

Voronoi Diagrams

Outline:

I. Problem definition

II. Voronoi cells

III. Delaunay triangulations

IV. Geometric complexity

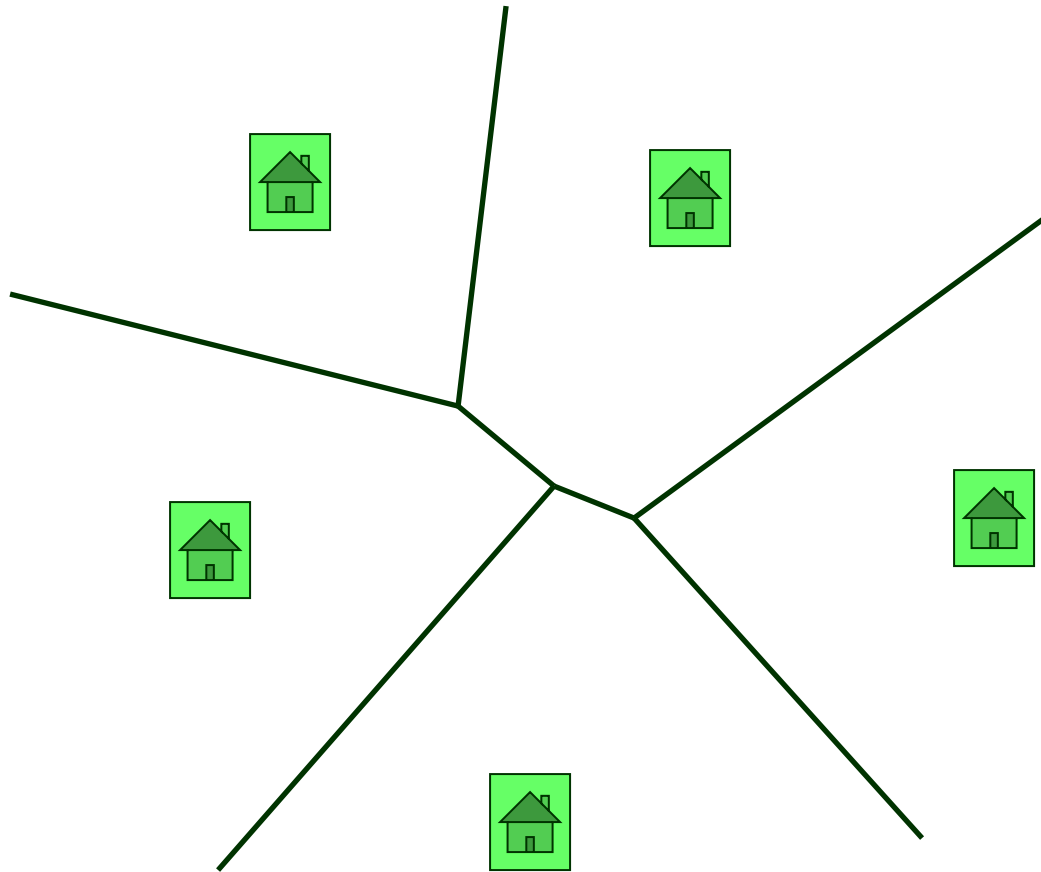
V. Beach line in construction

VI. Site event

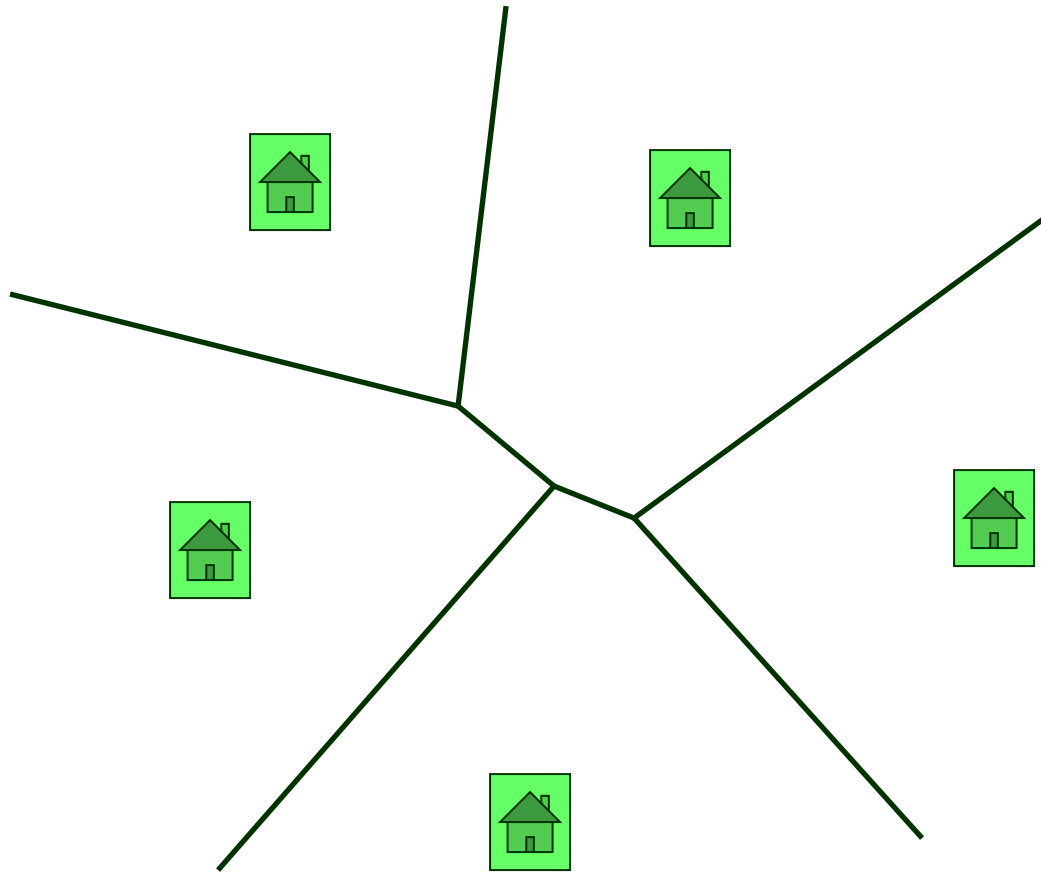
I. Closest Café on Campus



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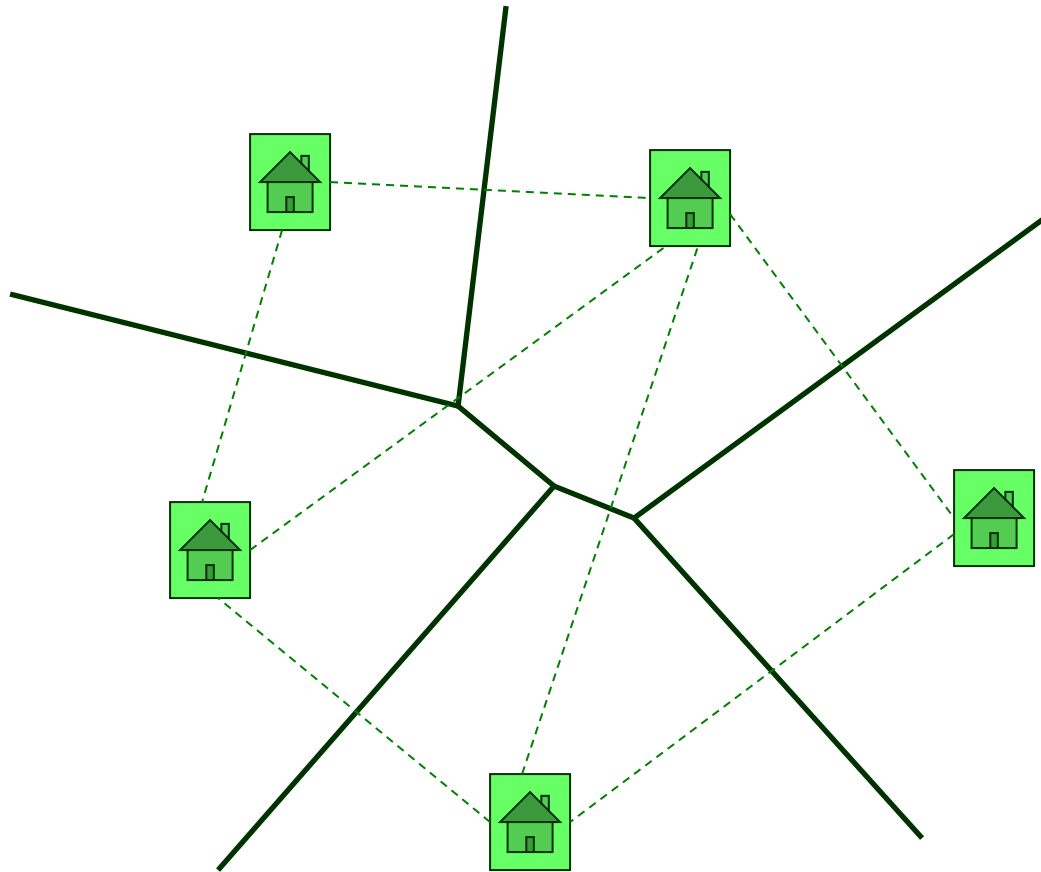


I. Closest Café on Campus



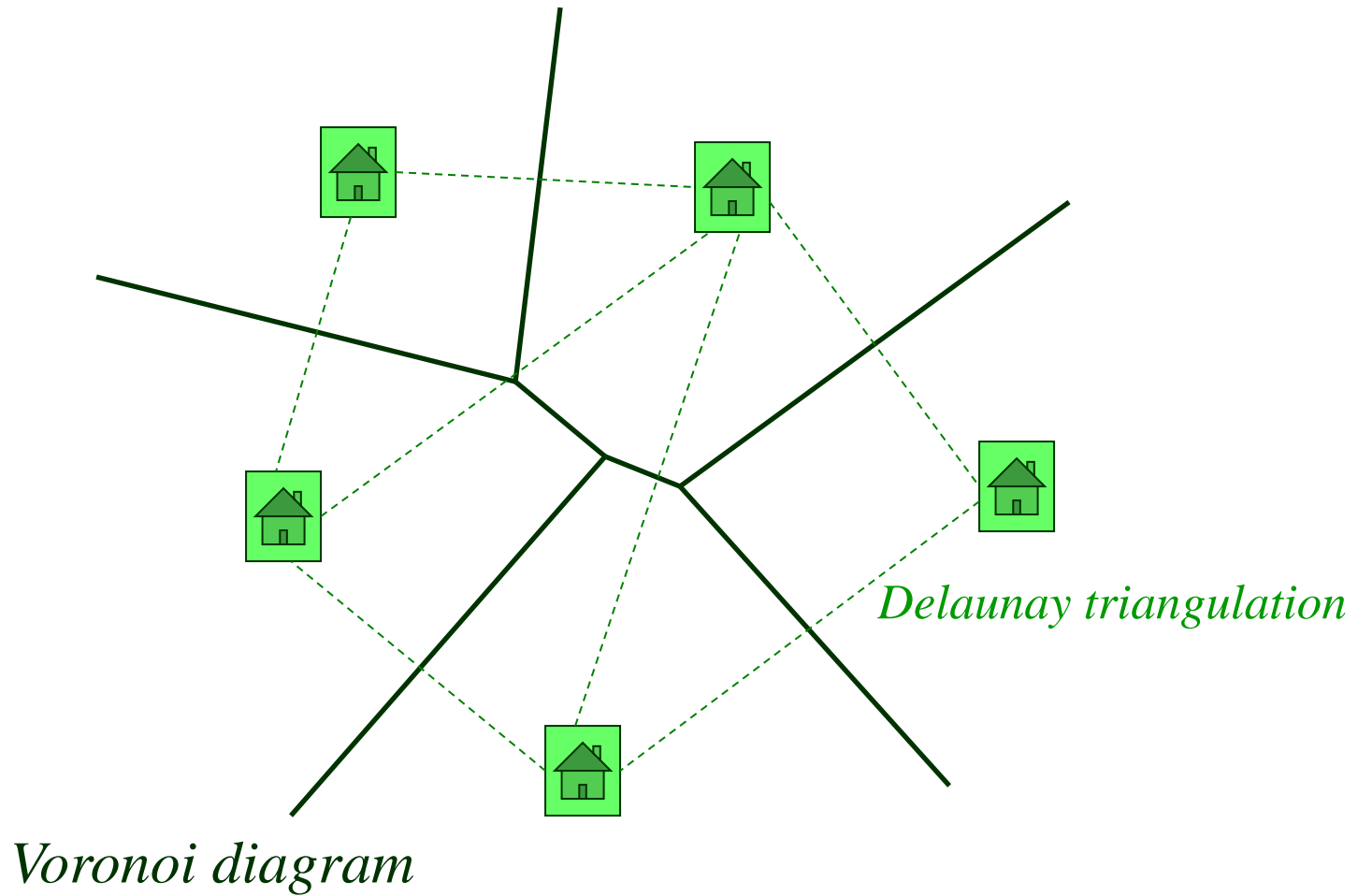
Voronoi diagram

I. Closest Café on Campus



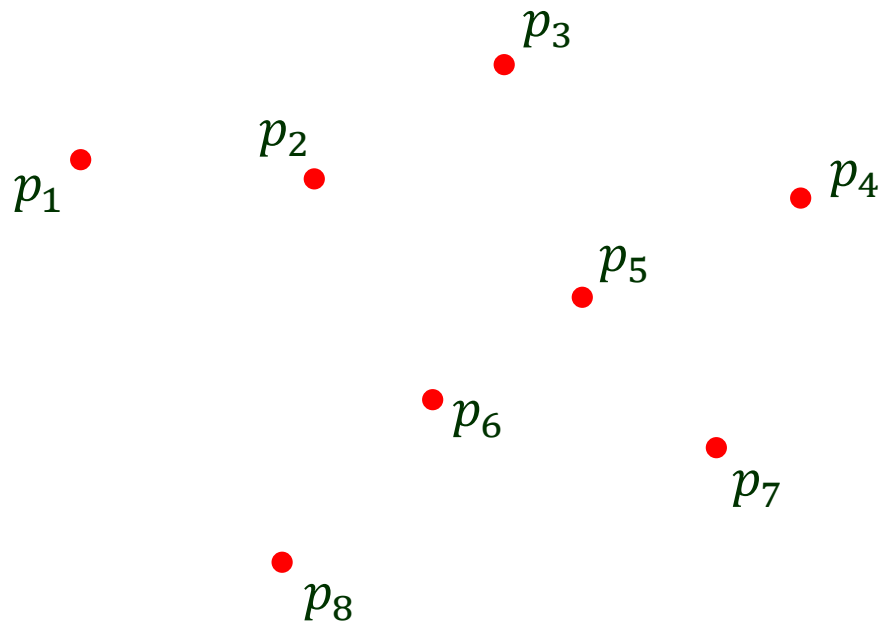
Voronoi diagram

I. Closest Café on Campus



Input: Point Set

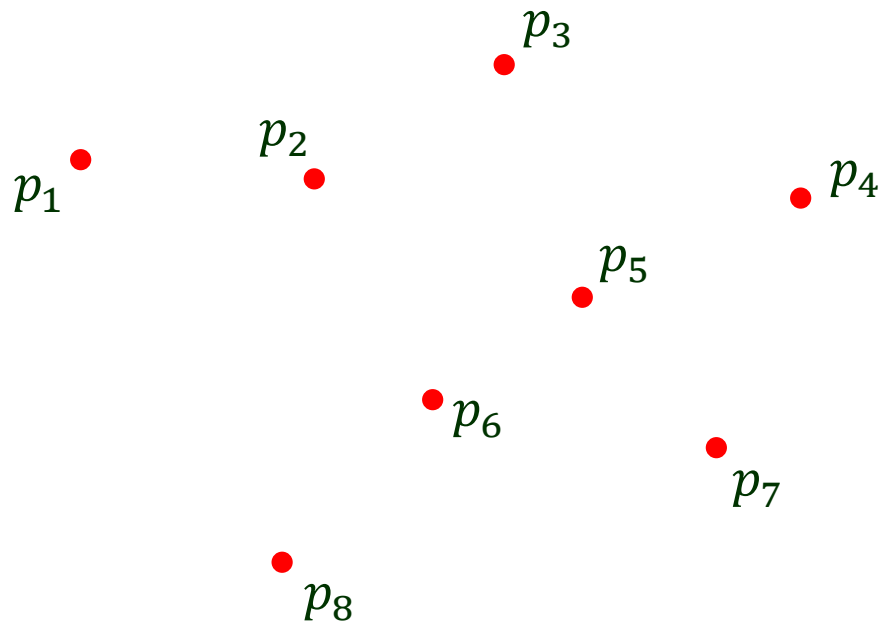
$$P = \{p_1, p_2, \dots, p_n\}$$



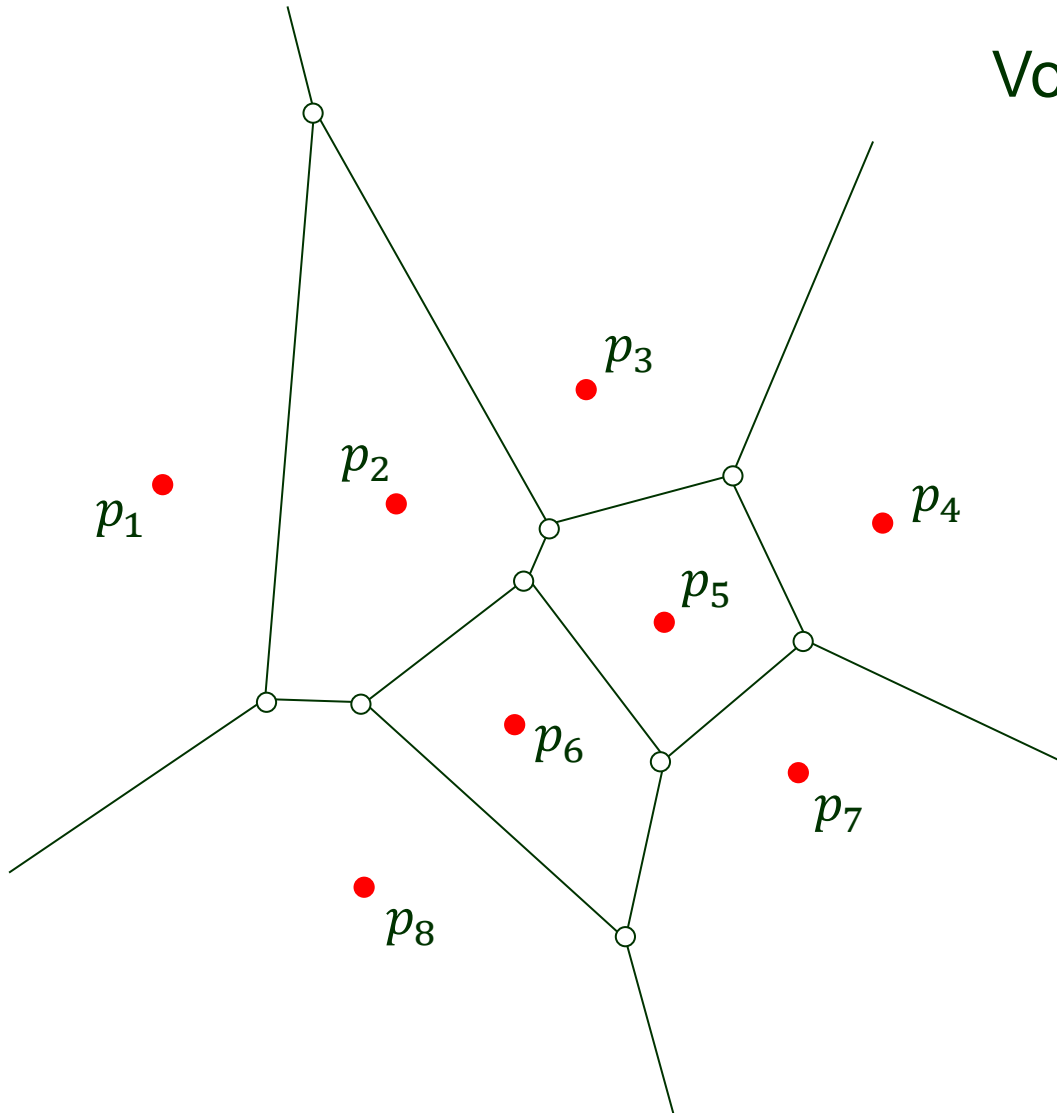
Input: Point Set

$$P = \{p_1, p_2, \dots, p_n\}$$

└──────────┘
Sites

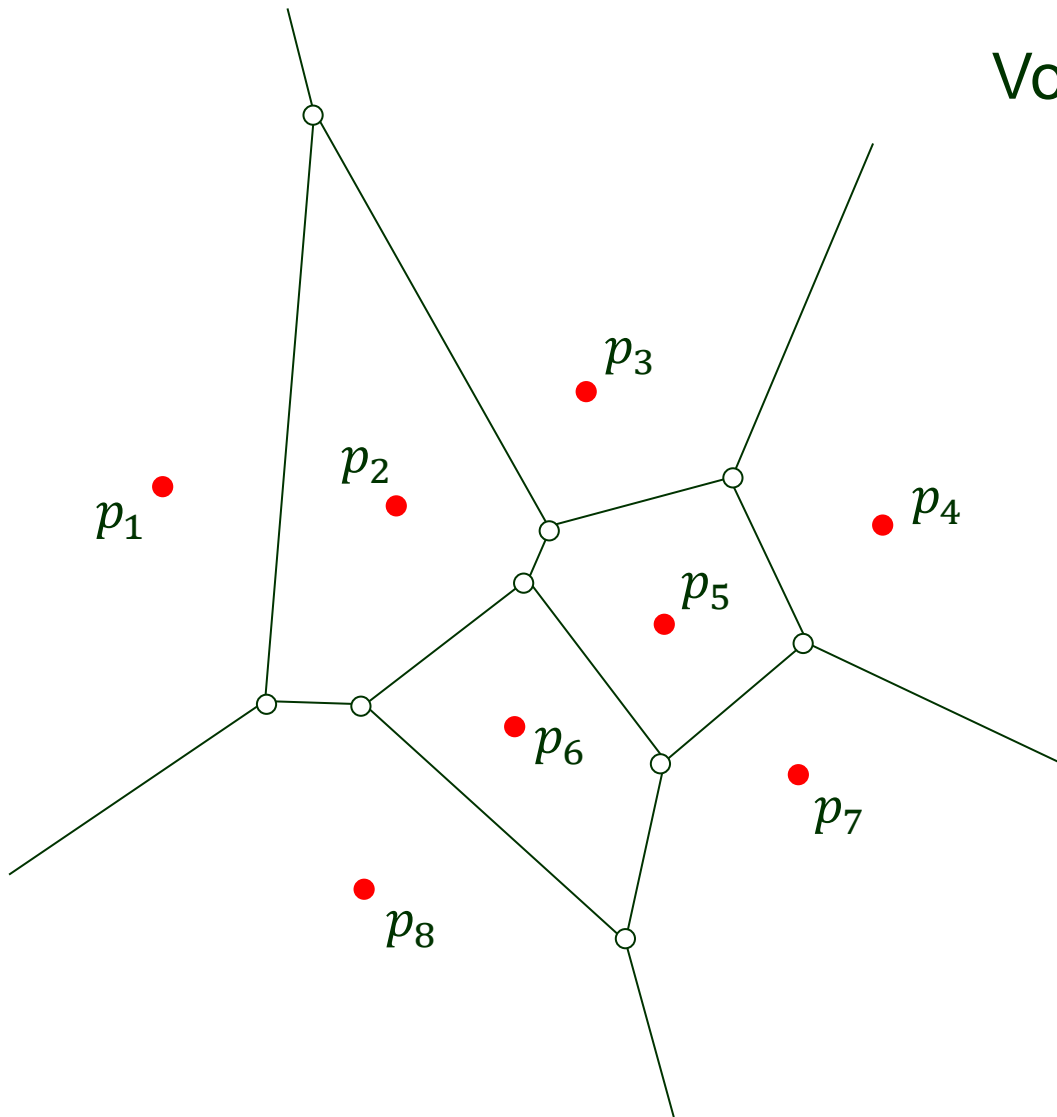


Output: Voronoi Diagram



$\text{Vor}(P)$: subdivision

Output: Voronoi Diagram

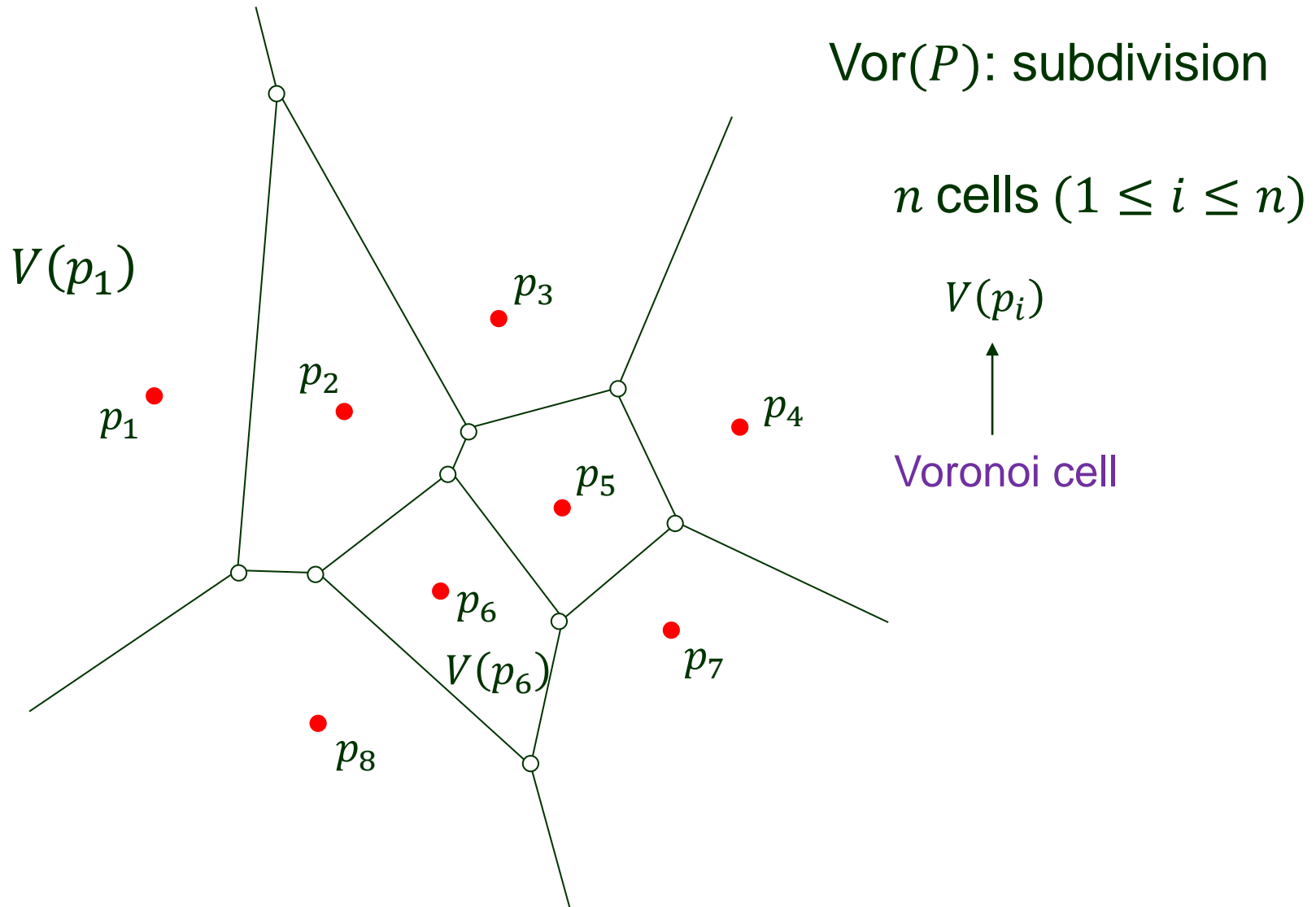


$\text{Vor}(P)$: subdivision

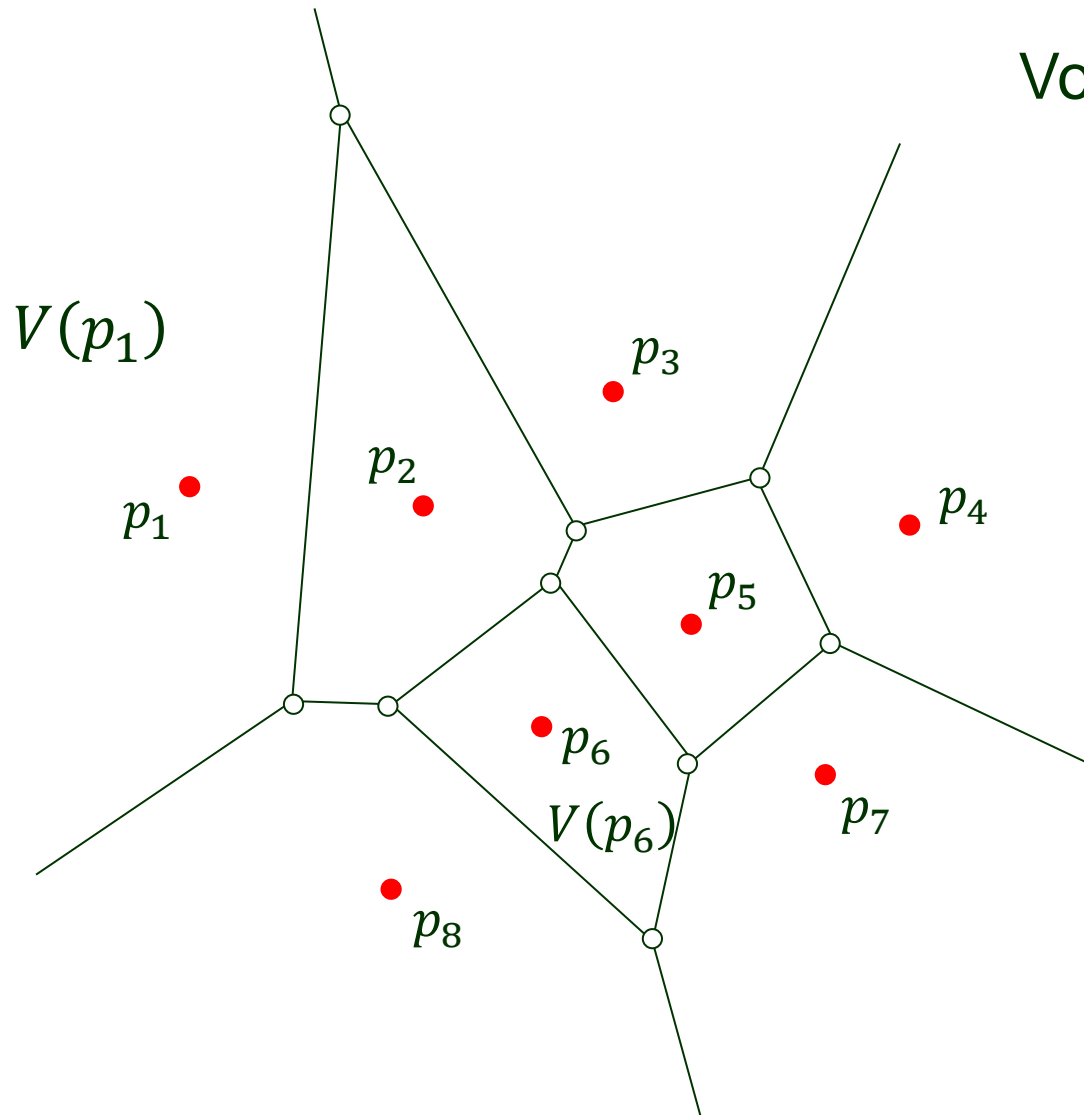
n cells ($1 \leq i \leq n$)

$V(p_i)$

Output: Voronoi Diagram



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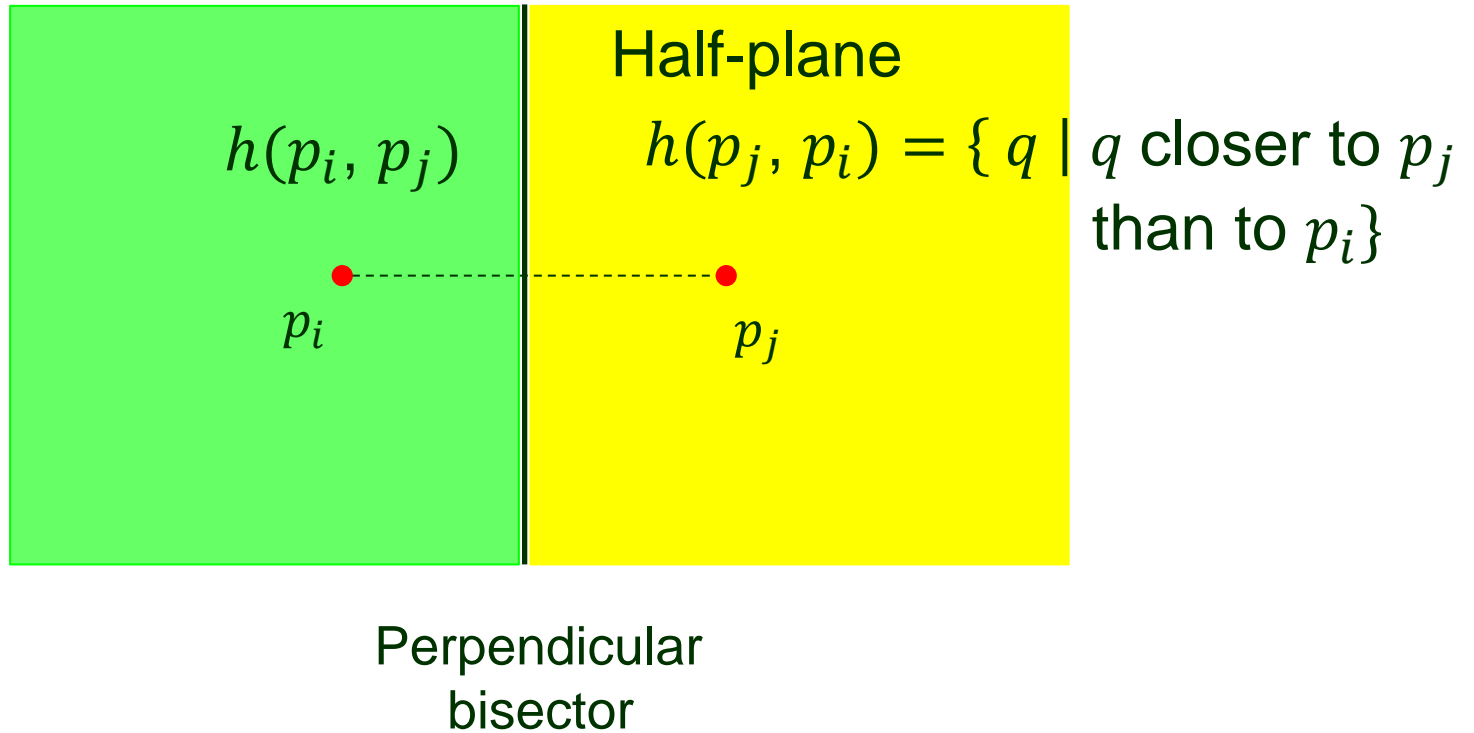
$\text{Vor}(P)$: subdivision

n cells ($1 \leq i \leq n$)

$$V(p_i) = \{q \mid q \text{ **closer** to } p_i \text{ than to any } p_j \text{ with } j \neq i\}$$

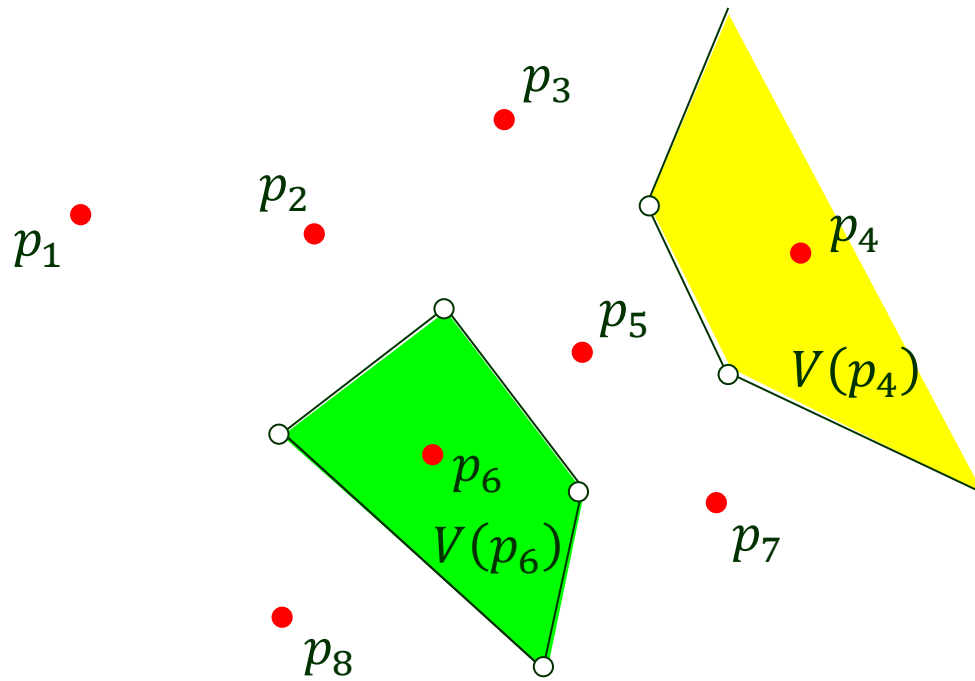
Voronoi cell

Two Sites



II. Voronoi Cells

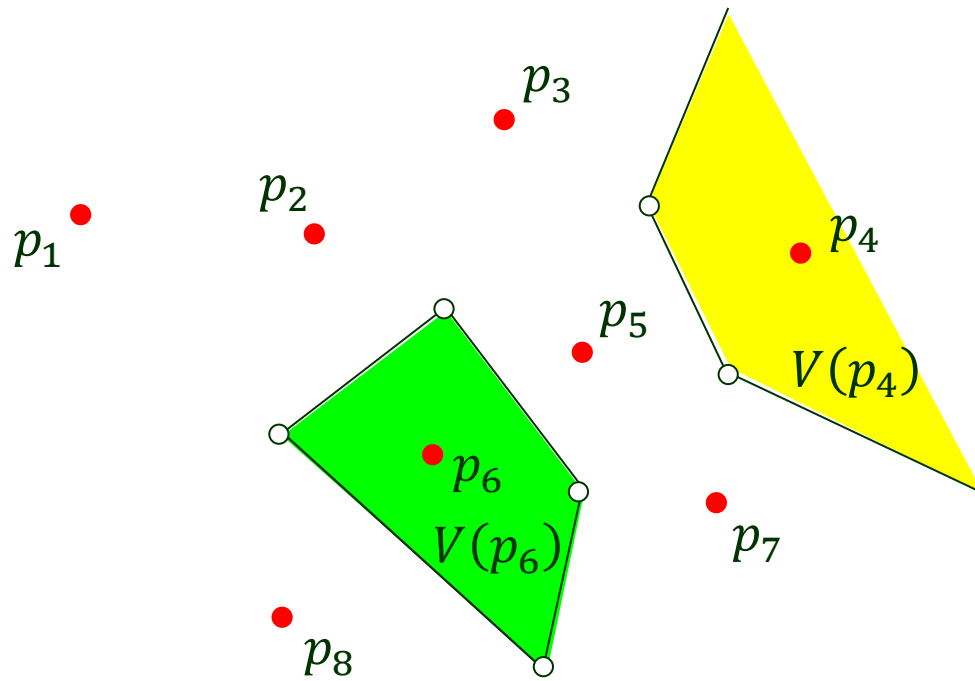
$$V(p_i) = \bigcap_{\substack{1 \leq j \leq n \\ j \neq i}} h(p_i, p_j)$$



II. Voronoi Cells

$V(p_6)$ is determined by p_2, p_5, p_7, p_8 only.

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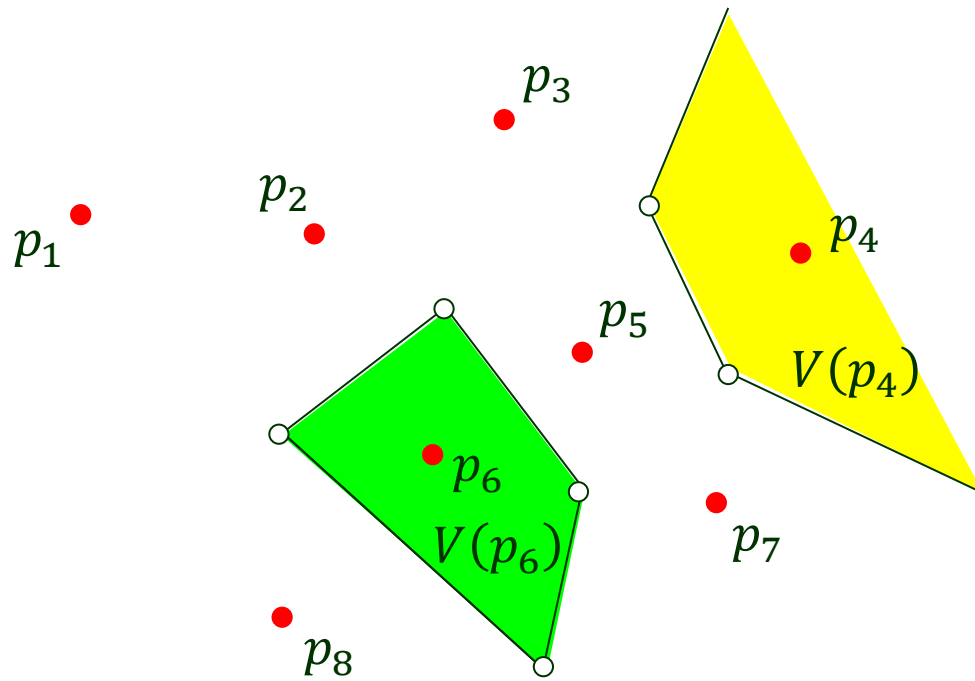


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$V(p_6) \subset h(p_6, p_j), j = 1, 3, 4.$

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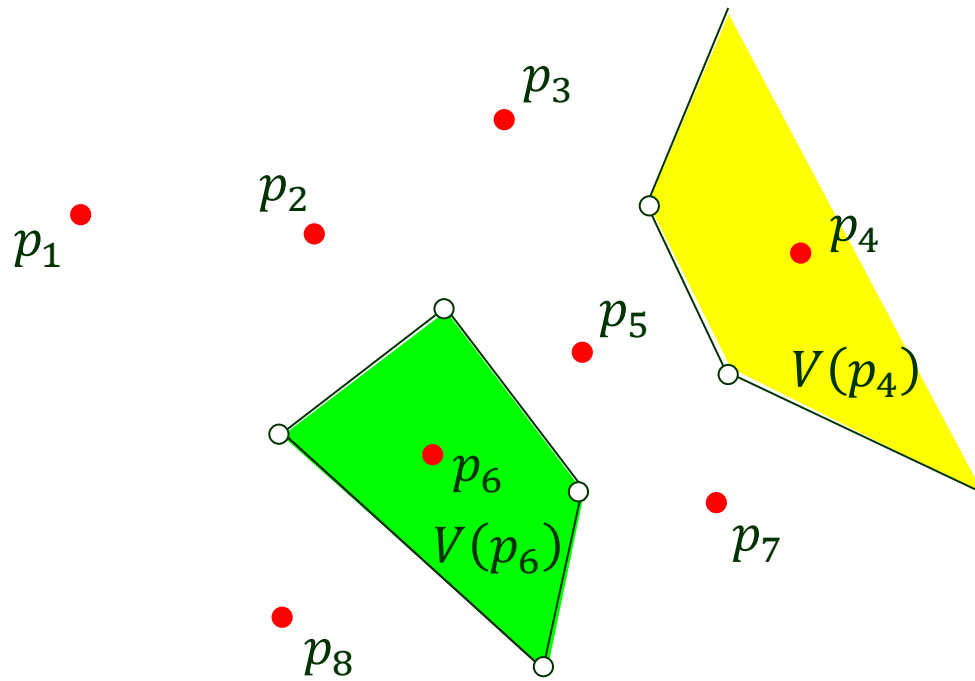
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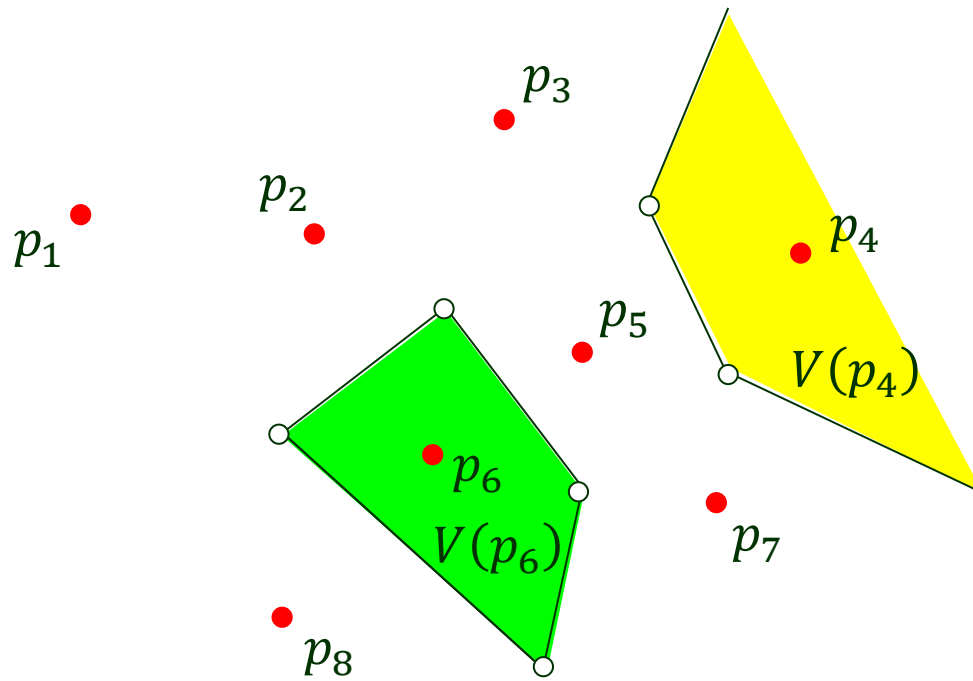


II. Voronoi Cells

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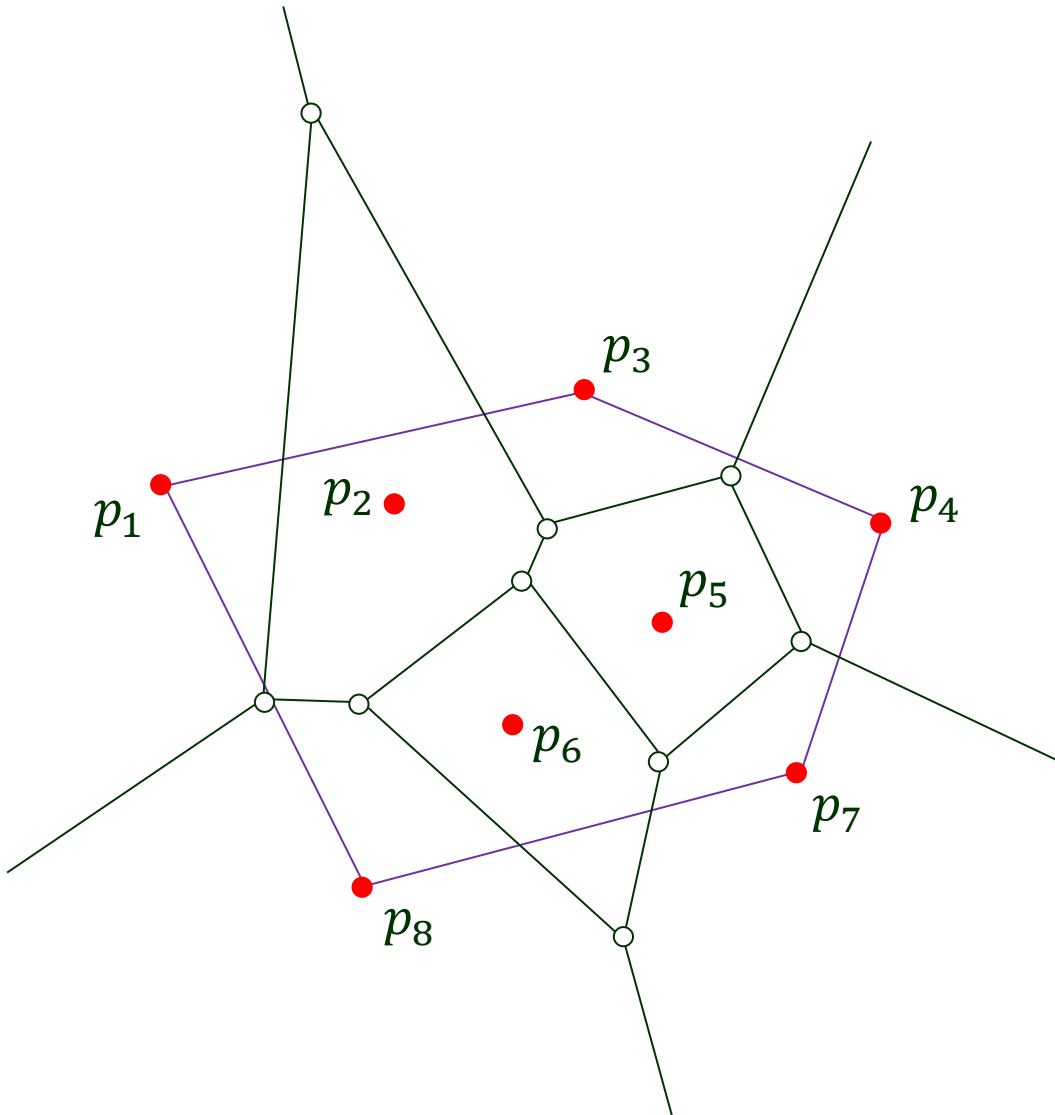
$V(p_4)$ is determined by p_3, p_5, p_7 only.



$$V(p_i) = \bigcap_{\substack{1 \leq j \leq n \\ j \neq i}} h(p_i, p_j)$$

- ◆ Open convex region
(open set not necessarily unbounded)
- ◆ Possibly unbounded
- ◆ $\leq n - 1$ vertices
- ◆ $\leq n - 1$ edges

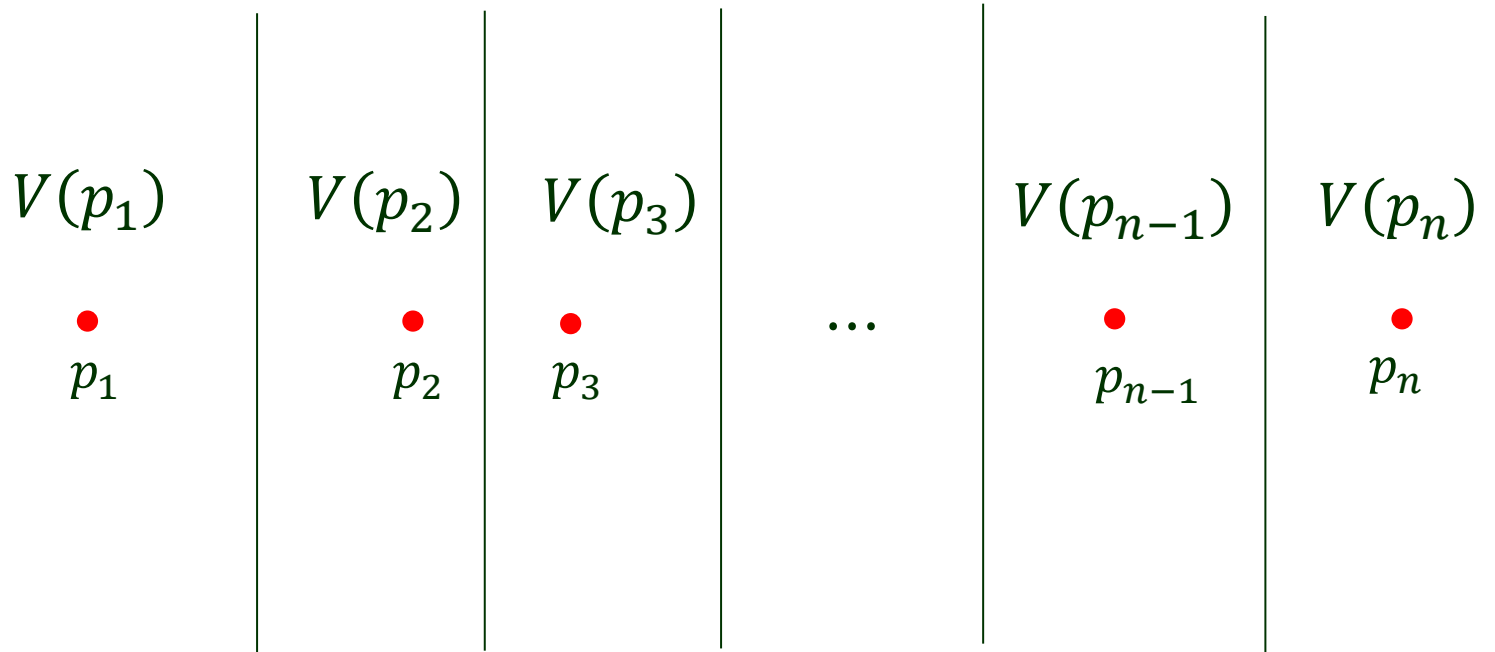
Unbounded Voronoi Cells



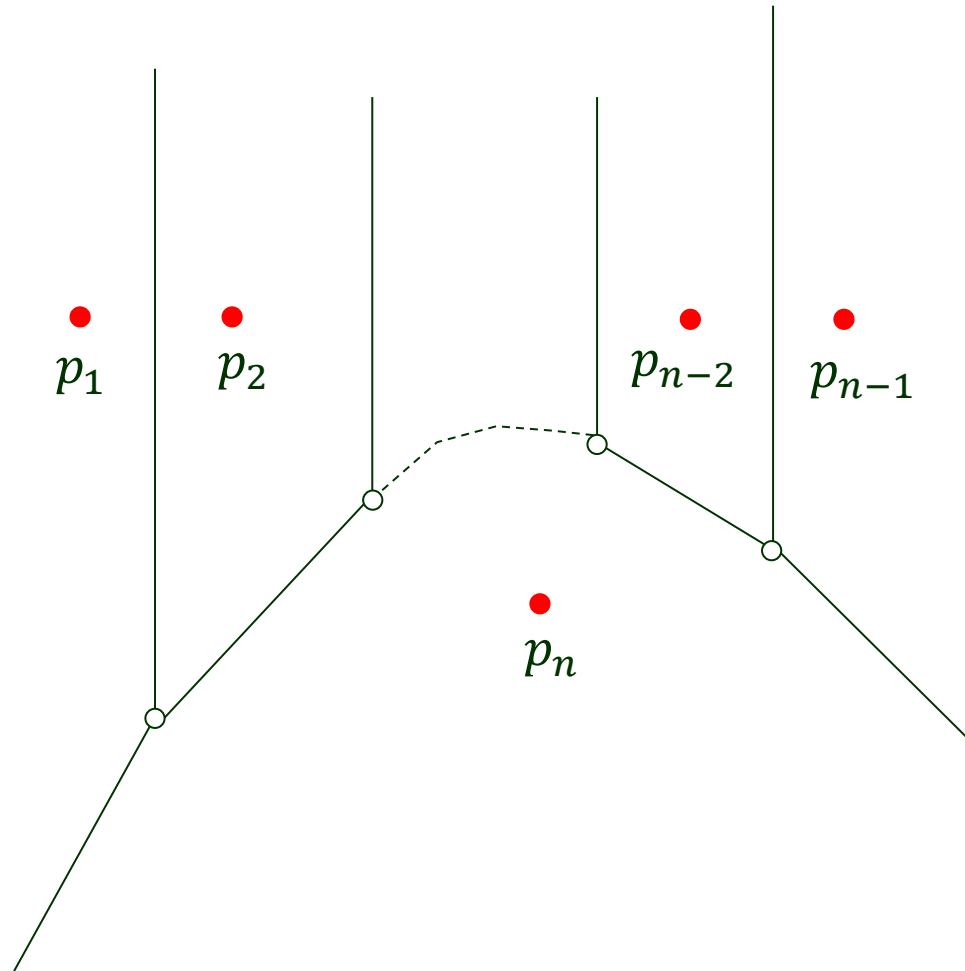
$V(p_i)$ is *unbounded*
iff p_i lies on the
boundary of the
convex hull of P .

Only Case of Disconnected VD

All the sites are collinear.

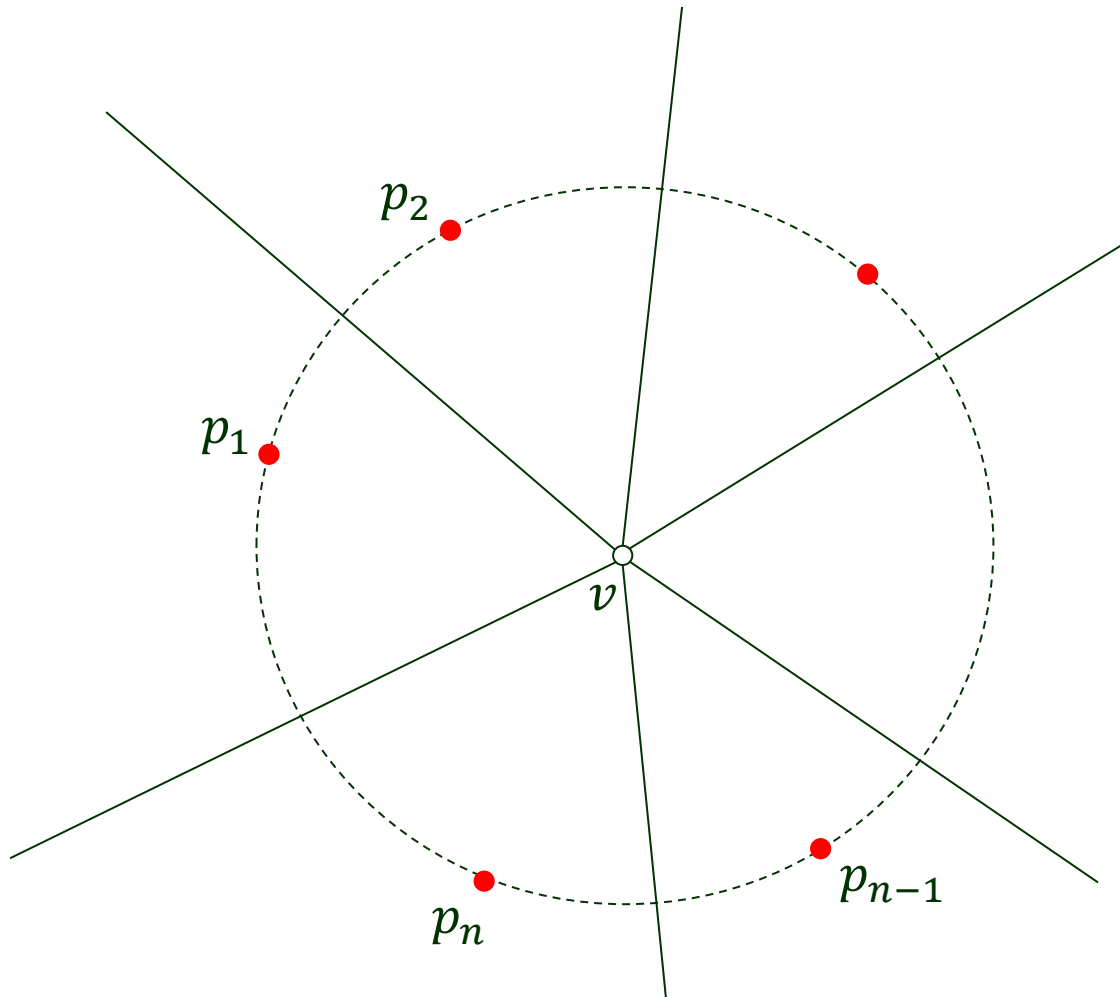


Only $n - 1$ Sites Collinear

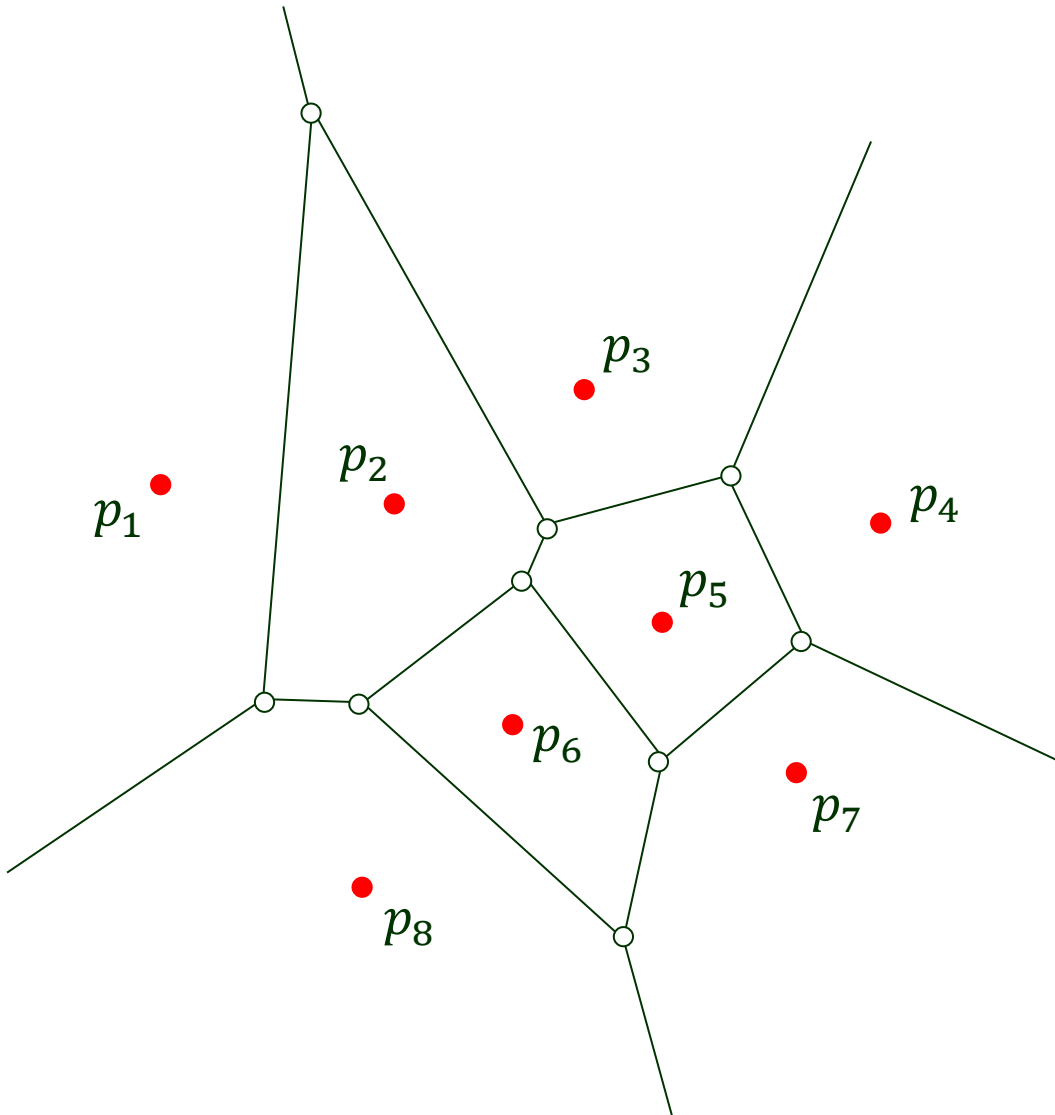


Only One Vertex

All the sites are on the same circle.



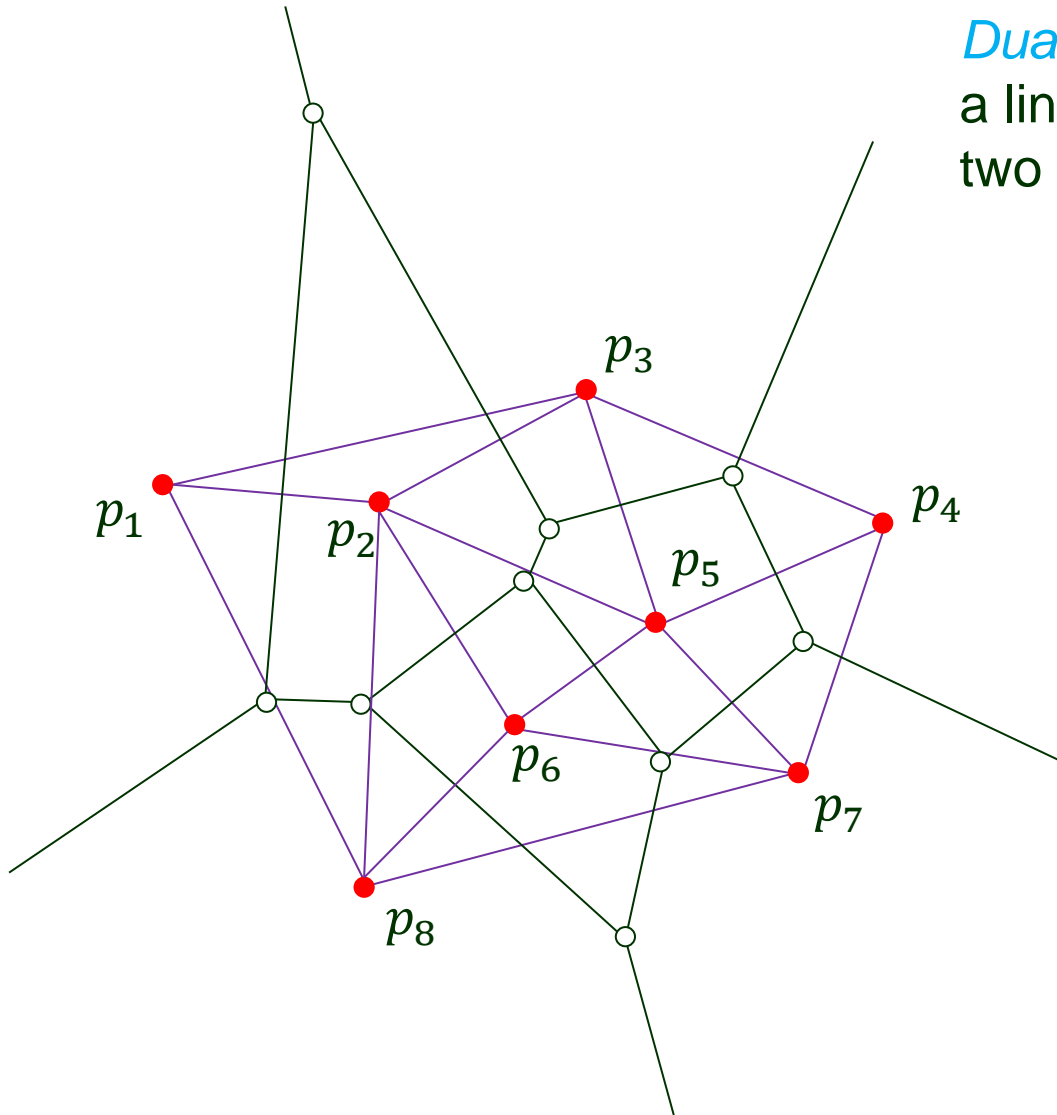
Not All Sites Collinear



$V(p_i)$ **connected**
with two types of edges:

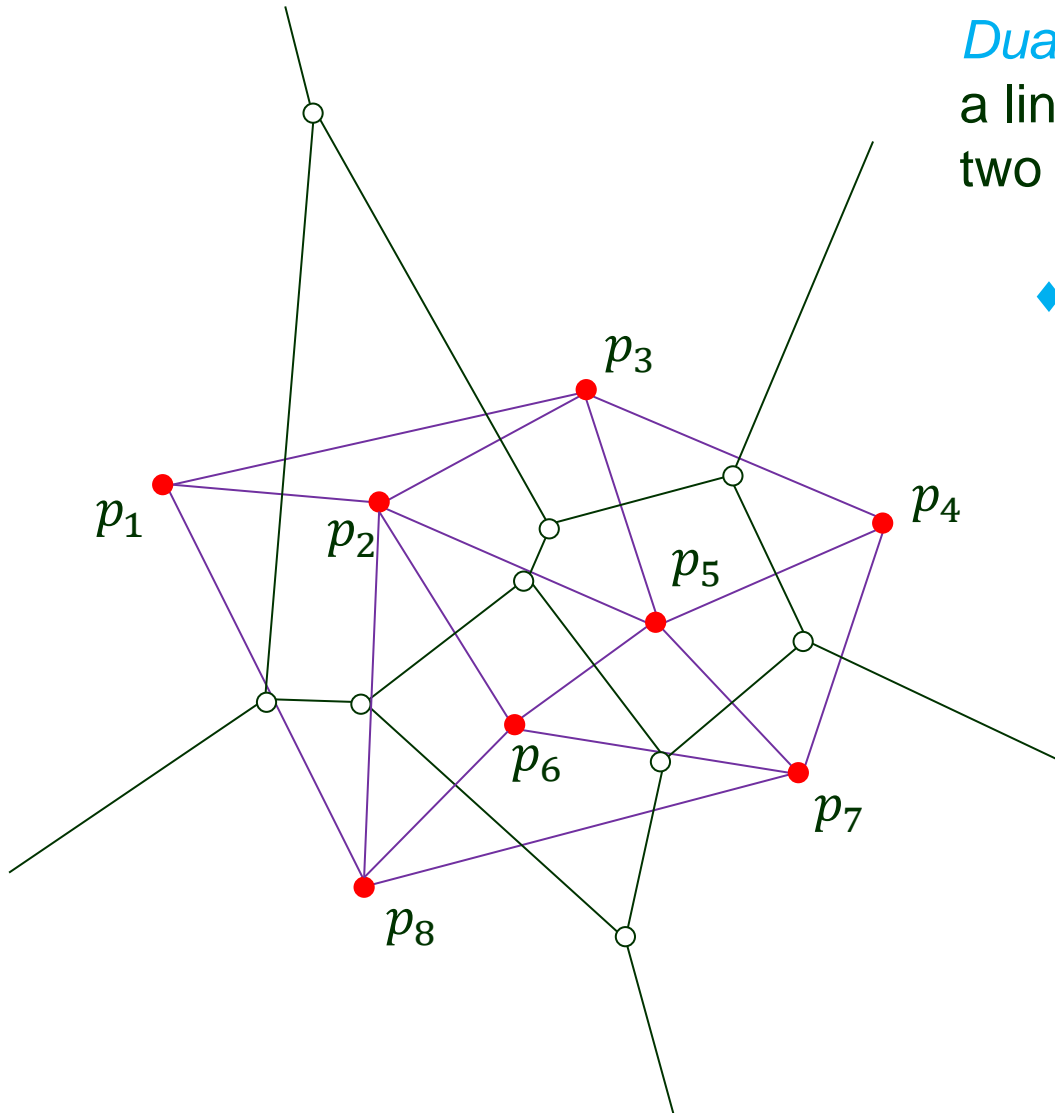
- ◆ Line segments
- ◆ Half-lines

III. Delaunay Triangulation



Dual graph obtained by adding a line segment between every two sites sharing a Voronoi edge.

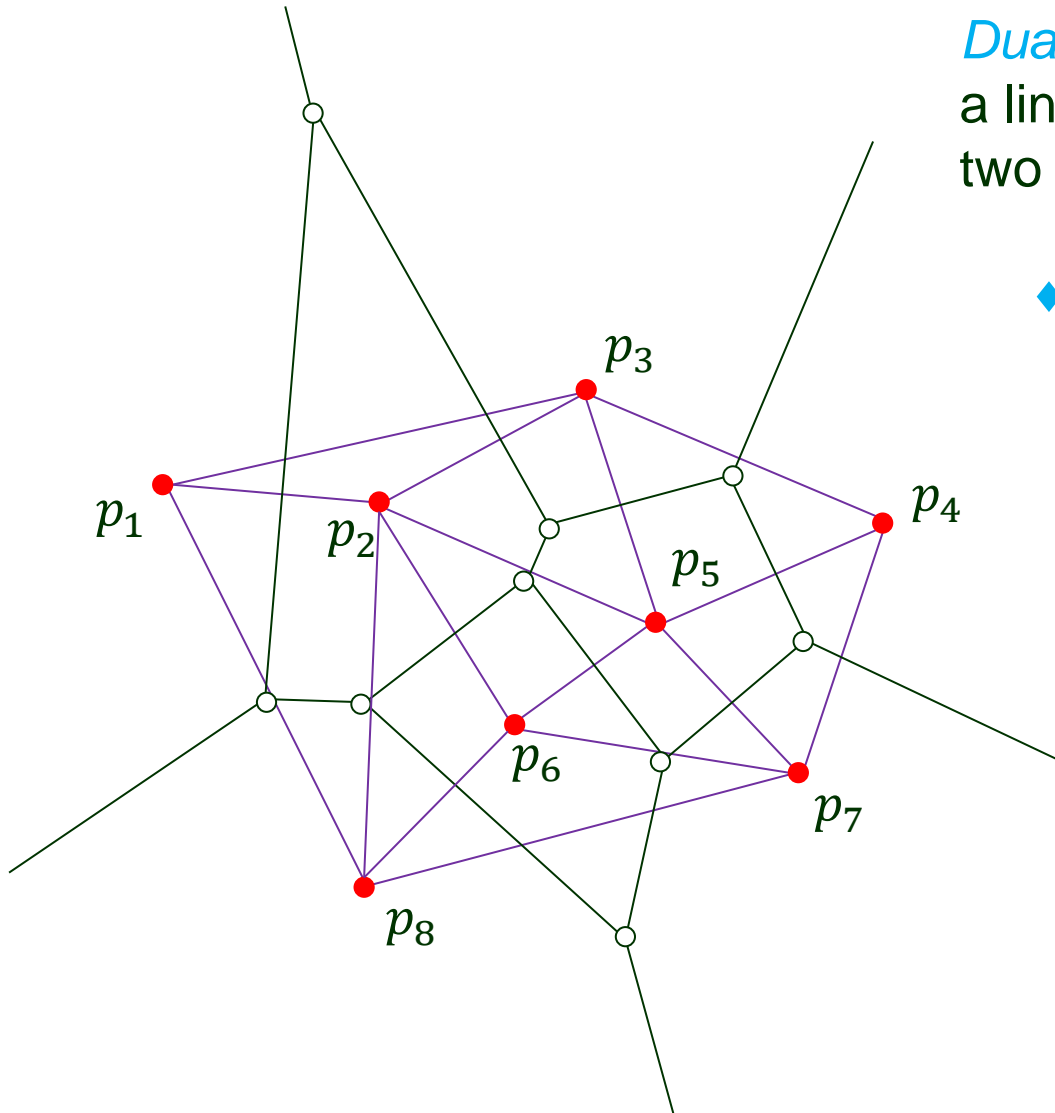
III. Delaunay Triangulation



Dual graph obtained by adding a line segment between every two sites sharing a Voronoi edge.

- ◆ An edge and its dual may not even intersect.

III. Delaunay Triangulation

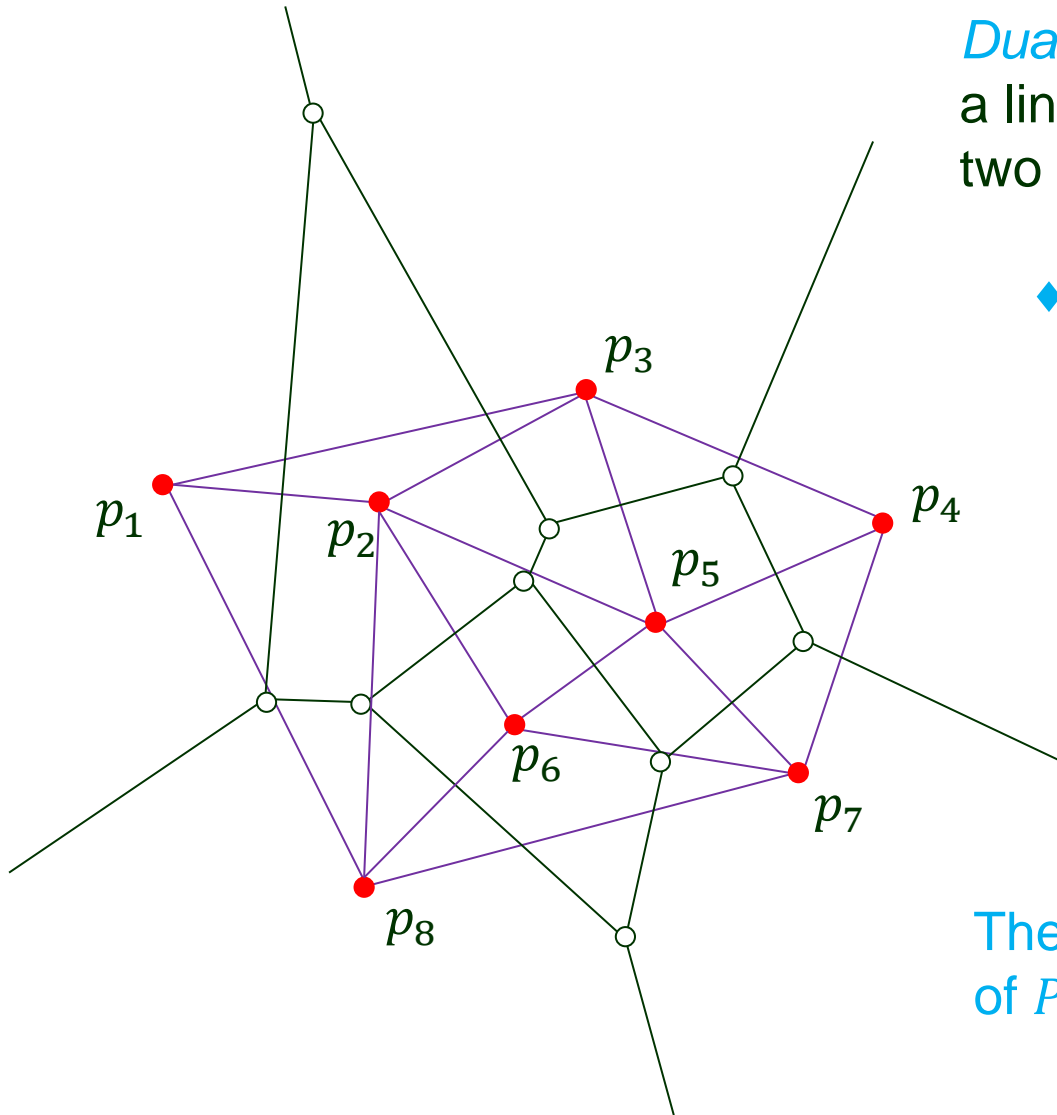


Dual graph obtained by adding a line segment between every two sites sharing a Voronoi edge.

- ◆ An edge and its dual may not even intersect.

E.g., $\overline{p_2 p_8}$, $\overline{p_1 p_3}$, $\overline{p_7 p_8}$, $\overline{p_6 p_7}$.

III. Delaunay Triangulation



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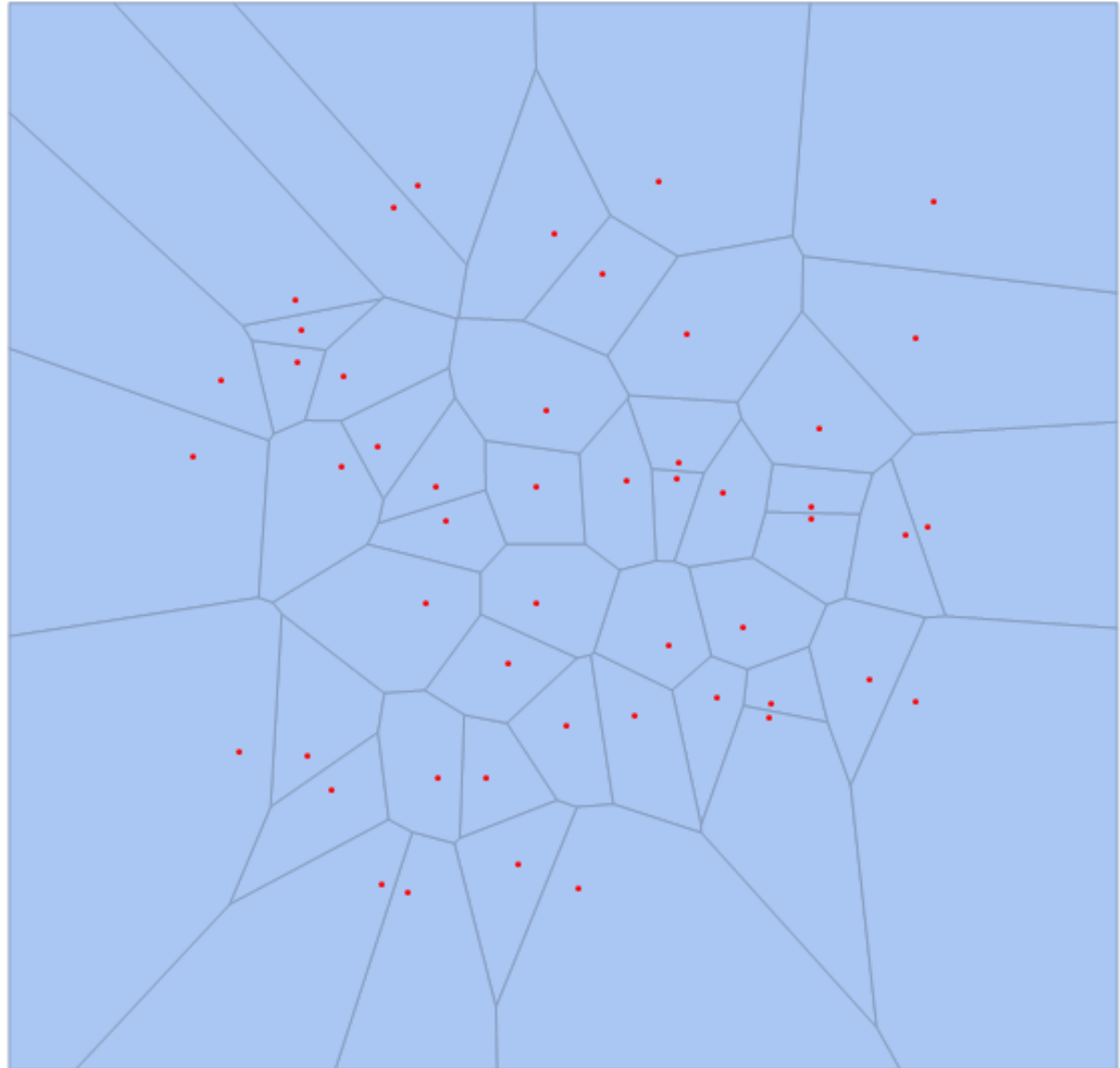
- ◆ An edge and its dual may not even intersect.

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The dual graph is a triangulation of P (Delaunay 1934).

One More Example

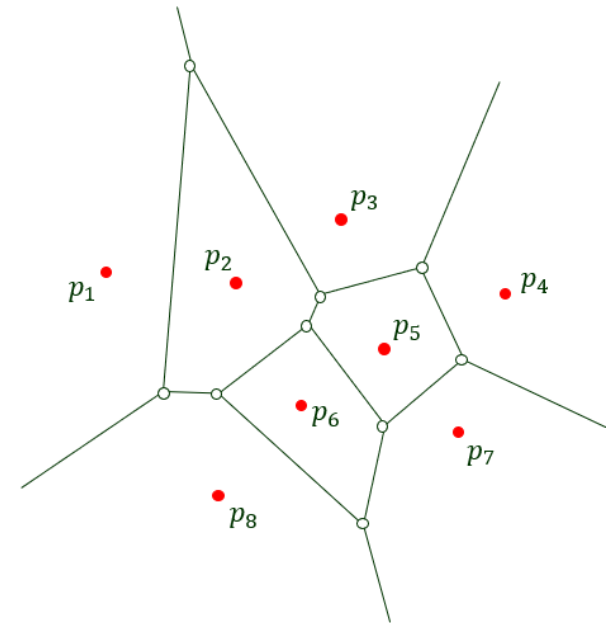
50 points
(generated using
the Mathematica
command
VoronoiMesh)



IV. Complexity of $\text{Vor}(P)$

$\leq 2n - 5$ vertices

$\leq 3n - 6$ edges

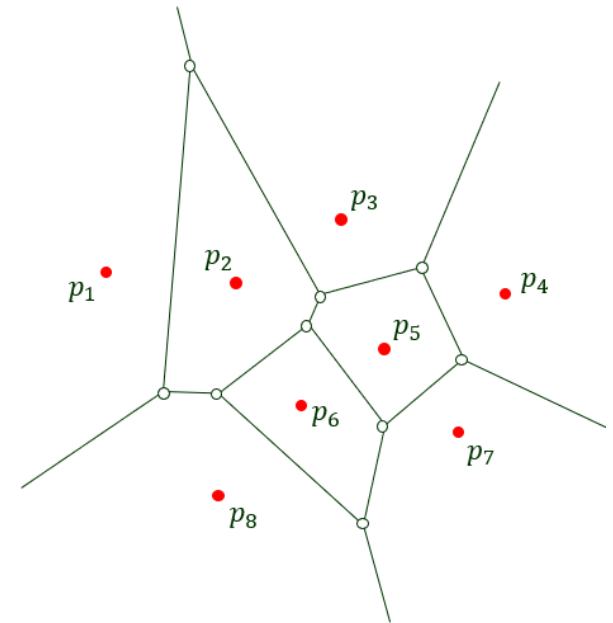


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Proof Let $n_v = \#\text{vertices}$ and $n_e = \#\text{edges}$.



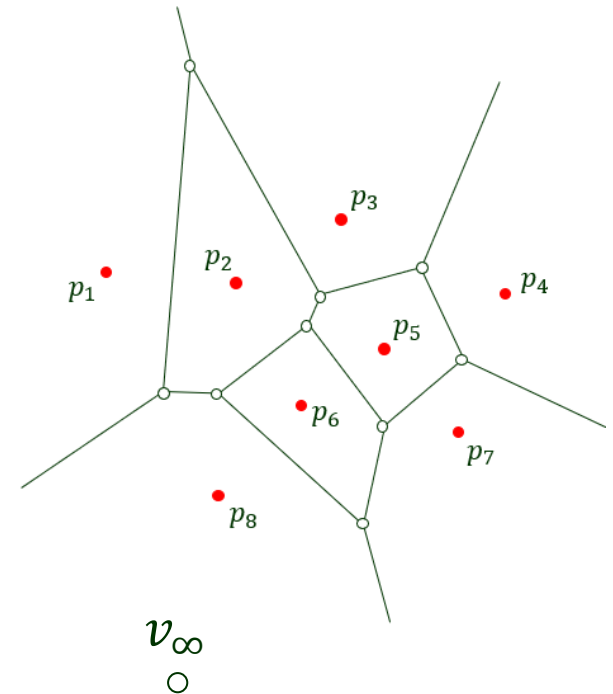
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◆ Add vertex v_∞ far enough.



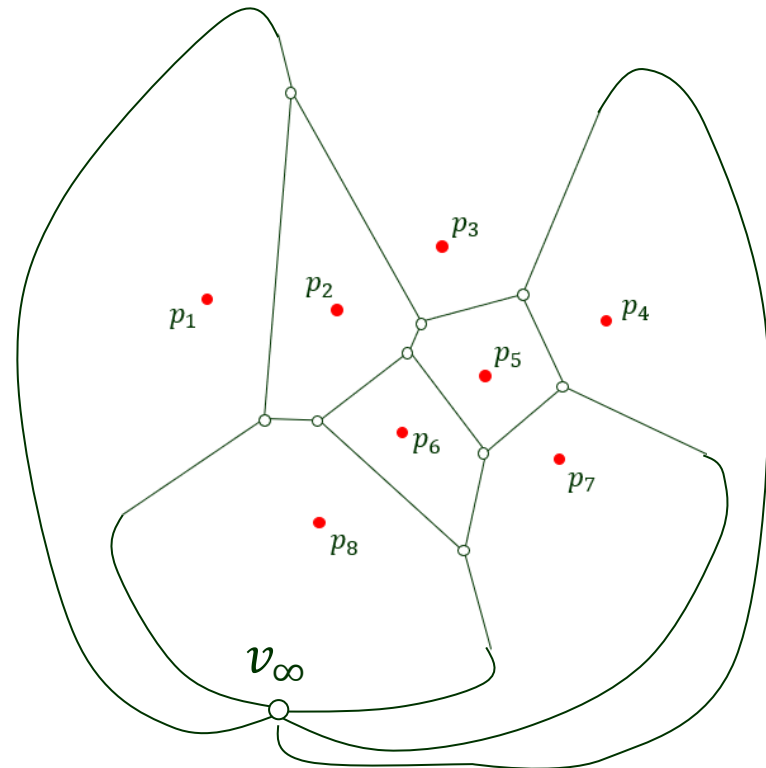
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- ◆ Add vertex v_∞ far enough.
- ◆ Extend (and bend) all half-lines in $\text{Vor}(P)$ to reach v_∞ .



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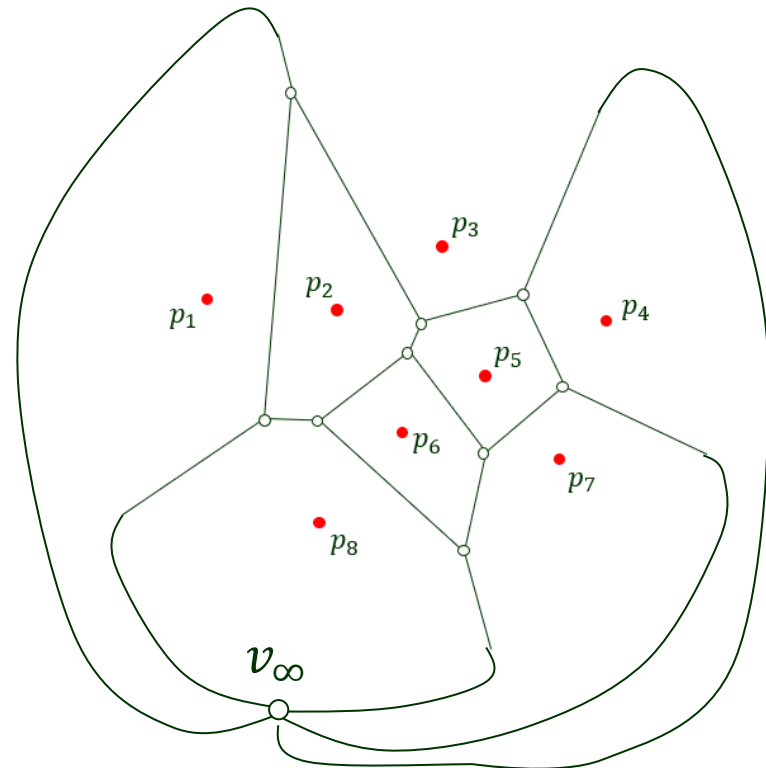
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a planar graph



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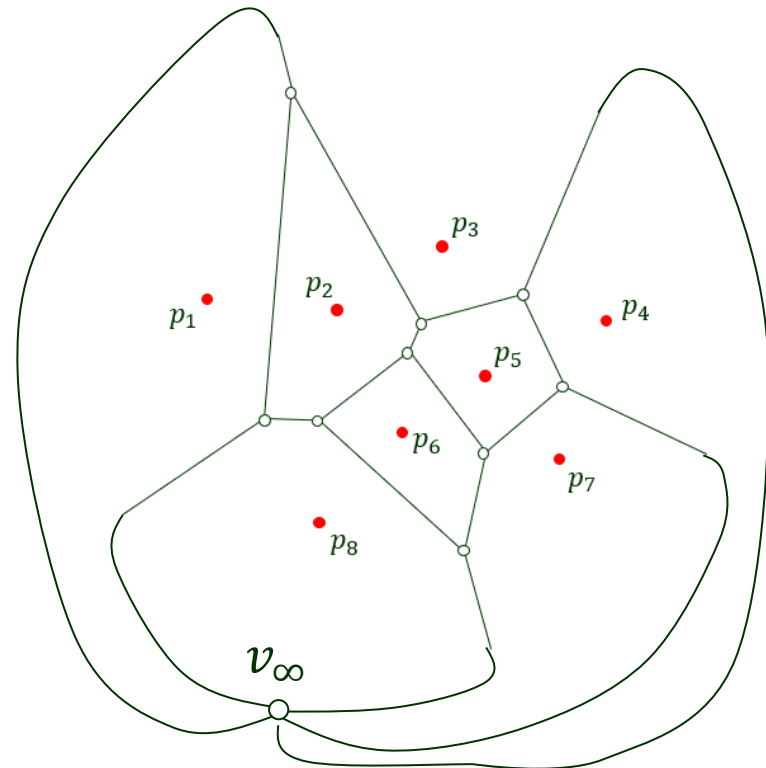
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a planar graph



$$(n_v + 1) - n_e + n = 2 \text{ (Euler's formula)}$$



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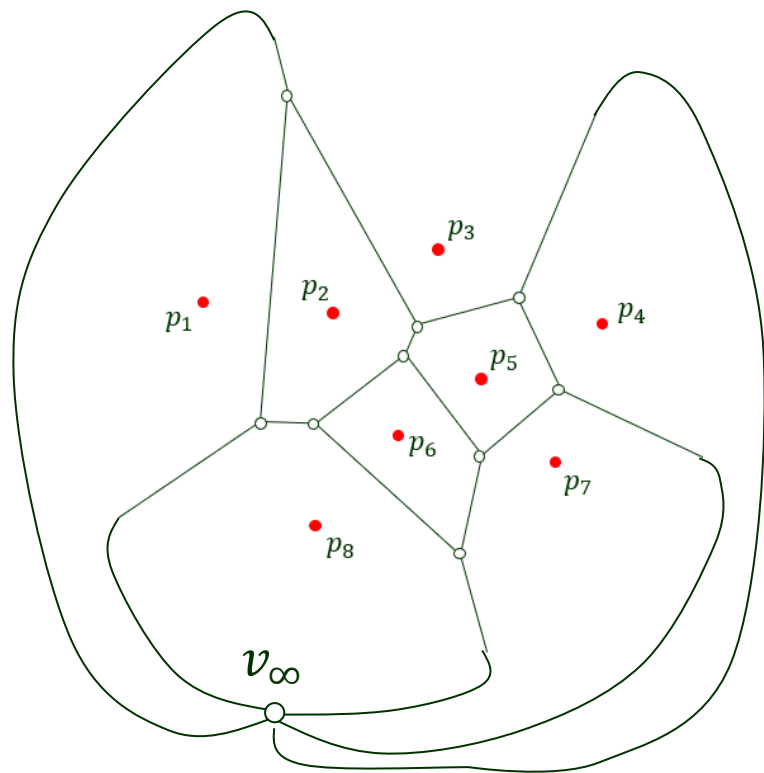


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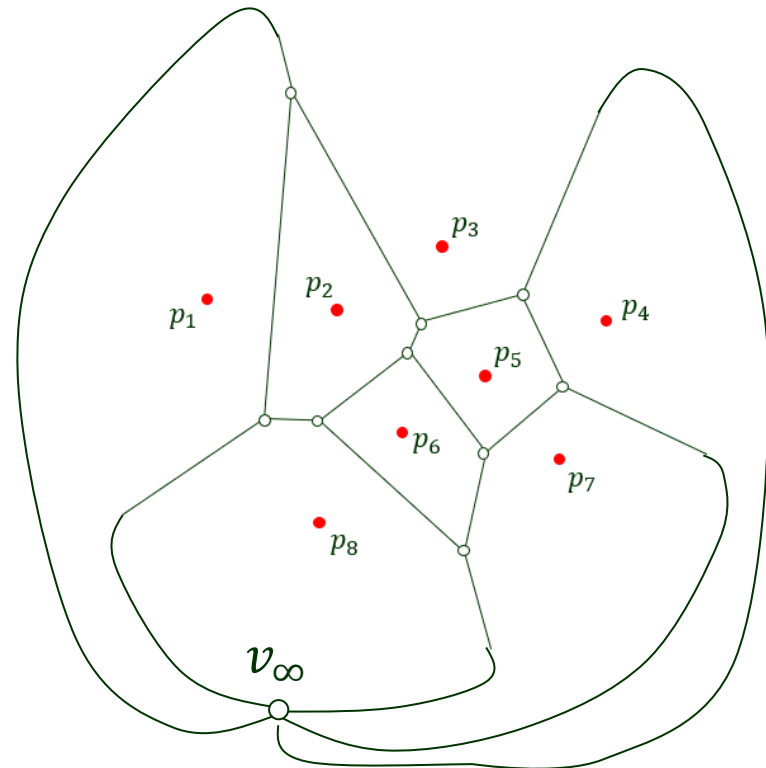
$$n_e = n_v + n - 1$$

$$n_v = n_e - n + 1$$



Cont'd

- ◆ Every vertex has degree ≥ 3 .

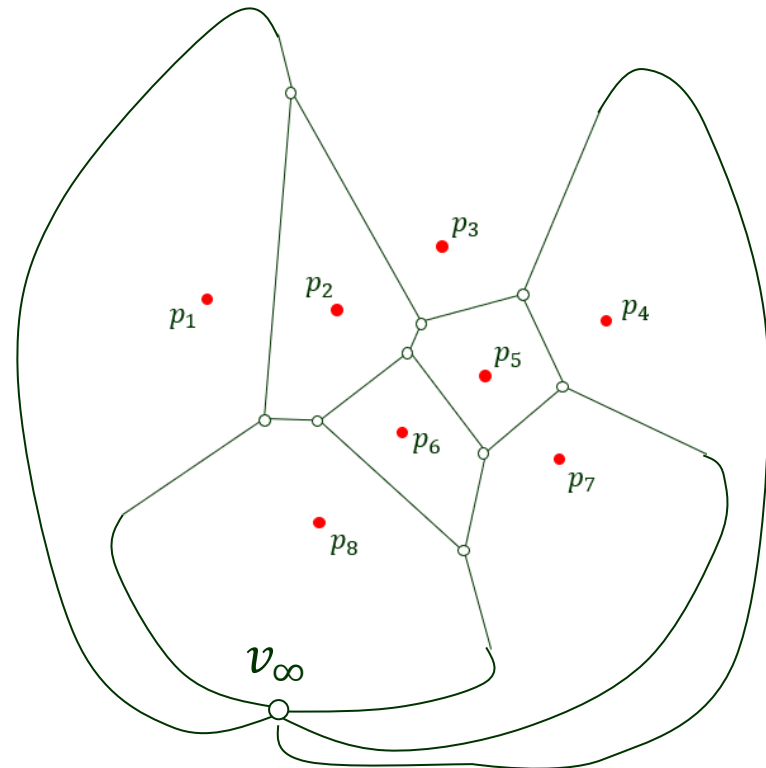


Cont'd

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$$\text{Total degree } 2n_e = \sum \deg(v) \geq 3(n_v + 1).$$



Cont'd

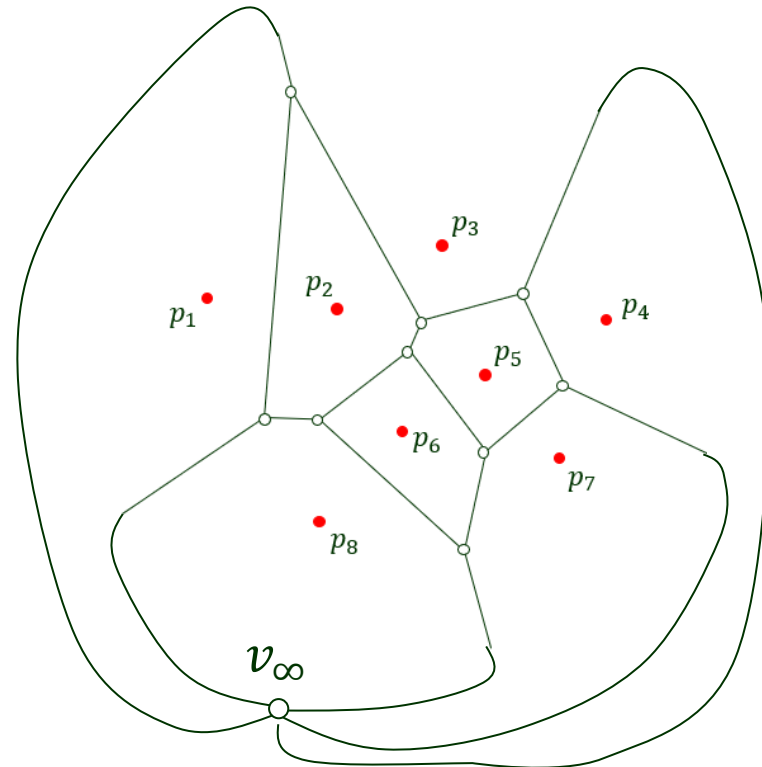
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$$\text{Total degree } 2n_e = \sum \deg(v) \geq 3(n_v + 1).$$



$$n_e \geq \frac{3}{2}(n_v + 1)$$



Cont'd

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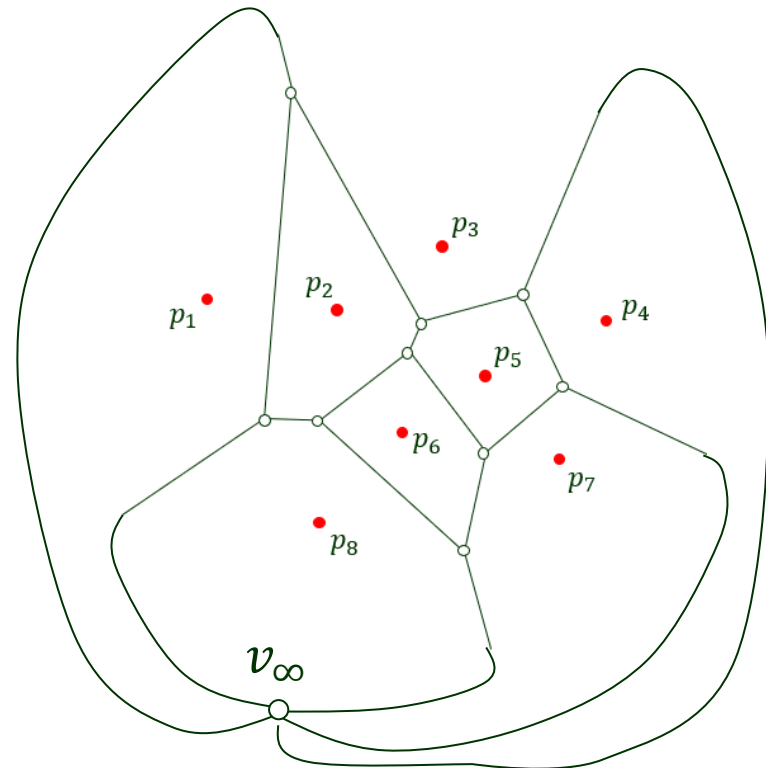


$$n_e \geq \frac{3}{2}(n_v + 1)$$

$$n_e = n_v + n - 1$$

↓

$$n_v \leq 2n - 5$$



Cont'd

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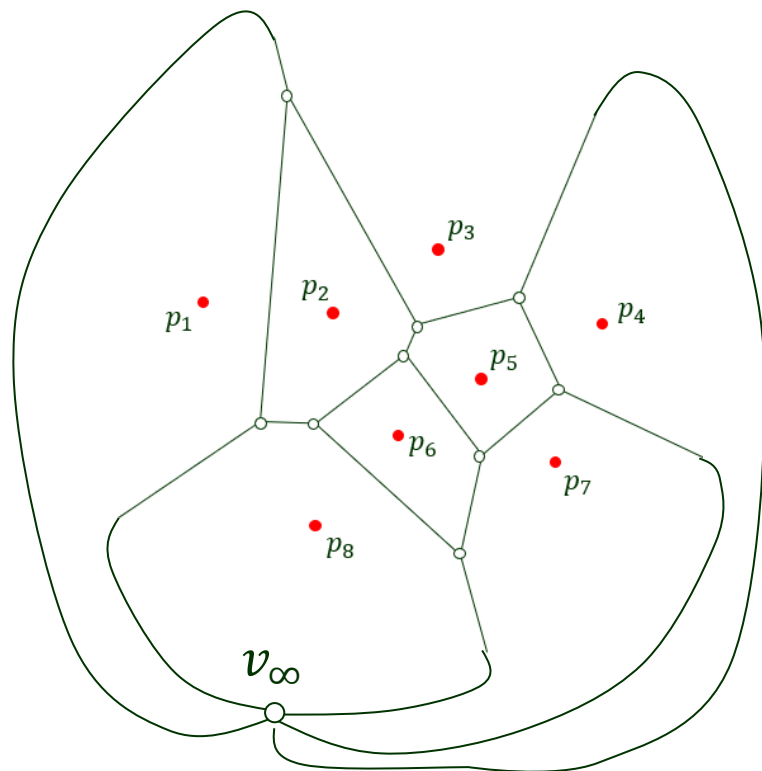


$$n_v \leq \frac{2}{3}(n_e - 1)$$

$$n_e = n_v + n - 1$$



$$n_v \leq 2n - 5$$



Cont'd

- ◆ Every vertex has degree ≥ 3 .



$$\text{Total degree } 2n_e = \sum \deg(v) \geq 3(n_v + 1).$$



$$n_e \geq \frac{3}{2}(n_v + 1)$$



$$n_v \leq \frac{2}{3}(n_e - 1)$$

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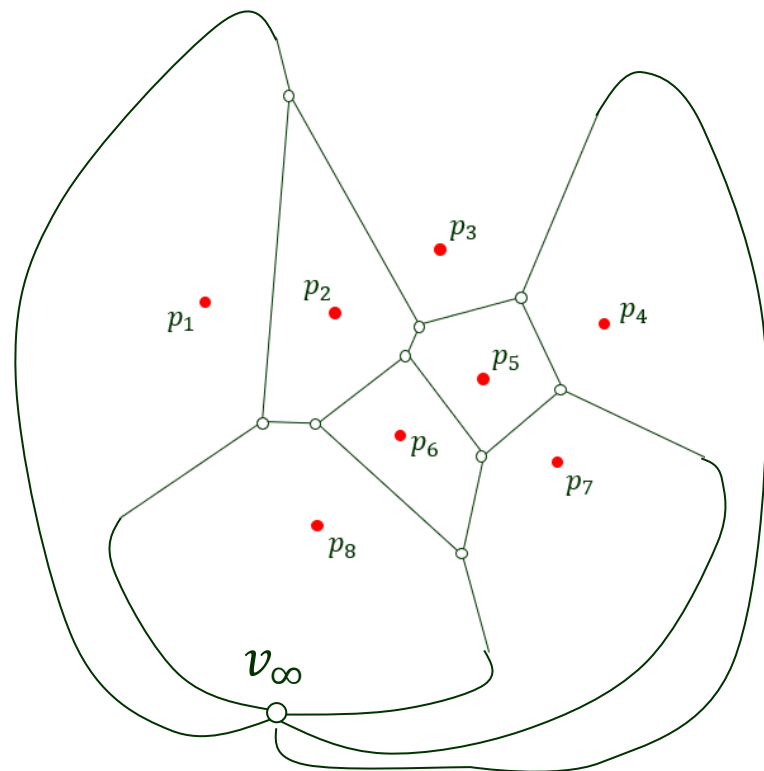


$$n_v \leq 2n - 5$$

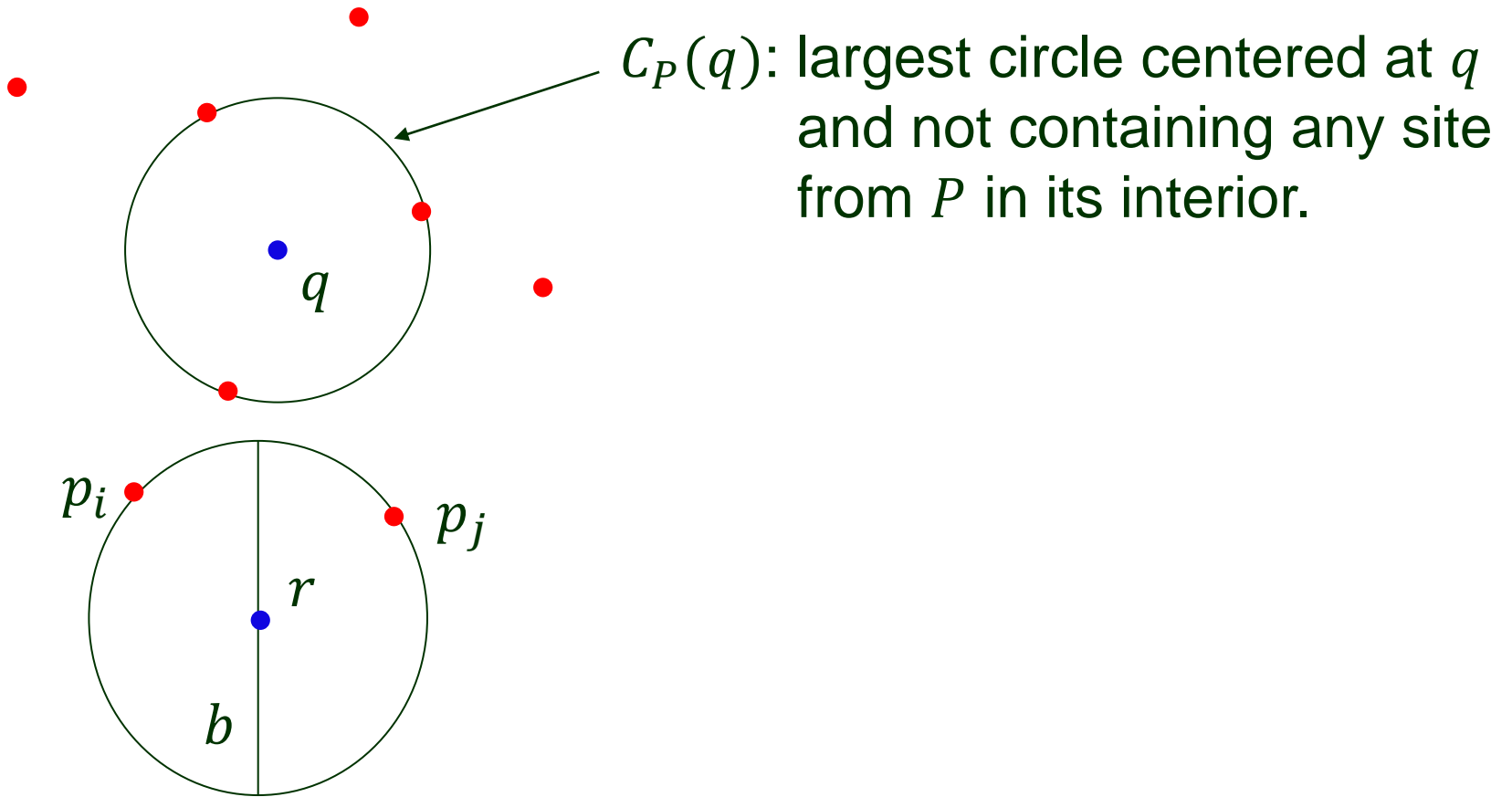


$$n_v = n_e - n + 1$$

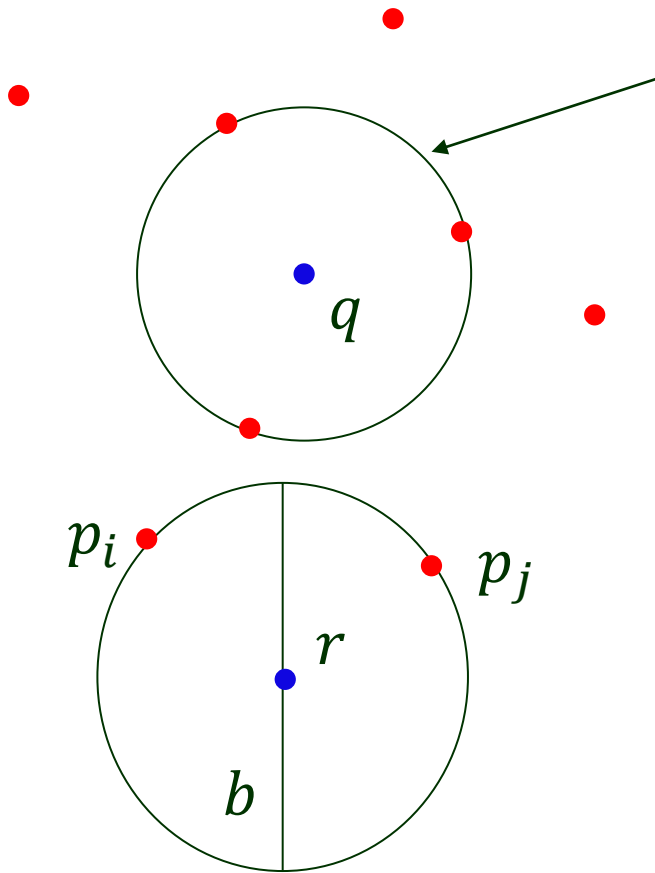
$$n_e \leq 3n - 6$$



Vertex



Vertex



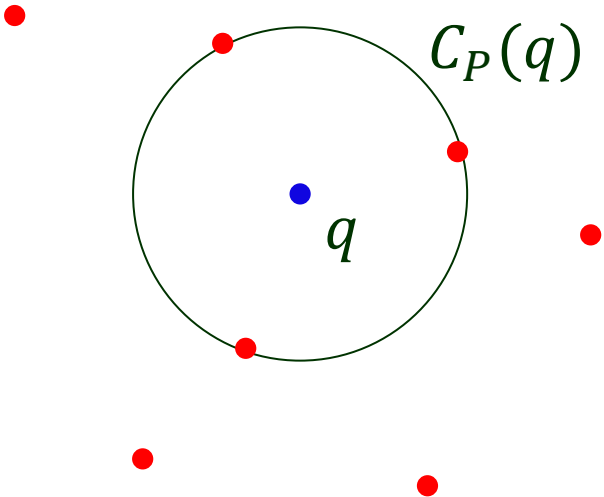
$C_P(q)$: largest circle centered at q and not containing any site from P in its interior.

Theorem

- (i) q is a vertex of $\text{Vor}(P)$ iff $C_P(q)$ passes through ≥ 3 sites.
- (ii) Bisector b of p_i and p_j is an edge of $\text{Vor}(P)$ iff for some point r on b , $C_P(r)$ passes through p_i and p_j but no other sites.

Proof of (i) Only

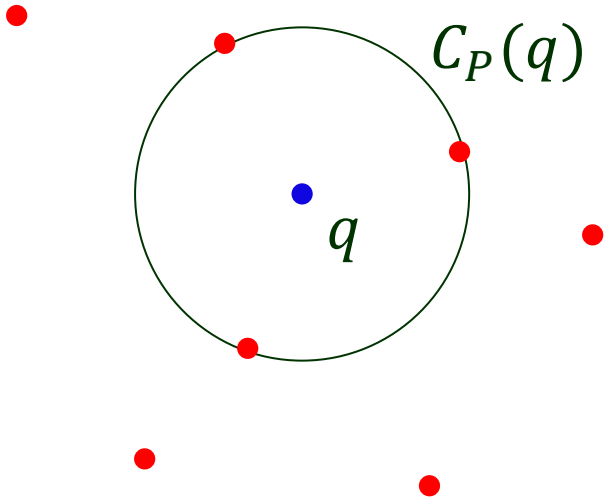
(i) q is a vertex of $\text{Vor}(P)$ iff $C_P(q)$ passes through ≥ 3 sites. (\Leftrightarrow)



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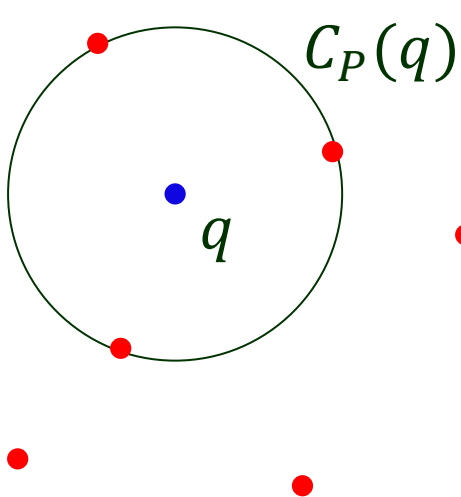
(i) q is a vertex of $\text{Vor}(P)$ iff $C_P(q)$ passes through ≥ 3 sites.

(\Leftarrow) Suppose q exists such that $C_P(q)$ passes through ≥ 3 sites p_i, p_j, p_k .



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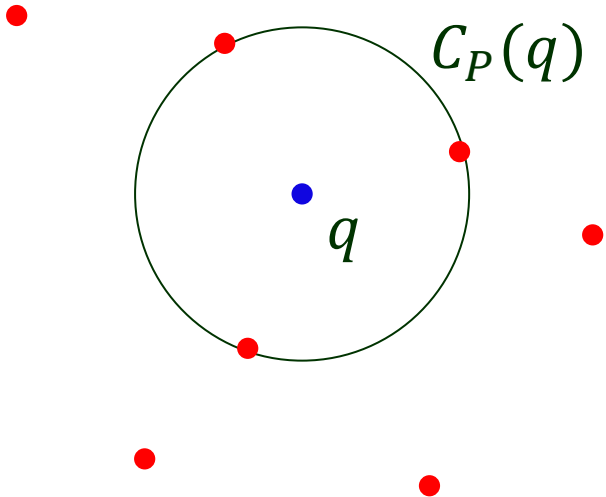


(\Leftarrow) Suppose q exists such that $C_P(q)$ passes through ≥ 3 sites p_i, p_j, p_k .

$C_P(q)$ has no site in its interior.

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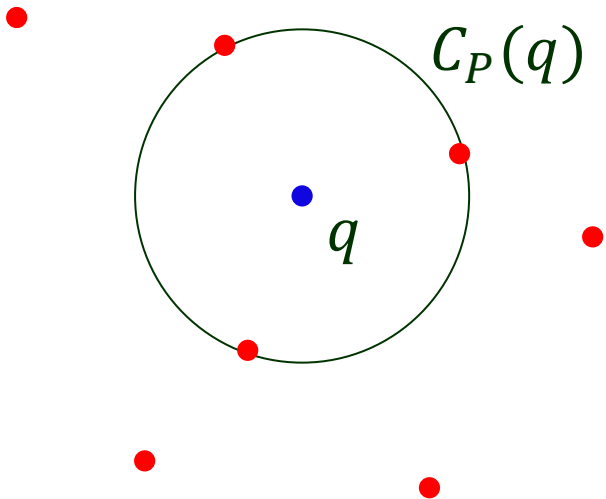
$C_P(q)$ has no site in its interior.



q must be on the boundary of $V(p_i)$, $V(p_j)$, and $V(p_k)$.

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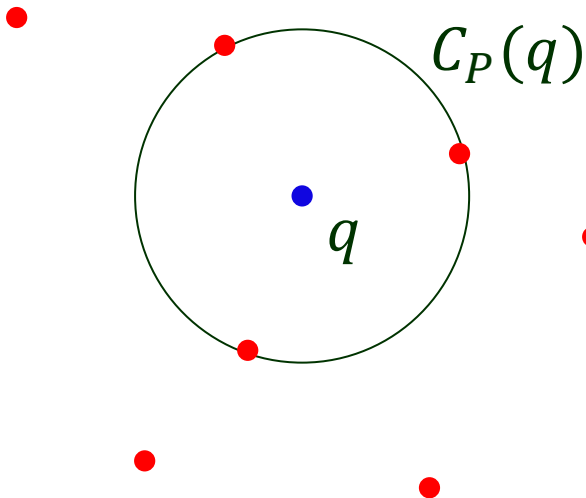
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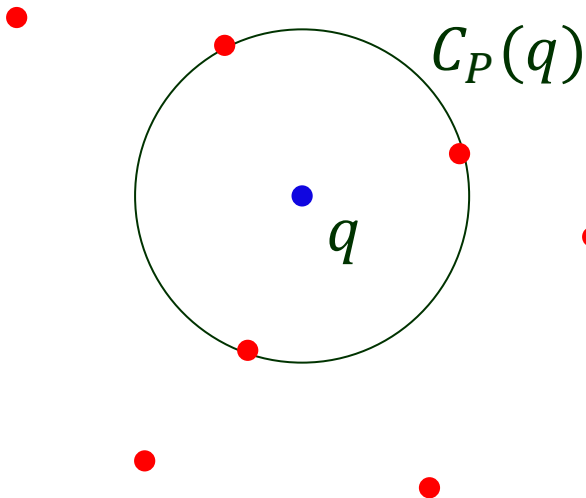


q is a vertex of $\text{Vor}(P)$.

(\Rightarrow) Vertex q is adjacent to 3 edge.

Proof of (i) Only

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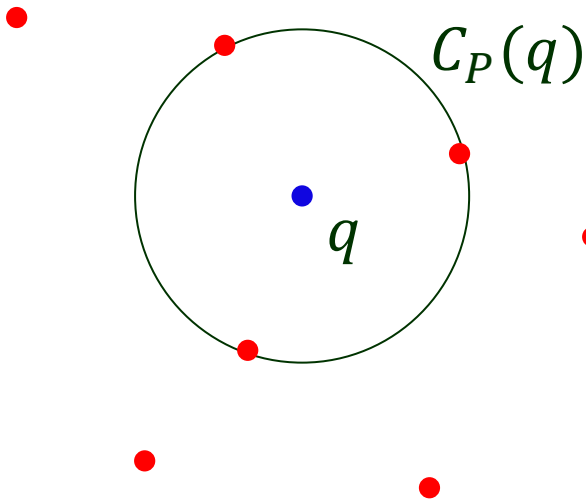


q is a vertex of $\text{Vor}(P)$.

(\Rightarrow) Vertex q is adjacent to 3 edge. \implies It is adjacent to three cells: $V(p_i)$, $V(p_j)$, and $V(p_k)$.

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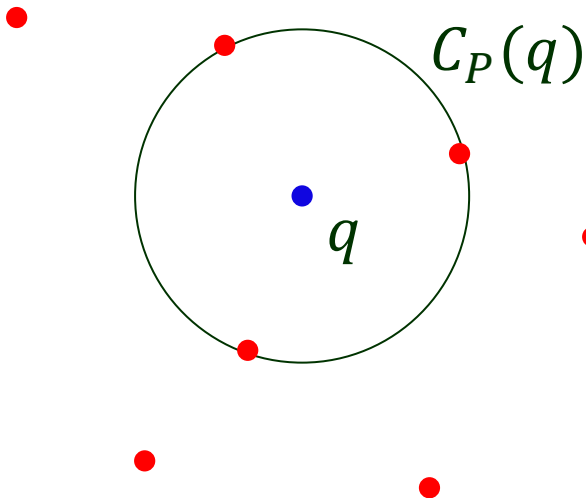
(\Rightarrow) Vertex q is adjacent to 3 edge. \implies It is adjacent to three cells: $V(p_i)$, $V(p_j)$, and $V(p_k)$.



q is equidistant to p_i, p_j , and p_k , and no other sites is closer to q .

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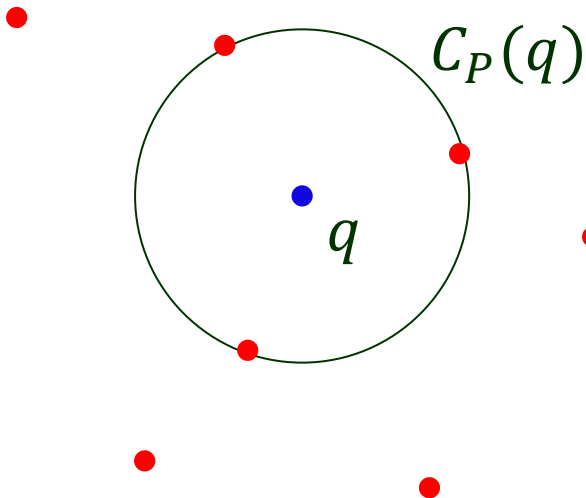
q is equidistant to p_i , p_j , and p_k , and no other sites is closer to q .



$C_P(q)$ has no site in its interior.

Proof of (i) Only

(i) q is a vertex of $\text{Vor}(P)$ iff $C_P(q)$ passes through ≥ 3 sites.



(\Leftarrow) Suppose q exists such that $C_P(q)$ passes through ≥ 3 sites p_i, p_j, p_k .

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q must be on the boundary of $V(p_i)$, $V(p_j)$, and $V(p_k)$.



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V. Computing VD

Naive algorithm:

Compute every Voronoi cell $V(p_i)$.

- ◆ Half-plane intersection.

- ◆ n cells.

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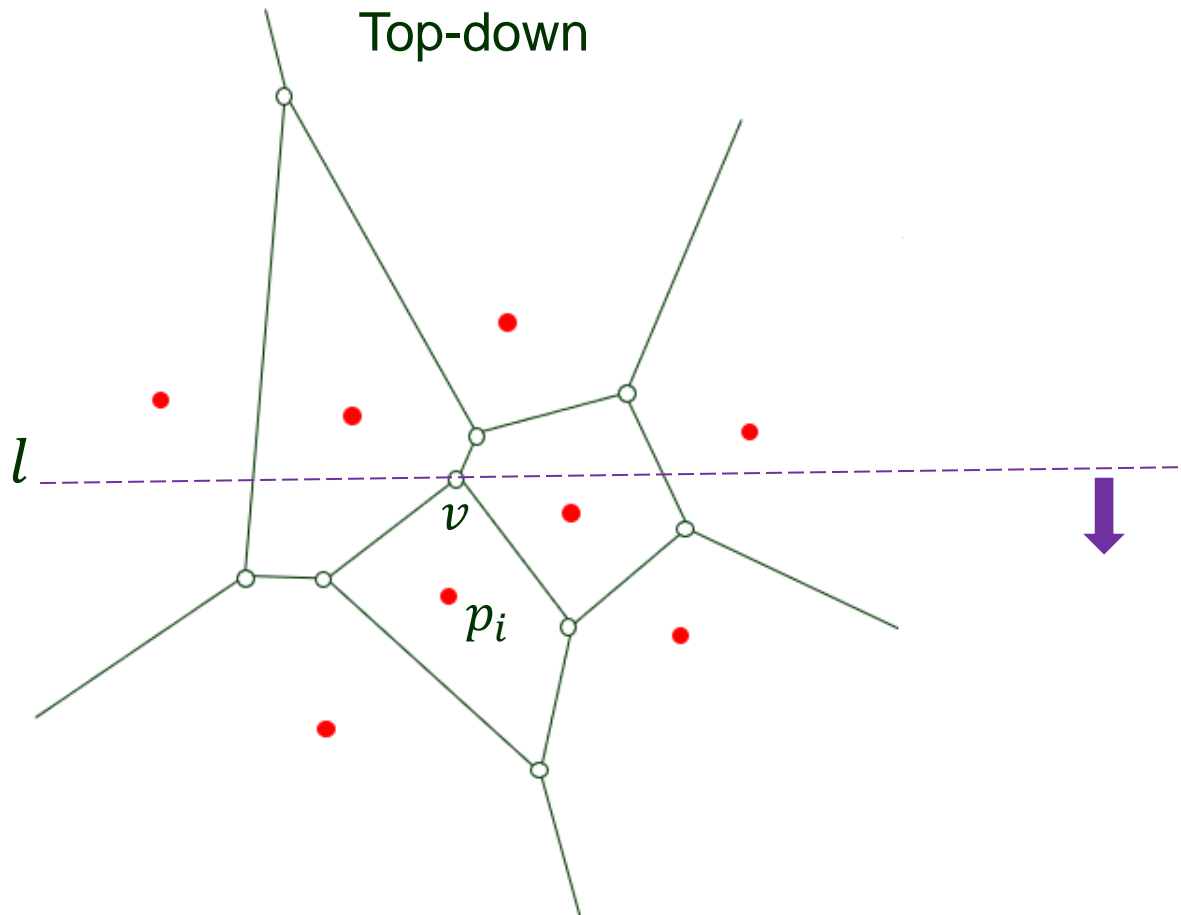
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$$O(n^2 \log n)$$

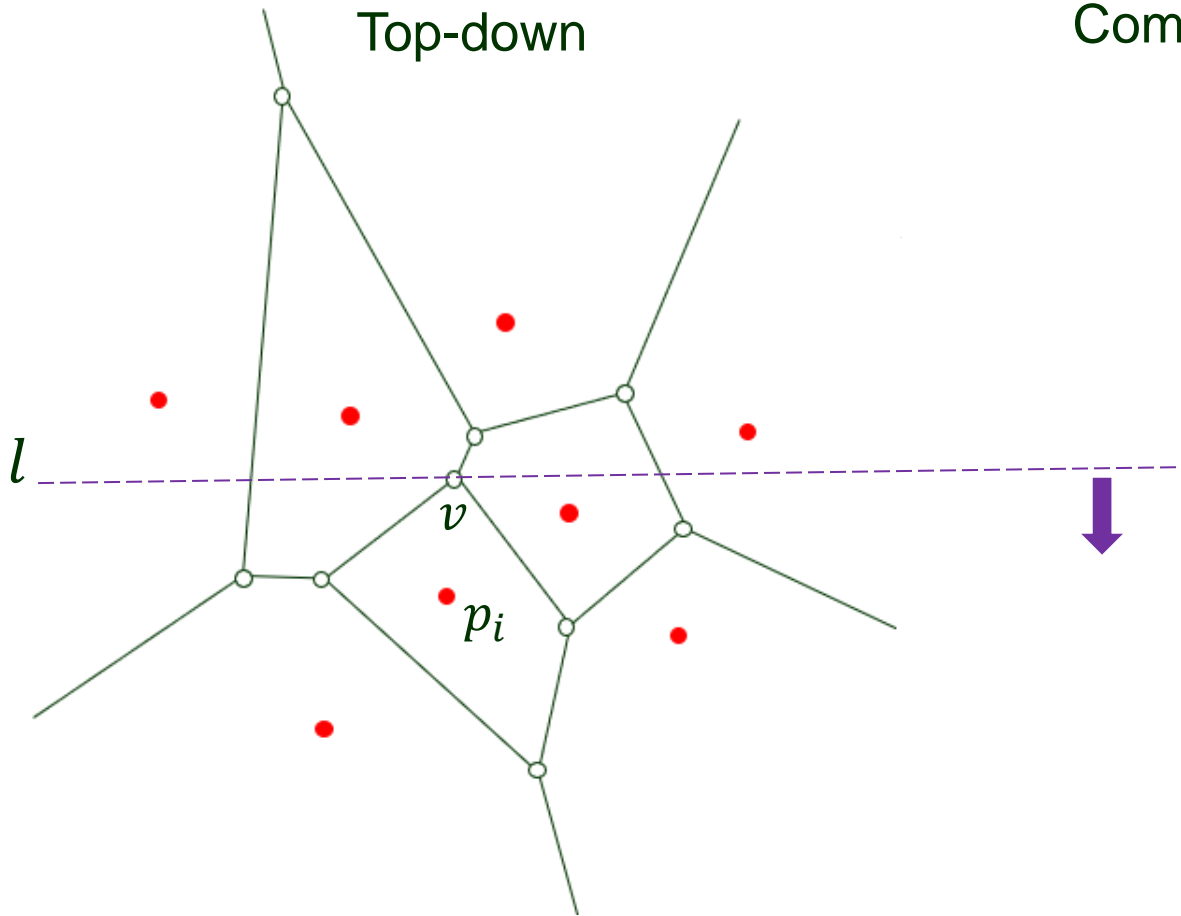
Line Sweep Algorithm

Steve Fortune (1987)



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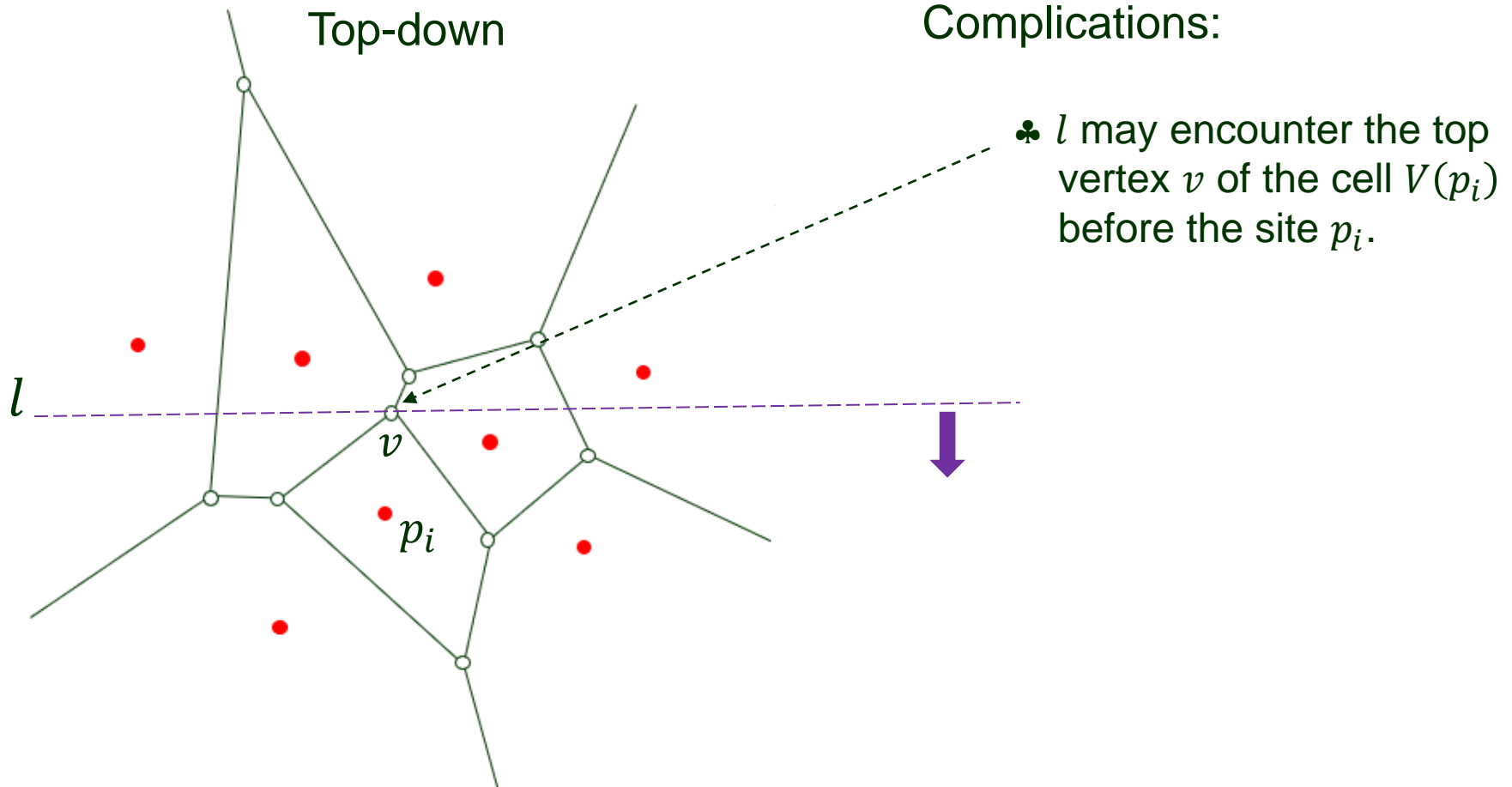


Complications:

- ♣ l may encounter the top vertex v of the cell $V(p_i)$ before the site p_i .

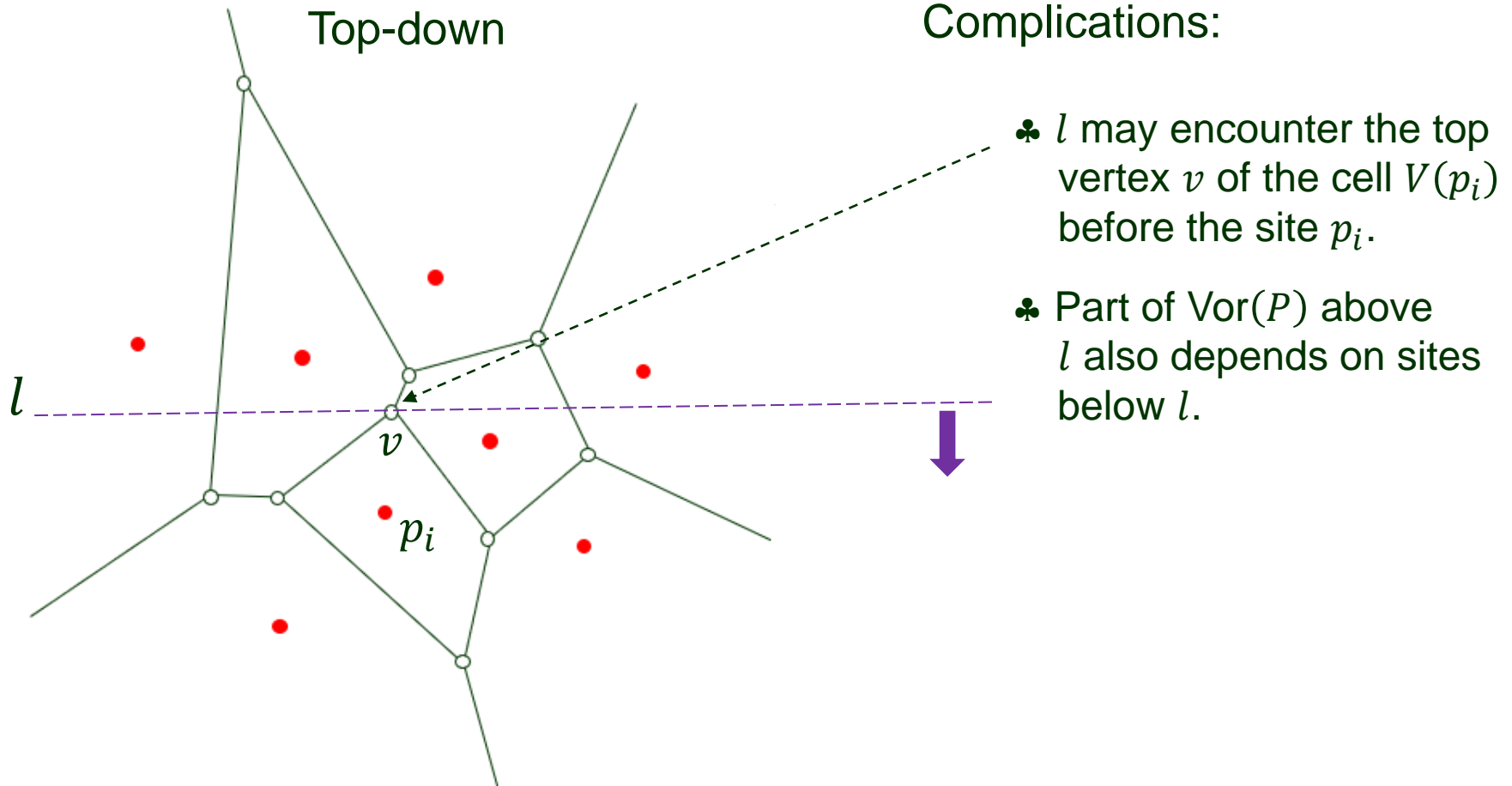
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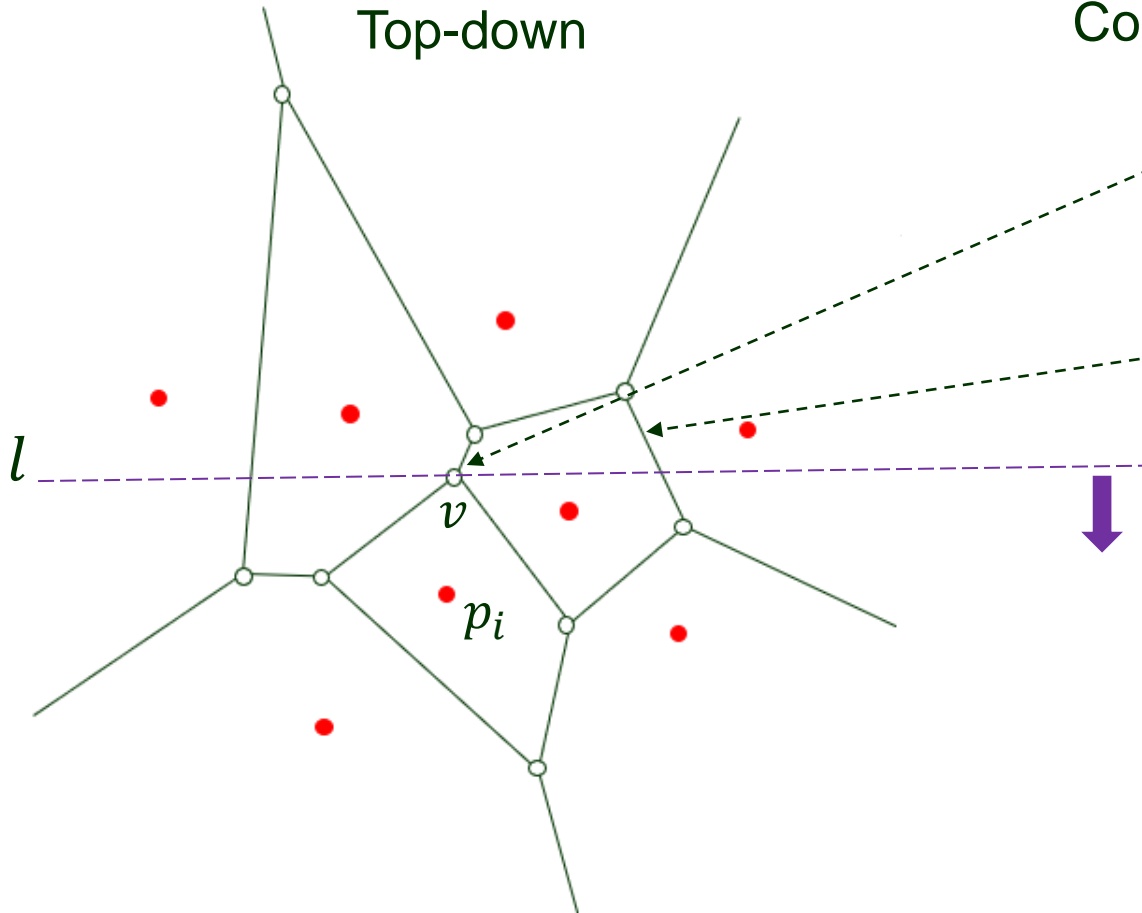


Line Sweep Algorithm

Steve Fortune (1987)

Top-down

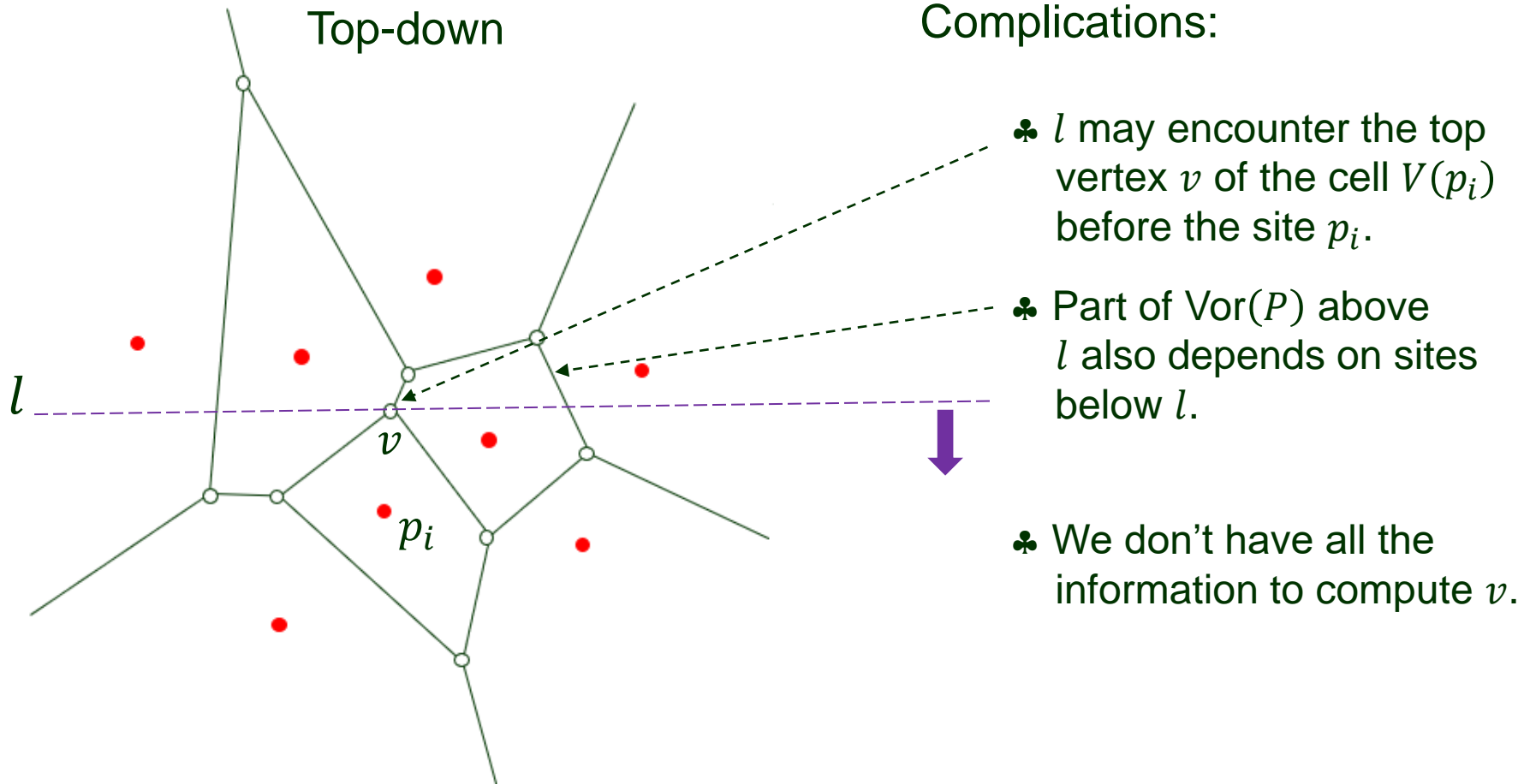
Complications:



- ♣ l may encounter the top vertex v of the cell $V(p_i)$ before the site p_i .
- ♣ Part of $\text{Vor}(P)$ above l also depends on sites below l .

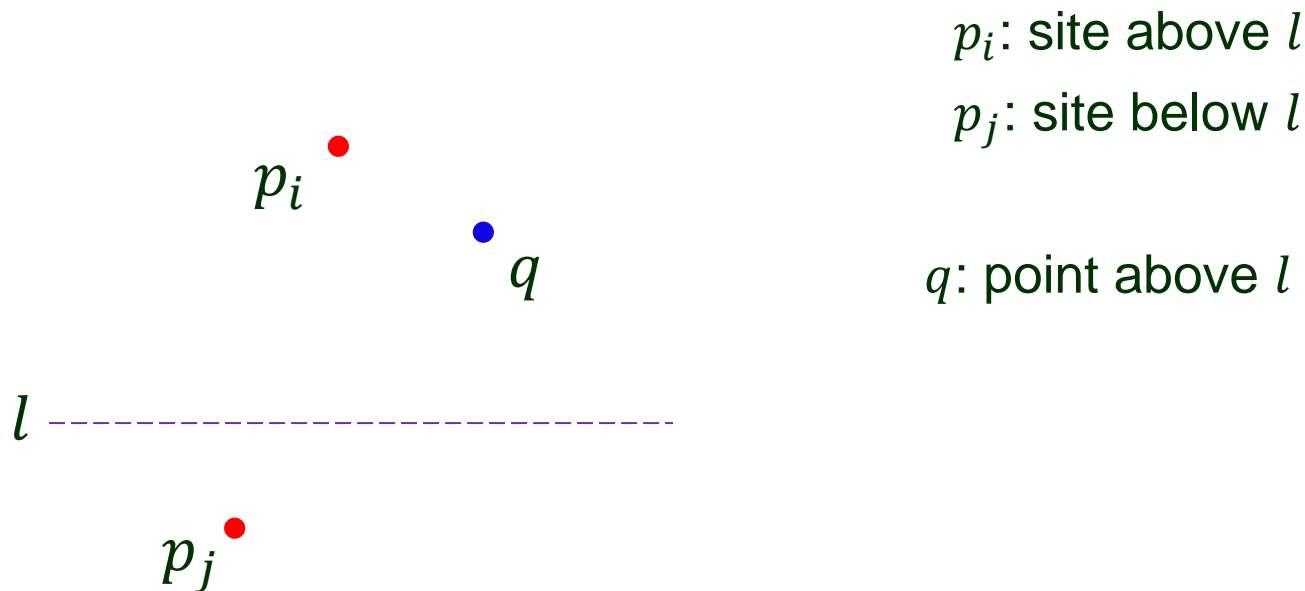
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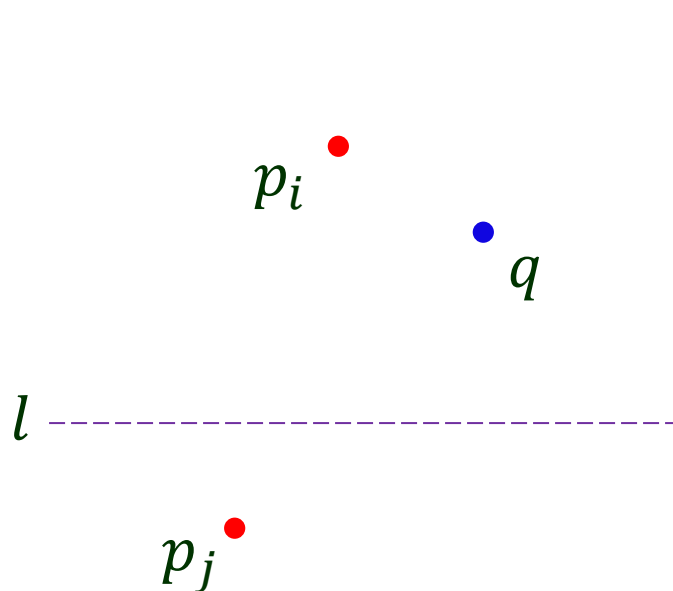
Sweep in a Different Fashion

- ◆ Do not maintain the intersection of $\text{Vor}(P)$ with the half-plane above l .
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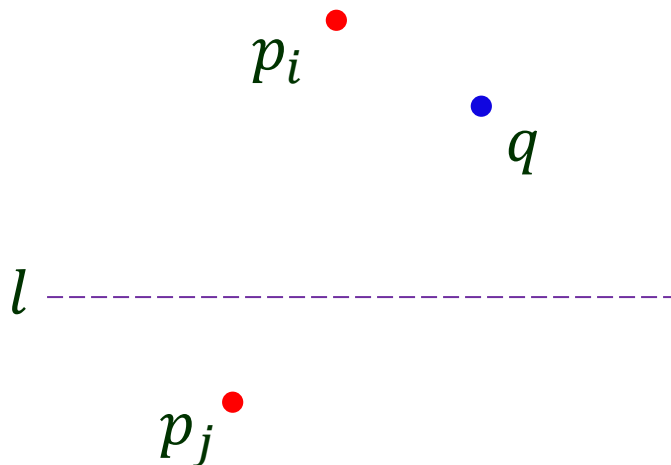
p_j : site below l

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q is closer to l than to p_j .

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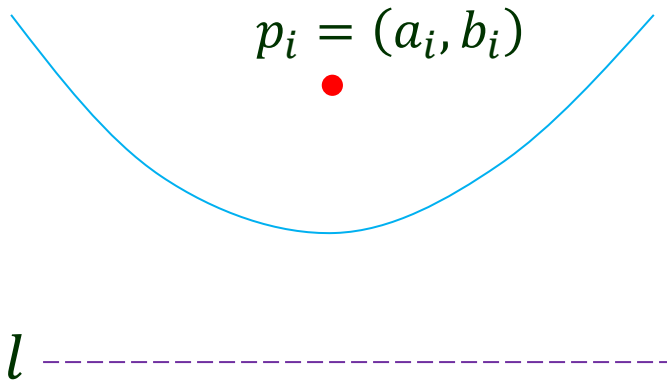
q is closer to l than to p_j .



If q is closer to p_i than to l , then it must be closer to p_i than to p_j .

Point-Line Bisector

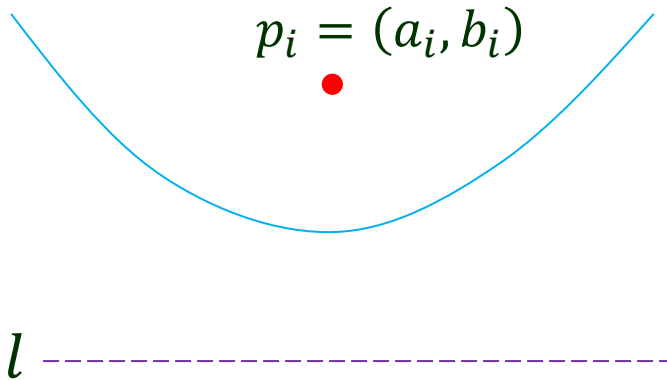
Locus of points equidistant to $p_i = (a_i, b_i)$
and $l: y = l_y$.



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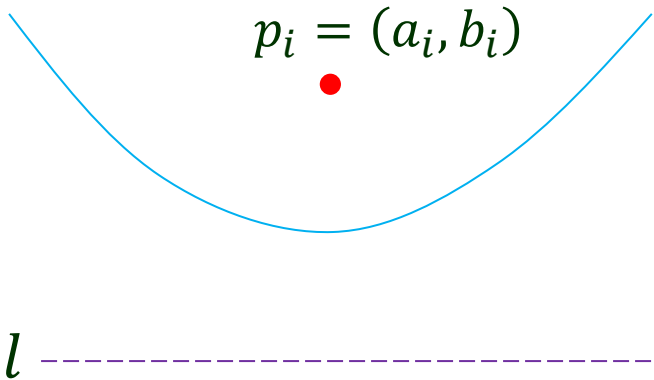
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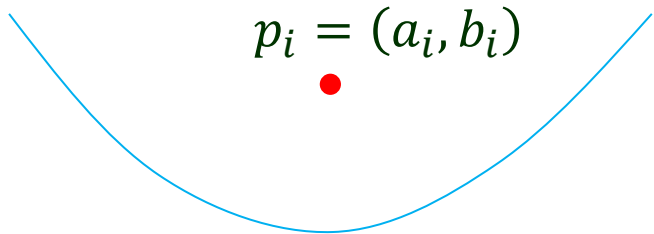
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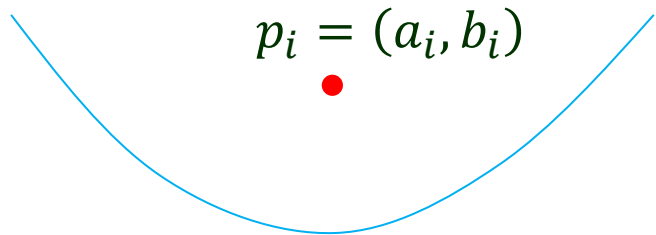
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l ————

Parabola!

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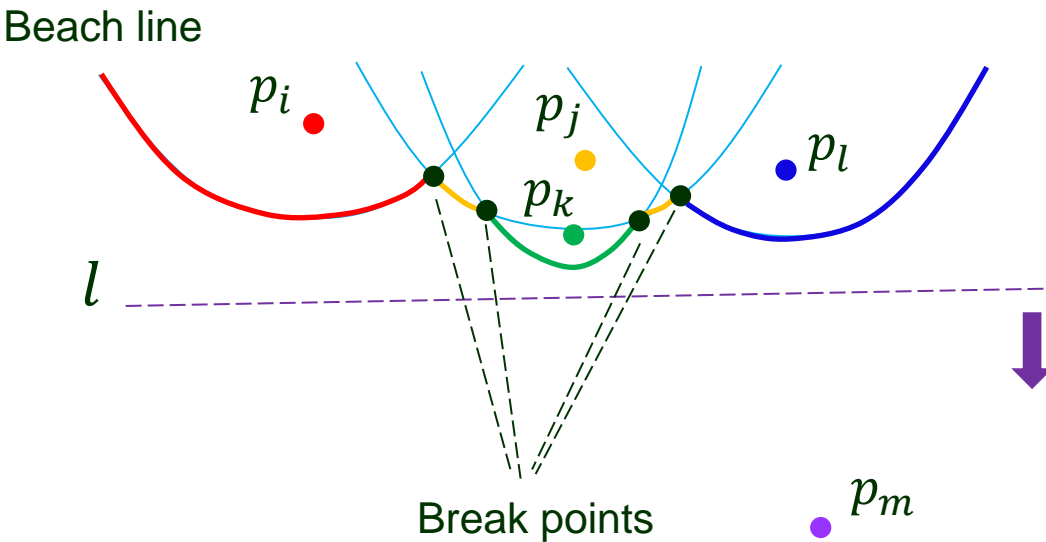
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Parabola!

All the points above the parabola are closer to p_i than to l
(and all the sites below l).

Beach Line

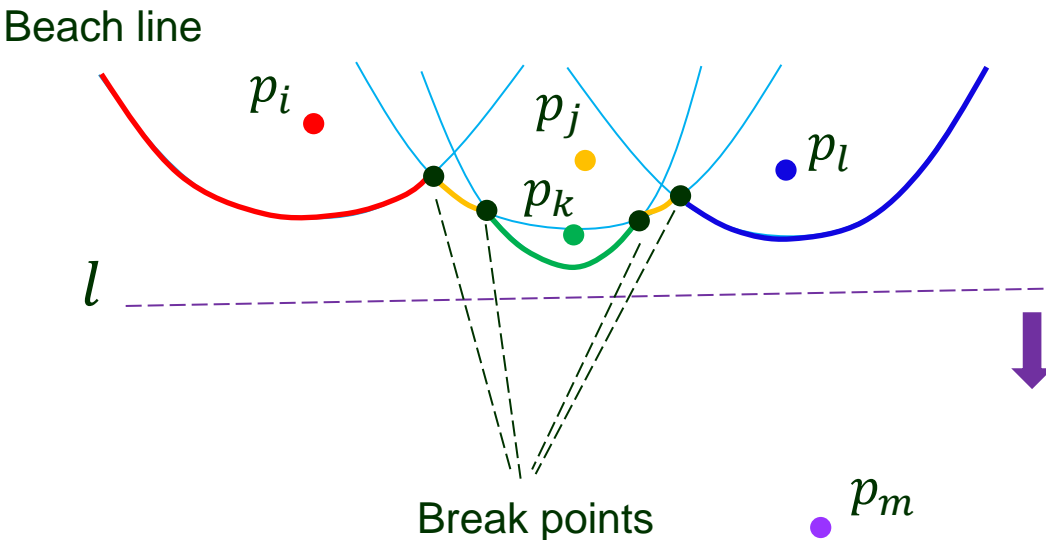
Parabolic arcs bounding the locus of points closer to some site above l than to l .



Beach Line

Parabolic arcs bounding the locus of points closer to some site above l than to l .

- ◆ Lower envelope of all the parabolas due to the sites above l .

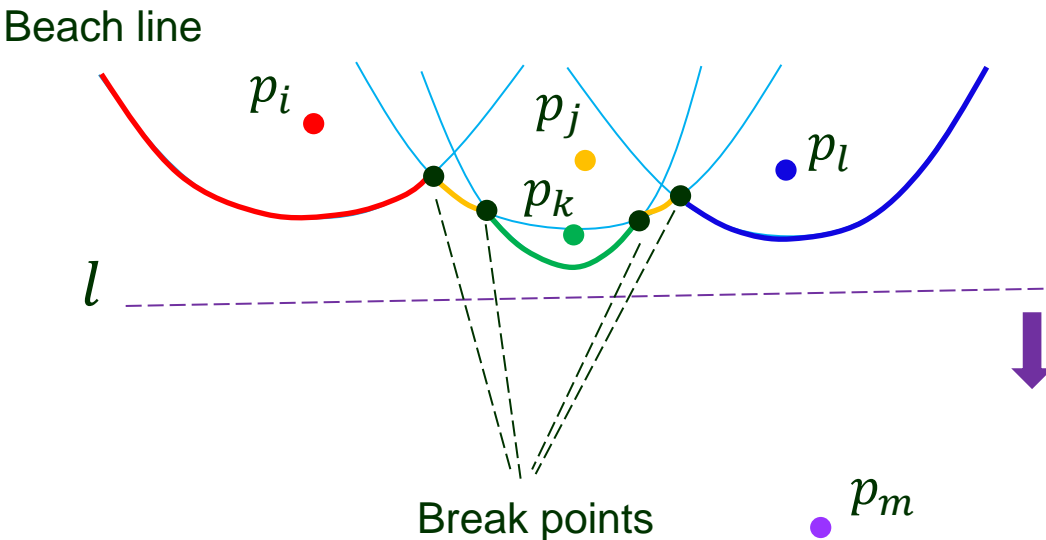


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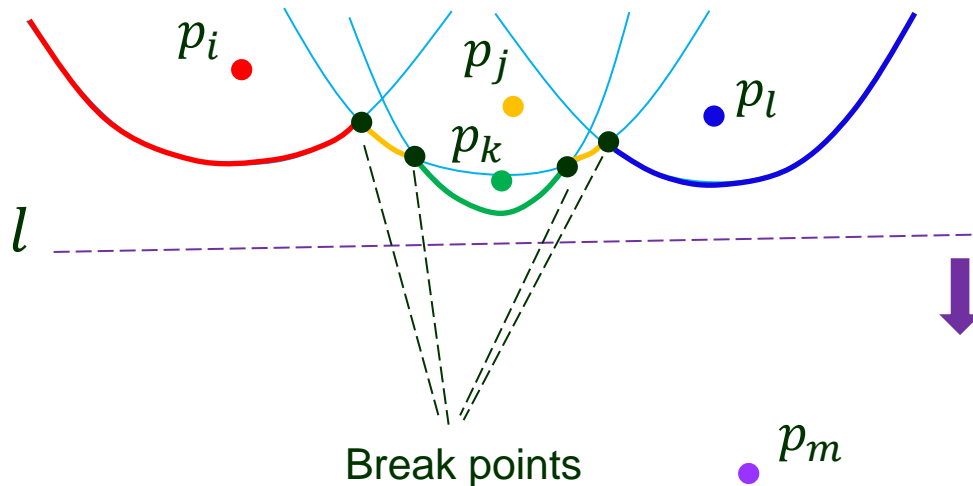
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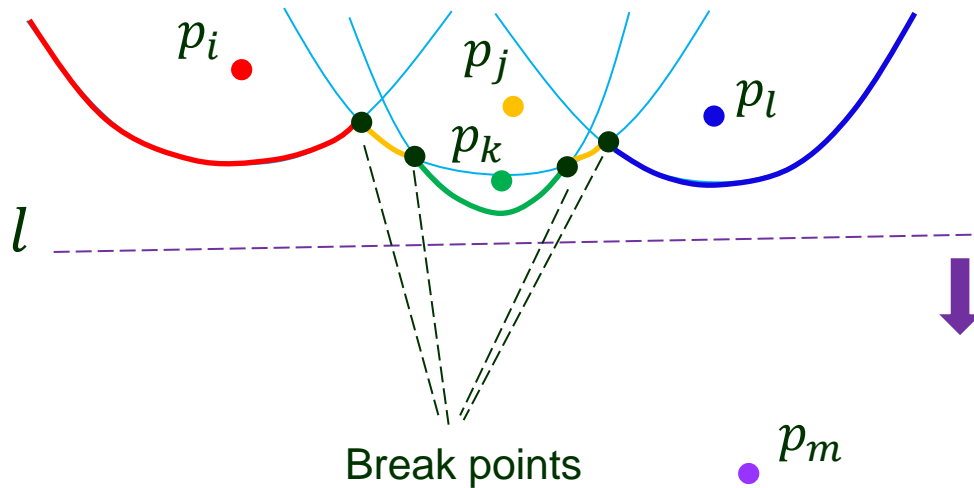


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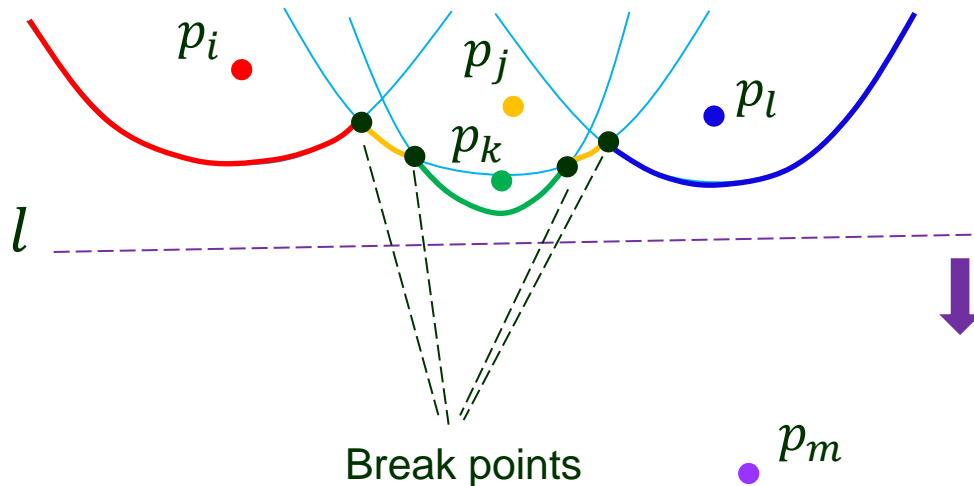


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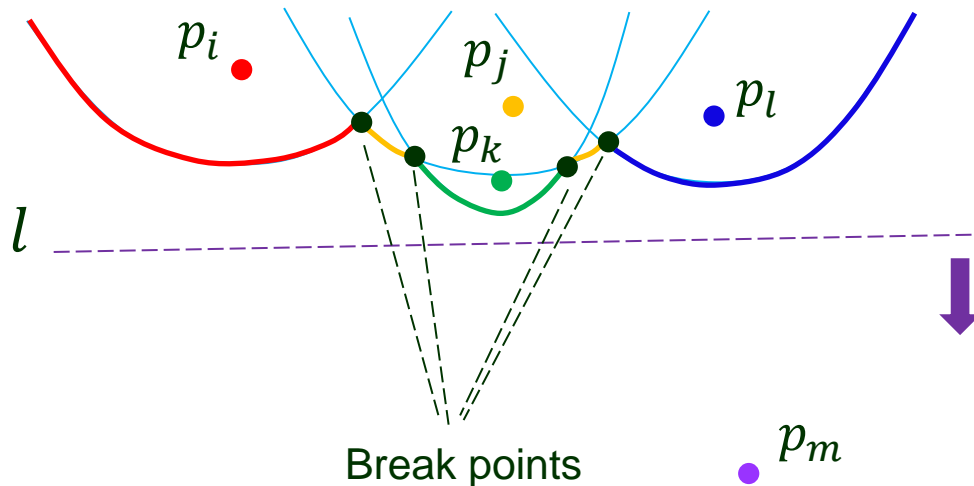


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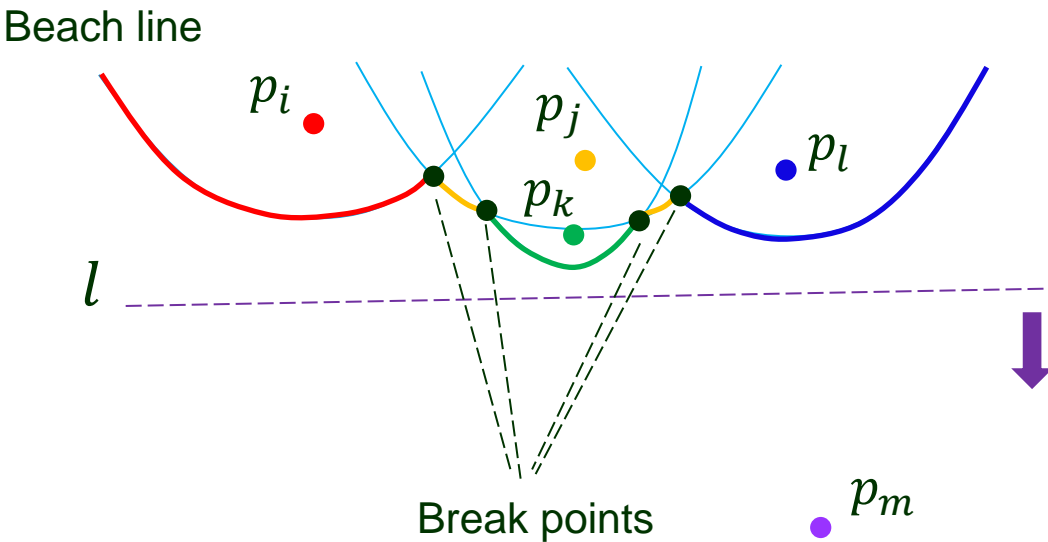


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Maintain the beach line (not explicitly) during the sweep.

VI. Two Types of Events

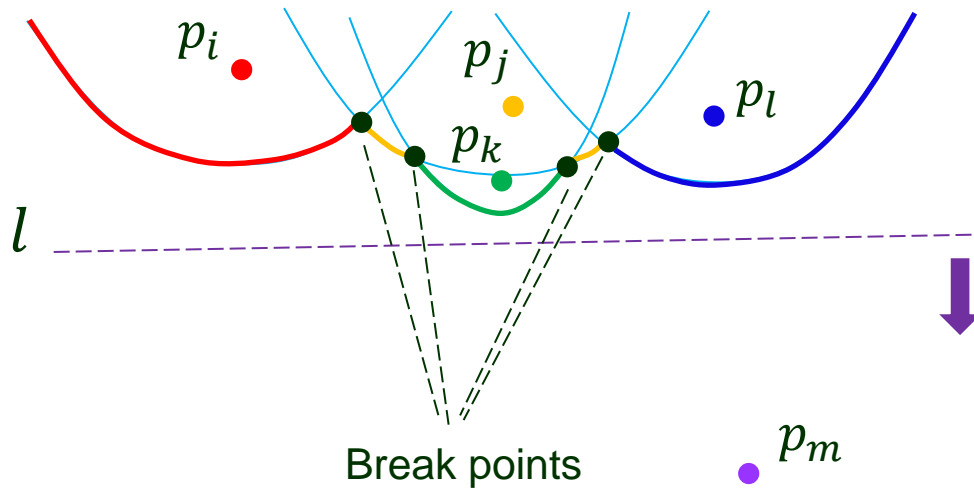
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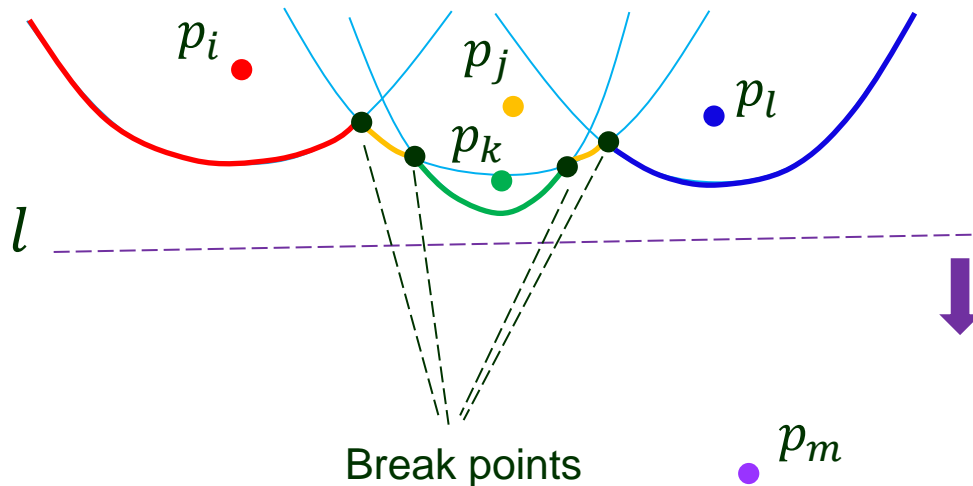


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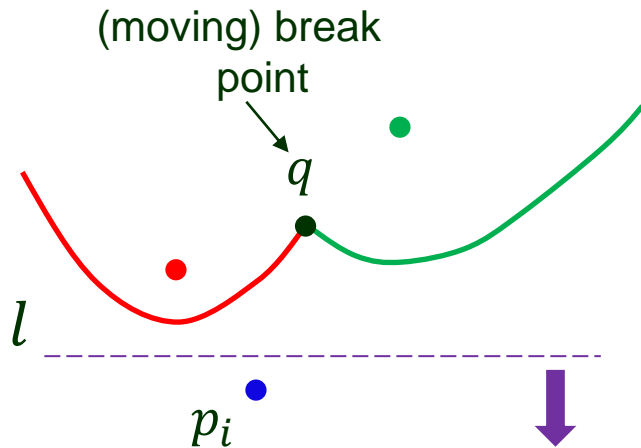
Beach line



- a new parabolic arc appears (a *site event*), or
- a parabolic arc shrinks to a point and then vanishes (a *circle event*).

Site Event

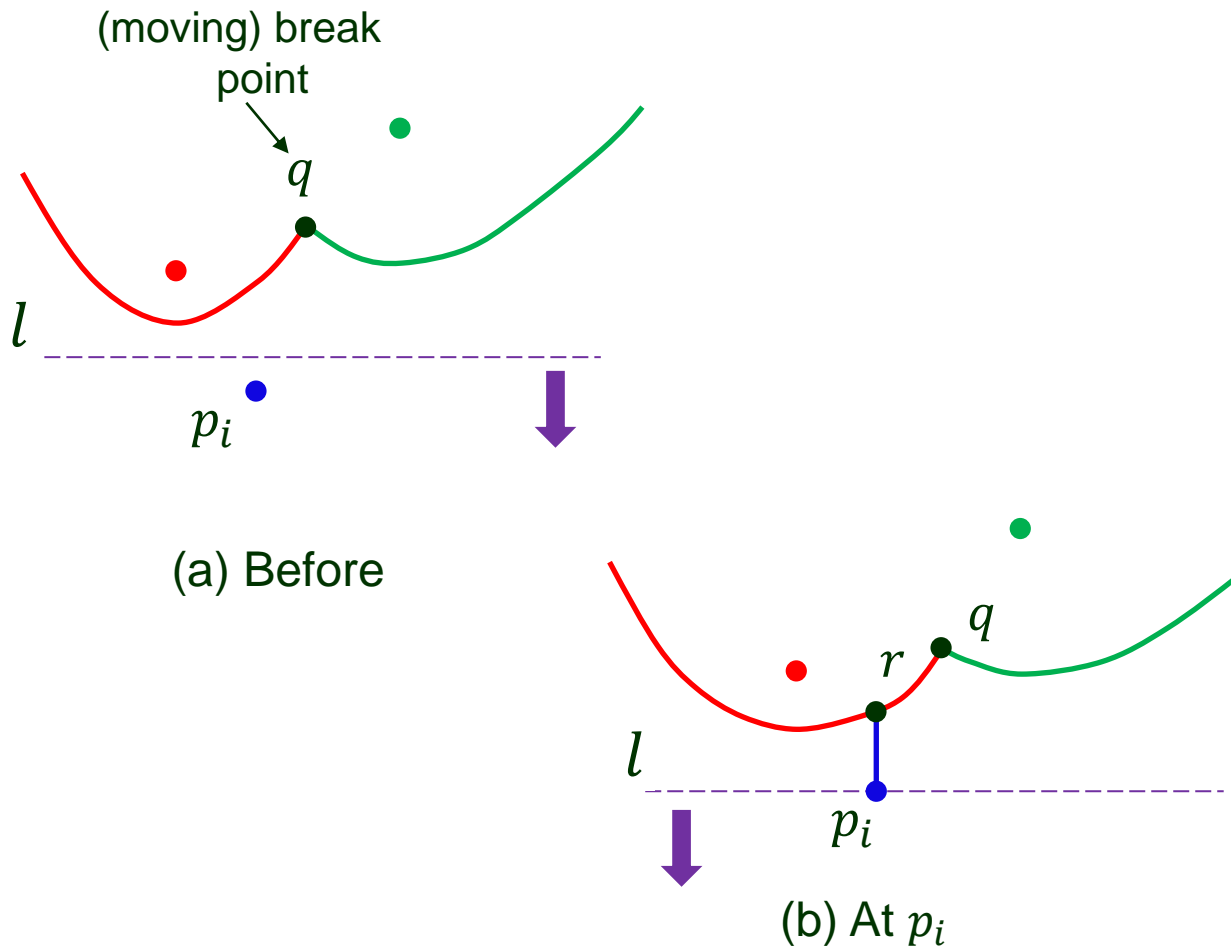
The sweep line l reaches a new site.



(a) Before

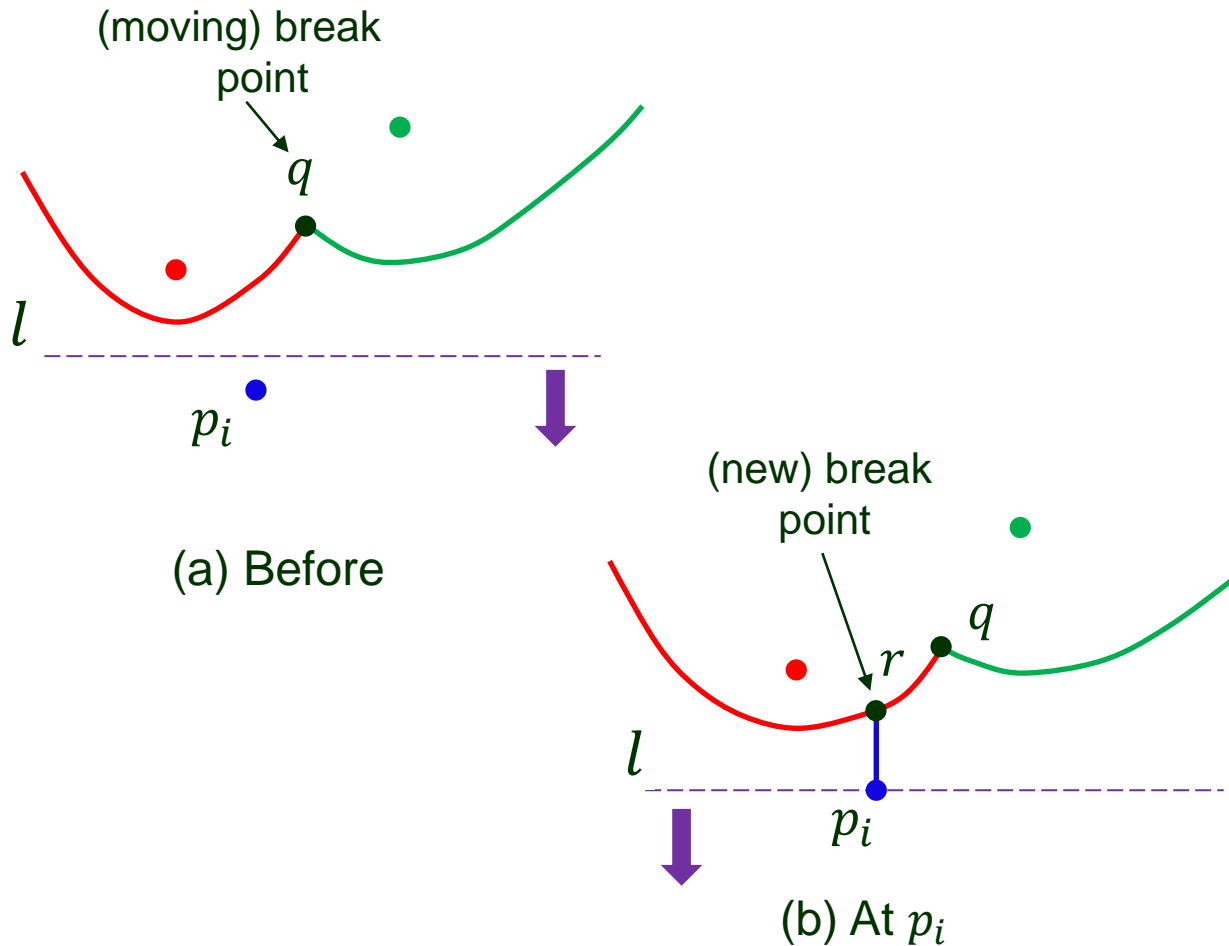
Site Event

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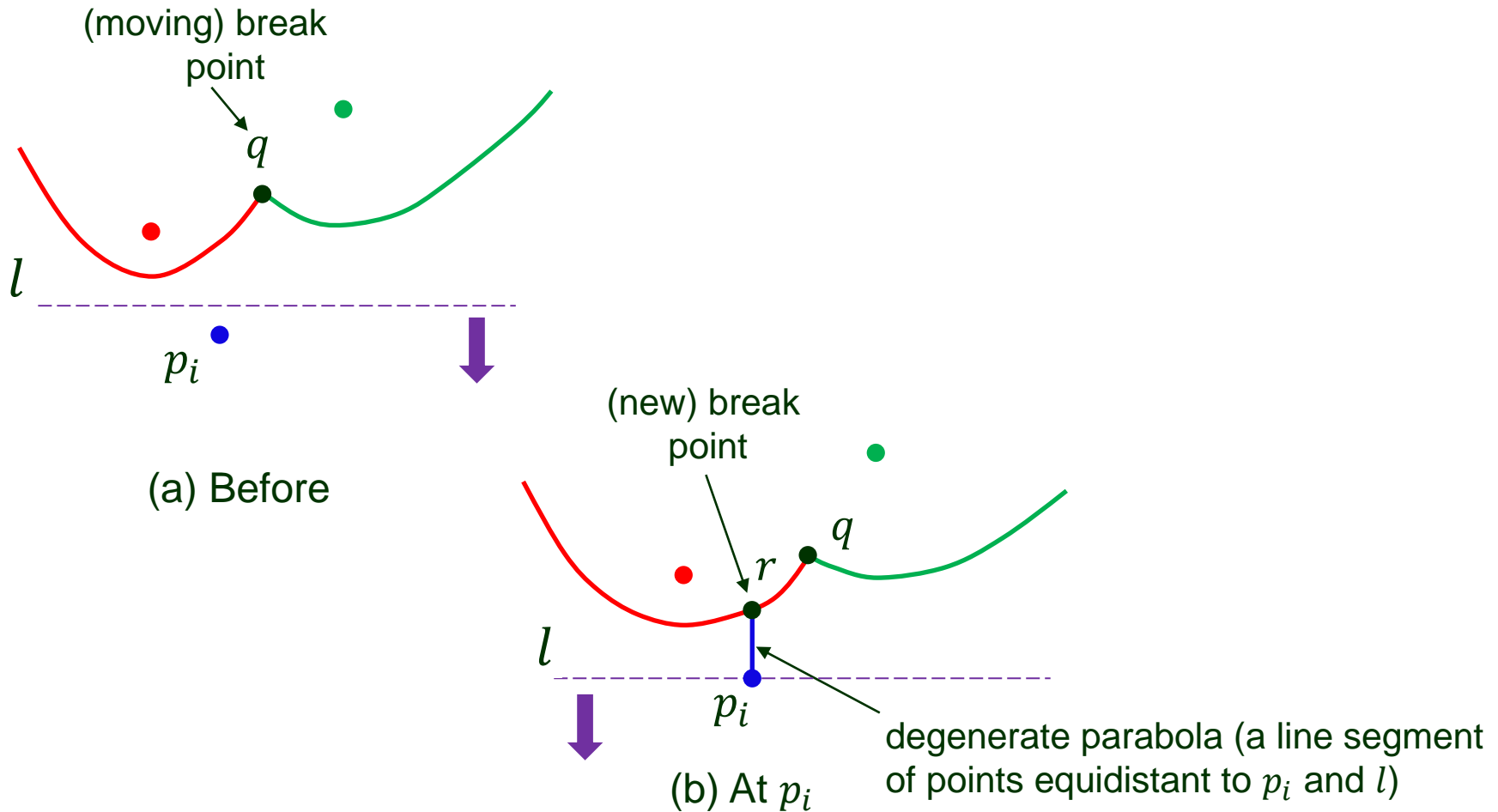
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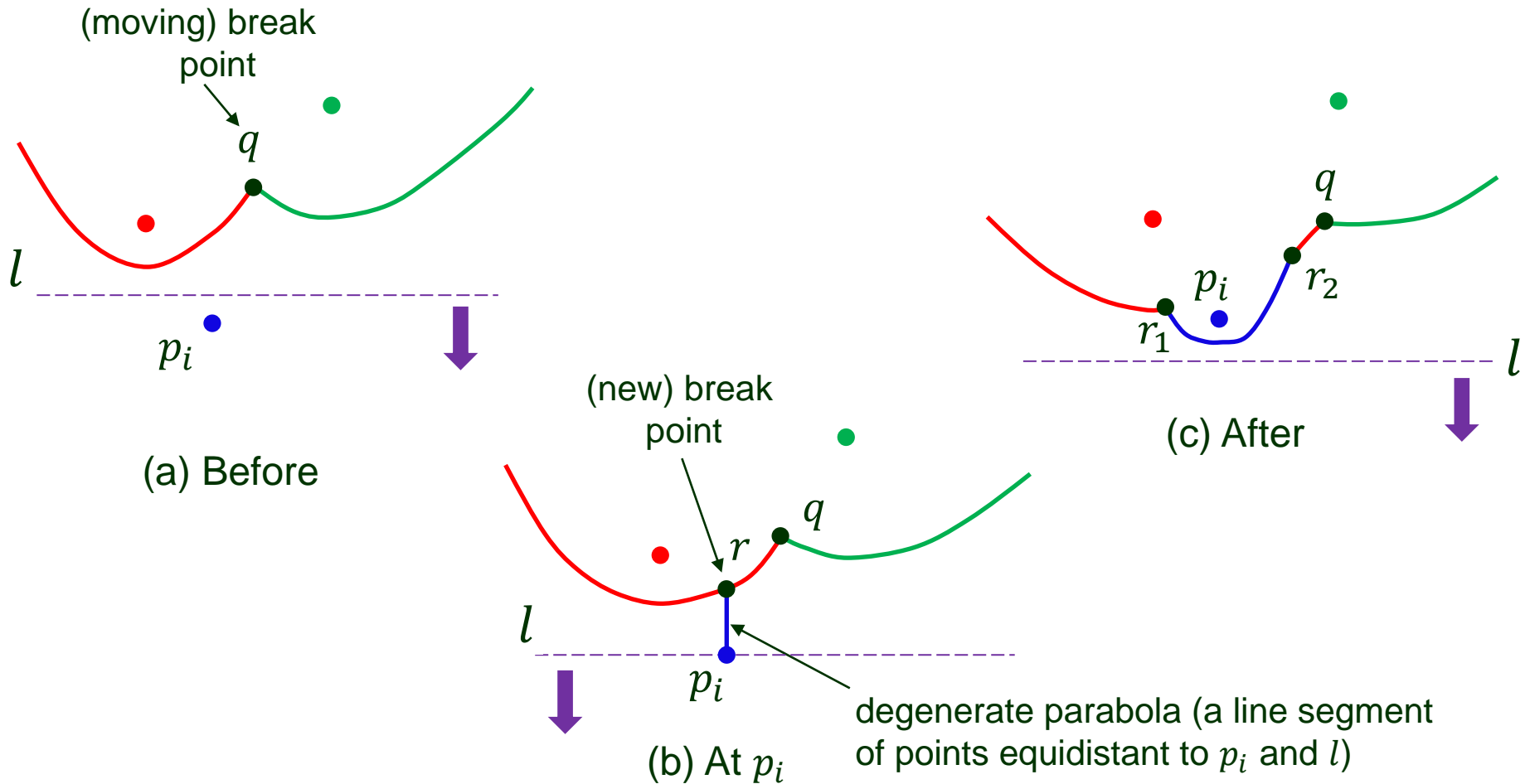
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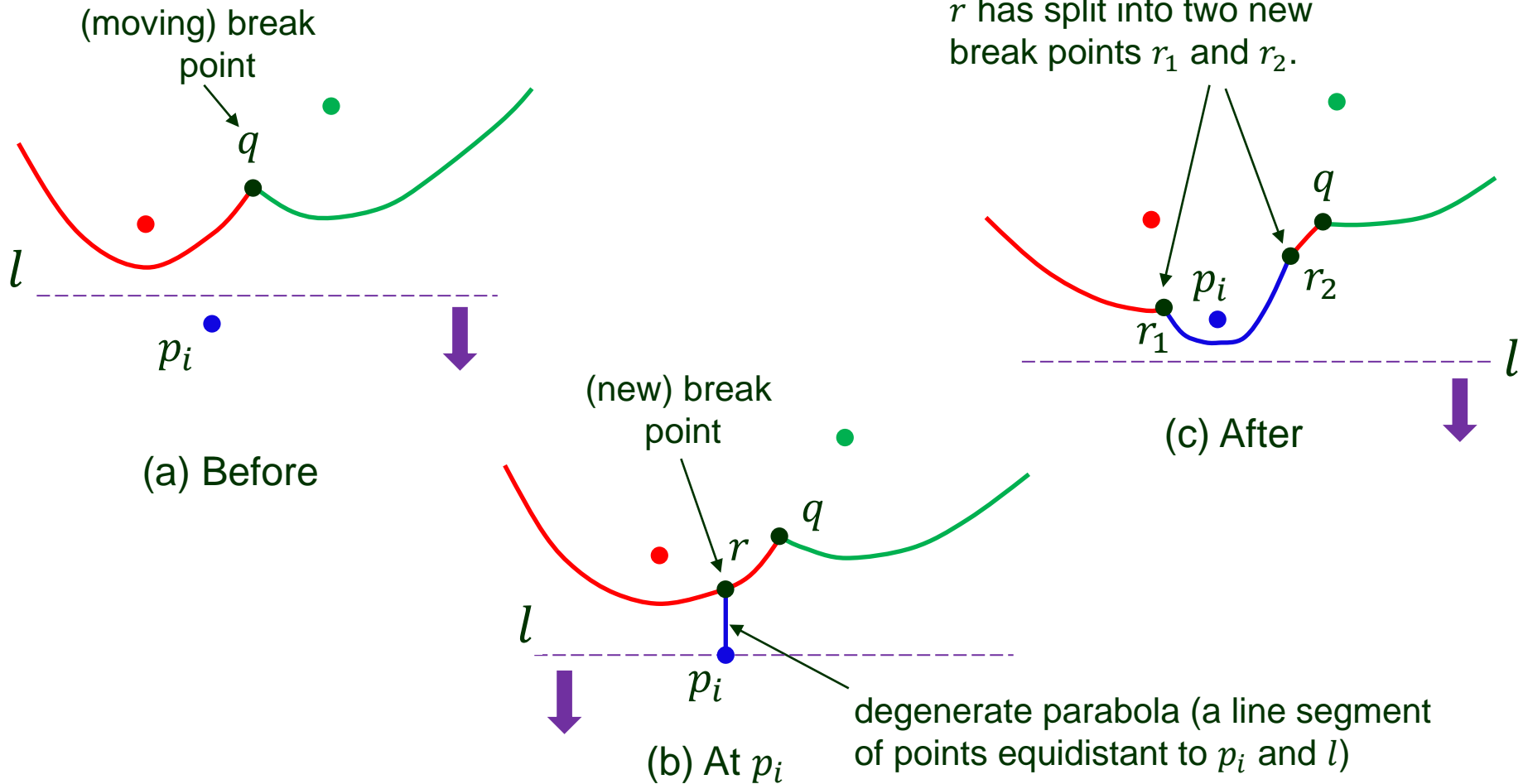
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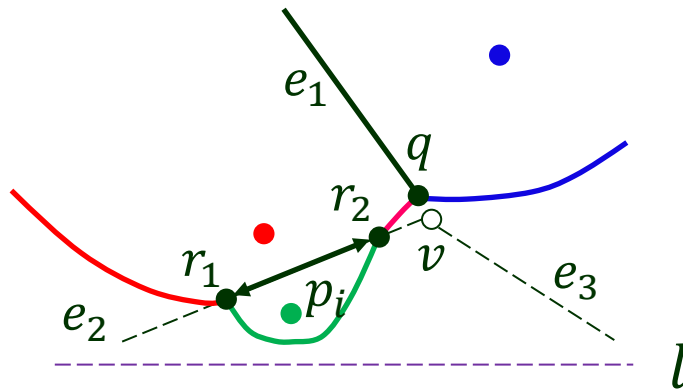
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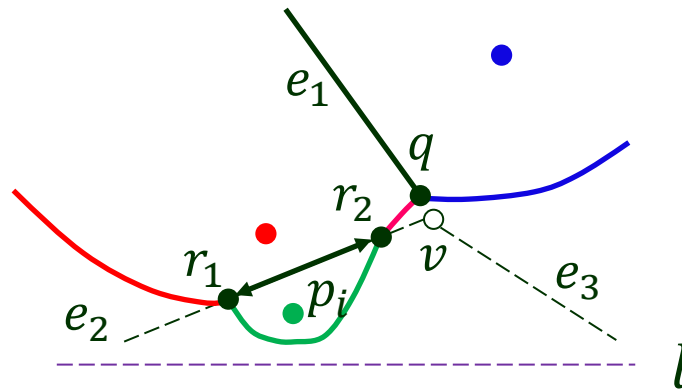
Tracing Out Voronoi Edges

- ◆ Two new break points emerge right after a site event.
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Tracing Out Voronoi Edges

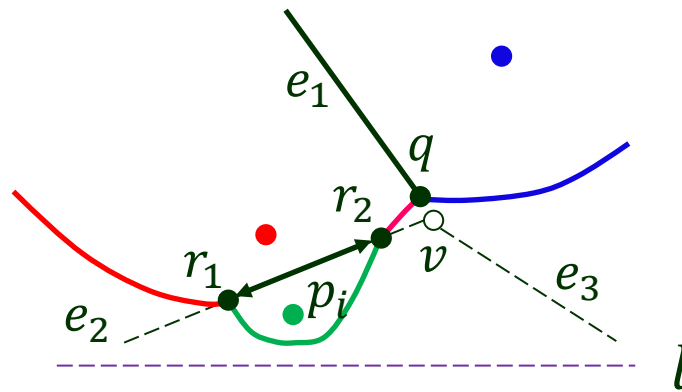
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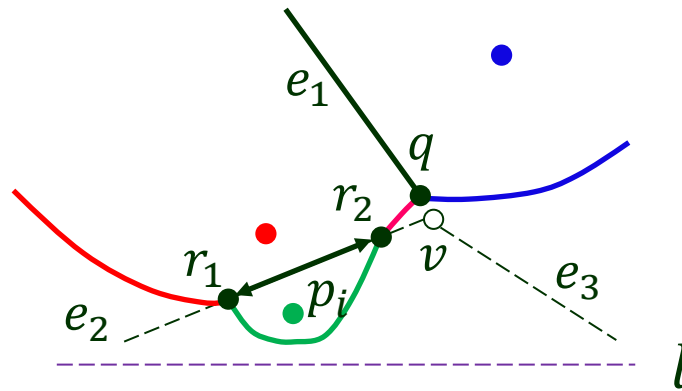


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It will grow and meet another edge and become connected.

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$$\# \text{ arcs} \leq 1 + 2(n - 1) = 2n - 1.$$