Voronoi Diagrams, Delaunay Triangulations and Polytopes

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MPRI, Lecture 2

Computational Geometry Learning

Voronoi diagrams in nature



The solar system (Descartes)



Computational Geometry Learning

Growth of merystem



Euclidean Voronoi diagrams



Voronoi cell $V(p_i) = \{x : ||x - p_i|| \le ||x - p_j||, \forall j\}$ Voronoi diagram (*P*) = { collection of all cells $V(p_i), p_i \in P$ }

Polytope

The intersection of a finite collection of half-spaces : $\mathcal{V} = \bigcap_{i \in I} h_i^+$

- Each Voronoi cell is a polytope
- The Voronoi diagram has the structure of a cell complex
- The Voronoi diagram of P is the projection of a polytope of \mathbb{R}^{d+1}

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Vor(p₁,..., p_n) is the minimization diagram of the *n* functions δ_i(x) = (x − p_i)²

• arg min
$$(\delta_i)$$
 = arg max (h_i)
where $h_{p_i}(x) = 2 p_i \cdot x - p_i^2$

 The minimization diagram of the δ_i is also the maximization diagram of the affine functions h_{pi}(x)



 The faces of Vor(P) are the projections of the faces of V(P) = ∩_i h⁺_{pi}

$$h_{p_i}^+ = \{x : x_{d+1} > 2p_i \cdot x - p_i^2\}$$

Note

the graph of $h_{p_i}(x)$ is the hyperplane tangent to Q: $x_{d+1} = x^2$ at (x, x^2)

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Lifting map

The faces of Vor(P) are the projection of the faces of the polytope

$$\mathcal{V}(P) = \bigcap_i h_{p_i}^+$$

where h_{p_i} is the hyperplane tangent to paraboloid Q at the lifted point (p_i, p_i^2)

Corollaries

- ▶ The size of Vor(*P*) is the same as the size of *V*(*P*)
- ▶ Computing Vor(*P*) reduces to computing *V*(*P*)

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Two ways of defining polytopes

• Convex hull of a finite set of points : $\mathcal{V} = \operatorname{conv}(P)$

• Intersection of a finite set of half-spaces :
$$\mathcal{H} = \cap_{h \in H} h_i^+$$

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Facial structure of a polytope

Supporting hyperplane h: $H \cap \mathcal{P} \neq \emptyset$ \mathcal{P} on one side of h

Faces : $\mathcal{P} \cap h$, *h* supp. hyp.

Dimension of a face : the dim. of its affine hull



General position

Points in general position

- *P* is in general position iff no subset of k + 2 points lie in a *k*-flat
- \Rightarrow If *P* is in general position, all faces of conv(P) are simplices

Hyperplanes in general position

- ► H is in general position iff the intersection of any subset of d k hyperplanes intersect in a k-flat
- \Rightarrow any k-face is the intersection of d-k hyperplanes

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Duality between points and hyperplanes

hyperplane of \mathbb{R}^d $h: x_d = a \cdot x' - b$ \longrightarrow point $h^* = (a, b) \in \mathbb{R}^d$ point $p = (p', p_d) \in \mathbb{R}^d$ \longrightarrow hyperplane $p^* \subset \mathbb{R}^d$

$$\rightarrow \text{ nyperplane } p^* \subset \mathbb{R}^d$$
$$= \{(a,b) \in \mathbb{R}^d : b = p' \cdot a - p_d\}$$

Duality

preserves incidences :

$$p \in h \iff p_d = a \cdot p' - b \iff b = p' \cdot a - p_d \iff h^* \in p^*$$
$$p \in h^+ \iff p_d > a \cdot p' - b \iff b > p' \cdot a - p_d \iff h^* \in p^{*+}$$

▶ is an involution and thus is bijective : $h^{**} = h$ and $p^{**} = p$

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Duality between polytopes

Let h_1, \ldots, h_n be *n* hyperplanes of \mathbb{R}^d and let $\mathcal{H} = \cap h_i^+$



A vertex *s* of \mathcal{H} is the intersection of $k \ge d$ hyperplanes h_1, \ldots, h_k lying above all the other hyperplanes

 \implies s^* is a hyperplane that 1. contains h_1^*, \dots, h_k^* 2. supports $\mathcal{H}^* = \operatorname{conv}^-(h_1^*, \dots, h_k^*)$

General position

s is the intersection of d hyperplanes \Rightarrow s^{*} supports a (d-1)-simplex de \mathcal{H}^*

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More generally and under the general position assumption,

Let f be a (d-k)-face of \mathcal{H} and $aff(f) = \bigcap_{i=1}^{k} h_i$

$$p \in f \quad \Leftrightarrow \quad h_i^* \in p^* \text{ for } i = 1, \dots, k$$
$$h_i^* \in p^{*+} \text{ for } i = k+1, \dots, n$$

$$\Leftrightarrow p^* \text{support. hyp. of } \mathcal{H}^* = \operatorname{conv}(h_1^*, \dots, h_n^*)$$
$$p^* \ni h_1^*, \dots, h_k^*$$

$$\Leftrightarrow f^* = \operatorname{conv}(h_1^*, \dots, h_k^*) \text{ is a } (k-1) - \text{face of } \mathcal{H}^*$$

Duality between \mathcal{H} and \mathcal{H}^*

- The correspondence between the faces of \mathcal{H} and \mathcal{H}^* is involutive and therefore bijective
- It reverses inclusions : $\forall f, g \in \mathcal{H}, f \subset g \Rightarrow g^* \subset f^*$

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Duality between $\mathcal H$ and $\mathcal H^*$

- The correspondence between the faces of H and H* is involutive and therefore bijective
- It reverses inclusions : $\forall f, g \in \mathcal{H}, f \subset g \Rightarrow g^* \subset f^*$

- Depending on the application, the primal or the dual setting may be more appropriate
- We will bound the combinatorial complexity of the intersection of *n* upper half-spaces
- We will compute the convex hull of n points
- By duality, the results extend to the dual case

Euler formula for 3-polytopes

The numbers of vertices *s*, edges *a* and facets *f* of a polytope of \mathbb{R}^3 satisfy

s - a + f = 2

Schlegel diagram



Euler formula for 3-polytopes : s - a + f = 2

Incidences edges-facets

$$2a \ge 3f \implies a \le 3s - 6$$

 $f \le 2s - 4$

with equality when all facets are triangles

Beyond the 3rd dimension

Upper bound theorem

If \mathcal{H} is the intersection of *n* half-spaces of \mathbb{R}^d

nb faces of
$$\mathcal{H} = \Theta(n^{\lfloor \frac{d}{2} \rfloor})$$

Hyperplanes in general position

- ► any k-face is the intersection of d k hyperplanes defining H
- all vertices of \mathcal{H} are incident to *d* edges and have distinct x_d
- ► the convex hull of k < d edges incident to a vertex p is a k-face of H

[McMullen 1970]

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Proof of the upper bound theorem

Bounding the number of vertices

● $\geq \lceil \frac{d}{2} \rceil$ edges incident to a vertex *p* are in $h_p^+ : x_d \geq x_d(p)$ or in h_p^- ⇒ *p* is a *x_d*-max or *x_d*-min vertex of at least one $\lceil \frac{d}{2} \rceil$ -face of \mathcal{H} ⇒ *#* vertices of $\mathcal{H} \leq 2 \times \# \lceil \frac{d}{2} \rceil$ -faces of \mathcal{H}

2) A k-face is the intersection of d - k hyperplanes defining \mathcal{H}

$$\Rightarrow \#k \text{-faces} = \binom{n}{d-k} = O(n^{d-k})$$
$$\Rightarrow \# \lceil \frac{d}{2} \rceil \text{-faces} = O(n^{\lfloor \frac{d}{2} \rfloor})$$

Bounding the total number of faces

The number of faces incident to p depends on d but not on n

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Representation of a convex hull

Adjacency graph (AG) of the facets

In general position, all the facets are (d-1)-simplexes



Incremental algorithm

 \mathcal{P}_i : set of the *i* points that have been inserted first

 $conv(\mathcal{P}_i)$: convex hull at step *i*



 $f = [p_1, ..., p_d]$ is a red facet iff its supporting hyperplane separates p_i from conv(P_i)

$$\iff \texttt{orient}(p_1,...,p_d,p_i) \times \texttt{orient}(p_1,...,p_d,O) < 0$$

orient
$$(p_0, p_1, \dots, p_d) = \begin{vmatrix} 1 & 1 & \dots & 1 \\ p_0 & p_1 & \dots & p_d \end{vmatrix} = \begin{vmatrix} 1 & 1 & \dots & 1 \\ x_{01} & x_{11} & \dots & x_{d1} \\ \vdots & \vdots & \dots & \vdots \\ x_{0d} & x_{1d} & \dots & x_{dd} \end{vmatrix}$$

Update of $conv(\mathcal{P}_i)$

red facet = facet whose supporting hyperplane separates o and p_{i+1}

horizon : (d-2)-faces shared by a blue and a red facet

Update conv(P_i) : find the red facets remove them and create the new facets

 $[p_{i+1},g], \forall g \in horizon$



Complexity

proportional to the number of red facets

Update of $conv(\mathcal{P}_i)$

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Complexity

proportional to the number of red facets

Complexity analysis

- update proportional to the number of red facets
- # new facets = $|\operatorname{conv}(i, d-1)|$ = $O(i^{\lfloor \frac{d-1}{2} \rfloor})$
- fast locate : insert the points in lexicographic order and search a 1st red facet in star(p_{i-1}) (which necessarily exists)



$$T(n,d) = O(n\log n) + \sum_{i=1}^{n} i^{\lfloor \frac{d-1}{2} \rfloor}$$
$$= O(n\log n + n^{\lfloor \frac{d+1}{2} \rfloor})$$

Worst-case optimal in even dimensions

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Lower bound



$$\operatorname{conv}(\{p_i\}) \Longrightarrow \operatorname{tri}(\{x_i\})$$

the orientation test reduces to 3 comparisons

orient
$$(p_i, p_j, p_k) = \begin{vmatrix} x_i - x_j & x_i - x_k \\ x_i^2 - x_j^2 & x_i^2 - x_k^2 \end{vmatrix}$$

= $(x_i - x_j)(x_j - x_k)(x_k - x_i)$

 \implies Lower bound : $\Omega(n \log n)$

Lower bound for the incremental algorithm



No incremental algorithm can compute the convex hull of *n* points of \mathbb{R}^3 in less than $\Omega(n^2)$

Computational Geometry Learning

Randomized incremental algorithm

o : a point inside $conv(\mathcal{P})$

 \mathcal{P}_i : the set of the first *i* inserted points

 $conv(\mathcal{P}_i)$: convex hull at step *i*



Conflict graph bipartite graph $\{p_j\} \times \{\text{facets of } \operatorname{conv}(\mathcal{P}_i)\}$

 $p_j \dagger f \iff j > i \ (p_j \text{ not yet inserted}) \land f \cap op_j \neq \emptyset$

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Conflict graph

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 $p_j \dagger f \iff j > i \quad (p_j \text{ not yet inserted}) \land f \cap op_j \neq \emptyset$

Hyp. : points are inserted in random order

Notations *R* : random sample of size *r* of \mathcal{P} $F(R) = \{ \text{ subsets of } d \text{ points of } R \}$ $F_0(R) = \{ \text{ elements of } F(R) \text{ with } 0 \text{ conflict in } R \}$

 $(i.e. \in \operatorname{conv}(R))$

 $F_1(R) = \{ \text{ elements of } F(R) \text{ with 1 conflict in } R \}$ $C_i(r, \mathcal{P}) = E(|F_i(R)|)$

(expectation over all random samples $R\subset \mathcal{P}$ of size r)

Lemma

$$C_i(r, \mathcal{P}) = O(r^{\lfloor \frac{d}{2} \rfloor}), \quad i = 1, 2$$

Computational Geometry Learning

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Computational Geometry Learning

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Lemma

$$C_i(r, \mathcal{P}) = O(r^{\left\lfloor \frac{d}{2} \right\rfloor}), \quad i = 1, 2$$

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Proof of the lemma : $C_1(r, \mathcal{P}) = C_0(r, \mathcal{P}) = O(r^{\lfloor \frac{d}{2} \rfloor})$

 $R' = R \setminus \{p\}$

$$\begin{array}{ll} f \in F_0(R') \text{ if } & f \in F_1(R) \text{ and } p \dagger f & (\text{proba} = \frac{1}{r}) \\ \text{ or } & f \in F_0(R) \text{ and } R' \ni \text{the } d \text{ vertices of } f & (\text{proba} = \frac{r-d}{r}) \end{array}$$

Taking the expectation,

$$C_{0}(r-1,R) = \frac{1}{r} |F_{1}(R)| + \frac{r-d}{r} |F_{0}(R)|$$

$$C_{0}(r-1,\mathcal{P}) = \frac{1}{r} C_{1}(r,\mathcal{P}) + \frac{r-d}{r} C_{0}(r,\mathcal{P})$$

$$C_{1}(r,\mathcal{P}) = d C_{0}(r,\mathcal{P}) - r (C_{0}(r,\mathcal{P}) - C_{0}(r-1,\mathcal{P}))$$

$$\leq d C_{0}(r,\mathcal{P})$$

$$= O(r^{\lfloor \frac{d}{2} \rfloor})$$

Updating the convex hull + memory space

Expected number N(i) of facets created at step i

$$N(i) = \sum_{f \in F(\mathcal{P})} \operatorname{proba}(f \in F_0(\mathcal{P}_i)) \times \frac{d}{i}$$
$$= \frac{d}{i} O\left(i^{\lfloor \frac{d}{2} \rfloor}\right)$$
$$= O(n^{\lfloor \frac{d}{2} \rfloor - 1})$$

Expected total number of created facets = $O(n^{\lfloor \frac{a}{2} \rfloor})$

O(n) if d = 2, 3

Updating the convex hull + memory space

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$$= \frac{d}{i} O\left(i^{\lfloor \frac{d}{2} \rfloor}\right)$$
$$= O(n^{\lfloor \frac{d}{2} \rfloor - 1})$$

Expected total number of created facets = $O(n^{\lfloor \frac{d}{2} \rfloor})$

$$O(n)$$
 if $d = 2, 3$

Updating the conflict graph

Cost proportional to the number of faces of $conv(\mathcal{P}_i)$ in conflict with p_{i+1} and some $p_j, j > i$

N(i,j) = expected number of faces of conv(\mathcal{P}_i) in conflict with p_{i+1} and $p_j, j > i$

 $\mathcal{P}_i^+ = \mathcal{P}_i \cup \{p_{i+1}\} \cup \{p_j\}$: a random subset of i + 2 points of \mathcal{P}

$$N(i,j) = \sum_{f \in F(\mathcal{P})} \operatorname{proba}(f \in F_2(\mathcal{P}_i^+)) \times \frac{2}{(i+1)(i+2)} = \frac{2C_2(i+1)}{(i+1)(i+2)} = O(i^{\lfloor \frac{d}{2} \rfloor - 2})$$

Expected total cost of updating the conflict graph $\sum_{i=1}^{n} \sum_{j=i+1}^{n} N(i,j) = \sum_{i=1}^{n} (n-i) O(i^{\left\lfloor \frac{d}{2} \right\rfloor - 2}) = O(n \log n + n^{\left\lfloor \frac{d}{2} \right\rfloor})$

Theorem

- The convex hull of *n* points of \mathbb{R}^d can be computed in time $O(n \log n + n^{\lfloor \frac{d}{2} \rfloor})$ using $O(n^{\lfloor \frac{d}{2} \rfloor})$ space
- The same bounds hold for computing the intersection of n half-spaces of ℝ^d
- The randomized algorithm can be derandomized

[Chazelle 1992]

• The same results hold for Voronoi diagrams provided that $d \rightarrow d + 1$

Voronoi diagram and Delaunay triangulation



- The Delaunay complex is the nerve of the Voronoi diagram
- It is not always embedded in \mathbb{R}^d

Empty circumballs

An (open) *d*-ball *B* circumscribing a simplex $\sigma \subset \mathcal{P}$ is called empty if

• vert
$$(\sigma) \subset \partial B$$

$$B \cap \mathcal{P} = \emptyset$$

 $\mathrm{Del}(\mathcal{P})$ is the collection of simplices admitting an empty circumball



Point sets in general position wrt spheres

 $P = \{p_1, p_2 \dots p_n\}$ is said to be in general position wrt spheres if $\not\exists d + 2$ points of *P* lying on a same (d - 1)-sphere

Theorem [Delaunay 1936]

If P is in general position wrt spheres, the natural mapping

 $f: \operatorname{vert}(\operatorname{Del} P) \to P$

provides a realization of Del(P) called the Delaunay triangulation of P.

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Proof of Delaunay's theorem 1



Linearization

$$S(x) = x^2 - 2c \cdot x + s, \ s = c^2 - r^2$$

$$S(x) < 0 \Leftrightarrow \begin{cases} z < 2c \cdot x - s & (h_s^-) \\ z = x^2 & (\mathcal{P}) \end{cases}$$

$$\Leftrightarrow \hat{x} = (x, x^2) \in h_S^-$$

Proof of Delaunay's theorem 2



Proof of Delaunay's th.

 $P \text{ general position wrt spheres} \\ \Leftrightarrow \hat{P} \text{ in general position}$

 σ a simplex, S_σ its circumscribing sphere

 $\sigma \in \mathrm{Del}(P) \Leftrightarrow S_{\sigma}$ empty

 $\Leftrightarrow \forall i, \ \hat{p}_i \in h^+_{S_{\sigma}}$

 $\Leftrightarrow \hat{\sigma} \text{ is a face of } \operatorname{conv}^{-}(\hat{P})$

$\text{Del}(P) = \text{proj}(\text{conv}^-(\hat{P}))$

Computational Geometry Learning

Proof of Delaunay's theorem 2



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Computational Geometry Learning

Duality





$$\mathcal{V}(P) = \cap_i h_{p_i}^+$$

$$\mathcal{D}(P) = \operatorname{conv}^{-}(\hat{P})$$

Voronoi diagrams, Delaunay triangulations and polytopes

If P is in general position wrt spheres :

$$\mathcal{V}(P) = h_{p_1}^+ \cap \ldots \cap h_{p_n}^+ \xrightarrow{\text{duality}} \mathcal{D}(P) = \operatorname{conv}^-(\{\hat{p}_1, \ldots, \hat{p}_n\})$$

$$\uparrow \qquad \qquad \downarrow$$
Voronoi Diagram of $P \xrightarrow{\text{nerve}}$ Delaunay Complex of P

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Combinatorial complexity

The combinatorial complexity of the Delaunay triangulation diagram of n points of \mathbb{R}^d is the same as the combinatorial complexity of a convex hull of n points of \mathbb{R}^{d+1}



$$\Theta(n^{\left\lceil \frac{d}{2} \right\rceil})$$

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Voronoi, Delaunay & Polytopes

Quadratic in \mathbb{R}^3

Constructing Del(P), $P = \{p_1, ..., p_n\} \subset \mathbb{R}^d$

Algorithm

- 1 Lift the points of *P* onto the paraboloid $x_{d+1} = x^2$ of \mathbb{R}^{d+1} : $p_i \rightarrow \hat{p}_i = (p_i, p_i^2)$
- 2 Compute $conv(\{\hat{p}_i\})$
- 3 Project the lower hull $\operatorname{conv}^-(\{\hat{p}_i\})$ onto \mathbb{R}^d

Complexity : $\Theta(n \log n + n^{\lfloor \frac{d+1}{2} \rfloor})$

Direct algorithm : insertion of a new point p_i

- 1. Location : find all the *d*-simplices that conflict with p_i i.e. whose circumscribing ball contains p_i
- 2. Update : construct the new *d*-simplices



Updating the adjacency graph



We look at the *d*-simplices to be removed and at their neighbors

Each *d*-simplex is considered $\leq \frac{d(d+1)}{2}$ times

Update cost = O(# created and deleted simplices)= O(# created simplices)

Exercise : computing the DT of an ε -net

Definition Let Ω be a bounded subset of \mathbb{R}^d and *P* a finite point set in Ω . *P* is called an (ε, η) -net of Ω if

1 Covering :
$$\forall p \in \Omega, \exists p \in P, \|p - x\| \le \varepsilon$$

2 Packing :
$$\forall p, q \in P, ||p-q|| \ge \eta$$

Questions

1 Show that $(\varepsilon, \varepsilon)$ -nets exist

- Show that any simplex with all its vertices at distance > ε from ∂Ω has a circumradius ≤ ε
- 3 Show that the complexity of Del(P) is O(n) for fixed d
- Improve the construction of Del(P)

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() Show that $(\varepsilon, \varepsilon)$ -nets exist

- Show that any simplex with all its vertices at distance > ε from ∂Ω has a circumradius ≤ ε
- **(3)** Show that the complexity of Del(P) is O(n) for fixed d
- Improve the construction of Del(*P*)