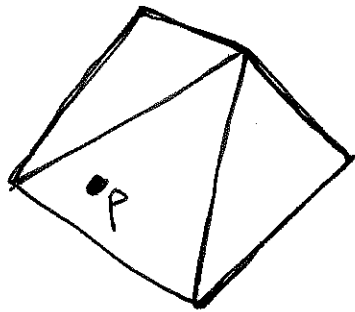


# Point Location for Randomized Incremental Delaunay $\Delta^n$

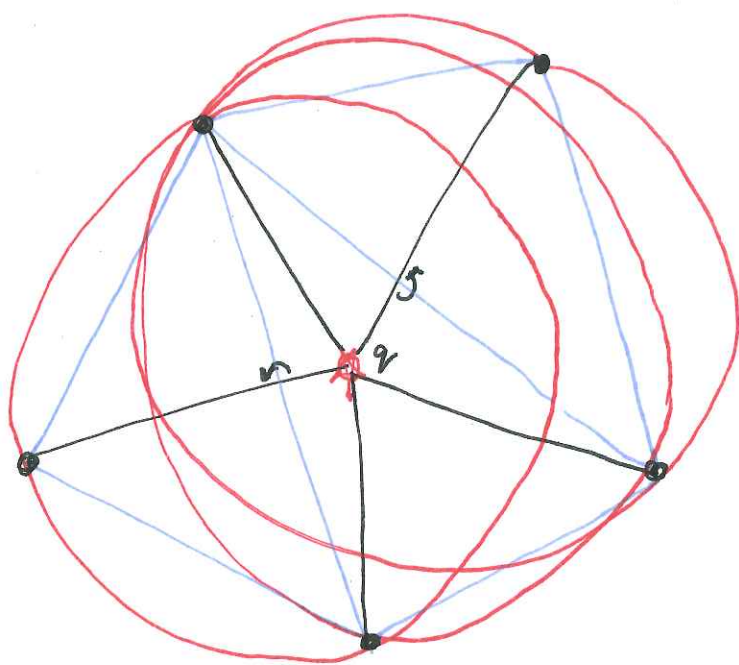
The Problem: To insert a point, we need to know what triangle contains that point.



The idea: After adding  $p_1, \dots, p_i$ , we keep track of which points of  $p_{i+1}, \dots, p_n$  are in which triangles of  $\text{Del}_{\{p_1, \dots, p_i\}}$ .

Then, when we insert a new point, we update for each triangle that was removed. Do this locally for each flip.

To Store: For each  $\Delta$ , store a list of uninserted points it contains. For each uninserted point, store the triangle that contains it.

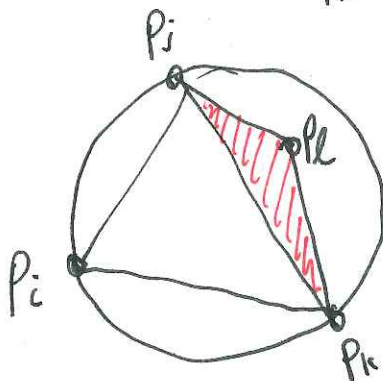
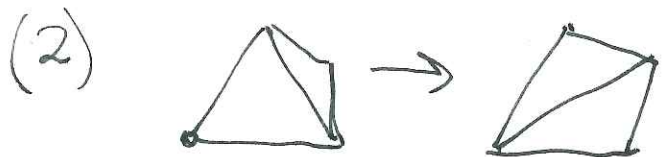
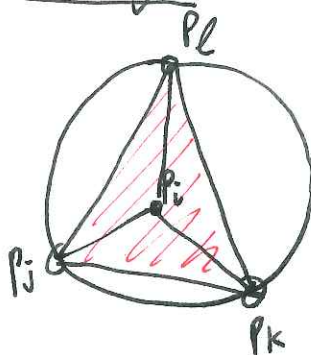
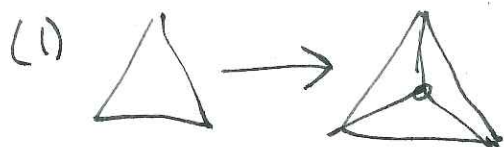


Given  $\text{Delp}$ , we say  $q$  encroaches  $\Delta \in \text{Delp}$  if  $q \in \text{circle}(\Delta)$ .

If we insert  $q$ , all triangles that  $q$  encroaches will be destroyed.

All new triangles have a vertex at  $q$ , otherwise, they were already Delaunay.

### Two ways to destroy a triangle.



Both cases,  $p_i$  is inserted.  $\Delta p_i p_k p_l$  was Del.

PL work:  
Any points that are moved on  $\text{insert}(p_i)$  are inside  $\text{circle}(p_i p_k p_l)$

Let  $K(\Delta)$  be the points of  $P$  inside circle( $\Delta$ ).

So, point location<sup>(PL)</sup> work is

$$O\left(\sum_{\Delta \in T} |K(\Delta)|\right)$$

Where  $T$  is the set of all triangles appearing in any of the Delaunay triangulations during the course of the algorithm.

$$Q_i = \{p_1, \dots, p_i\}$$

$T_r$  is the set of triangles of Del $_{Q_r}$

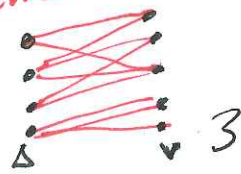
$T_r \setminus T_{r-1}$  is the set of "new" triangles added when we added  $p_r$ .

$$k_r(q) = \left| \left\{ \Delta \in T_r : q \in K(\Delta) \right\} \right| \leftarrow \# \text{ of triangles in Del}_{Q_r} \text{ that } q \text{ encroaches}$$

$$k'_r(q) = \left| \left\{ \Delta \in T_r \setminus T_{r-1} : q \in K(\Delta) \right\} \right| \leftarrow \# \text{ of new triangles that } q \text{ encroaches}$$

$$\textcircled{1} \quad \sum_{\Delta \in T_r \setminus T_{r-1}} |K(\Delta)| = \sum_{q \in P \setminus Q_r} k'_r(q)$$

standard double counting argument



(2)  $E[k_r'(q)] \leq \frac{3}{r} k_r(q)$  because each triangle has  $\frac{3}{r}$  chance of being "new".

(3)  $E[k_r(p_{r+1})] = \frac{1}{n-r} \sum_{q \in P \setminus Q_r} k_r(q)$  because each of the  $n-r$  uninserted points are equally likely to be chosen as  $p_{r+1}$ .

(4)  $k_r(p_{r+1}) = |T_r \setminus T_{r+1}|$   
 $= |T_{r+1} \setminus T_r| - 2$  It's the # of  $\Delta$ s destroyed.  
↓  
Which is 2 less than the number of new  $\Delta$ s.

(5)  $E[|T_{r+1} \setminus T_r|] < 6$  By Euler's Formula

$$E \left[ \sum_{\Delta \in T} |K(\Delta)| \right] = E \left[ \sum_{r=1}^n \sum_{\Delta \in T_r \setminus T_{r-1}} |K(\Delta)| \right]$$

$$= \sum_{r=1}^n \sum_{q \in P \setminus Q_r} E [k'_r(q)]$$

$$\leq \sum_{r=1}^n \sum_{q \in P \setminus Q_r} \binom{3}{r} k_r(q)$$

$$= \sum_{r=1}^n \frac{3(n-r)}{r} E [k_r(p_{r+1})]$$

$$= 3 \sum_{r=1}^n \left( \frac{n-r}{r} \right) E [ |T_{r+1} \setminus T_r| - 2 ]$$

$$< 12 \sum_{r=1}^n \left( \frac{n-r}{r} \right)$$

$$= O(n \log n)$$

We can also do this point location without knowing the points in advance.

The History DAG (Directed Acyclic Graph)

Vertex set is  $T$ .

Edge  $\Delta_1 \rightarrow \Delta_2$  indicates that  $\Delta_2$  created on same insertion that destroyed  $\Delta_1$  and  $\Delta_1 \cap \Delta_2 \neq \emptyset$ .

