

CS 516 -10  
Computational Geometry & Graph Drawing  
(Spring 2013)

# Reading

MountNotes Chapters 28

Chapters 11,12,13,27

Seidel, R., “A simple and fast incremental randomized Algorithm for computing trapezoidal decompositions and triangulating polygons”, Computational Geometry: Theory and Applications 1 (1991) 51-64

## Last time...

- Chan's 3-d divide and conquer convex hull algorithm
  - View as kinetic 2-d algorithm

# Today...

Seidel, R., “A simple and fast incremental randomized Algorithm for computing trapezoidal decompositions **and triangulating polygons**”, Computational Geometry: Theory and Applications 1 (1991) 51-64

Voronoi diagrams and Delaunay triangulations

- basic properties
- relationship with hulls and half-space intersection