

# Construction of General Two-Dimensional Voronoi Diagrams via Divide and Conquer Algorithm of Envelopes

Ophir Setter

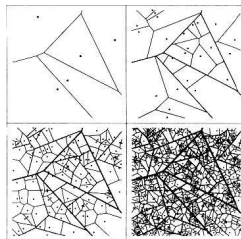
Tel-Aviv University, Israel 

Applied aspects of Computational Geometry, June 2009



# Voronoi Diagrams

- Given  $n$  objects (Voronoi sites) in some space (e.g.,  $\mathbb{R}^d$ ,  $\mathbb{S}^d$ ) and a distance function  $\rho$
- The **Voronoi Diagram** subdivides the space into cells
- Each cell consists of points that are closer to one particular site than to any other site
- Variants include different:
  - Classes of sites
  - Embedding spaces
  - Distance functions

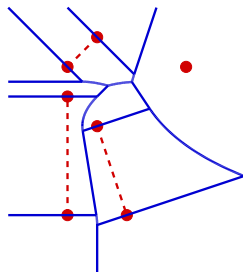


Fractals from Voronoi diagrams  
<http://www.righto.com/fractals/vor.html>



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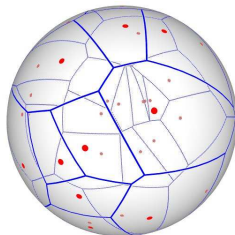


Voronoi diagram of segments



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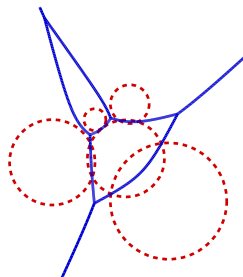


Voronoi diagram on the sphere



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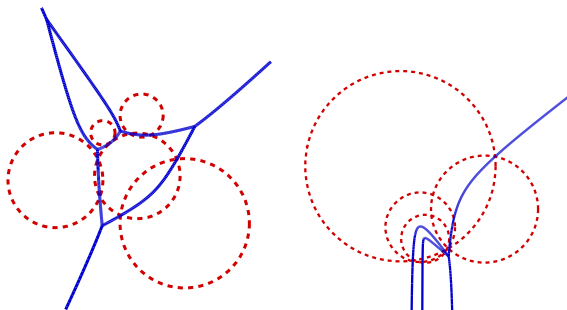


Apollonius diagram



# Sample of types of Voronoi diagrams

## Apollonius Diagram — Diagram of Disks



### Apollonius diagram

Given a set  $D = \{d_1, \dots, d_n\}$  of disks with respective centers  $p_i$  and radii  $r_i$ , the diagram is defined by the following distance function:

$$\rho(\mathbf{x}, d_i) = \|\mathbf{x} - p_i\| - r_i$$

# Sample of types of Voronoi diagrams

## Weighted Diagrams

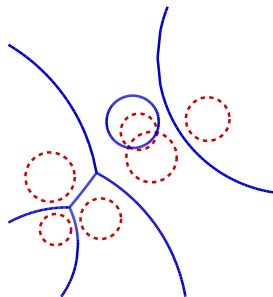
- Apollonius diagrams are actually additively-weighted Voronoi diagram



# Sample of types of Voronoi diagrams

## Weighted Diagrams

- Apollonius diagrams are actually additively-weighted Voronoi diagram
- Another type of Voronoi diagrams are the multiplicatively-weighted Voronoi diagrams, or their generalization *Möbius diagrams*



## Möbius diagram

Let  $w_i$  be a *Möbius site* defined by a triple  $(p_i, \lambda_i, \mu_i)$  where  $p_i \in \mathbb{R}^2$  and  $\lambda_i, \mu_i \in \mathbb{R}$ . The diagram is defined by the following distance function:

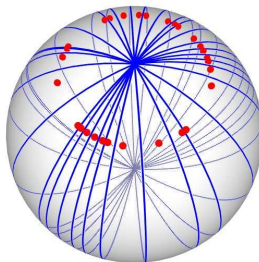
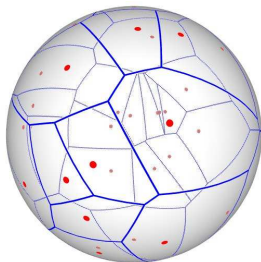
$$\rho(\mathbf{x}, w_i) = \lambda_i(\mathbf{x} - p_i)^2 - \mu_i$$





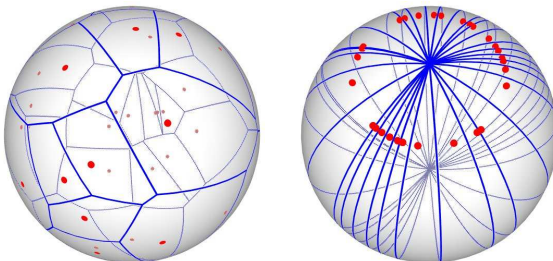
# Sample of types of Voronoi diagrams

On the Sphere and others



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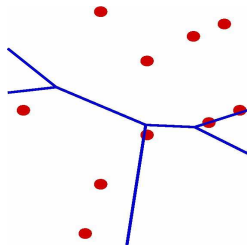
Other types include:

- Taxi-driver (Manhattan) distance
- Moscow (Karlsruhe) distance

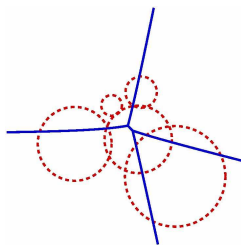


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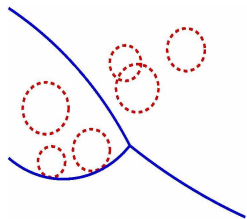
## Farthest-site Voronoi diagrams



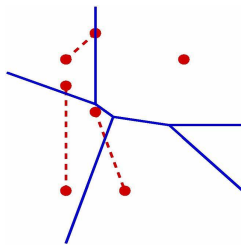
Farthest Standard Voronoi Diagram



Farthest Apollonius diagram



Farthest Möbius Diagram



Farthest Diagram of Segments



# Applications

- Knuth's Post-Office problem
- Largest empty circle and other proximity problems.



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Voronoi diagrams were used to analyze the 1854 cholera epidemic in London. A correlation between deaths and proximity to a particular water pump was discovered



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- Minimum-width annulus — to come...
- Astronomy, Climatology, Computer Graphics, Chemistry, Architecture, Geology, Zoology, and more



# Outline

- 1 Voronoi diagrams — Lower Envelopes Connection
- 2 Divide-and-Conquer Algorithm for Computing Voronoi Diagrams
- 3 Examples of Selected Voronoi Diagrams
  - Affine Voronoi Diagrams
  - Möbius Diagrams
  - Apollonius Diagrams
- 4 Application: Minimum-Width Annulus
  - Applications
  - Related Work
  - Proof





# Lower Envelopes

## Definition

Given a set of bivariate functions  $S = \{s_1, \dots, s_n\}$ , their **lower envelope** is defined to be their pointwise minimum:

$$\Psi(x, y) = \min_{1 \leq i \leq n} s_i(x, y)$$



# Lower Envelopes

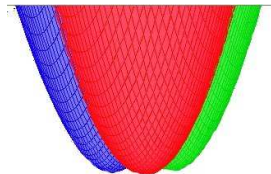
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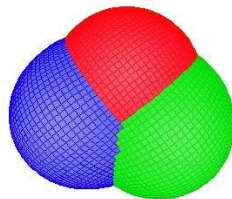
$$\Psi(x, y) = \min_{1 \leq i \leq n} s_i(x, y)$$

## Corollary

*Voronoi diagrams are the minimization diagrams (planar projections of the lower envelopes) of the distance functions from each site [Edelsbrunner-Seidel '86]*



Distance functions are paraboloids



Looking from bottom gives us the Voronoi diagram



# Abstract Voronoi Diagrams

- The distance function only tells us the distance from a point
- Voronoi diagrams can be equivalently defined in terms of their **bisectors**
- The bisector  $B(o_i, o_j)$  of two sites is the locus of all points that have an equal distance to both sites



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## Definition

The **abstract Voronoi diagram** is defined in terms of bisector and dominance regions (partial definition)

$$Reg(o_i, O) = \bigcap_{o_j \in O, j \neq i} Reg(o_i, o_j)$$



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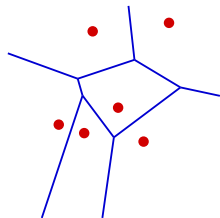
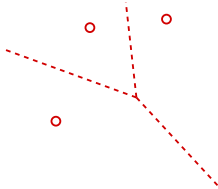
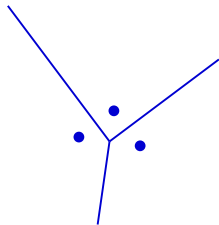
- The bisector is the projected intersection of the distance functions
- **What happens if you invert the dominance regions?**



# The Divide-and-Conquer Algorithm

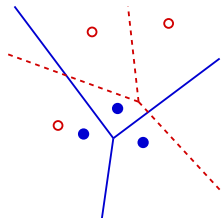
Let  $S$  be a set of  $n$  sites

- 1 Partition  $S$  into two disjoint subsets  $S_1$  and  $S_2$  of equal size
- 2 Construct  $Vor_\rho(S_1)$  and  $Vor_\rho(S_2)$  recursively
- 3 Merge the two Voronoi diagrams to obtain  $Vor_\rho(S)$



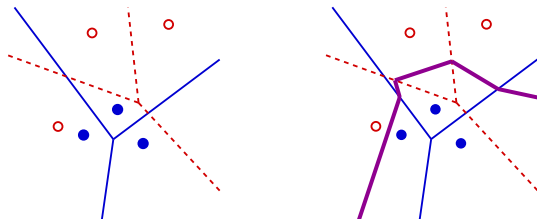
# The Merging Step

- 1 Overlay  $Vor_\rho(S_1)$  and  $Vor_\rho(S_2)$



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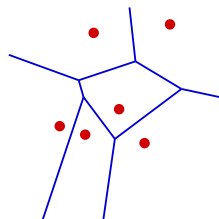
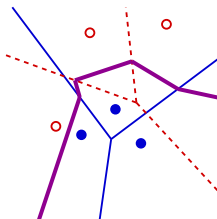
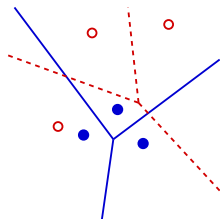
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- 2 Partition each face to points closer to a site in  $S_1$  and points closer to a site in  $S_2$
- 3 Label feature of the refined overlay with the sites nearest to it





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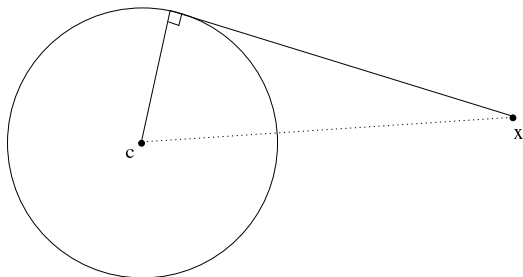
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- 3 Label feature of the refined overlay with the sites nearest to it
- 4 Remove redundant features



# Power Distance

The **power distance** between a circle and a point in the plane:

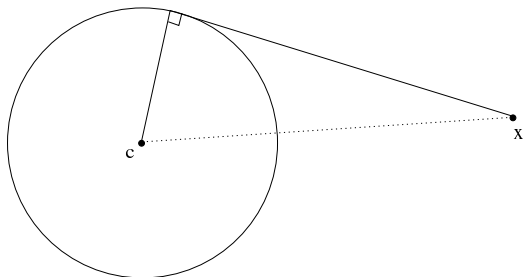
$$\rho(x, d_{c,r}) = \|x - c\|^2 - r^2$$



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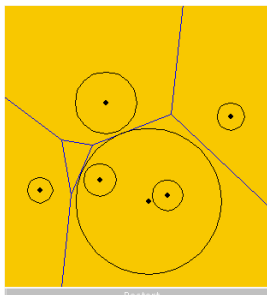
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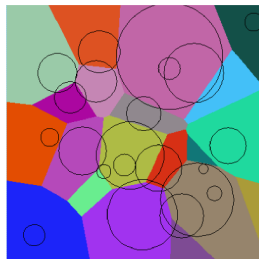
- Approximates the Euclidean distance function, e.g., inside the circle the distance is negative, outside — positive
- Bisector passes through the intersection points of two circles



# Power diagram



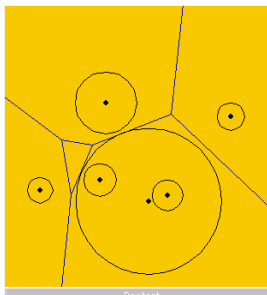
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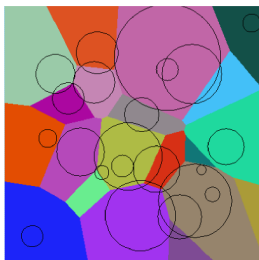
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# Power diagram



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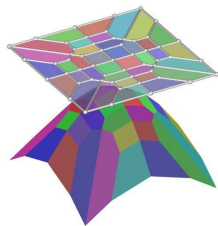
## Applications:

- Determine whether a point is inside the union of  $n$  circles
- Find the boundary of the union of  $n$  circles
- Classify  $n$  circles into connected components
  - Mobile phones — can establish a line only if in the same connected component



# Constructing the Power Diagram

$$\rho(\mathbf{x}, d_i) = \|\mathbf{x} - \mathbf{c}_i\|^2 - r_i^2$$



The Voronoi diagram of 36 points

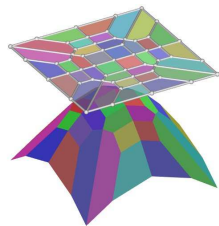


# Constructing the Power Diagram

$$\rho(x, d_i) = \|x - c_i\|^2 - r_i^2$$

$$f_i(x) = x^2 - 2xc_i + c_i^2 - r_i^2$$

$$\pi_i : -2xc_i + c_i^2 - r_i^2$$



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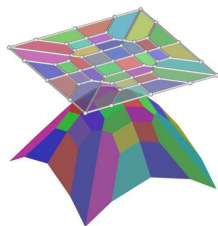


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## Corollary

*The bisectors of the power diagram of circles in the plane are lines. We can compute the power diagram of circles by computing the lower envelope of planes. In fact, all diagrams whose bisectors are lines are power diagrams.*



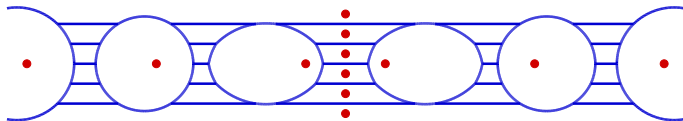


# Multiplicatively-weighted Voronoi diagram

- Multiplicatively-weighted Voronoi diagram of sites  $s_i = (p_i, w_i)$  is defined by:

$$\rho(x, s_i) = w_i \|x - p_i\|^2$$

- Useful, for example, in modelling the growth of crystals
- The complexity of the diagram could be quadratic

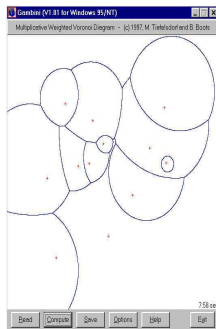


# Möbius diagram

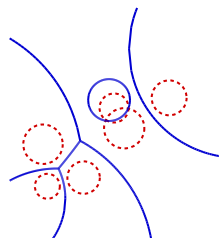
- The Möbius diagram is a generalization of the multiplicatively-weighted Voronoi diagram and is defined by:

$$\rho(x, s_i) = w_i \|x - p_i\|^2 + v_i$$

- The bisectors of the diagram are circles
- Every Voronoi diagram with circles as bisectors is Möbius diagram



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Möbius Voronoi diagram

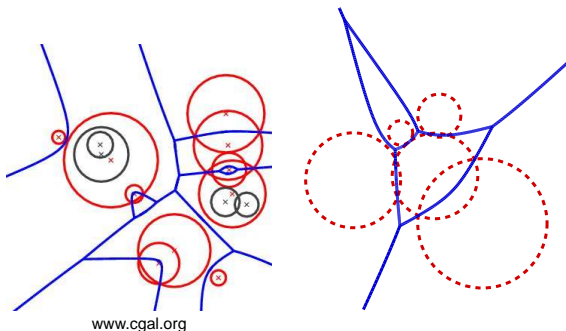


# Apollonius Diagrams

- The Apollonius diagram of disks  $d_i = (p_i, r_i)$  is defined by the following distance function:

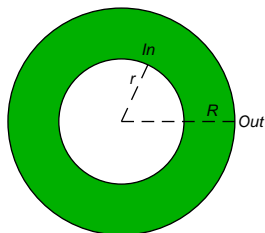
$$\rho(x, d_i) = \|x - p_i\| - r_i$$

- Negative distance inside the disks
- Bisectors are hyperbolic arcs
- Useful for ...



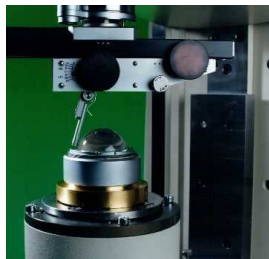
# Application: Minimum-Width Annulus

- An **annulus** is the bounded area between two concentric circles
- The **width** of an annulus is the difference between its radii  $R$  and  $r$
- **Goal:** given a set  $S$  of objects (points, segments, etc.) find an annulus of minimum width containing the objects (MWA)



# Tolerancing Metrology

- **Roundness** is the measure of sharpness of a particle's edges and corners
- In mechanical design there is a need to assess the **roundness error** of a manufactured object (to see it was manufactured correctly)
- 4 ANSI & ISO methods for round manufactured object assessment:
  - Minimum circumscribed circle (MCC)
  - Maximum inscribed circle (MIC)
  - Least square circle (LSC)
  - Minimum Zone circle (MZC)

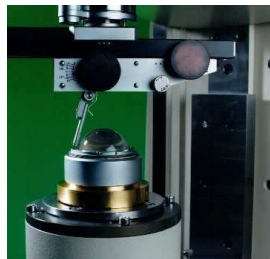


[www.npl.co.uk/server.php](http://www.npl.co.uk/server.php)



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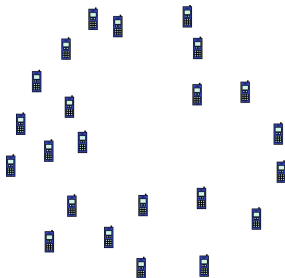
[www.npl.co.uk/server.php](http://www.npl.co.uk/server.php)

## Minimum-Width Annulus



# Facility Location

- Place a new cell tower given the location of clients' cell phones
- Cell site has both desirable properties (supplement of service) and obnoxious properties (health)

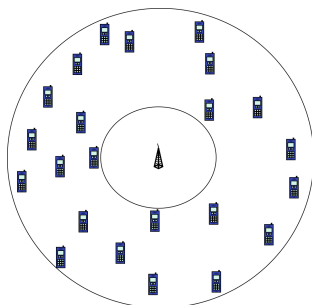


[cgm.cs.mcgill.ca/~athens/cs507/Projects/2004/Emory-Merryman](http://cgm.cs.mcgill.ca/~athens/cs507/Projects/2004/Emory-Merryman)



# Facility Location

- Place a new cell tower given the location of clients' cell phones
- Cell site has both desirable properties (supplement of service) and obnoxious properties (health)
- A good location is the center of the minimum-width annulus



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# Related Work

## Points:

- Rivlin [Riv79] and afterwards Smid and Janardan [SJ99] proved the theorem for points (following slides)
- Algorithms based on this theorem and Voronoi Diagrams introduced by Ebara [EFNN89] and by Roy and Zhang [RZ92]

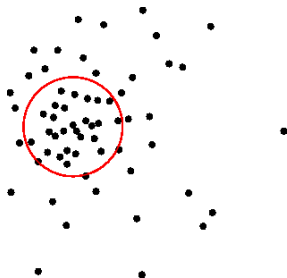
## Variants:

- Constrained MWA by de Berg et al. [dBBB<sup>+</sup>98] — useful enforcing different restrictions on roundness
- MWA of a polygon by Le and Lee [LL91]
  - Not identical to the MWA of segments
  - Controversy on the right algorithm for roundness



## Related Work — cont.

- Special Sub-quadratic Algorithms:
  - Linear and  $O(n \log n)$  algorithms for special cases with more information (Garcia-Lopez et al. '98, Swanson et al. '93, Devillers and Ramos '02)
- Best known randomized algorithm (with expected running time of  $O(n^{3/2+\epsilon})$ ) is achieved by solving a 3D width-like problem after lifting the points by  $(x, y) \mapsto (x, y, x^2 + y^2)$ 
  - A circle  $\mapsto$  a plane
  - 2 concentric circles  $\mapsto$  2 parallel planes
- Using coresets Chan [Cha06] presented an  $(1 + \epsilon)$ -factor approximation algorithm



[www.almaden.ibm.com/u/kclarkson/sga/t/t.xml](http://www.almaden.ibm.com/u/kclarkson/sga/t/t.xml)



# The Connection to Voronoi Diagrams

MWA does not always exist — This is possible in case of the width of the points is smaller than any width of any annulus (collinear points).

3 cases:

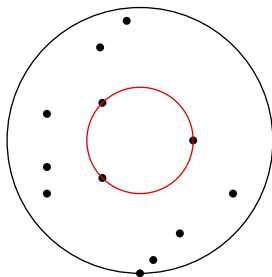


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3 cases:

**Inner circle** touches 3 points — center is a **nearest Voronoi** vertex

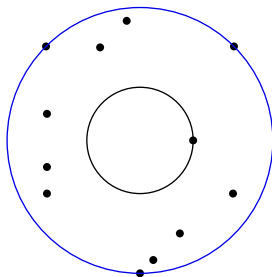


# The Connection to Voronoi Diagrams

MWA does not always exist — This is possible in case of the width of the points is smaller than any width of any annulus (collinear points).

3 cases:

**Outer circle** touches 3 points — center is a **farthest Voronoi** vertex

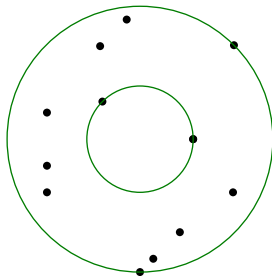


# The Connection to Voronoi Diagrams

MWA does not always exist — This is possible in case of the width of the points is smaller than any width of any annulus (collinear points).

3 cases:

Both **inner and outer circles** touches  $\geq 2$  points — center is an **intersection point** between the diagrams (on edges of both diagrams)



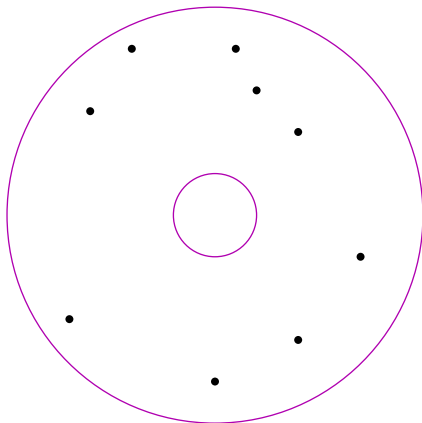
With points if MWA exist only last case is possible



# Proof

## Observation

*Each of the circles touches at least one point*

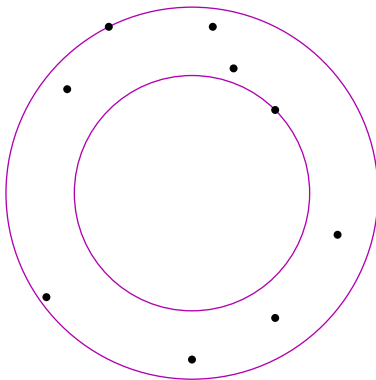


# Proof

## Observation

*Each of the circles touches at least one point*

A point fixes an annulus

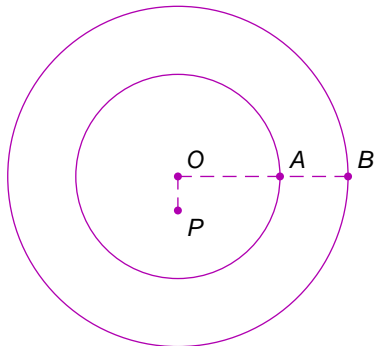




## Proof — cont.

### Lemma

*At least one of the circles touches more than one point*



### Proof.

Suppose to contrary. Two cases:

- $A$  is on  $OB$



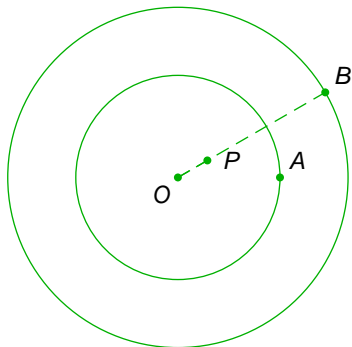
$$\begin{aligned} |PB| &< |PA| + |AB| \\ r = |AB| &> |PB| - |PA| \end{aligned}$$



## Proof — cont.

### Lemma

*At least one of the circles touches more than one point*



### Proof.

Suppose to contrary. Two cases:

- *A is on OB*
- *A is not on OB*



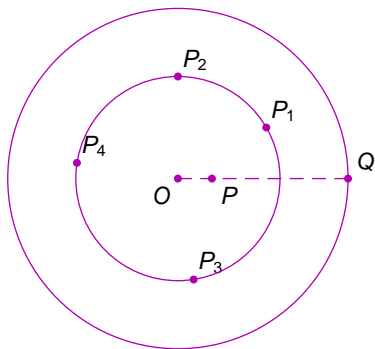
$$\begin{aligned} |OA| &< |OP| + |PA| \\ r = |OB| - |OA| &= |OP| + |PB| - |OA| > \\ &|PB| - |PA| \end{aligned}$$



# Proof — cont.

## Theorem

*Each circle touches at least 2 points*



## Proof.

Suppose to contrary.

Case I — *Out* touches one point:  
*Out* touches  $Q$ , *In* —  $P_i$

- none of  $P_i$  is on  $OQ$



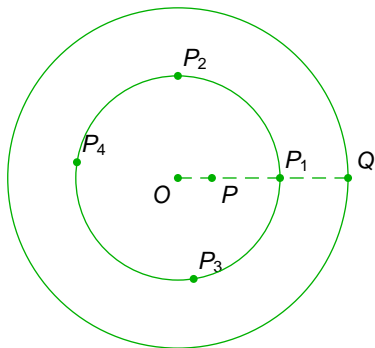
$$\begin{aligned} |OP| &> |OP_i| - |PP_i| \\ |OQ| - |OP_i| &= |OP| + |PQ| - |OP_i| > \\ &|PQ| - |PP_i| \end{aligned}$$



# Proof — cont.

## Theorem

Each circle touches at least 2 points



## Proof.

Suppose to contrary.

Case I — *Out* touches one point:

*Out* touches  $Q$ , *In* —  $P_i$

- none of  $P_i$  is on  $OQ$
- $P_1$  is on  $OQ$



$$|OP| + |PP_i| > |OP_i| = |OP| + |PP_1|$$

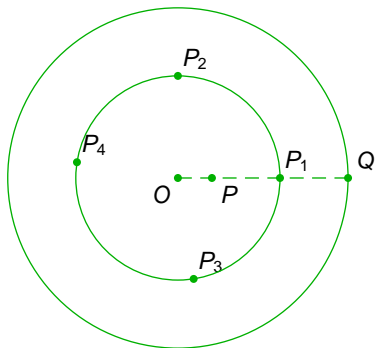
Annulus at  $P$  is MWA, contradiction



# Proof — cont.

## Theorem

Each circle touches at least 2 points



## Proof.

Suppose to contrary.

Case I — *Out* touches one point:

*Out* touches  $Q$ , *In* —  $P_i$

- none of  $P_i$  is on  $OQ$
- $P_1$  is on  $OQ$



$$|OP| + |PP_i| > |OP_i| = |OP| + |PP_1|$$

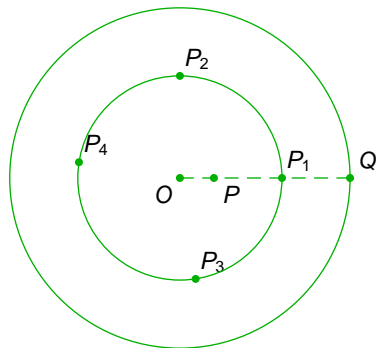
Annulus at  $P$  is MWA, contradiction



# Proof — cont.

## Theorem

Each circle touches at least 2 points



## Proof.

Suppose to contrary.

Case I — *Out* touches one point:

*Out* touches  $Q$ , *In* —  $P_i$

- none of  $P_i$  is on  $OQ$
- $P_1$  is on  $OQ$



$$|OP| + |PP_i| > |OP_i| = |OP| + |PP_1|$$

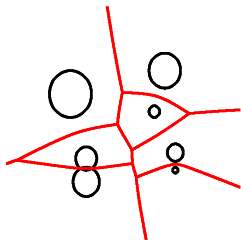
Annulus at  $P$  is MWA, contradiction

Case II (*In* touches 1 point) — similar



# MWA of Disks in the Plane

Nearest Voronoi  
is replaced by the  
**Apollonius diagram**



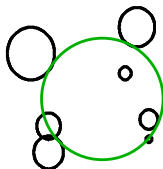
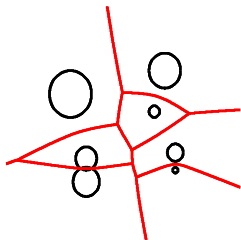
$$\delta(x, d_i) = \|x - c_i\| - r_i$$



# MWA of Disks in the Plane

Nearest Voronoi  
is replaced by the  
**Apollonius diagram**

Farthest Apollonius  
diagram is not good  
in this case



$$\delta(x, d_i) = \|x - c_i\| - r_i$$

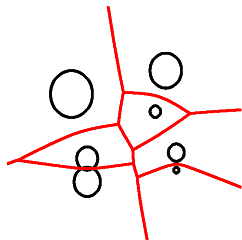
We need to consider  
the farthest point of  
the disk from a point



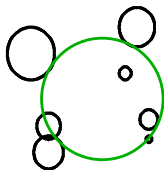


# MWA of Disks in the Plane

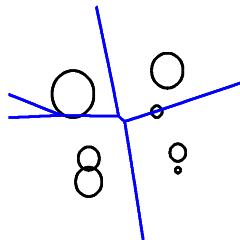
Nearest Voronoi is replaced by the **Apollonius diagram**



Farthest Apollonius diagram is not good in this case



**Farthest-Point Farthest-Site** VD replaces the farthest VD



$$\delta(x, d_i) = \|x - c_i\| - r_i$$

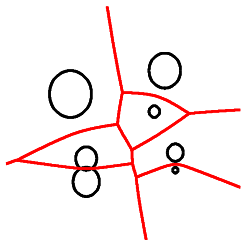
We need to consider the farthest point of the disk from a point

$$\delta(x, d_i) = \|x - c_i\| + r_i$$

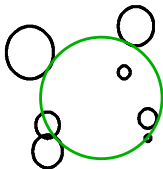


# MWA of Disks in the Plane

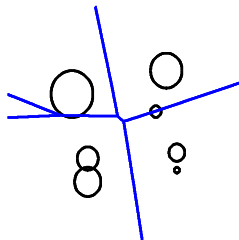
Nearest Voronoi is replaced by the **Apollonius diagram**



Farthest Apollonius diagram is not good in this case



**Farthest-Point Farthest-Site** VD replaces the farthest VD



$$\delta(x, d_i) = \|x - c_i\| - r_i$$

We need to consider the farthest point of the disk from a point

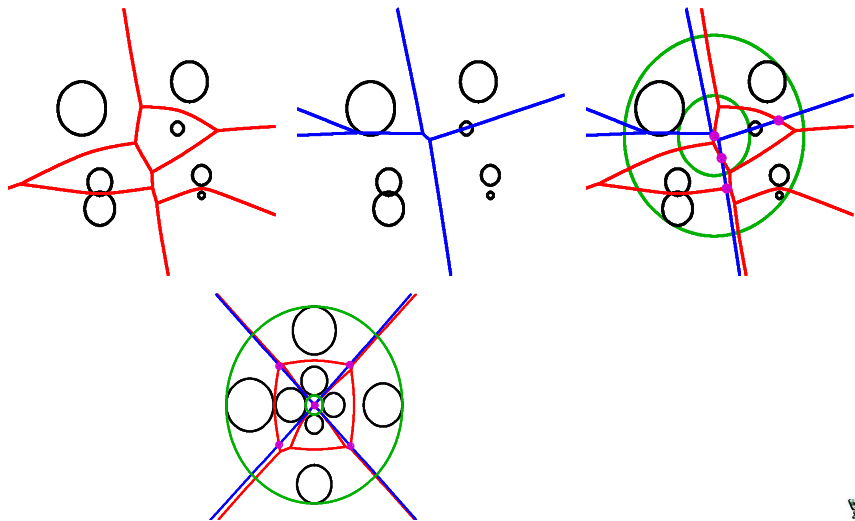
$$\delta(x, d_i) = \|x - c_i\| + r_i$$

**Farthest-point farthest-site is a farthest-site Apollonius with negative radii and was easily produced using our framework**



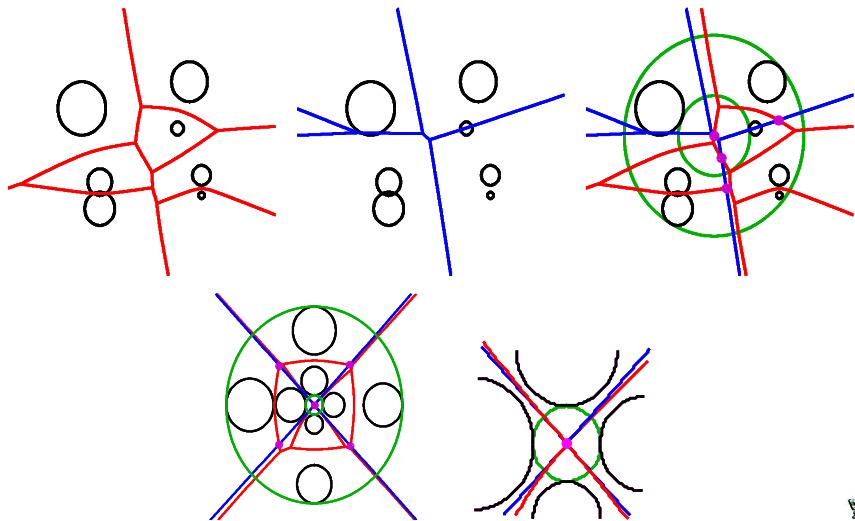
# MWA of Disks in the Plane

Cont.



# MWA of Disks in the Plane

Cont.



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and at the TAU project page:

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