

## Ol-OPPA. European Social Fund Prague \& EU: We invest in your future.

## DeWall algorithm



Tomáš Buk, ČVUT FEL

## Table of contents

- Terminology
- Delauney triangulation
- DeWall algorithm
- Step by step tutorial
- InCoDe algorithm
- Remarks


## Vocabulary

- Simplex, triangle
- 1-face, 2-face...
- Circumscribed sphere


## Delaunay triangulation

- Pointcloud visualization
- Set of adjacent triangles build over given points $P$
- No point of $P$ inside the circumcircle of any triangle
- Maximizes the minimum interior a triangles (no skinny triangles)
- Author - Boris Delaunay (1934)



## Set of given points...



## ... and the resulting geometry



But how??

## DeWall algorithm (D \& C)

(1) Compute the $\mathrm{CH}(\mathrm{P})$
(2) Select the splitting plane $\alpha$
(3) Split $P$ into subsets $P_{1}$ and $P_{2}$ and construct triangulation $\Sigma_{\alpha}$
(4) Recursively apply DeWall on $P_{1}$ and $P_{2}$ to build triangulation $\Sigma_{1}$ and $\Sigma_{2}$
(5) Return the union of $\Sigma_{\alpha}, \Sigma_{1}$ and $\Sigma_{2}$

## Step by step example

 - .
## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## Step by step example



## How to achieve it?

- InCoDe algorithm
- makeFirstSimplex()
- makeSimplex()
- Triangulation construction in $\Sigma_{\alpha}$ only


## Remarks

- Possible improvement - uniform grid
- Number of cells is equal to the number of points
- Restrict search to cells contained in AABB of the circumscribed sphere
- Parallelization
- $O\left(n^{3}\right)$ worst case, o( $\left.n^{2}\right)$ expected


## Sources

- D\&C Algorithm of Delaunay triangulation: DeWall algorithm. [ Maur '02, 15-17 ]
- DeWall: A Fast Divide \& Conquer Delaunay Triangulation Algorithm in Ed; P. Cignoni, C. Montani, R. Scopigno. Pisa, Italy. 1997
- http://en.wikipedia.org/wiki/Delaunay_triangulati on


## Questions?

Thank you for your attention!

## makeFirstSimplex()

- Pick a point $\left(p_{1}\right)$ closest to the splitting plane
- Pick a point $\left(p_{2}\right)$ closest to the $p_{1}$ in the other halfspace
- Pick a point $\left(p_{3}\right)$, so that the circumscribed sphere $\left(p_{1}, p_{2}, p_{3}\right)$ has minimal radius
- Repeat until required d-simplex is built


## makeSimplex()

- Repeatedly picks a point that minimizes the „Delauney distance" function
- $d d(f, p)=r$ if $c$ is in Halfspace $(f, p)$

$$
=-r \text { otherwise }
$$

- $r$ - radius of the circumscribed sphere around $f, p$
- $c$ - center of the circumscribed sphere around $f, p$


## Triangulation construction in $\Sigma_{\alpha}$ only

- We want to triangulate only those simplices, intersected by splitting plane $\alpha$
- Active Faces List
- AFL_ (d -1 ) faces, intersected by $\alpha$
- AFL ${ }_{1}$ : ( $d-1$ ) faces with all points in $P_{1}$
- AFL 2 : ( $d-1$ ) faces with all points in $P_{2}$



## Ol-OPPA. European Social Fund Prague \& EU: We invest in your future.

