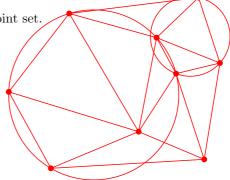
# 2 Delaunay triangulation: definitions, motivations, properties, classical algorithms.

# 2.1 Drawing

Draw the Delaunay triangulation of the attached point set.

## 2.1 Correction:



# 2.2 Nearest neighbor graphs

S a set of n points.  $q_0 \in S$ . Let  $q_1$  denote the nearest neighbor of  $q_0$  in  $S \setminus \{q_0\}$ . Let  $q_2$  denote the second nearest neighbor of  $q_0$  in S, i.e., the nearest neighbor in  $S \setminus \{q_0, q_1\}$ . Similarly  $q_i$  the  $i^{th}$  nearest neighbor.

The directed nearest neighbor graph of S is the graph whose vertices are the points in S and pq is an edge of the graph if q is the nearest neighbor of p.

Fact: The degree of the nearest neighbor graph is  $\leq 6$ . (proof optional).

## 2.2.1 Nearest neighbor

Prove that  $q_0q_1$  is an edge of the Delaunay triangulation of S.

# 2.2.2 Second nearest neighbor

Prove that  $q_0q_2$  or  $q_1q_2$  is an edge of the Delaunay triangulation of S.

# **2.2.3** $k^{th}$ nearest neighbor

Prove that  $\forall k \exists i < k$  such that  $q_k q_i$  is an edge of the Delaunay triangulation of S.

### 2.2.4 Nearest neighbor graph

Write an algorithm that takes the Delaunay triangulation of S and output the directed nearest neighbor graph of S.

You can write things like:

```
for v enumerating all vertices of DT(S),
for w enumerating the neighbor of v in DT(S),
```

or output edge(v, w),

or v.color = red to add some information in a vertex (or edge or...)

What is the complexity of this algorithm?

## 2.2.5 Nearest neighbor graph

Write an algorithm that takes the Delaunay triangulation of S and output the directed second nearest neighbor graph of S.

What is the complexity of this algorithm?

# 2.2 Correction:

#### 2.2.1 Nearest neighbor

The disk centered at  $q_0$  passing through  $q_1$  contains only  $q_0$ , thus the disk of diameter  $q_0q_1$ , which is included in the previous one is empty. By the empty circle property,  $q_0q_1$  is a Delaunay edge.

#### 2.2.2 Second nearest neighbor

The disk  $D_2$  centered at  $q_0$  passing through  $q_2$  contains only  $q_0$  and  $q_1$ , thus we consider the two disks  $Z_0$  and  $Z_1$  passing through  $q_2$  tangent in  $q_2$  to  $D_2$  and respectively passing through  $q_0$  and  $q_1$ . We have to cases:

 $-Z_0 \subset Z_1 \subset D_2$  and  $Z_0$  is empty, by the empty circle property,  $q_0q_2$  is a Delaunay edge.  $-Z_1 \subset Z_0 \subset D_2$  and  $Z_1$  is empty, by the empty circle property,  $q_1q_2$  is a Delaunay edge.

# **2.2.3** $k^{th}$ nearest neighbor

The disk of center  $q_0$  through  $q_k$  verifies  $D_k \cap S = \{q_0, q_1 \dots q_{k-1}\}$ . Consider the pencil of circles through  $q_k$  tangent to  $D_k$  The bigest empty circle of that pencil inside  $D_k$  pass through a point inside  $D_k$  that is some  $q_i$  with i < k and by the empty circle property,  $q_i q_k$  is a Delaunay edge.

## 2.2.4 Nearest neighbor graph

```
for u enumerating all vertices of DT(S) { 
 d = \infty;
 for w enumerating the neighbor of u in DT(S) {
 if \|uw\| < d then \{nn = w; d = \|uw\|; \}
 }
 output edge(u, nn),
 }
```

The inside loop costs  $d^{\circ}(u)$ , thus the total cost of the algorithm is  $\sum_{u \in S} d^{\circ}(u) < 6n$ .

### 2.2.5 Nearest neighbor graph

The cost is

}

$$\sum_{u \in S} (d_{DT}^{\circ}(u) + d_{DT}^{\circ}(u.nn)) = \sum_{u \in S} d_{DT}^{\circ}(u) + \sum_{u \in S} \sum_{v \in \{u.nn\}} d_{DT}^{\circ}(v)$$
$$= \sum_{u \in S} d_{DT}^{\circ}(u) + \sum_{v \in S} \sum_{u \text{ such that } v=u.nn} d_{DT}^{\circ}(v)$$
$$= \sum_{u \in S} d_{DT}^{\circ}(u) + \sum_{v \in S} d_{NN}^{\circ}(v) \cdot d_{DT}^{\circ}(v)$$
$$= \sum_{u \in S} d_{DT}^{\circ}(u) + \sum_{v \in S} 6d_{DT}^{\circ}(v) \le 42n$$