

# STORING THE VORONOI DIAGRAM

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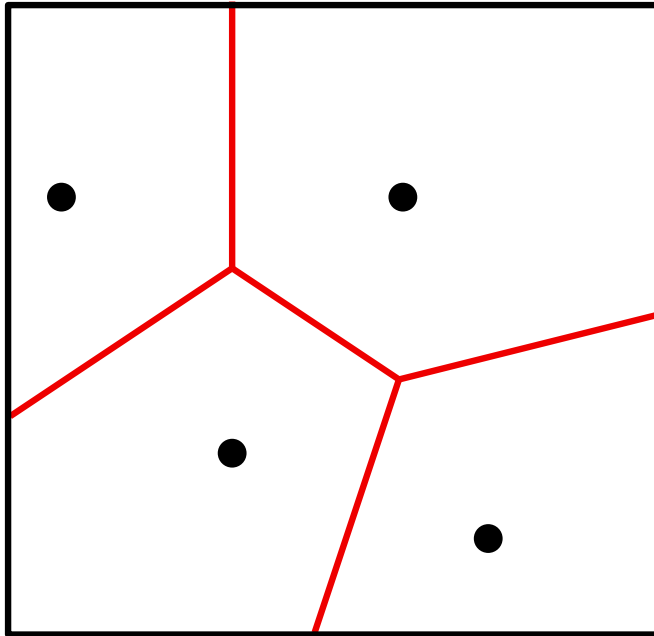
**Disadvantage:** the stored data is redundant and it uses more space than required.

The data structure which is most frequently used to store Voronoi diagrams is the DCEL (doubly connected edge list).

The DCEL is also used to store plane partitions, polyhedra, meshes, etc.

# Storing the Voronoi diagram

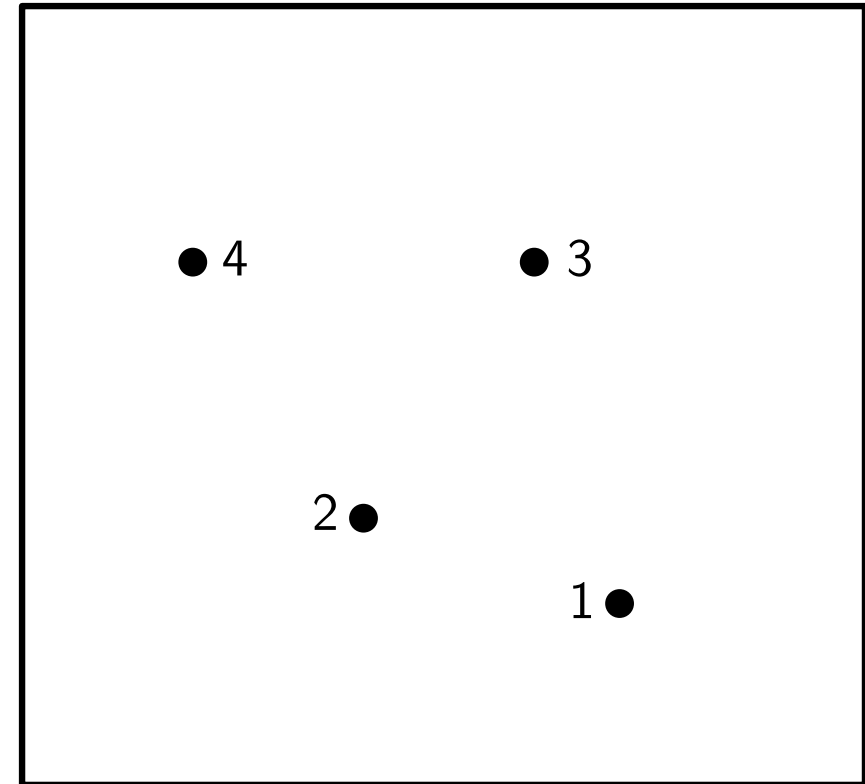
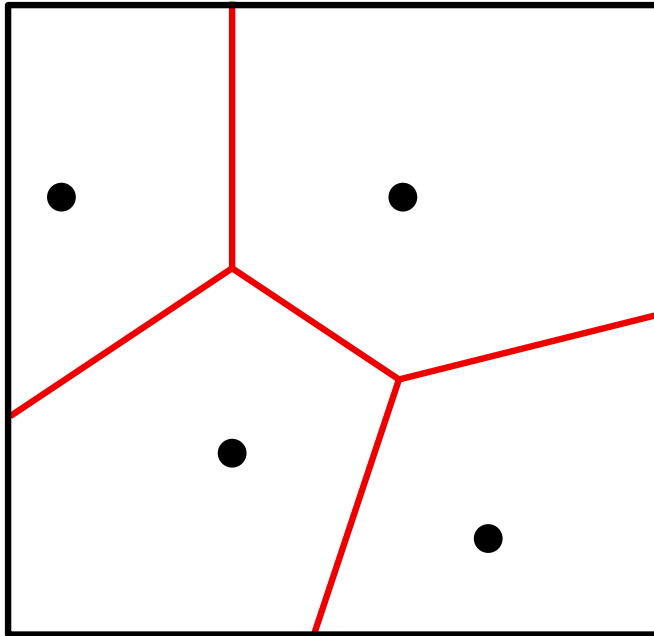
DCEL





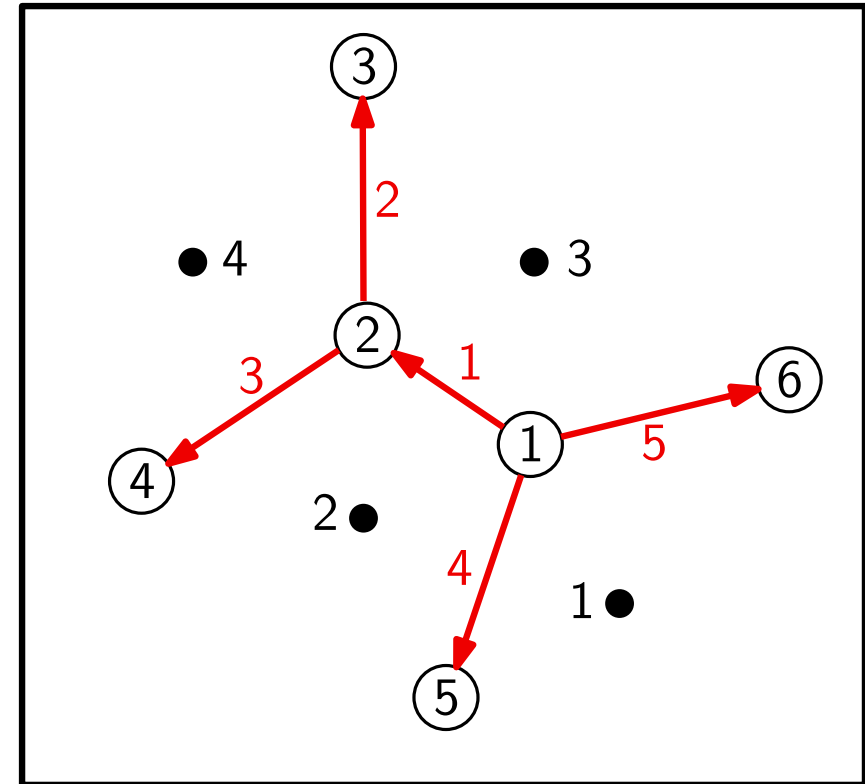
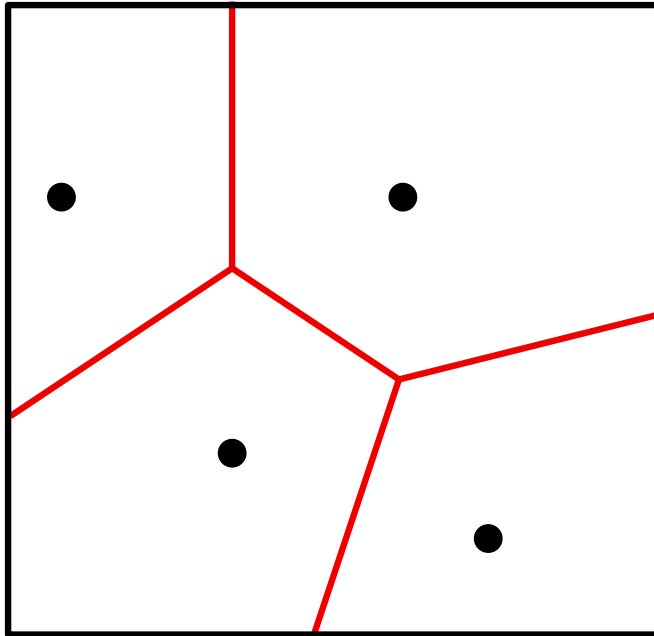
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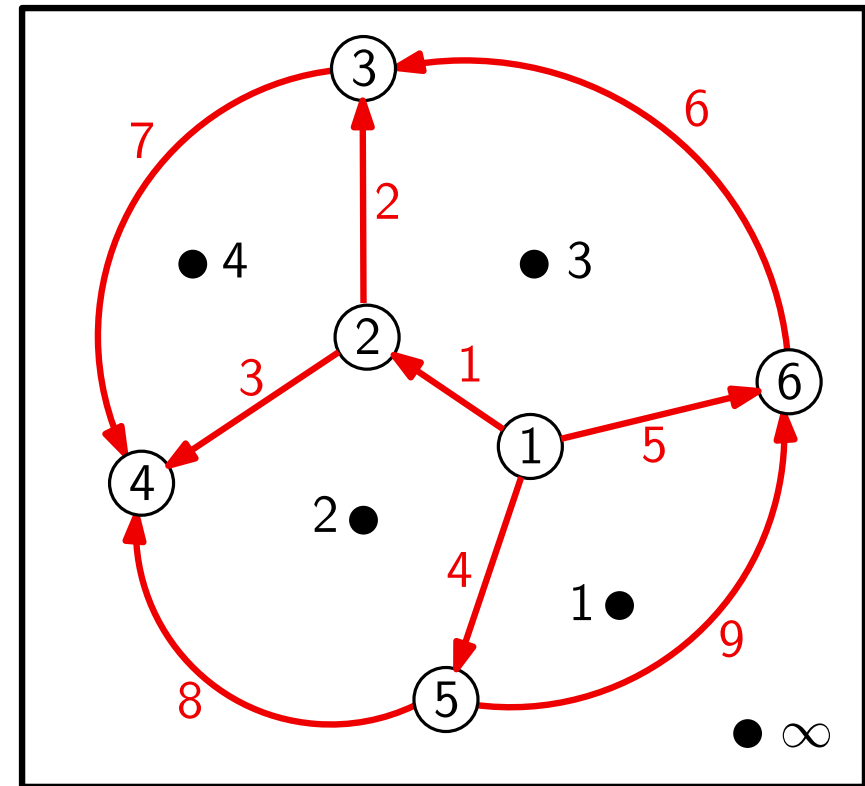
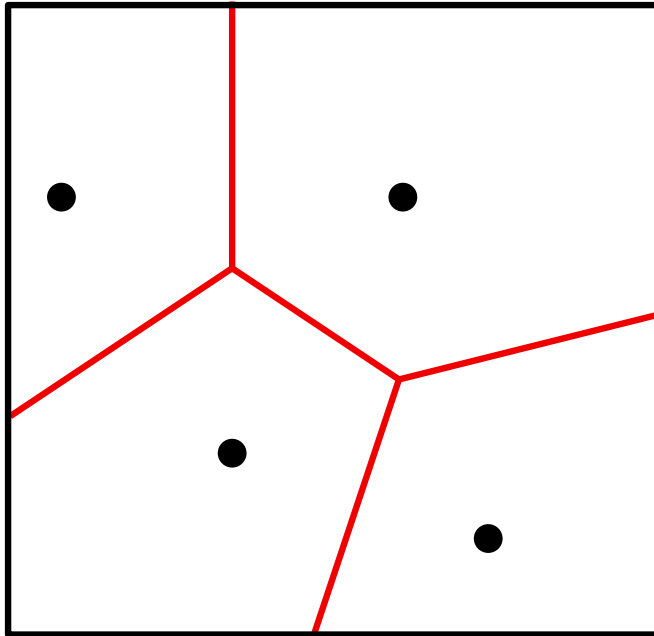
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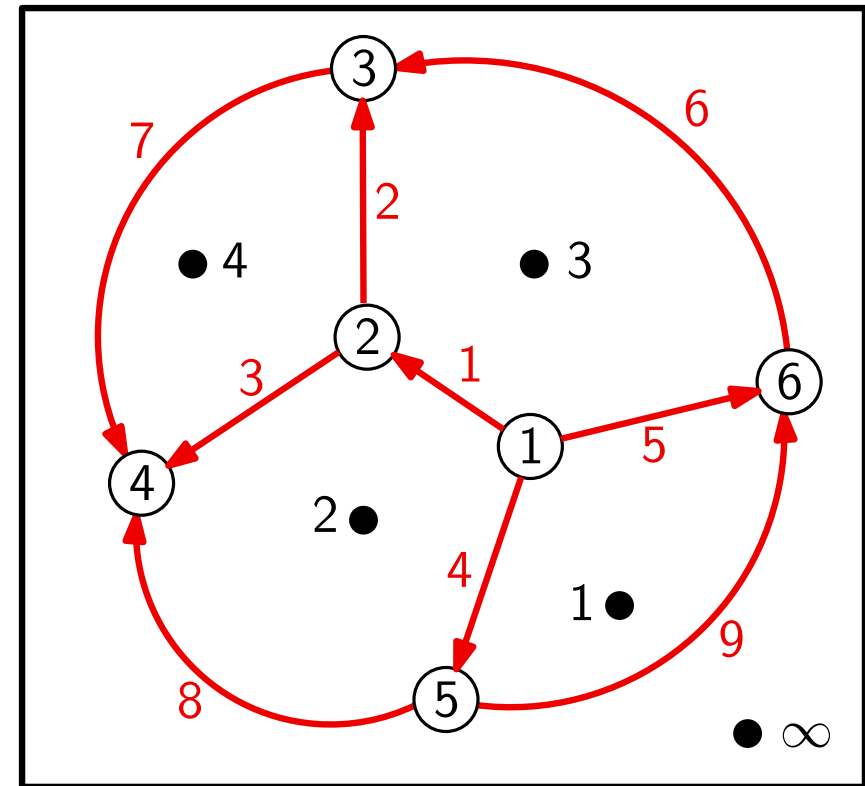
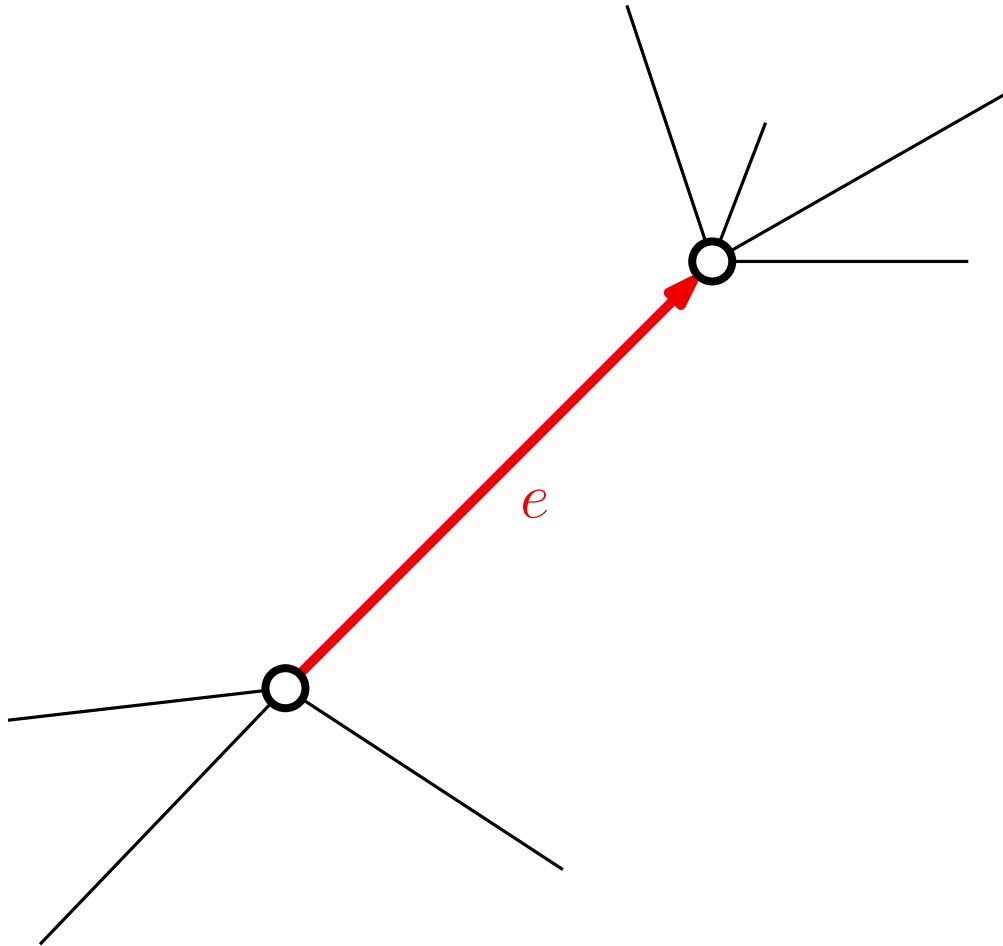
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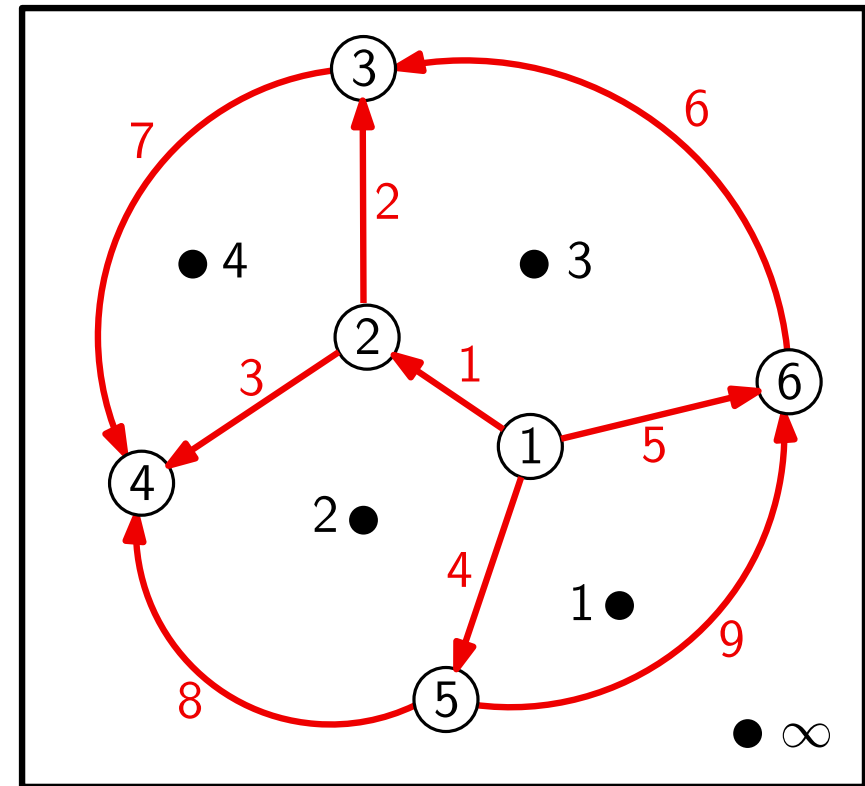
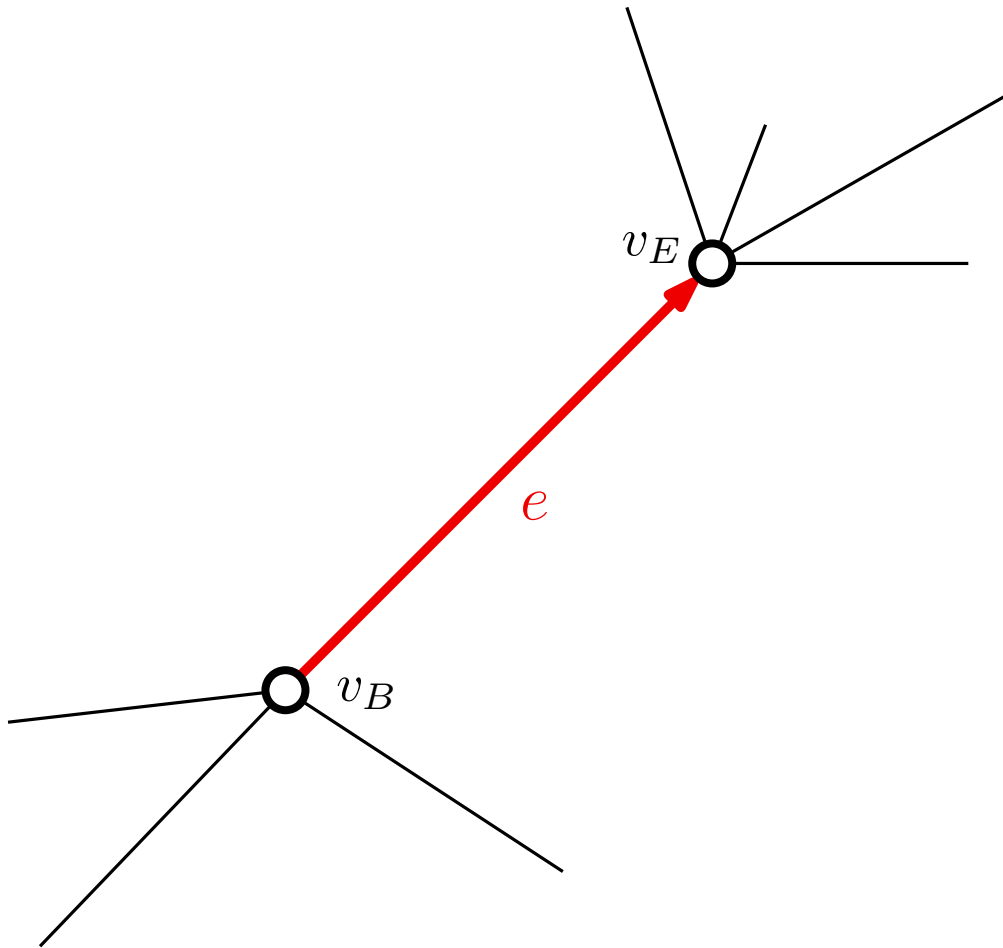
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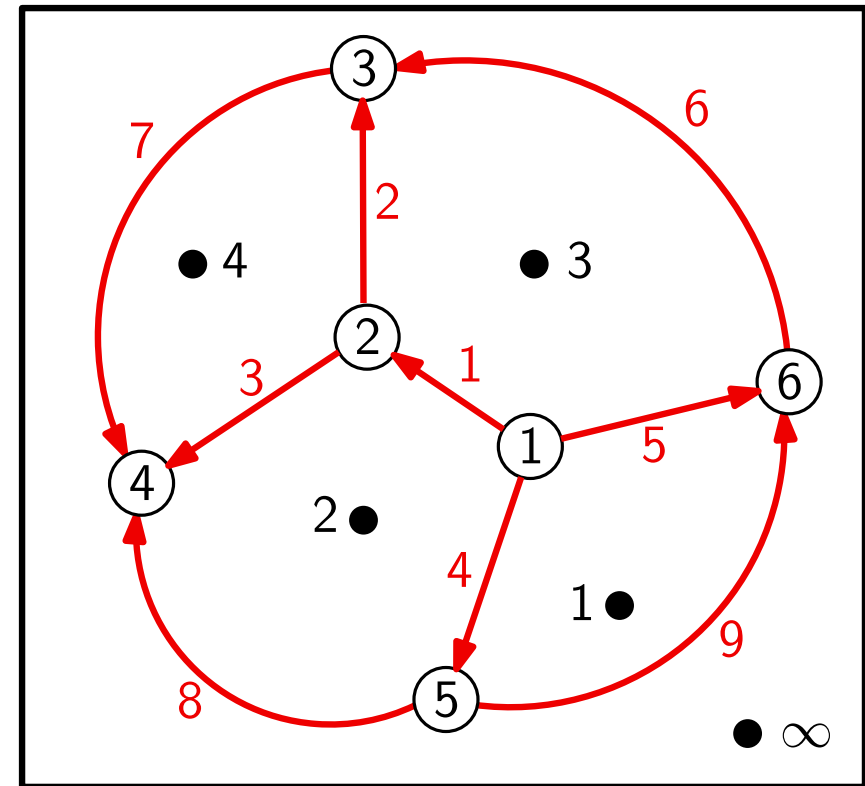
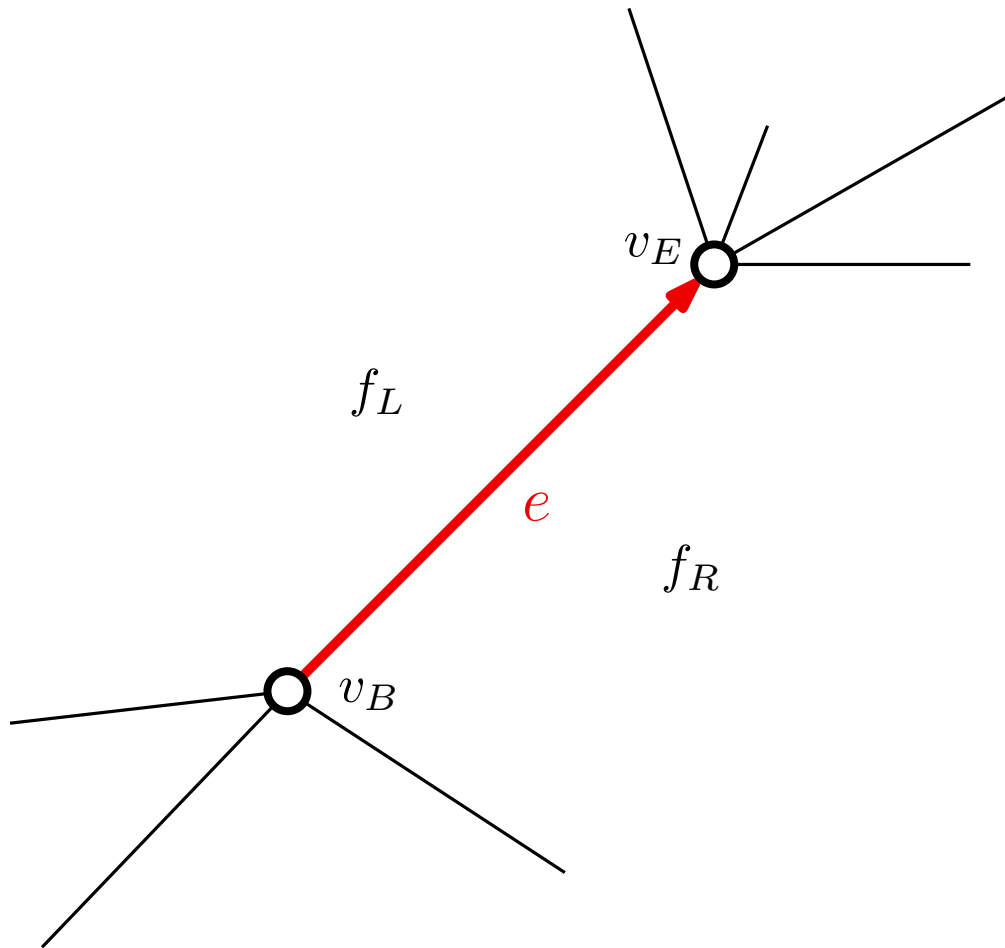
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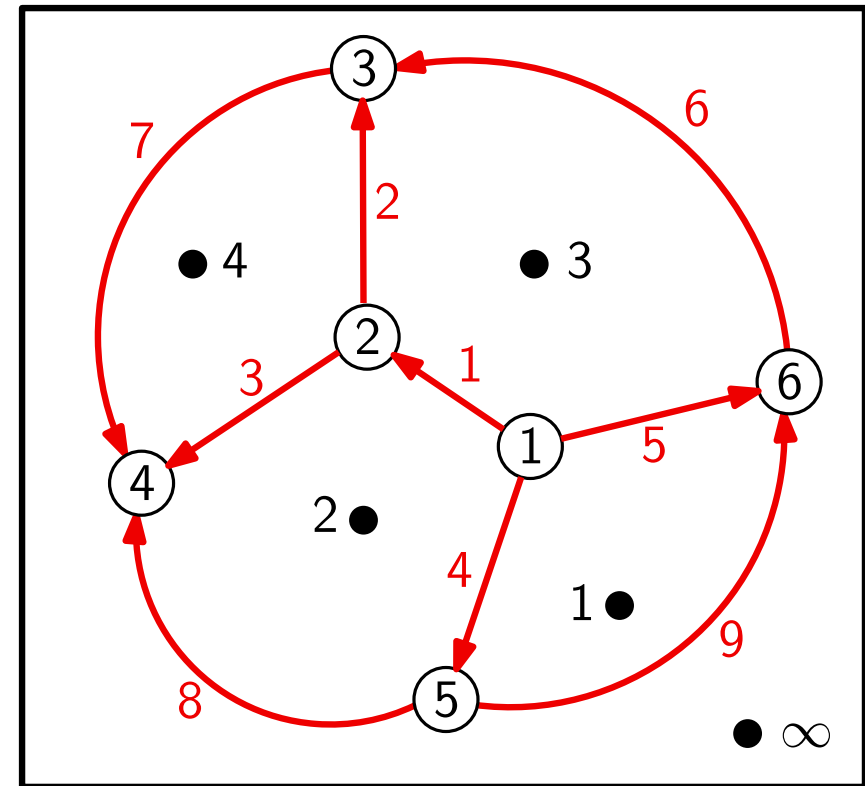
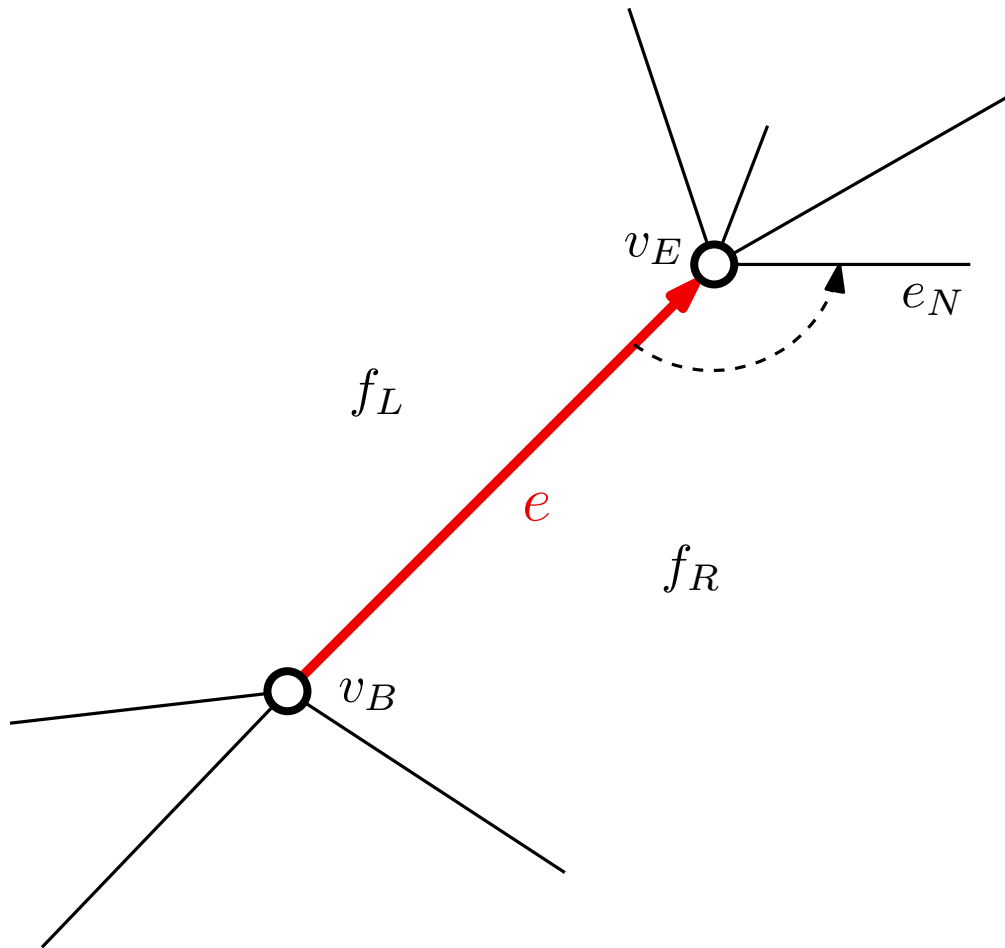
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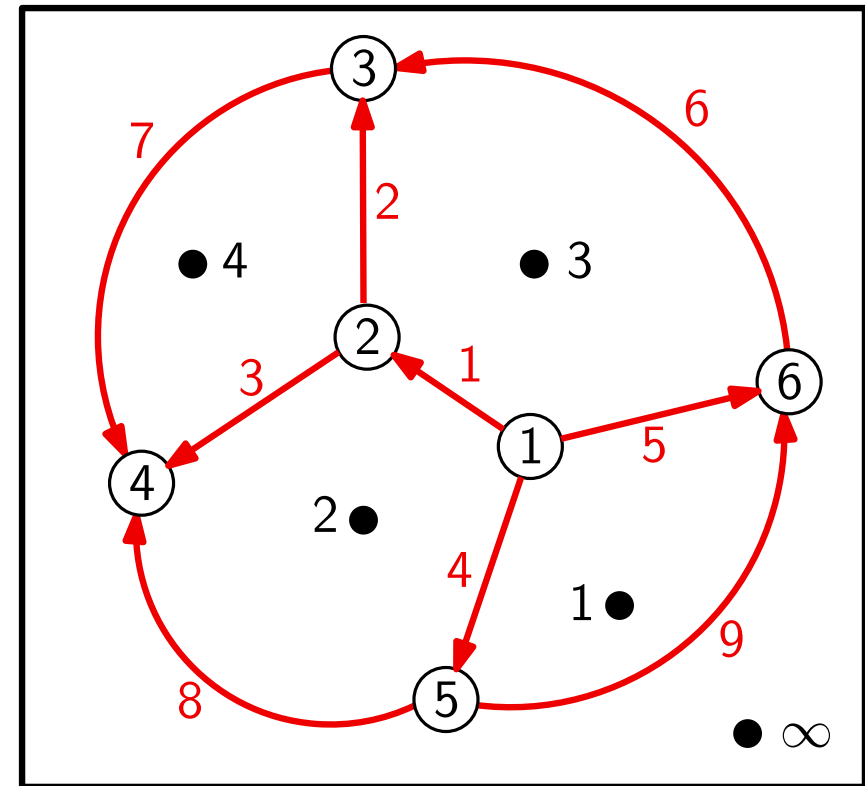
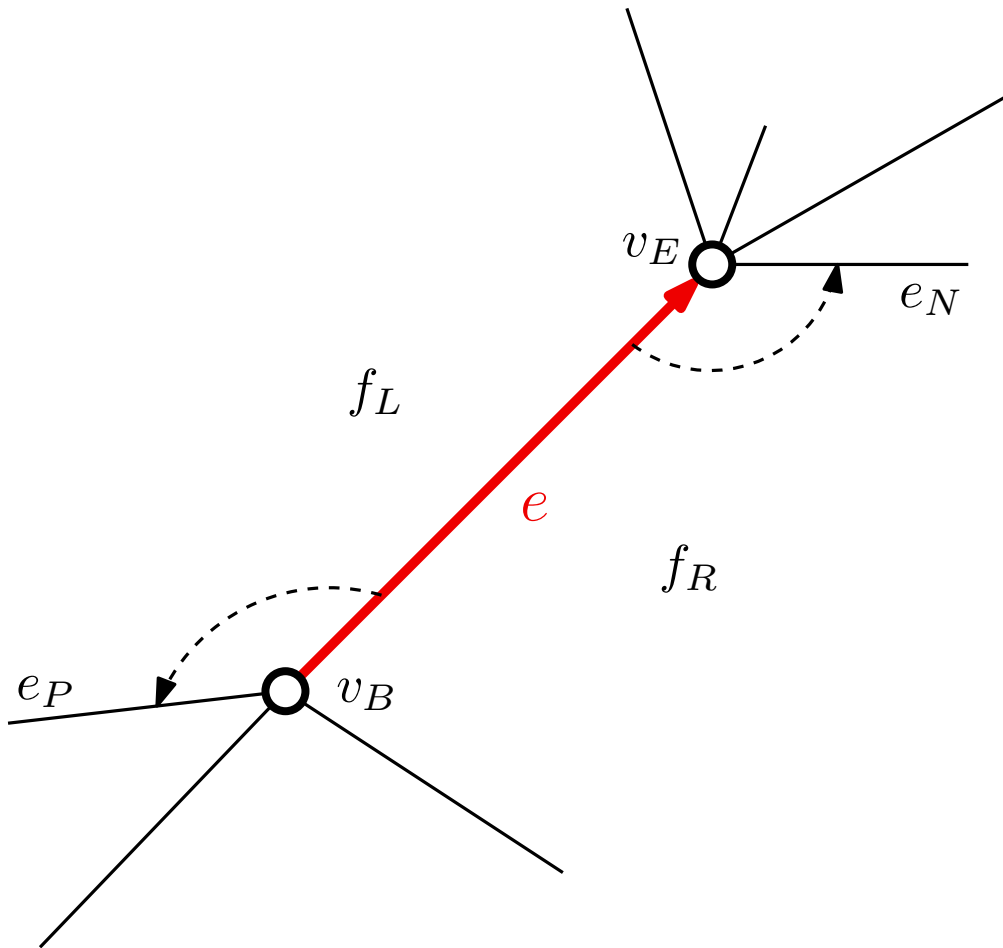
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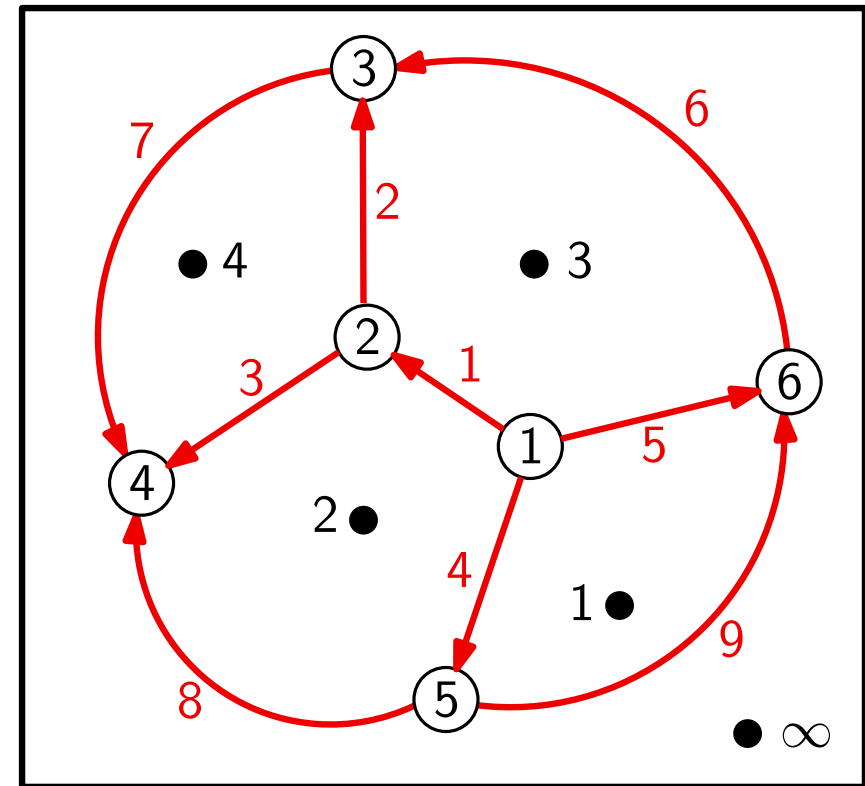


# Storing the Voronoi diagram

Table of faces

$p$	$x$	$y$	$e$
1	$x_1$	$y_1$	4
2	$x_2$	$y_2$	4
3	$x_3$	$y_3$	1
4	$x_4$	$y_4$	3
$\infty$	—	—	9

DCEL



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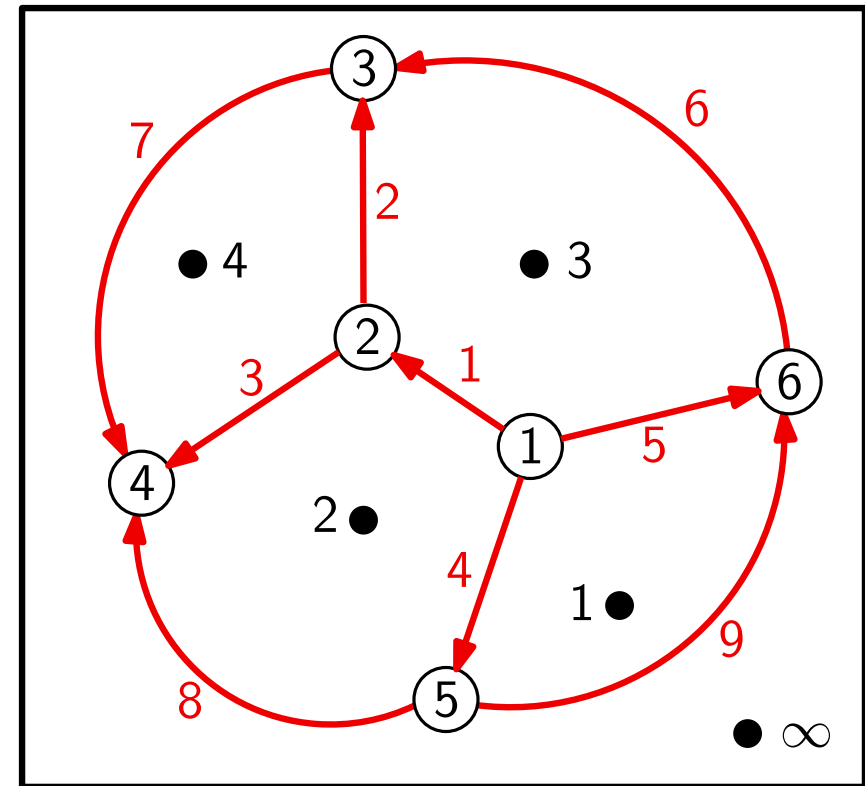
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Table of vertices

DCEL

$v$	$x$	$y$	$e$	original?
1	$x_1$	$y_1$	1	1
2	$x_2$	$y_2$	1	1
3	$x_3$	$y_3$	2	0
4	$x_4$	$y_4$	8	0
5	$x_5$	$y_5$	4	0
6	$x_6$	$y_6$	9	0



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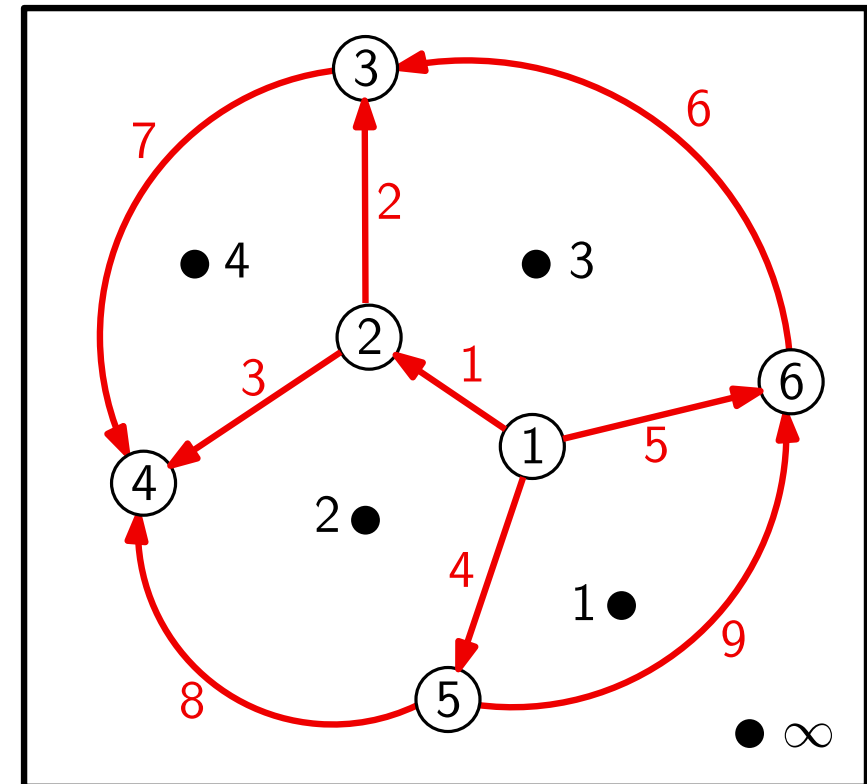
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DCEL

DCEL

$e$	$v_B$	$v_E$	$f_L$	$f_R$	$e_P$	$e_N$
1	1	2	2	3	4	2
2	2	3	4	3	3	6
3	2	4	2	4	1	7
4	1	5	1	2	5	8
5	1	6	3	1	1	9
6	6	3	3	$\infty$	5	7
7	3	4	4	$\infty$	2	8
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## DCEL

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## Storage space

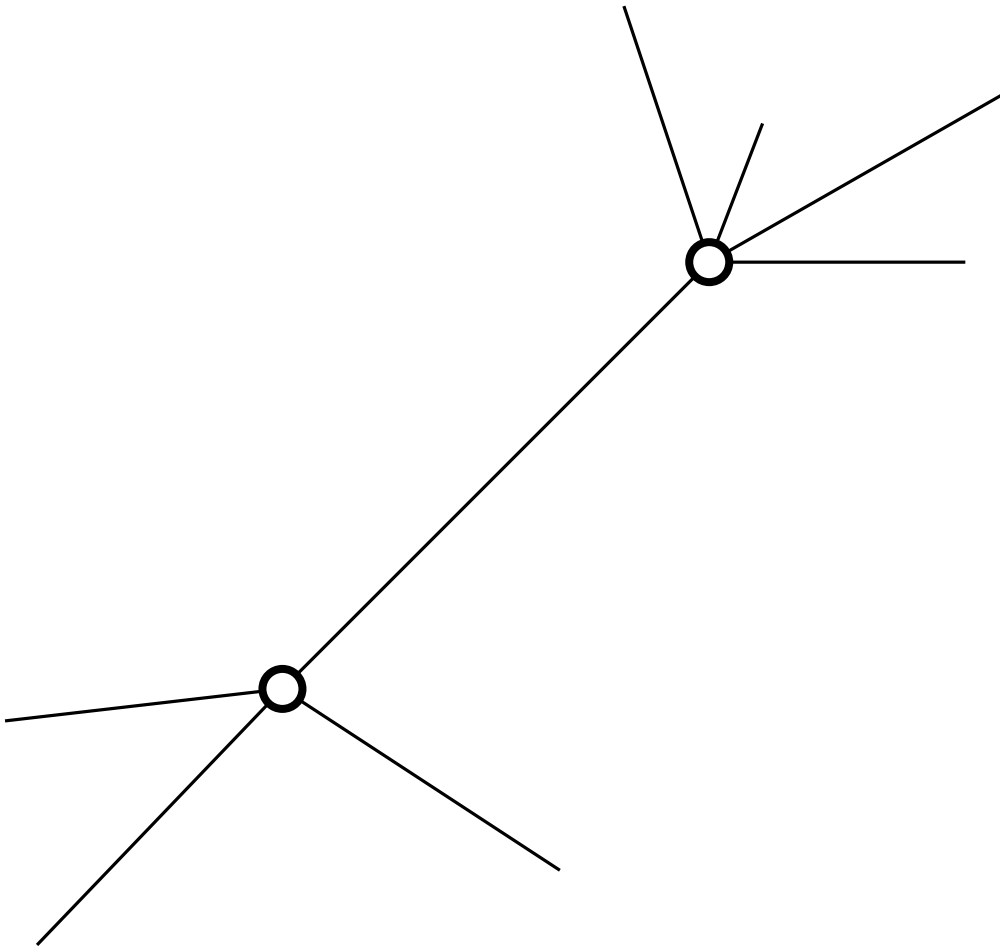
- For each face:  
2 coordinates + 1 pointer.
- For each vertex:  
2 coordinates + 1 pointer + 1 bit.
- For each edge:  
6 pointers.

In total, the storage space is  $O(n)$ .

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## DCEL

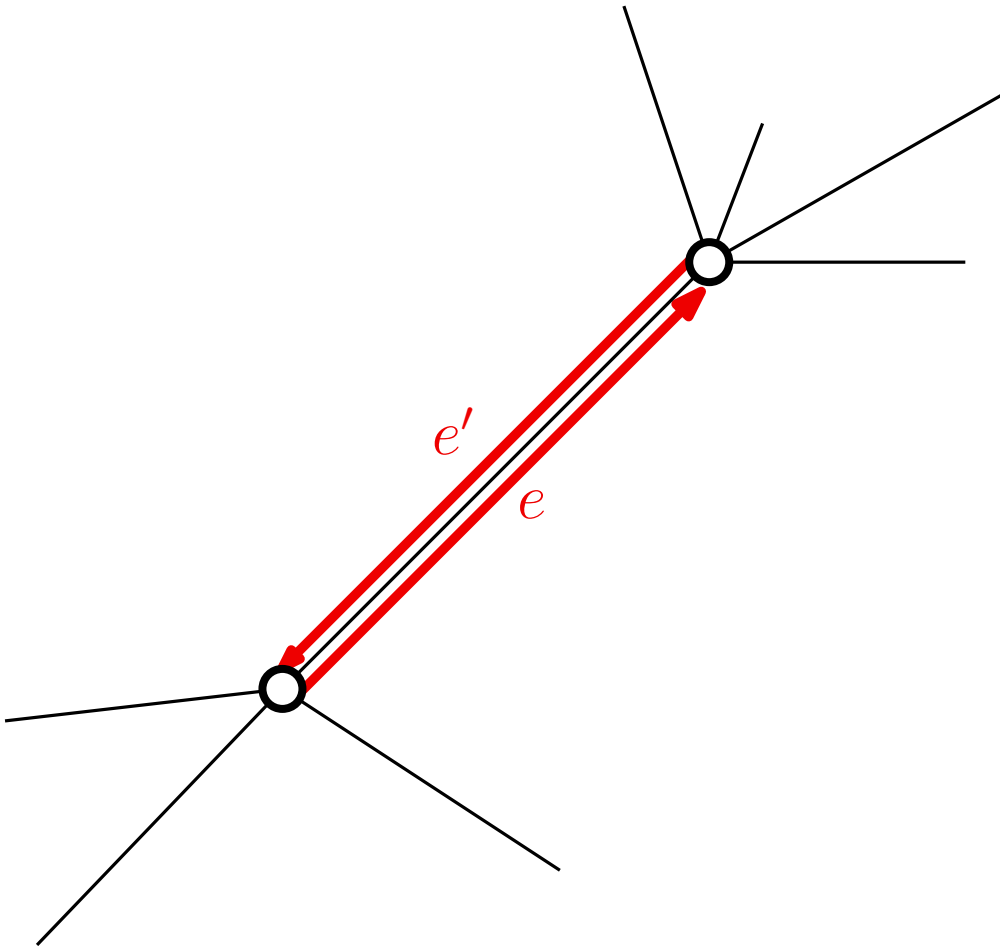
There are other DCEL variants, as for example:



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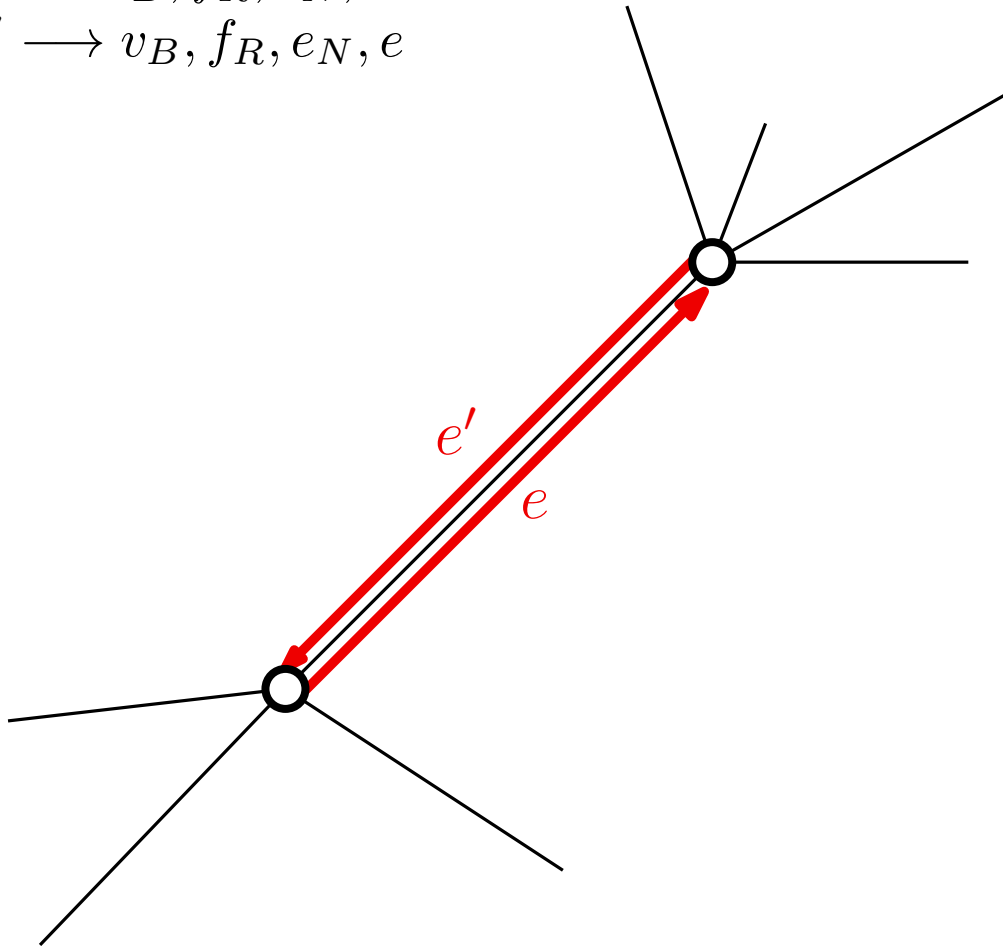
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$$e \longrightarrow v_B, f_R, e_N, e'$$

$$e' \longrightarrow v_B, f_R, e_N, e$$



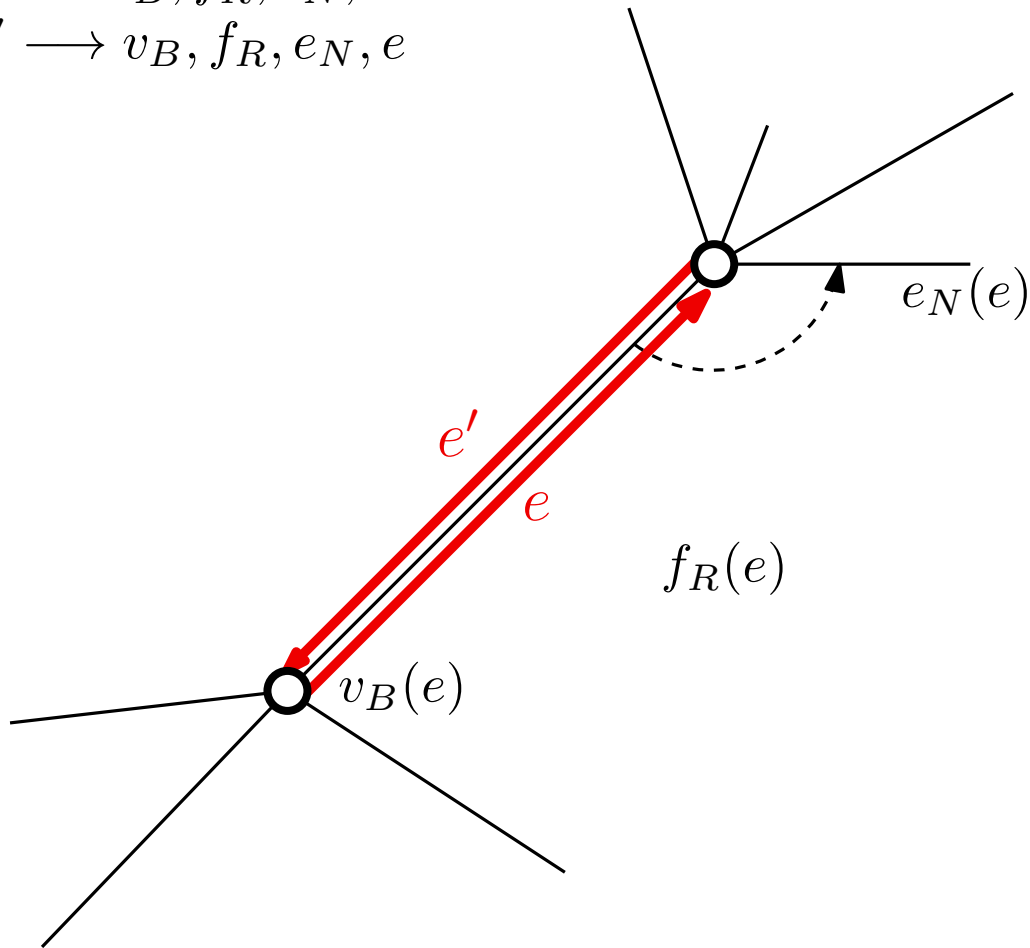
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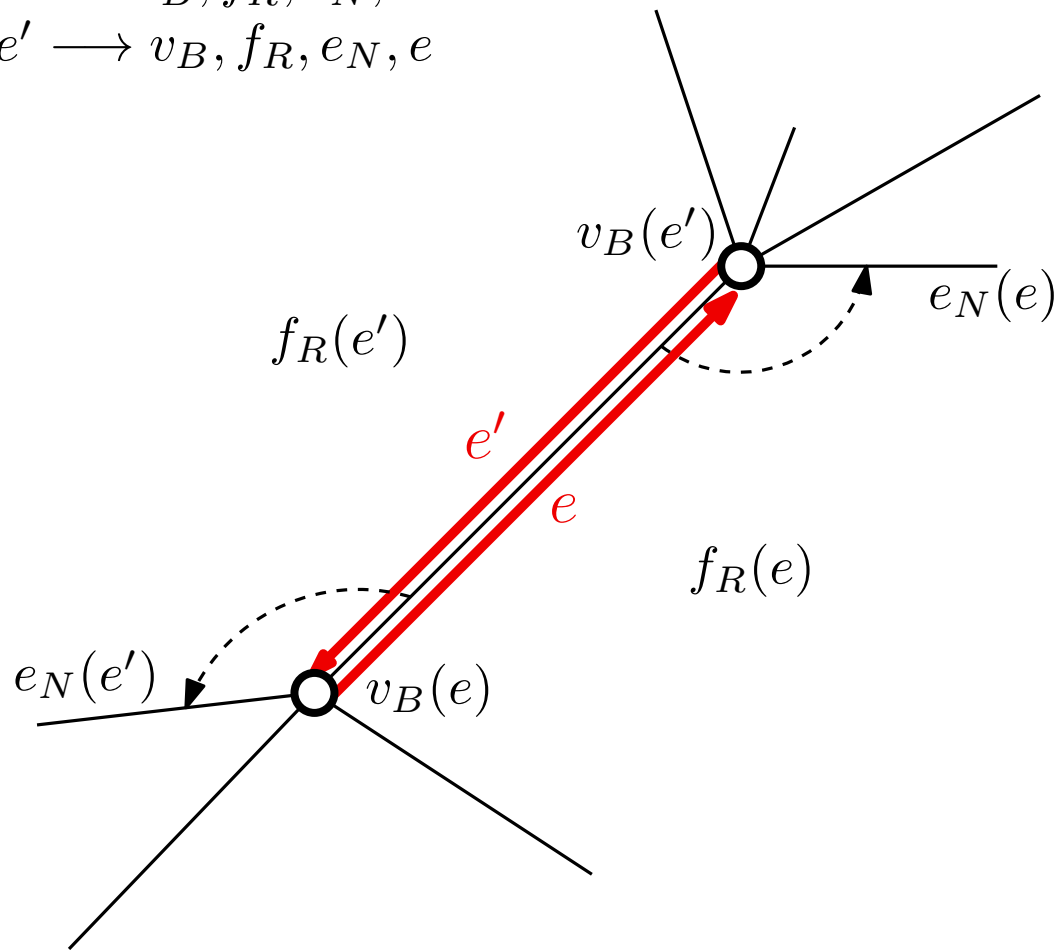


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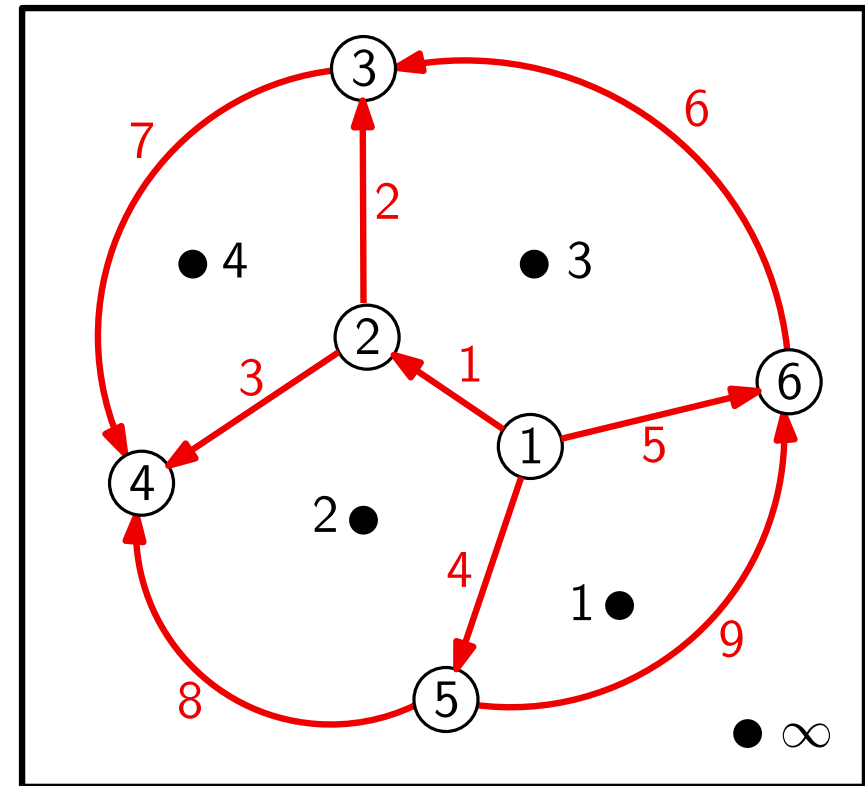
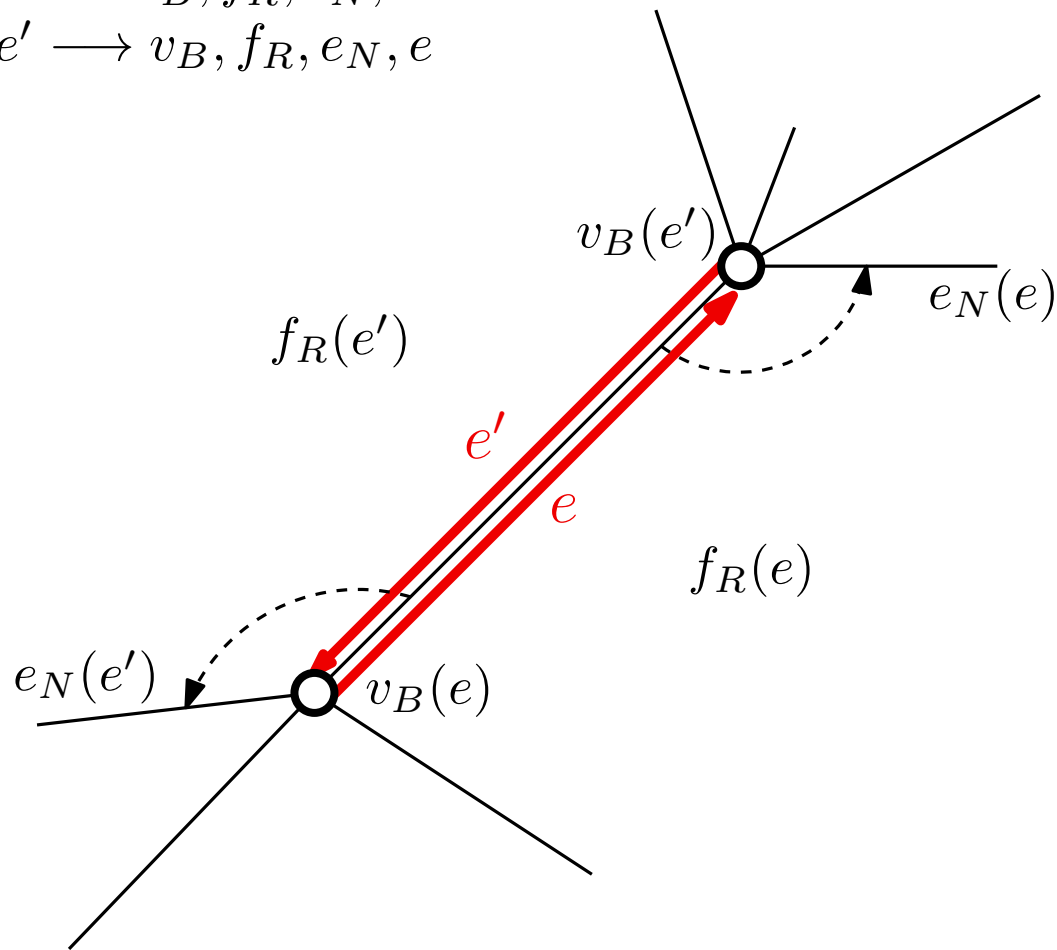
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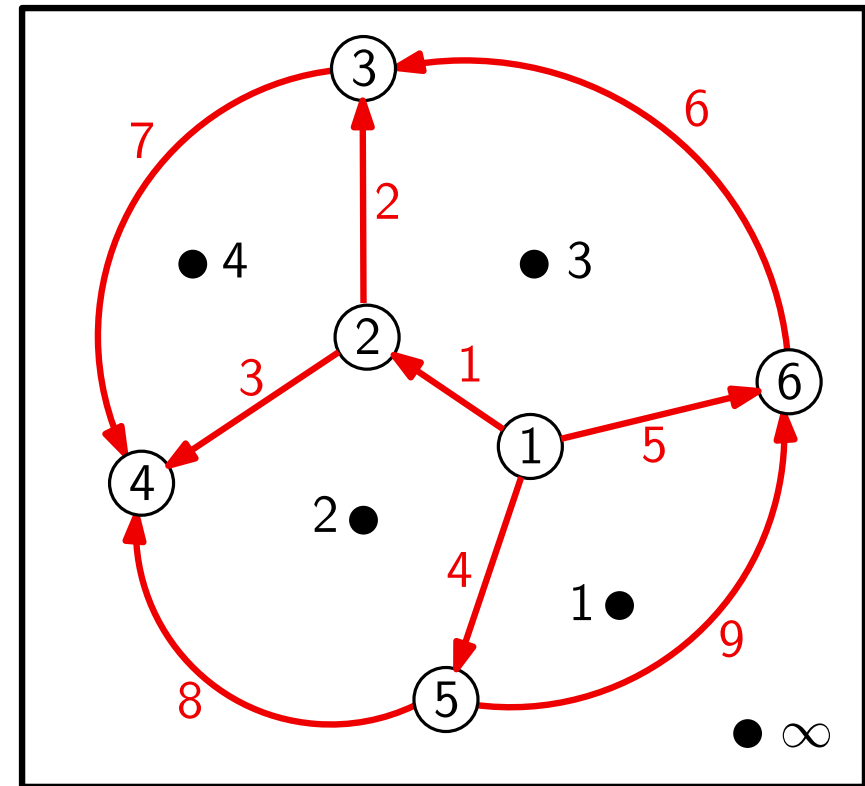
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# Storing the Voronoi diagram

$e$	$v_B$	$v_E$	$f_L$	$f_R$	$e_P$	$e_N$
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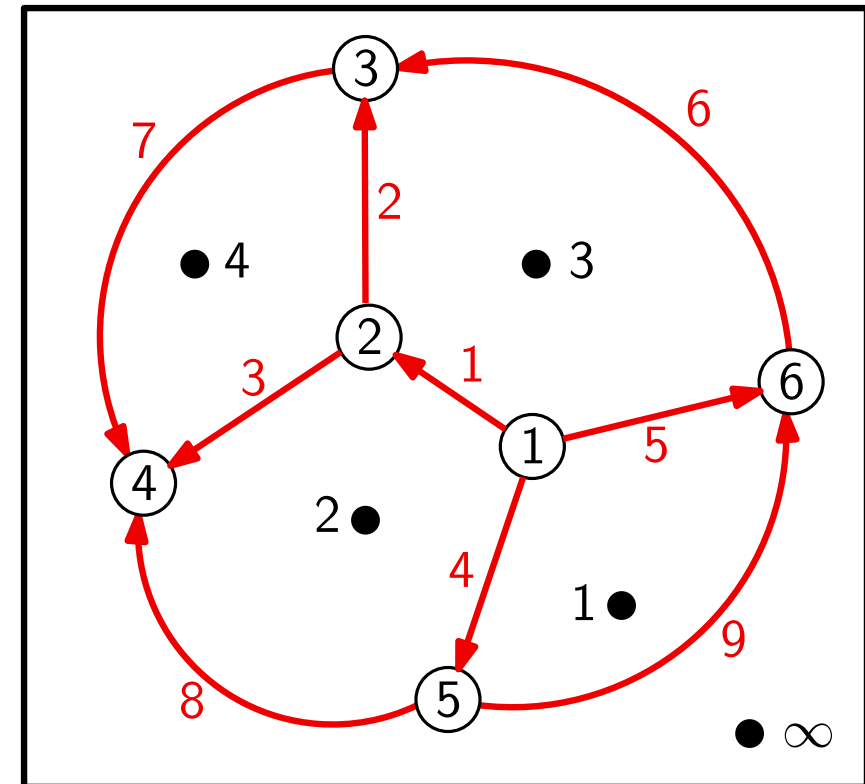
DCEL



# Storing the Voronoi diagram

DCEL

$e$	$v_B$	$f_R$	$e_N$	$e'$
1	1	3	2	1'
2	2	3	6	2'
3	2	4	7	3'
4	1	2	8	4'
5	1	1	9	5'
6	6	$\infty$	7	6'
7	3	$\infty$	8	7'
8	5	2	3	8'
9	5	$\infty$	6	9'
1'	2	2	4	1
2'	3	4	3	2
3'	4	2	1	3
4'	5	1	5	4
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# Voronoi diagram storage

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**Input:**  $v_i$ , a Voronoi vertex

**Output:**  $listE$  and  $listF$ , sorted in counterclockwise order

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### Procedure:

Initialization

$listE = \{ \}$ ,  $listF = \{ \}$ ,  $e = e(v_i)$

Advance

Add  $e$  to  $listE$

If  $i = v_B(e)$ , then

add  $f_L(e)$  to  $listF$

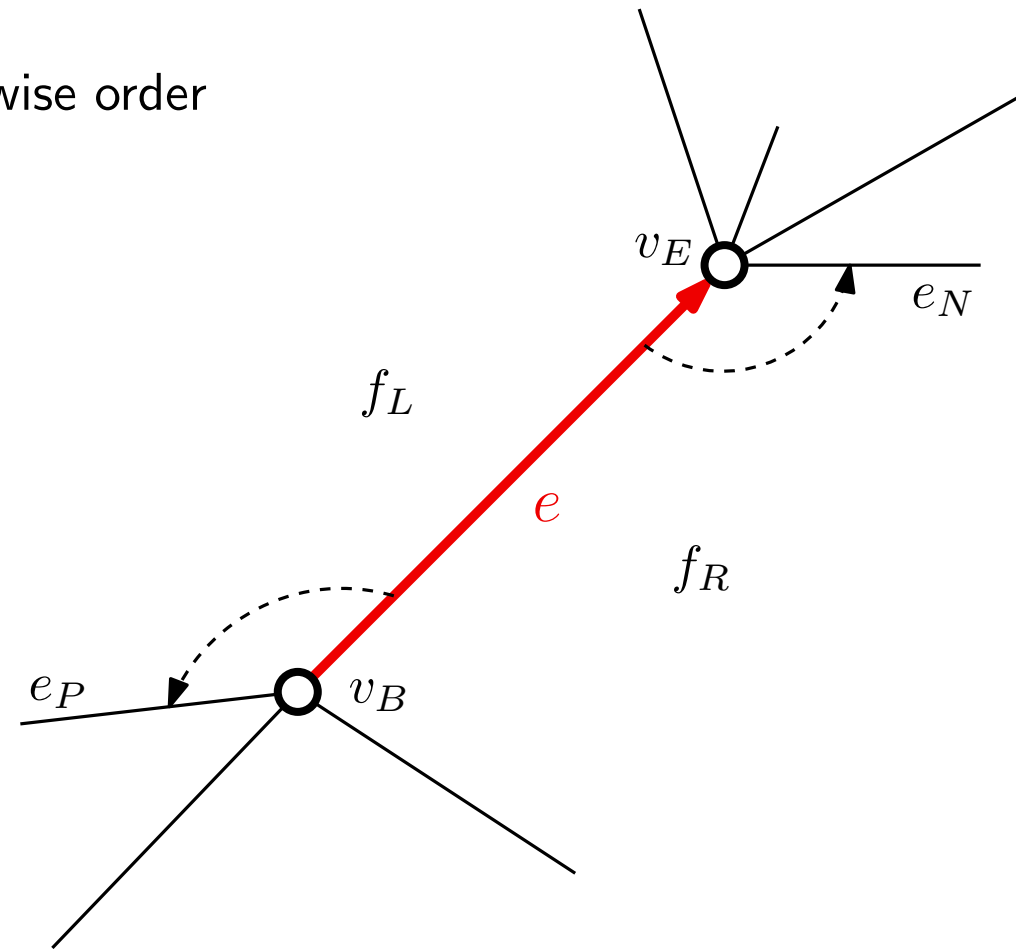
$e = e_P(e)$

else

add  $f_R(e)$  to  $listF$

$e = e_N(e)$

Repeat until  $e$  coincides again with  $e(v_i)$





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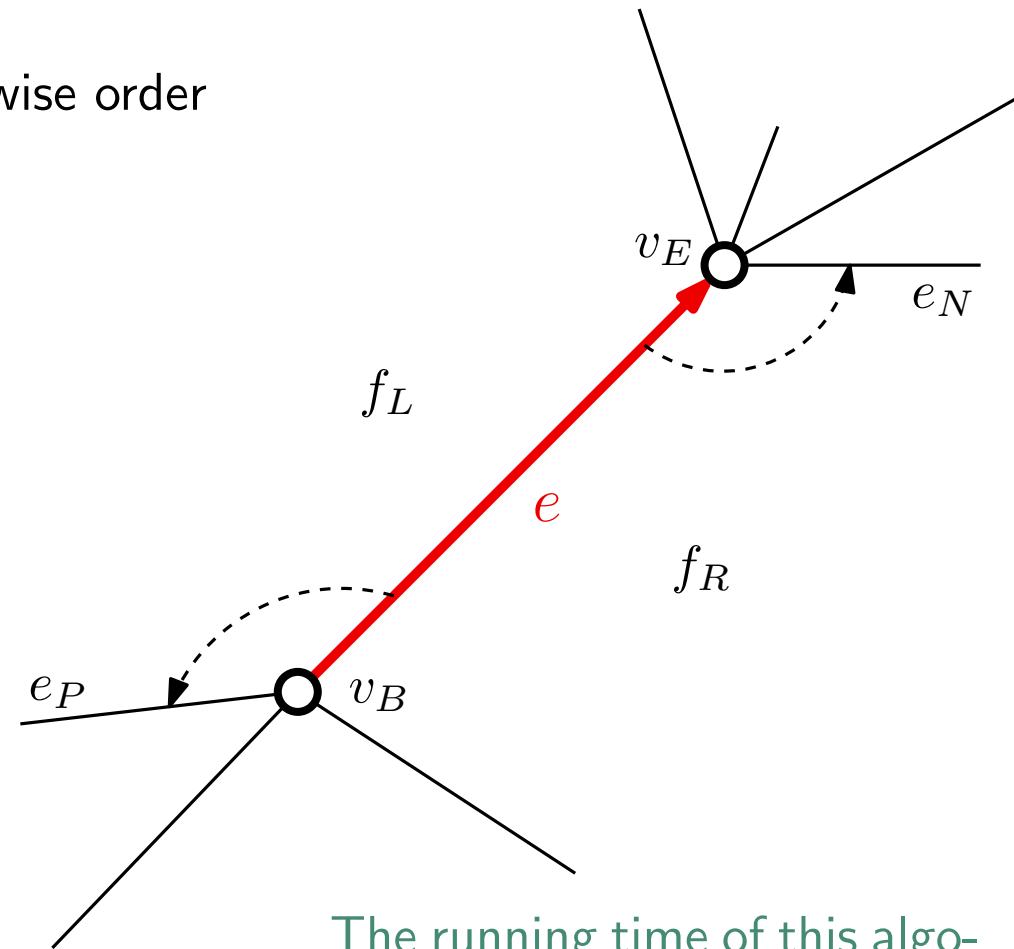
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Repeat until  $e$  coincides again with  $e(v_i)$



The running time of this algorithm is linear in the number of edges (faces) incident to  $v_i$

# Voronoi diagram storage

## How to obtain information from the DCEL

Sorted list of vertices and edges of a Voronoi region

# Voronoi diagram storage

## How to obtain information from the DCEL

Sorted list of vertices and edges of a Voronoi region

**Input:**  $p_i$ , a site

**Output:**  $listE$  and  $listV$ , sorted in clockwise order

# Voronoi diagram storage

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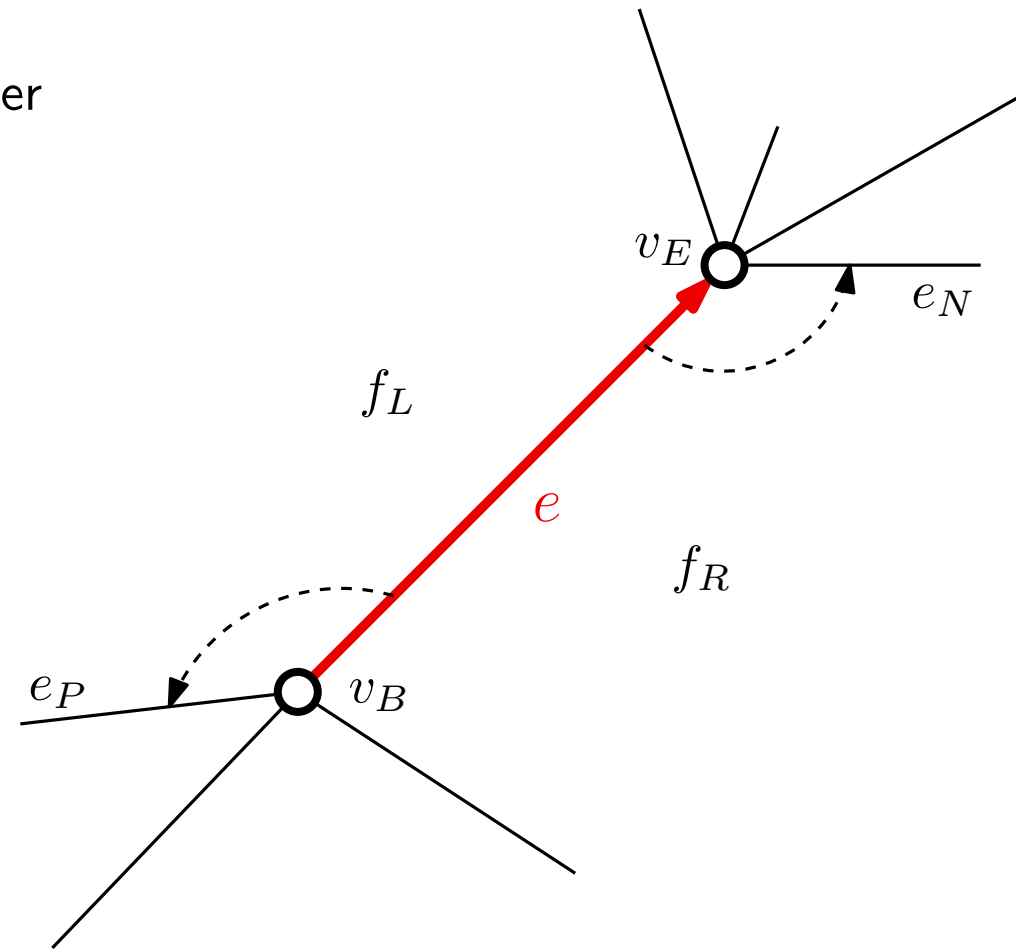
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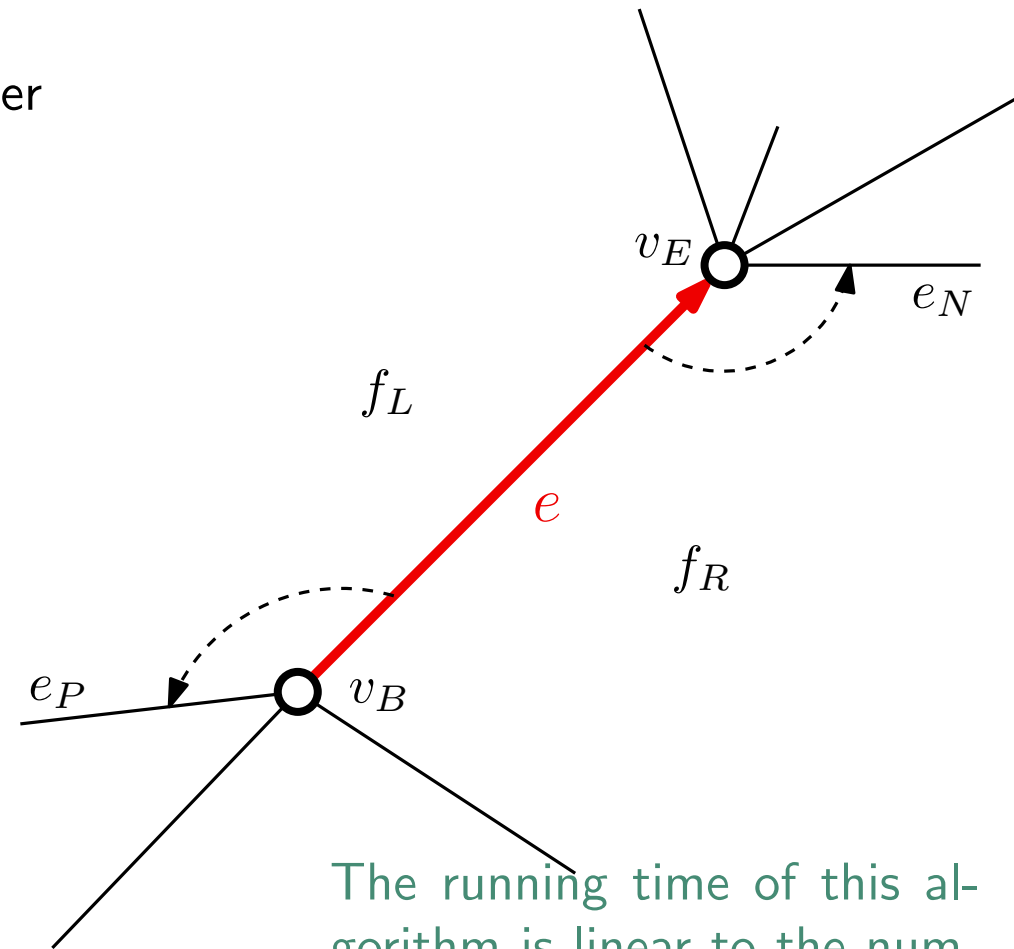
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Repeat until  $e$  coincides again with  $e(v_i)$

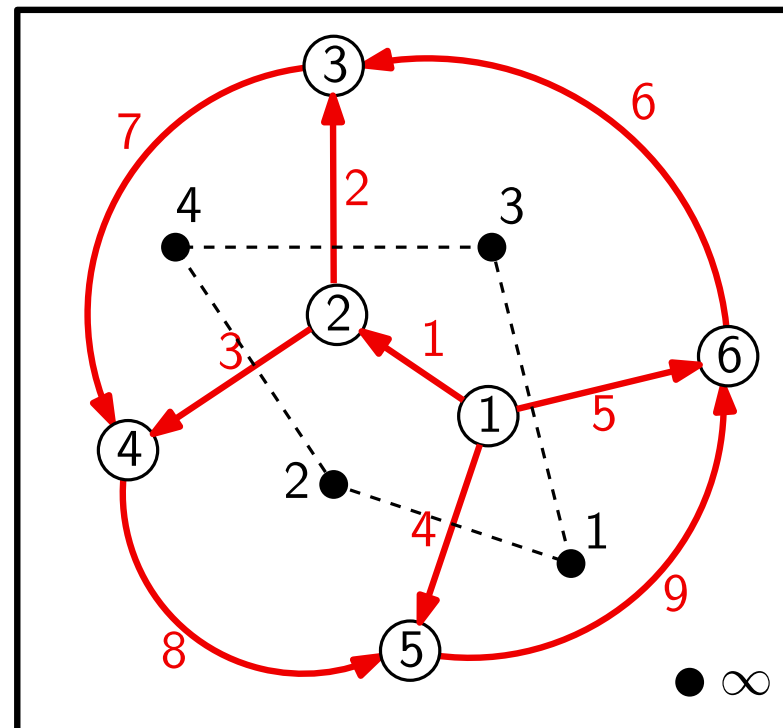


The running time of this algorithm is linear to the number of edges (vertices) of the Voronoi region of  $p_i$

# Voronoi diagram storage

## How to obtain information from the DCEL

Convex hull of  $P$

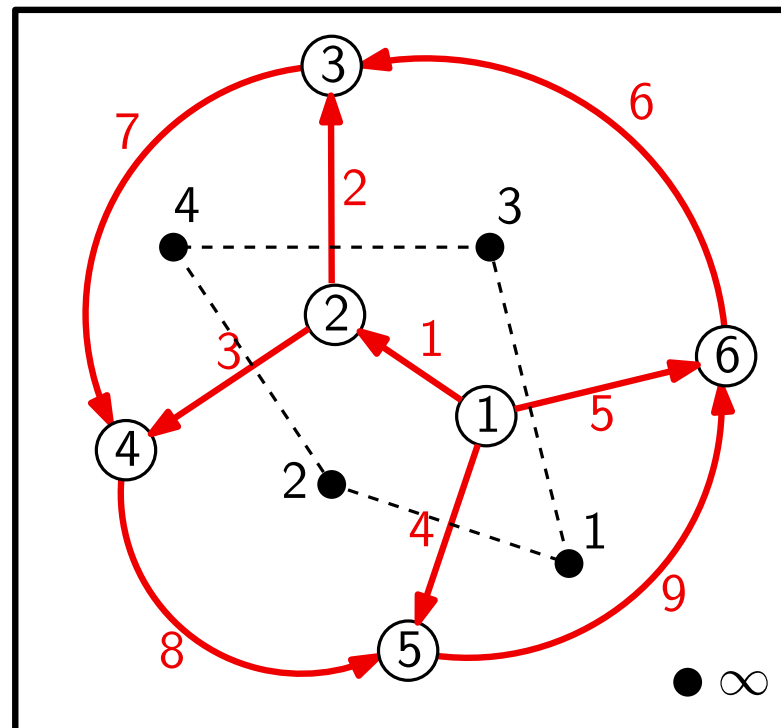


# Voronoi diagram storage

## How to obtain information from the DCEL

### Convex hull of $P$

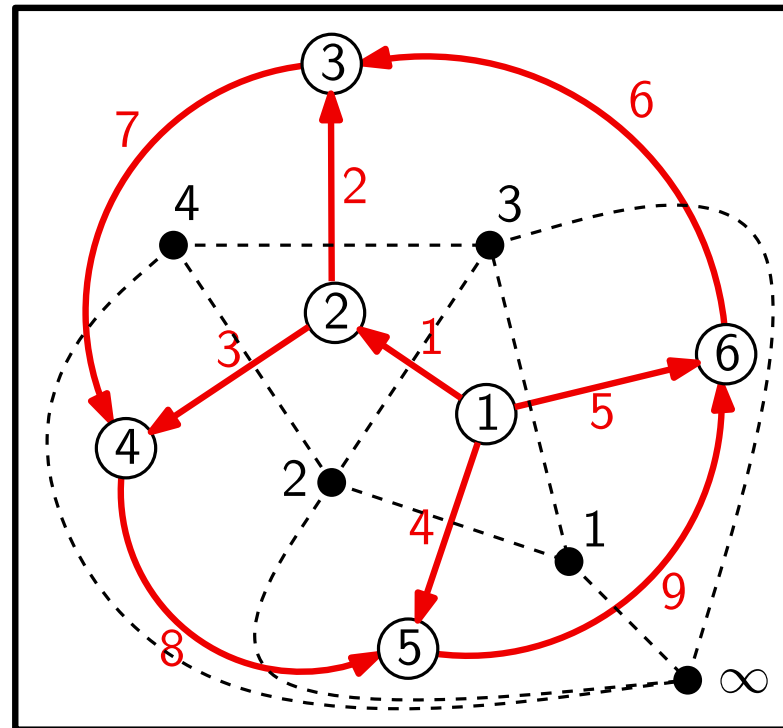
When  $p_i = \infty$ , the previous algorithm returns, in counterclockwise order, the (fictitious) edges of the Voronoi region of this (fictitious) point. For each obtained edge, reporting its other adjacent Voronoi face will produce the sorted list of the convex hull vertices of  $P$ , in time proportional to its size.



# Voronoi diagram storage

## How to obtain information from the DCEL

Delaunay diagram



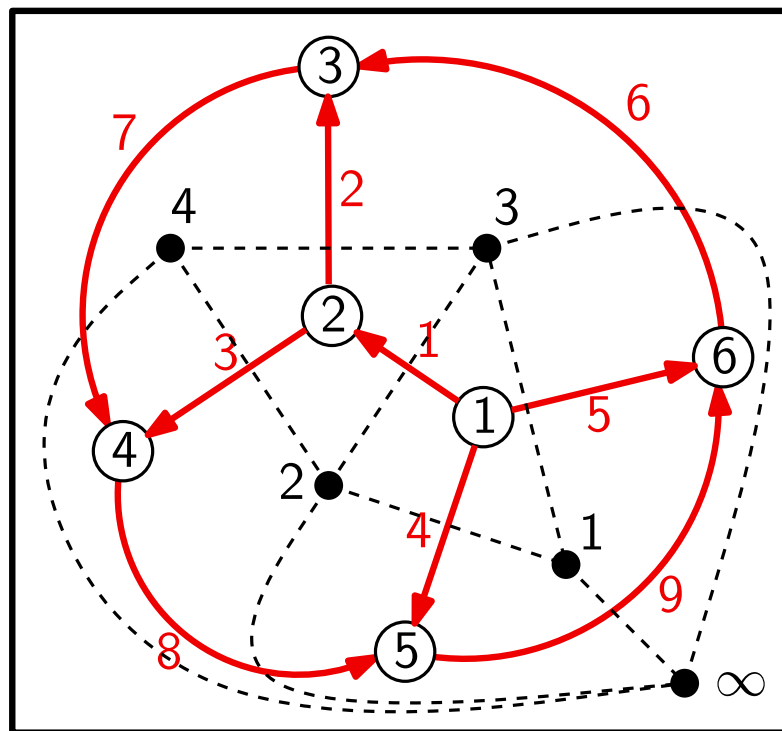


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## How to obtain information from the DCEL

### Delaunay diagram

The DCEL storing the Voronoi diagram information and the DCEL storing the Delaunay triangulation information are the same, we just need to do some “dual reading”:



# Voronoi diagram storage

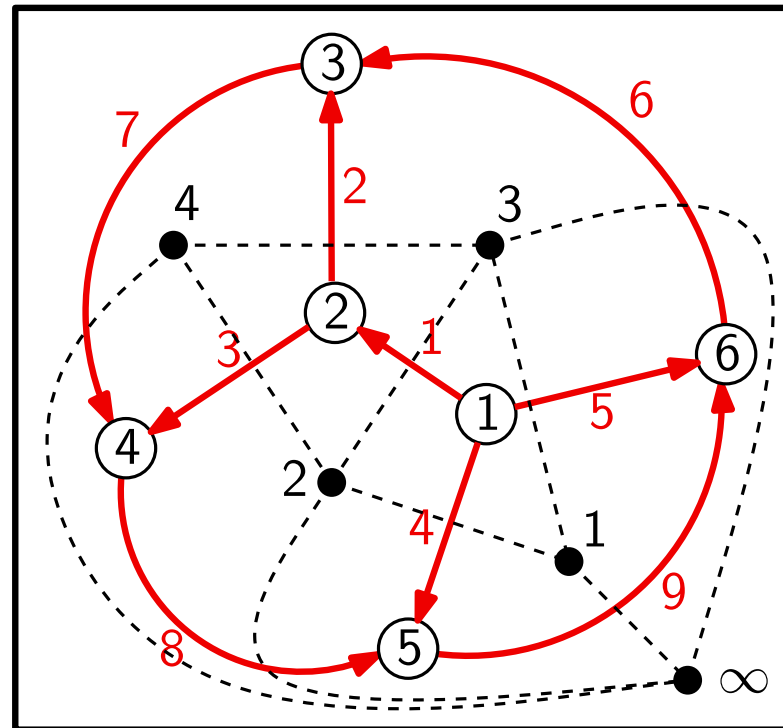
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**Voronoi:**

**Delaunay:**



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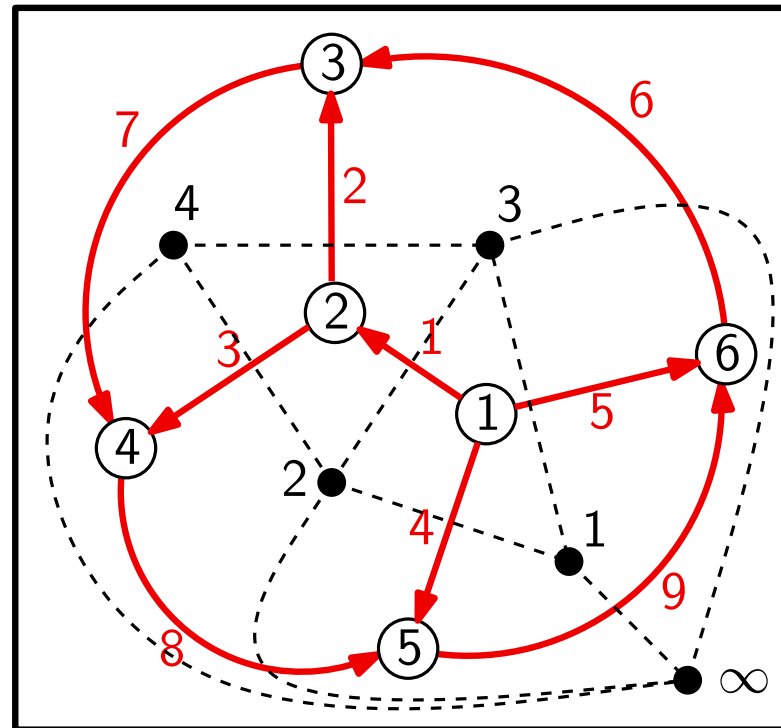
The DCEL storing the Voronoi diagram information and the DCEL storing the Delaunay triangulation information are the same, we just need to do some “dual reading”:

**Voronoi:** faces

$p$	$x$	$y$	$e$
-----	-----	-----	-----

**Delaunay:** vertices

$p$	$x$	$y$	$e$
			incident



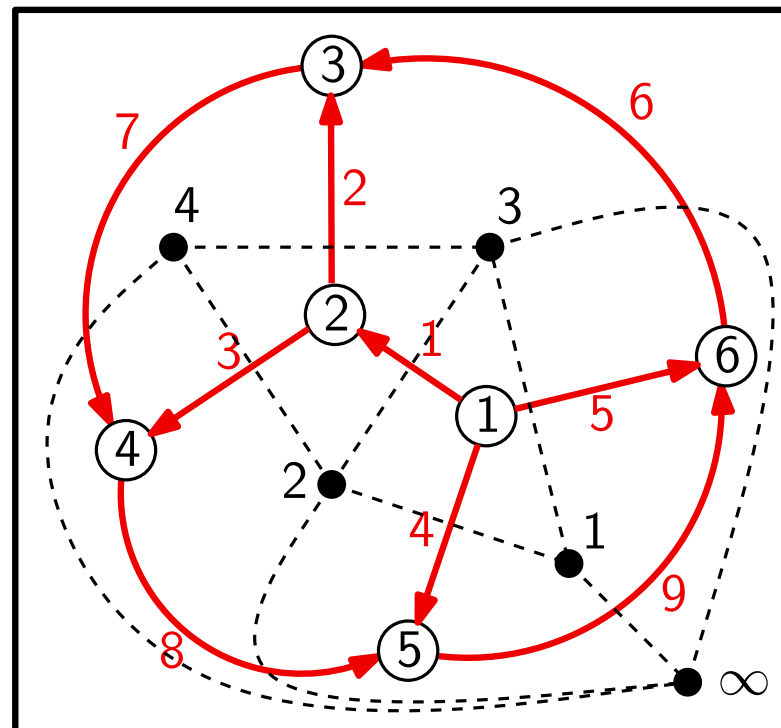
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<b>Voronoi:</b>	vertices	$v$	$x$	$y$	$e$	original?
<b>Delaunay:</b>	triangles	$v$	$x$	$y$	$e$	original?
			circumcenter		edge	



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The DCEL storing the Voronoi diagram information and the DCEL storing the Delaunay triangulation information are the same, we just need to do some “dual reading”:

**Voronoi:** edges

$e$	$v_B$	$v_E$	$f_L$	$f_R$	$e_P$	$e_N$
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**Delaunay:** edges

$e$	$f_L$	$f_R$	$v_E$	$v_B$	$e_N$	$e_P$
dual					clockwise	

