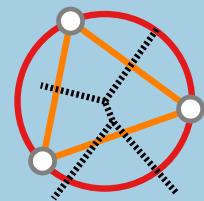


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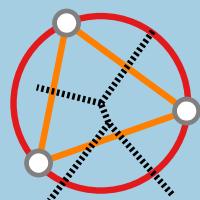


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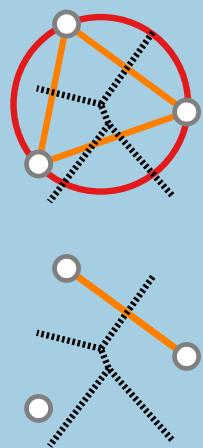


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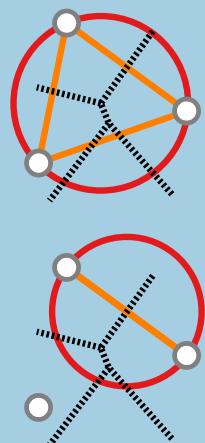


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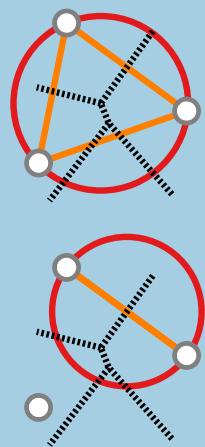


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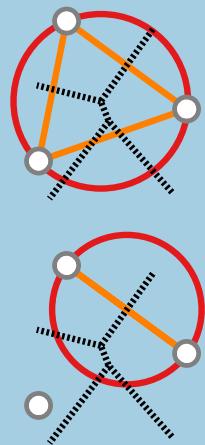


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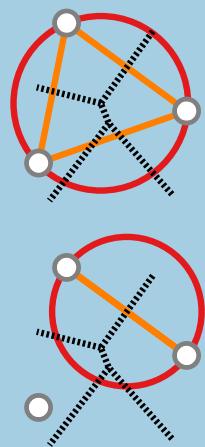
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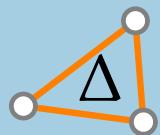
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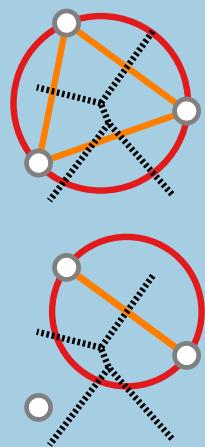
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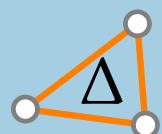
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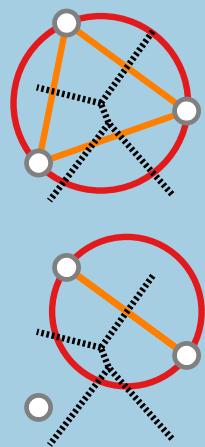


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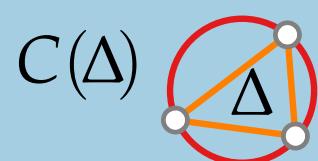
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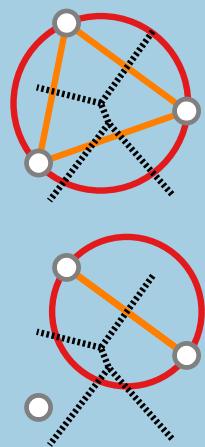


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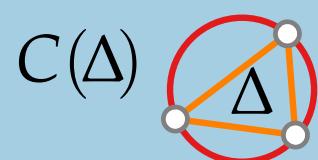
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("empty-circumcircle property")

# Computational Geometry

## Lecture 8: Delaunay Triangulations or Height Interpolation

### Part V: Correctness & Computation

Philipp Kindermann

Summer Semester 2020

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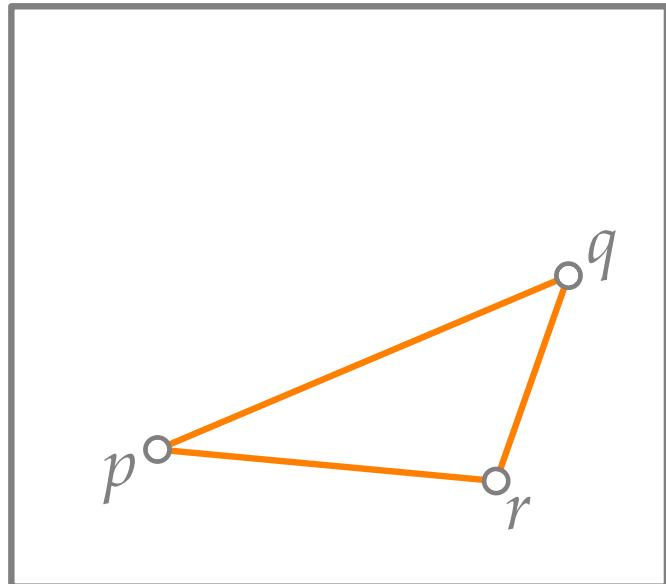
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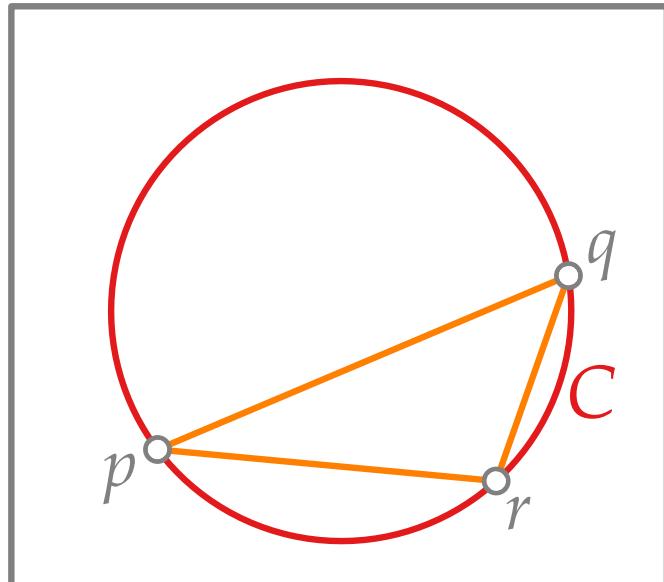
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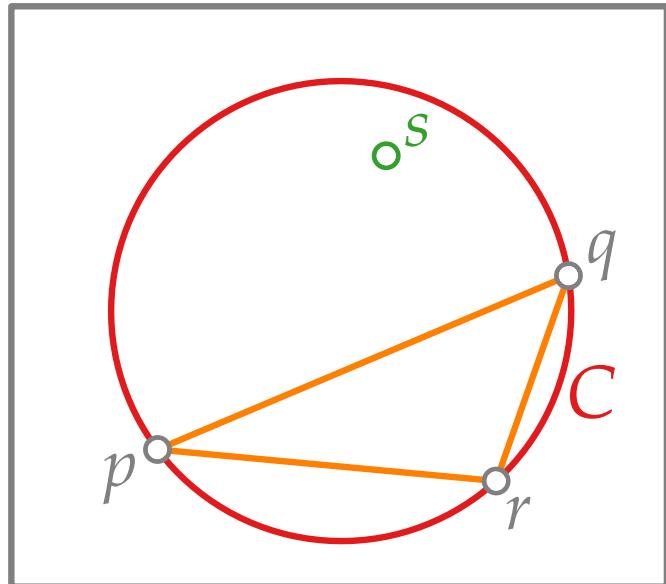
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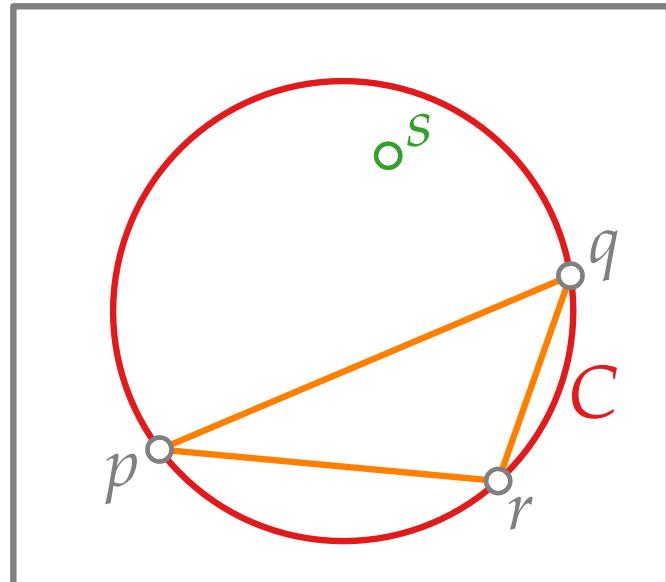
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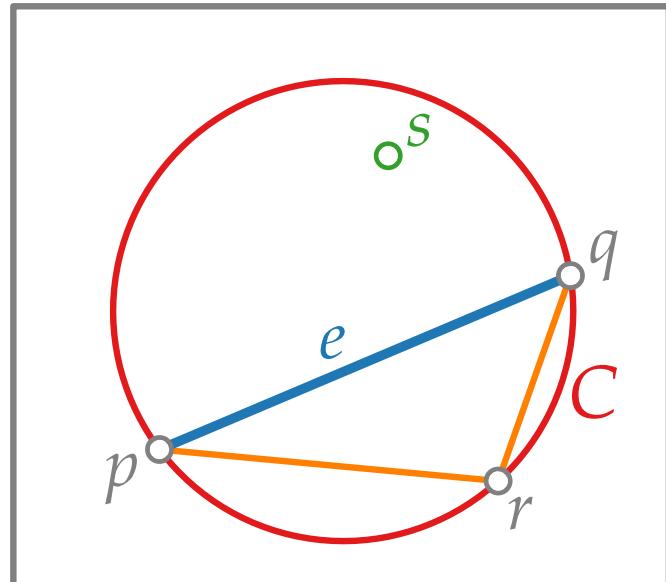
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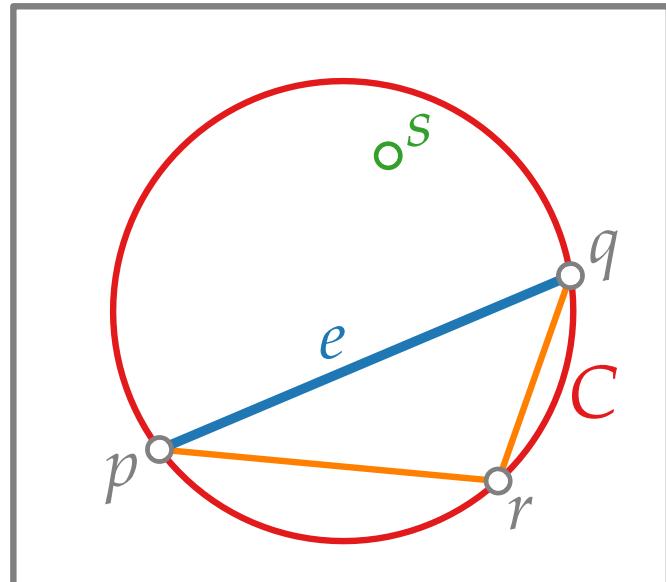
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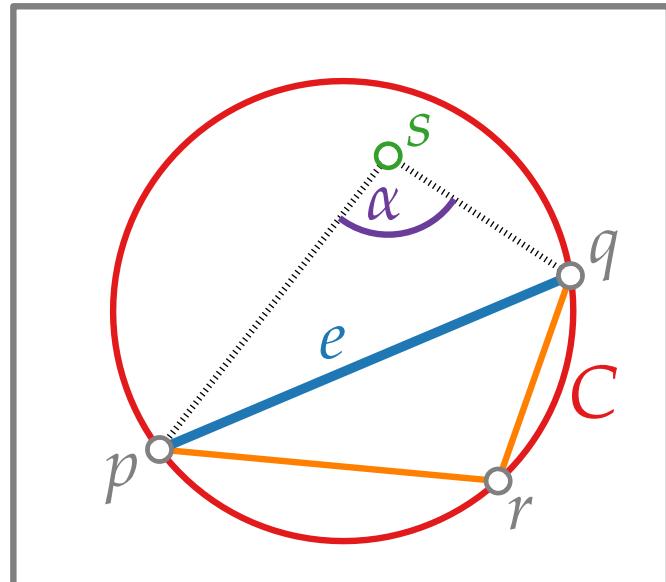
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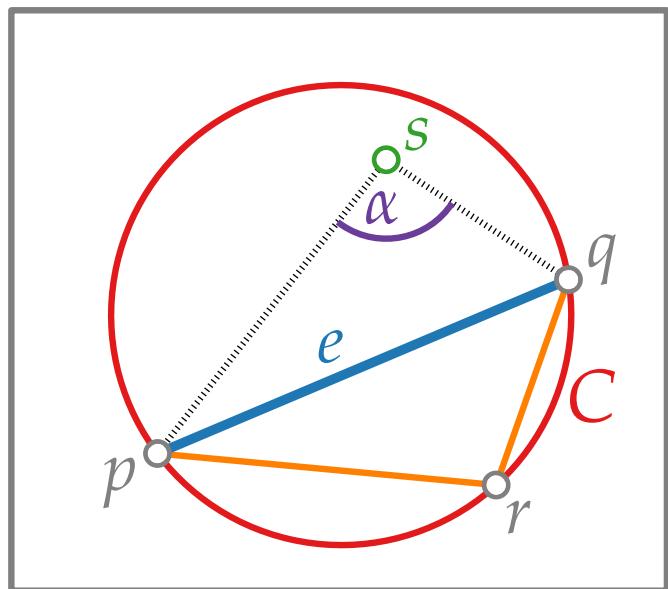
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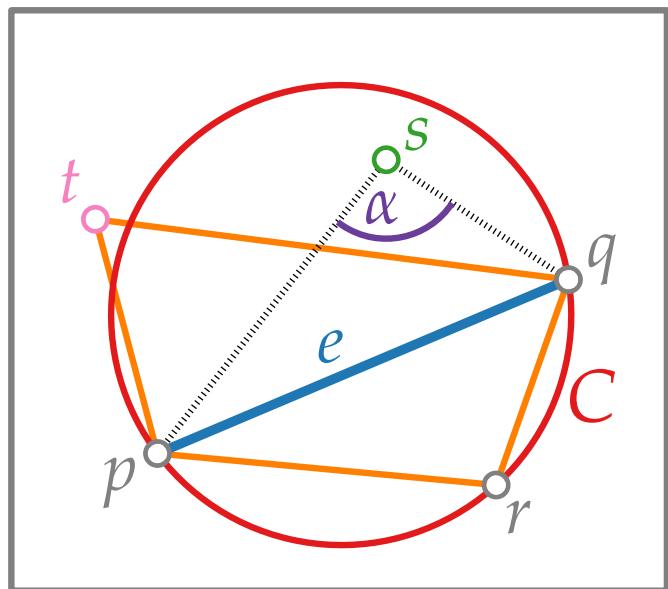
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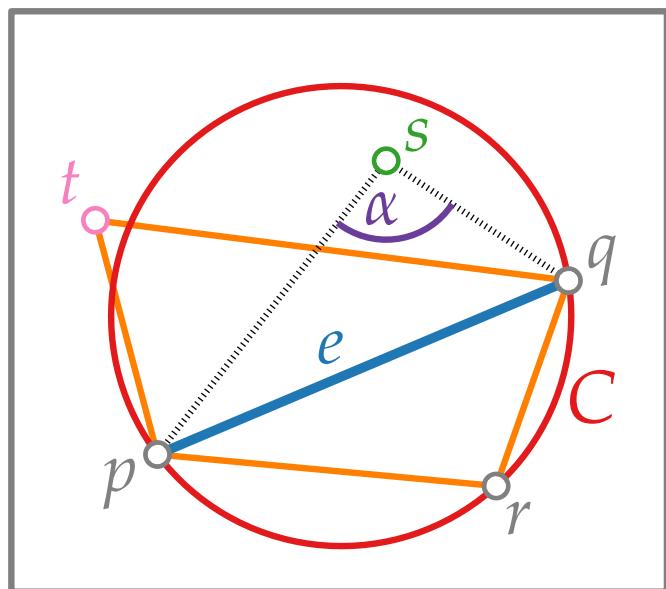
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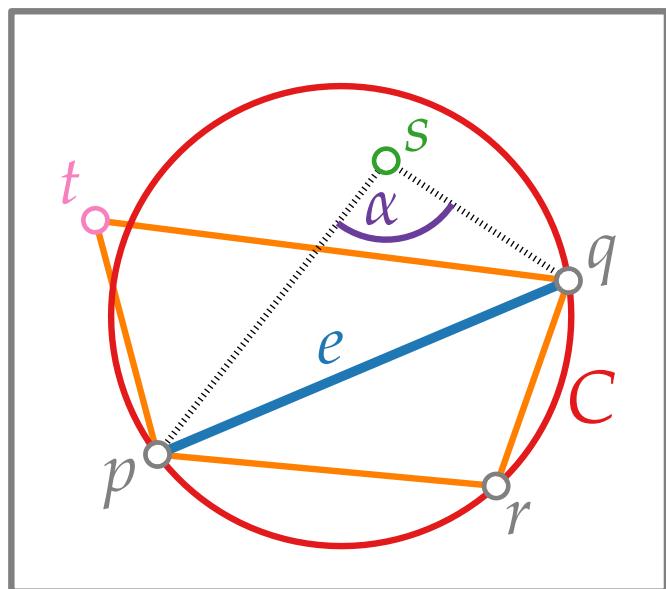
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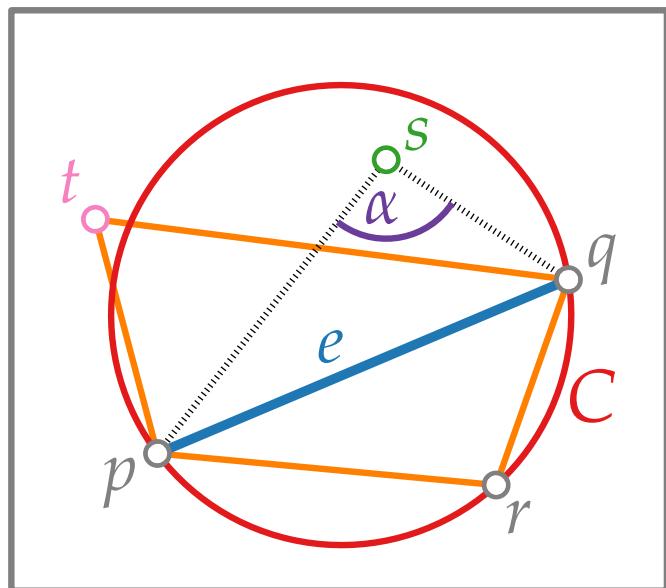
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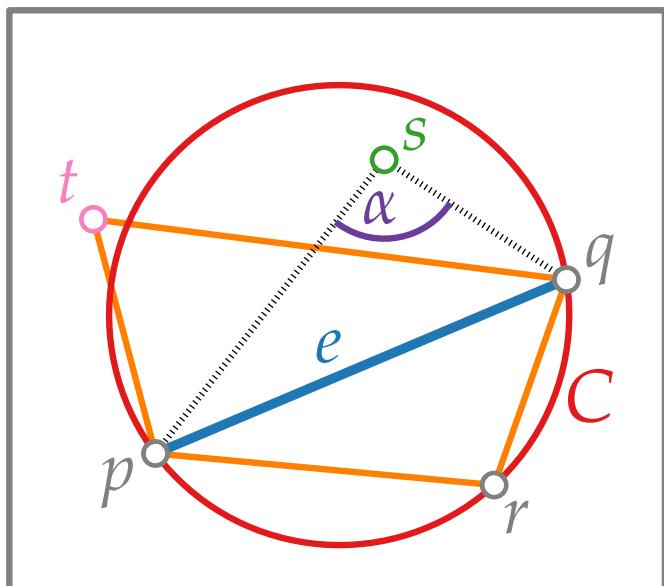


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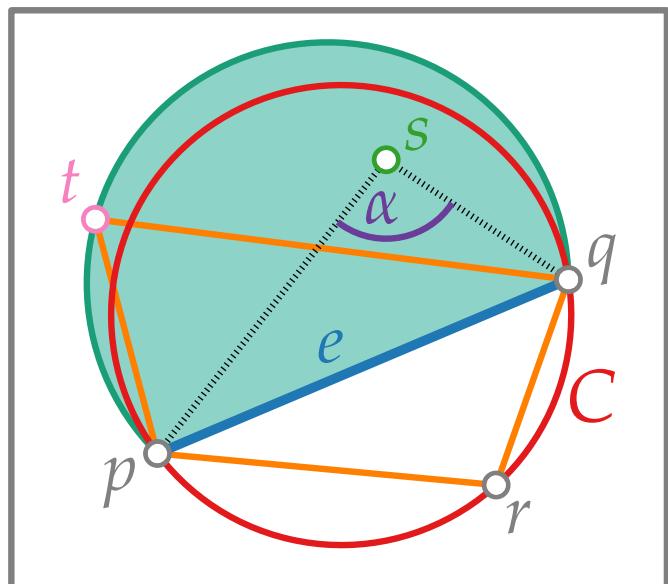


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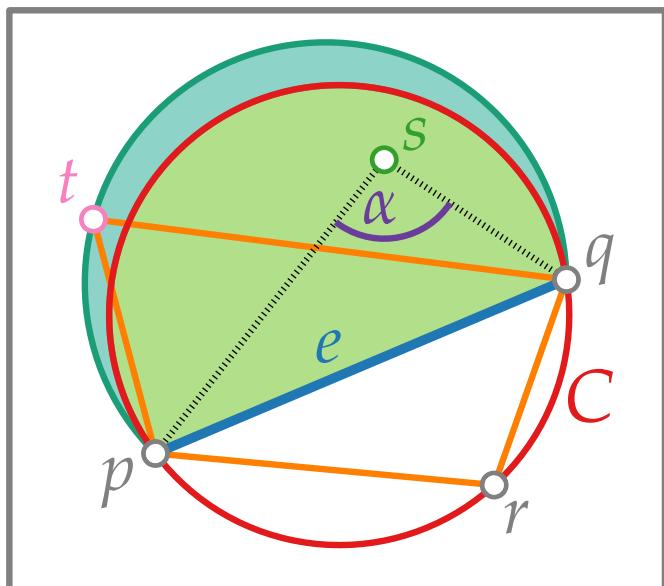


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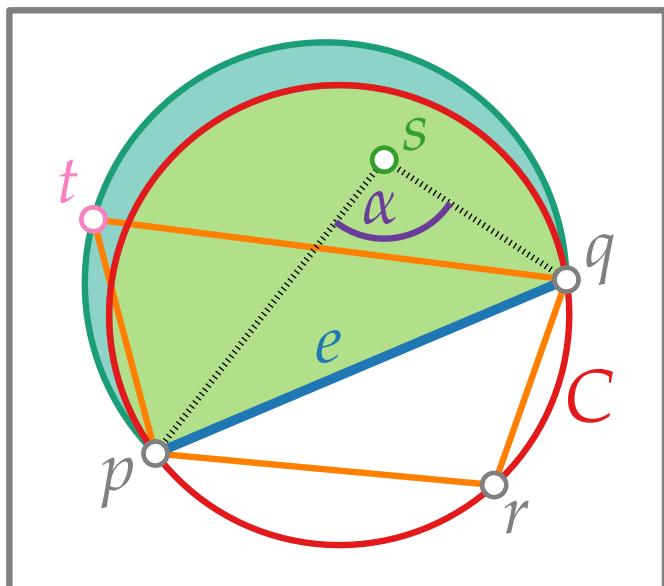


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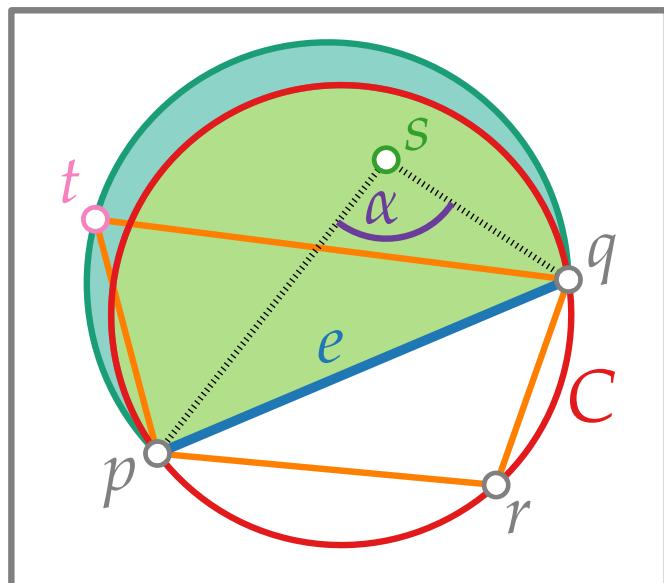
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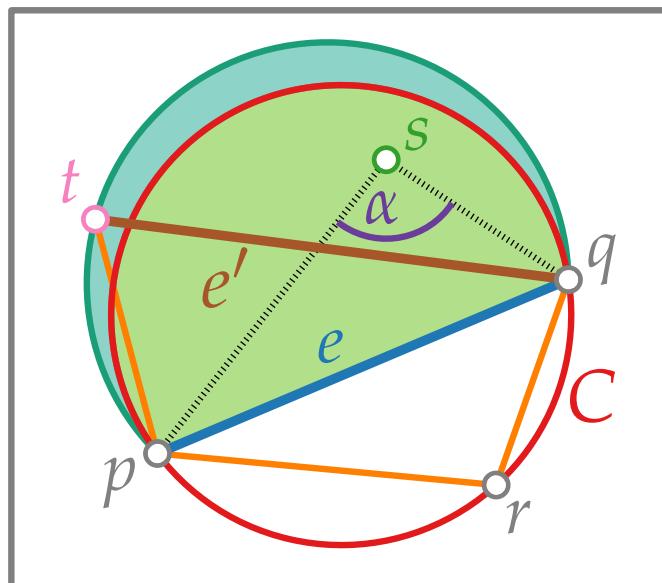
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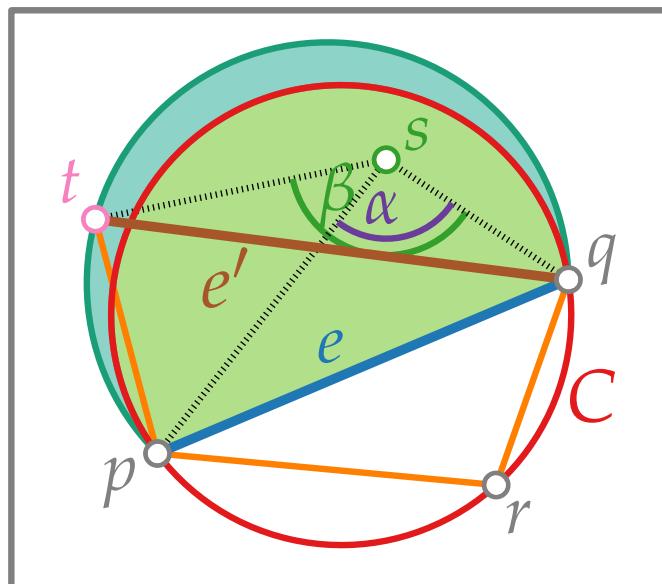
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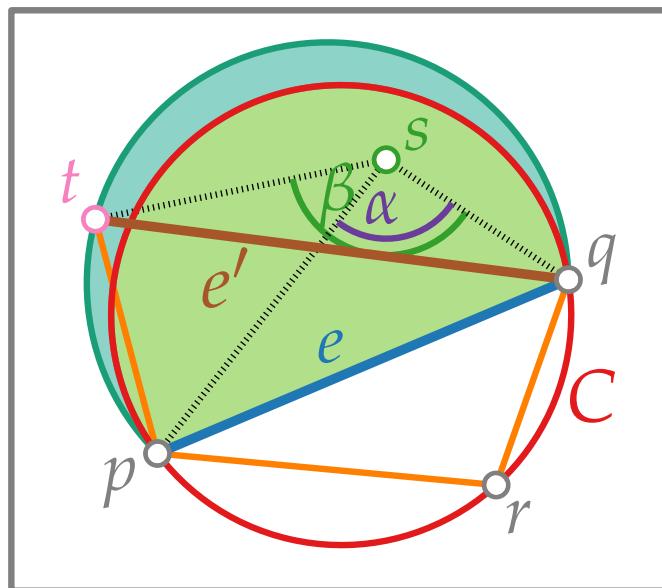
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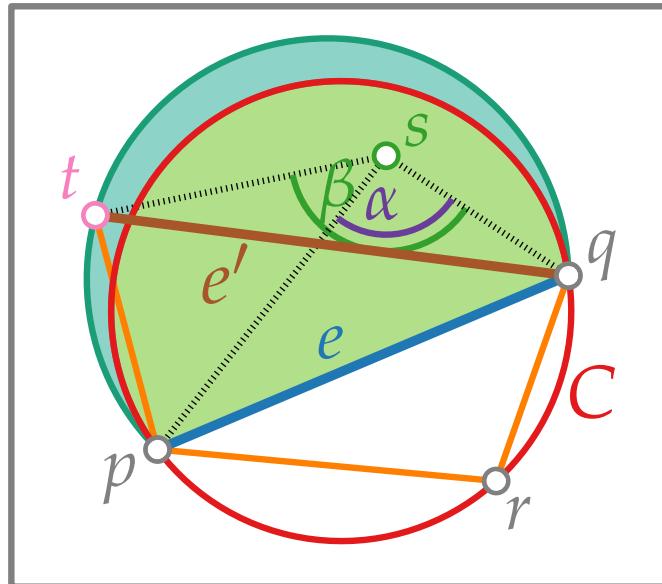
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[How?]