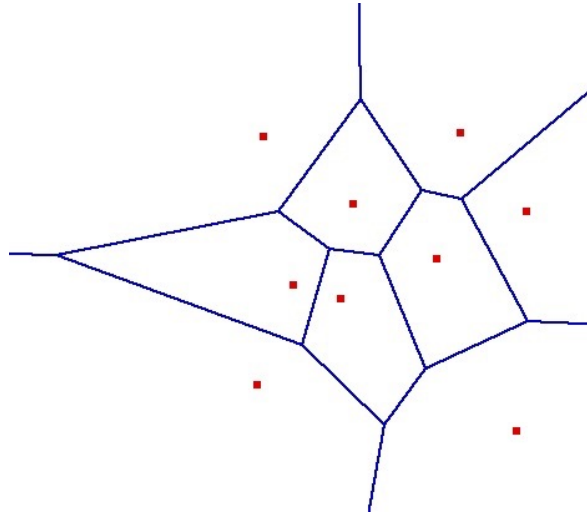


# Computational Geometry



## *Voronoi Diagrams and Their Applications*

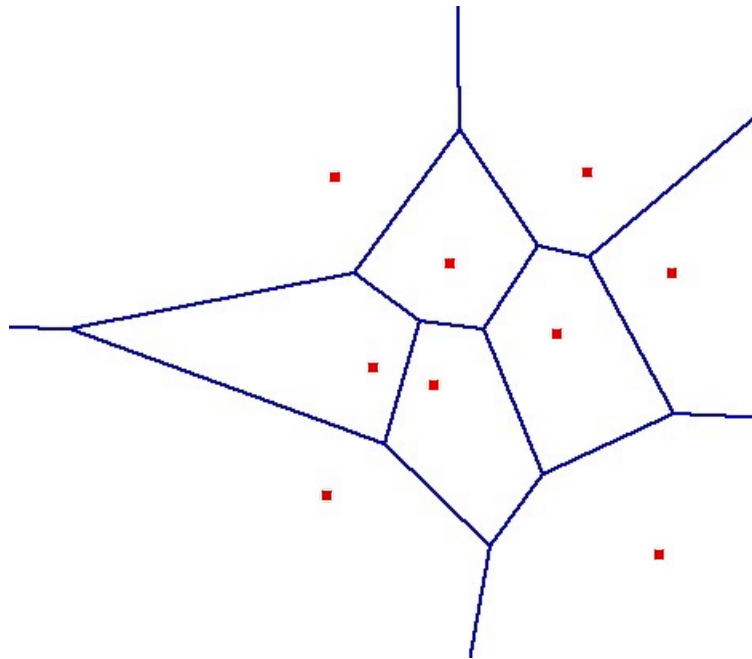
**Michael Goodrich**

with slides from Carola Wenk and Rodrigo I. Silveira

# Voronoi Diagram

## (Dirichlet Tessellation)

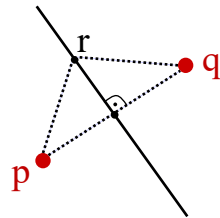
- **Given:** A set of point sites  $P = \{p_1, \dots, p_n\} \subseteq R^2$
- **Voronoi cell:** Partition  $R^2$  into Voronoi cells  
 $V(p_i) = \{q \in R^2 \mid d(p_i, q) < d(p_j, q) \text{ for all } j \neq i\}$
- **Voronoi diagram:** The planar subdivision obtained by removing all Voronoi cells from  $R^2$ .



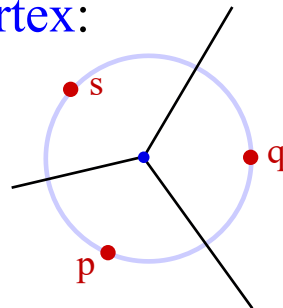
# Bisectors

- Voronoi edges are portions of bisectors
- For two points  $p$ ,  $q$ , the bisector  $b(p, q)$  is defined as

$$b(p, q) = \{r \in R^2 \mid d(p, r) = d(q, r)\}$$



- Voronoi vertex:

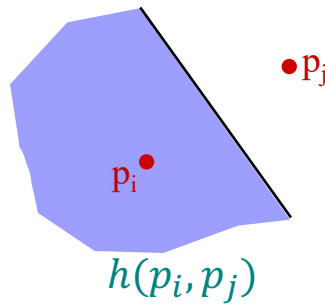


# Voronoi cell

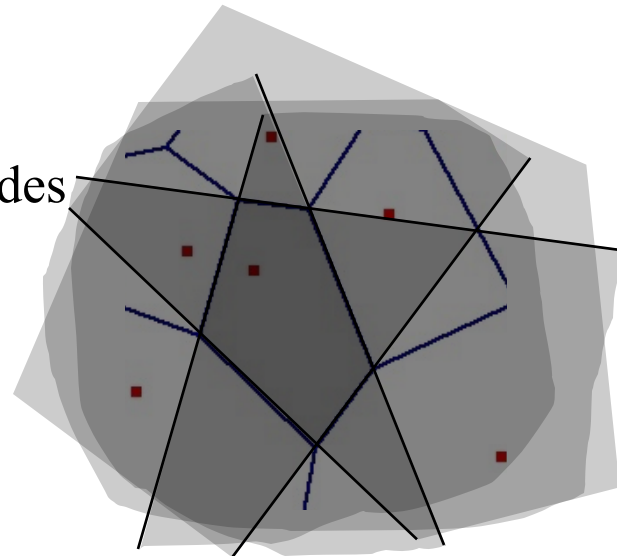
- Each Voronoi cell  $V(p_i)$  is convex and

$$V(p_i) = \bigcap_{\substack{p_j \in P \\ j \neq i}} h(p_i, p_j),$$

where  $h(p_i, p_j)$  is the halfspace that is defined by bisector  $b(p_i, p_j)$  and that contains  $p_i$



$\Rightarrow$  A Voronoi cell has at most  $n - 1$  sides



# Voronoi Diagram

The Voronoi diagram is a planar, embedded, connected graph with vertices, edges (possibly infinite), and faces (possibly infinite).

- **Theorem:** Let  $P = \{p_1, \dots, p_n\} \subseteq \mathbb{R}^2$ . Let  $n_v$  be the number of vertices in  $VD(P)$  and let  $n_e$  be the number of edges in  $VD(P)$ . Then

$$n_v \leq 2n - 5, \text{ and}$$

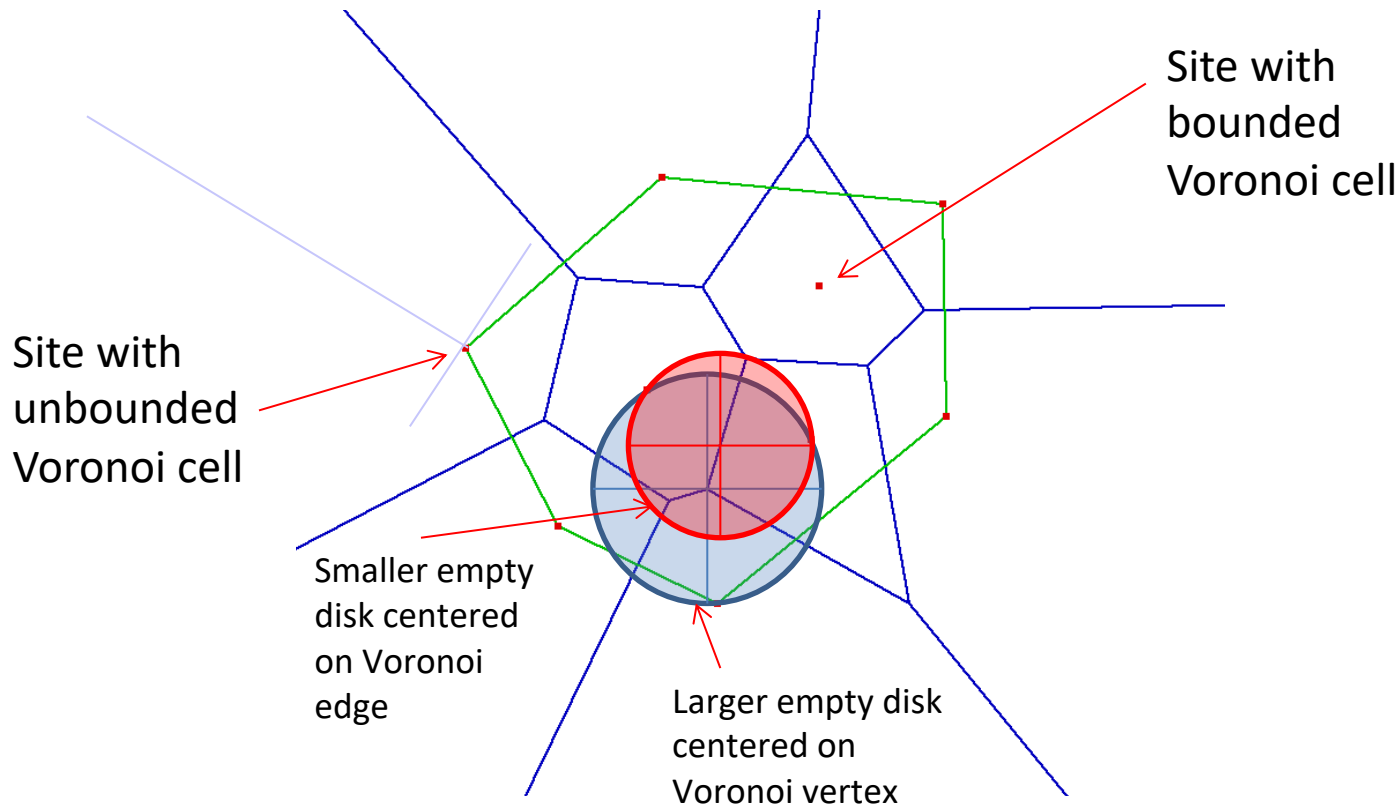
$$n_e \leq 3n - 6$$

Add vertex at  
infinity

**Proof idea:** An application of Euler's formula  $n_v + 1 - n_e + n = 2$  with “=” because the planar graph is connected, and  $2n_e = \sum_{v \in V} \deg(v) \geq 3(n_v + 1)$ .

# Properties

1. A Voronoi cell  $V(p_i)$  is unbounded iff  $p_i$  is on the convex hull of the sites.
2.  $v$  is a Voronoi vertex iff it is the center of an empty circle (disk) that passes through three sites.

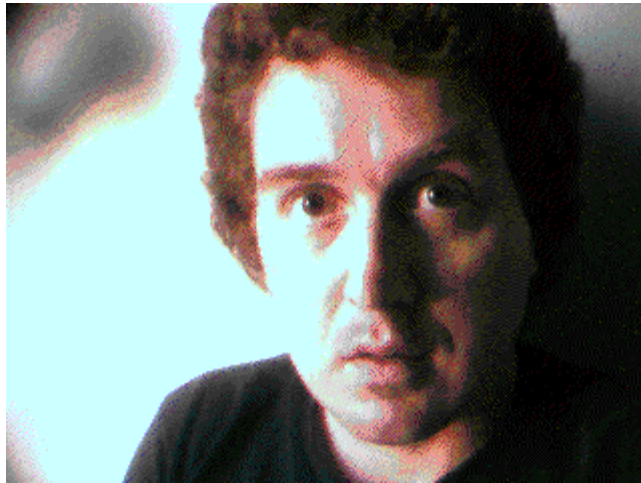


# Applications of Voronoi Diagrams

- Nearest neighbor queries:
  - Sites are post offices, restaurants, gas stations
  - For a given query point, locate the nearest point site in  $O(\log n)$  time  
→ point location
- Closest pair computation:
  - Naïve  $O(n^2)$  algorithm; sweep line algorithm in  $O(n \log n)$  time
  - Each site and the closest site to it share a Voronoi edge  
→ Check all Voronoi edges (in  $O(n)$  time)
- Facility location: Build a new gas station (site) where it has minimal interference with other gas stations
  - Find largest empty disk and locate new gas station at center
  - If center is restricted to lie within  $CH(P)$  then the center has to be on a Voronoi edge

# What can you do with a Voronoi diagram?

- All sort of things!

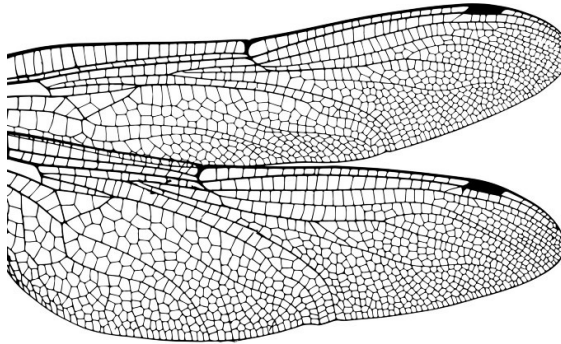
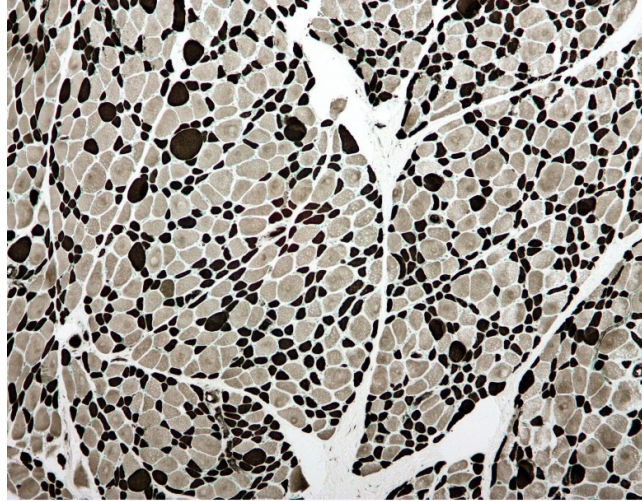


**Source:** <http://www.ics.uci.edu/~eppstein/vorpic.html>



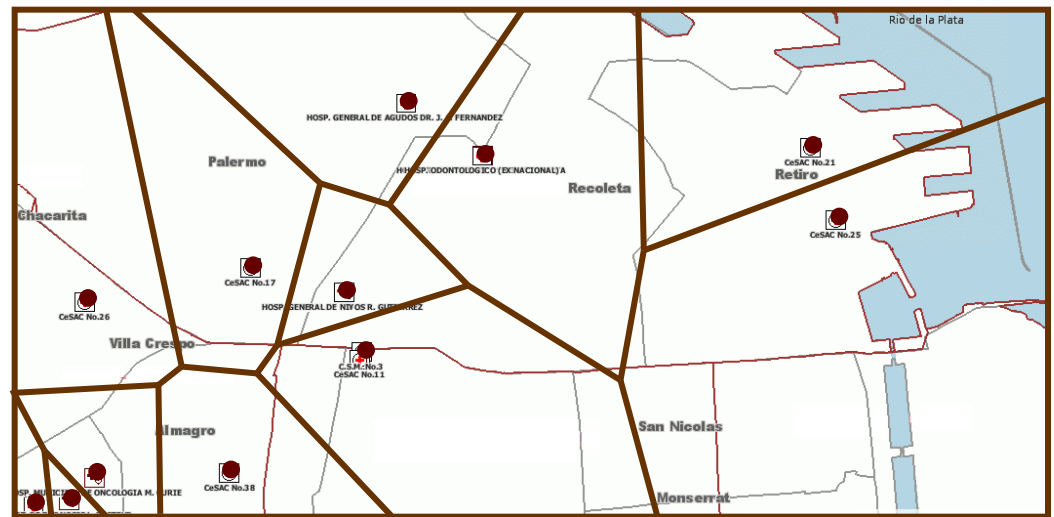
# Voronoi Diagrams in Nature

- Models for territories, spreading, or growth
- From top-left to bottom-right:
  - muscle cross-section
  - giraffes coat patterns
  - wings of a dragonfly
  - garlic bulb
  - corn cob
  - jackfruits



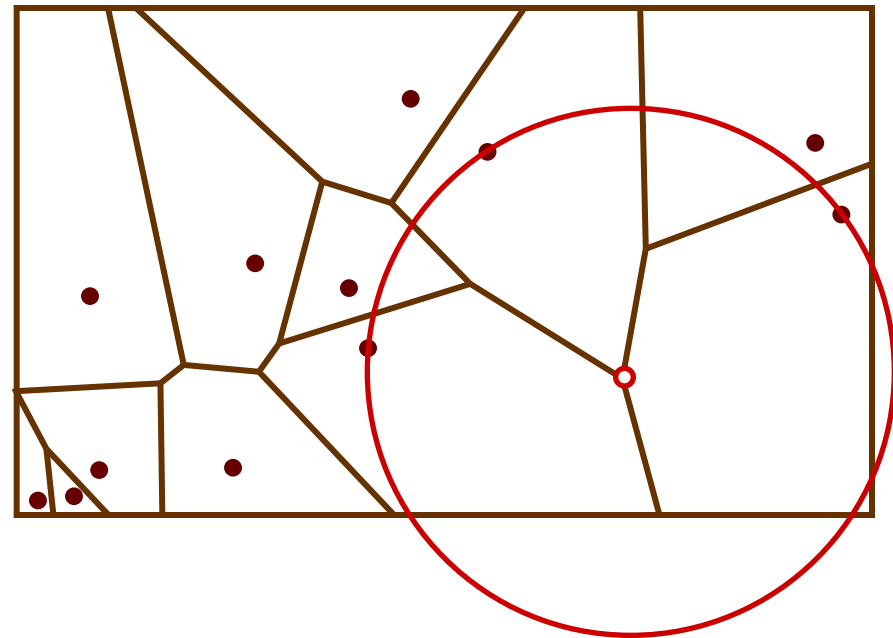
# What other useful things can you do with a Voronoi diagram?

- Already mentioned a few applications
  - Find nearest... hospital, restaurant, gas station,...



# Facility location

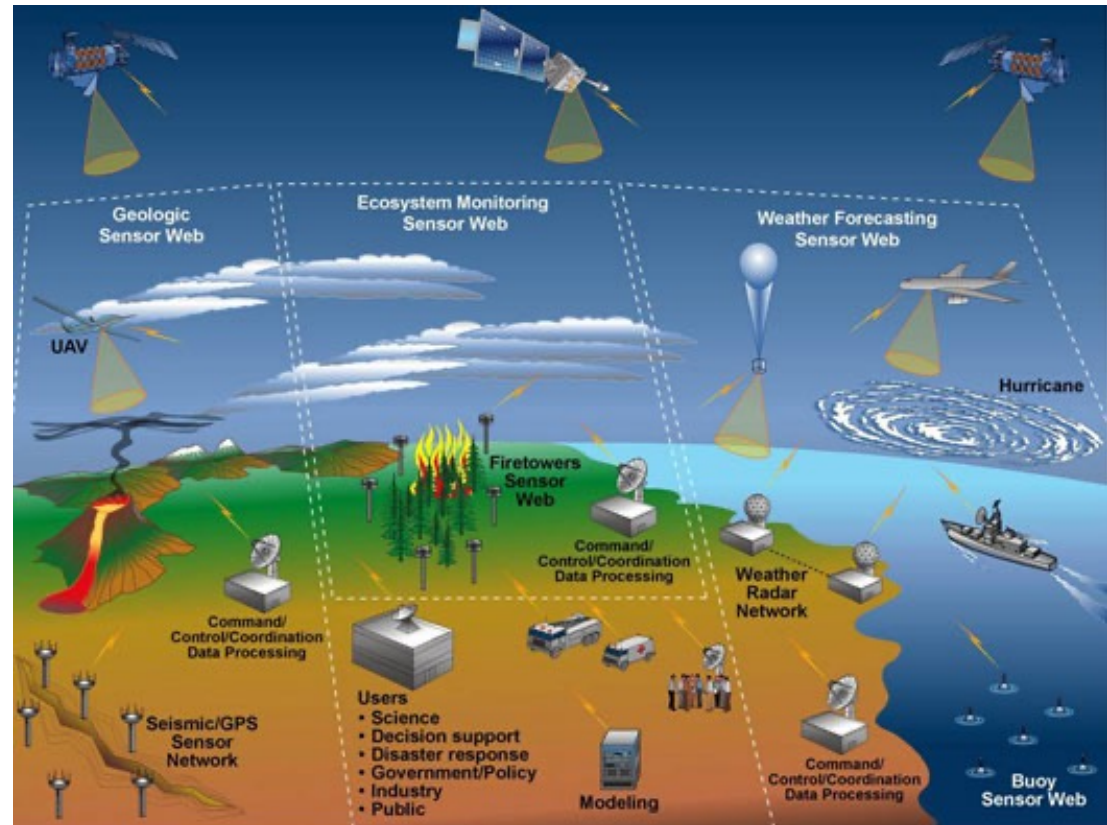
- Determine a location to maximize distance to its “competition”
- Find **largest empty circle**
- Must be centered at a vertex of the Voronoi diagram
- diagram





# Coverage in sensor networks

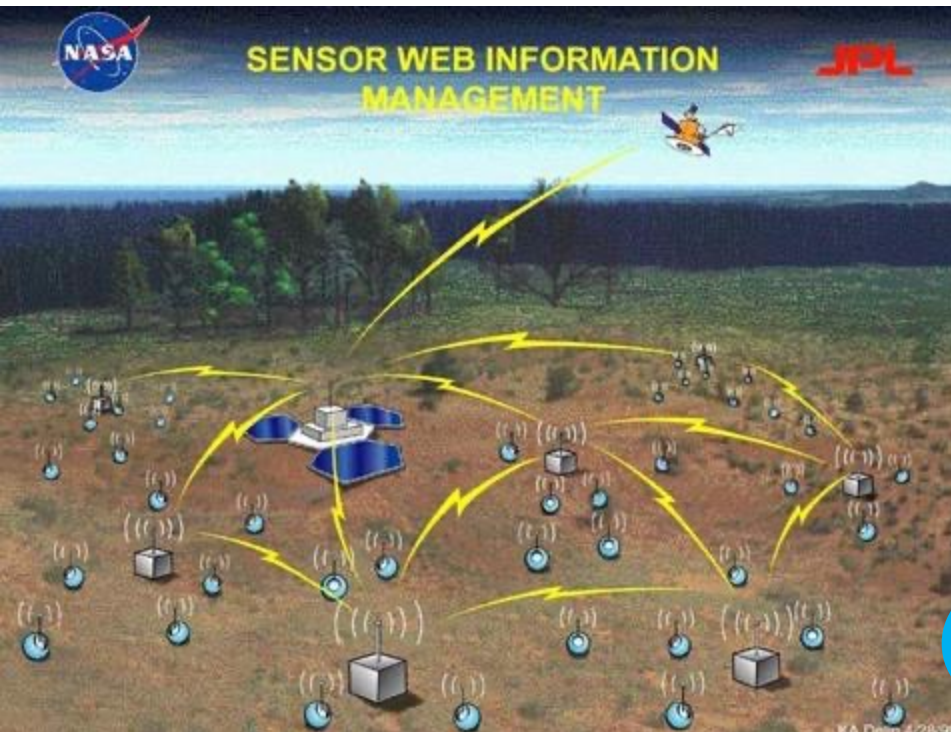
- Sensor network
  - Sensors distributed in an area to monitor some condition



Source: [http://seamonster.jun.alaska.edu/lemon/pages/tech\\_sensorweb.html](http://seamonster.jun.alaska.edu/lemon/pages/tech_sensorweb.html)

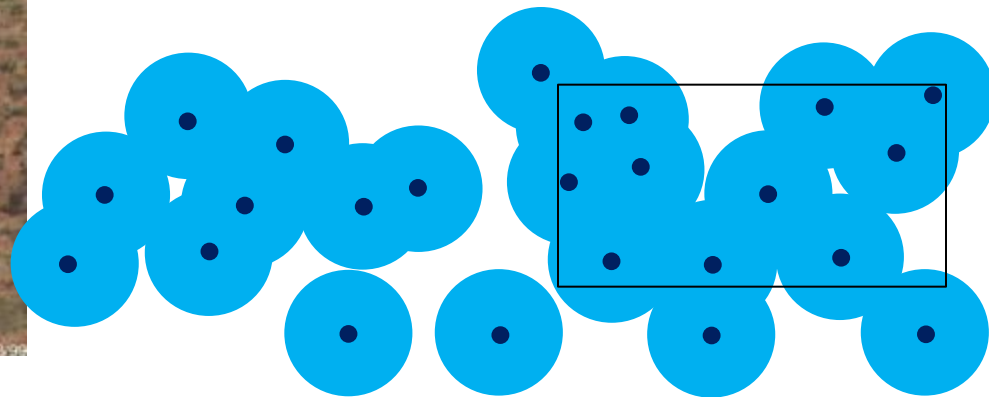
# Coverage in sensor networks

- Given: locations of sensors
- Problem: Do they cover the whole area?



Assume sensors have a fixed coverage range

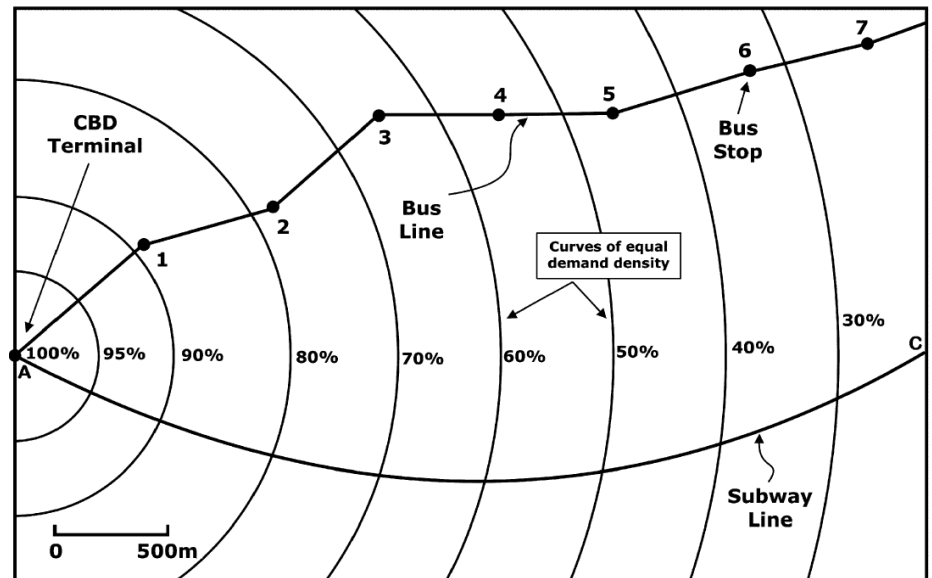
Solution: Look for largest empty disk, check its radius



# Building metro stations

- Where to place stations for metro line?
  - People commuting to CBD terminal

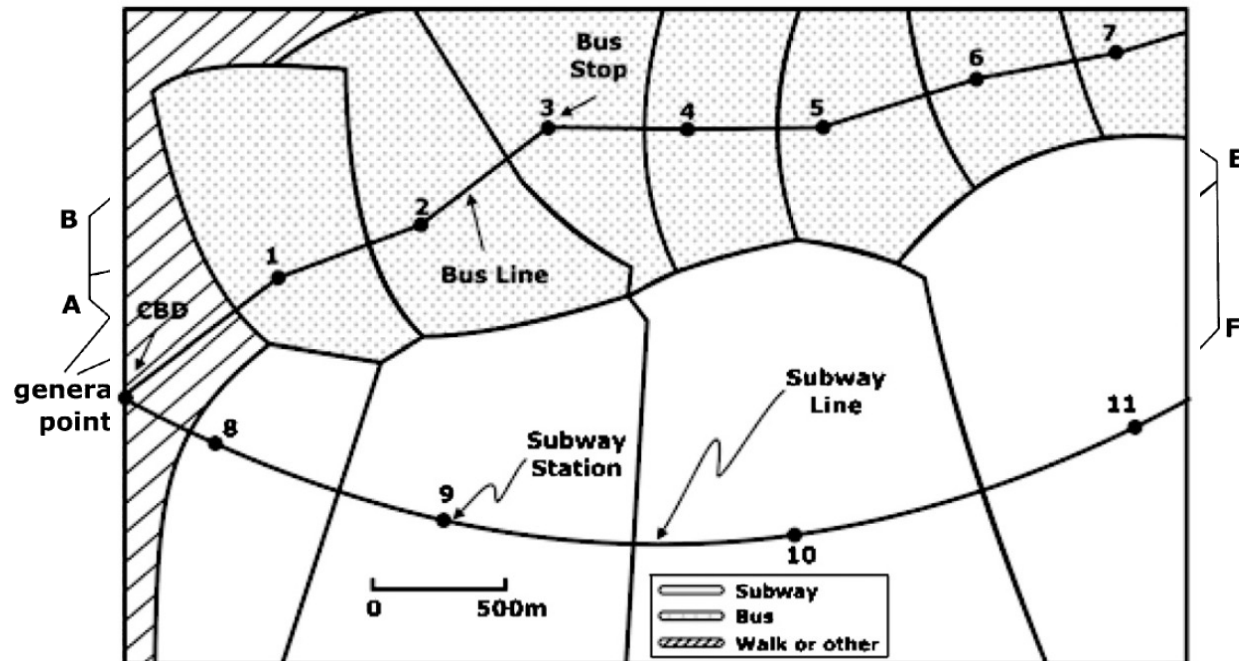
- People can also
  - Walk
    - 4.4 km/h +
    - 35% correction
  - Take bus
    - Some avg speed



Source: Novaes et al (2009). DOI:10.1016/j.cor.2007.07.004

# Building metro stations

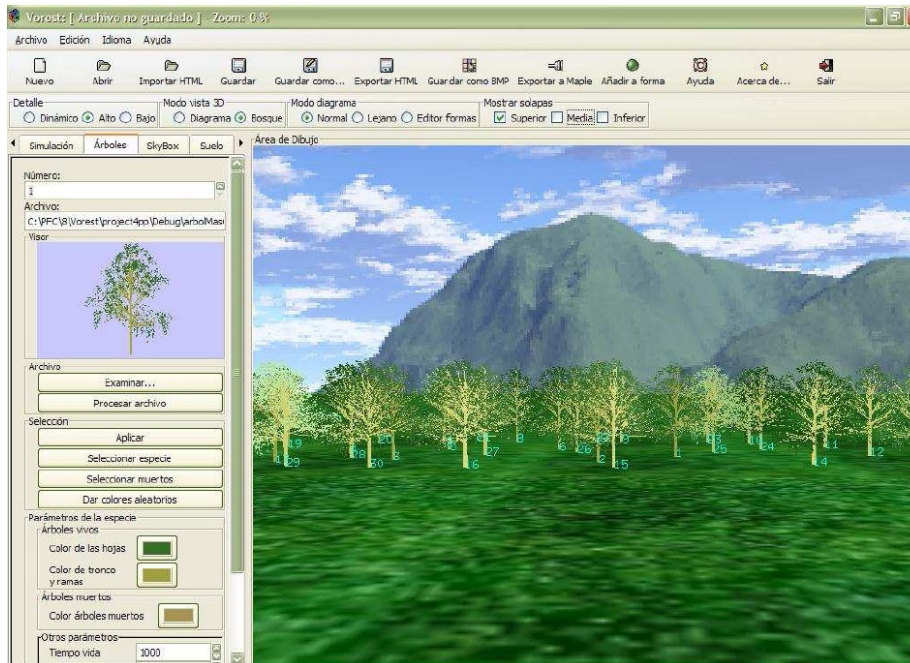
- Weighted Voronoi Diagram
  - Distance function is not Euclidean anymore
  - $\text{dist}_w(p, \text{site}) = (1/w) \text{dist}(p, s)$



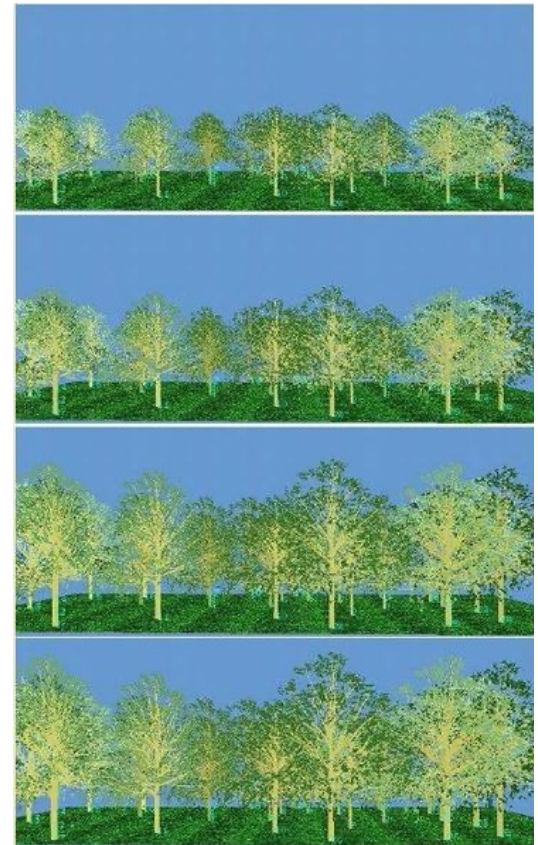


# Forestral applications

- VOREST: Simulating how trees grow



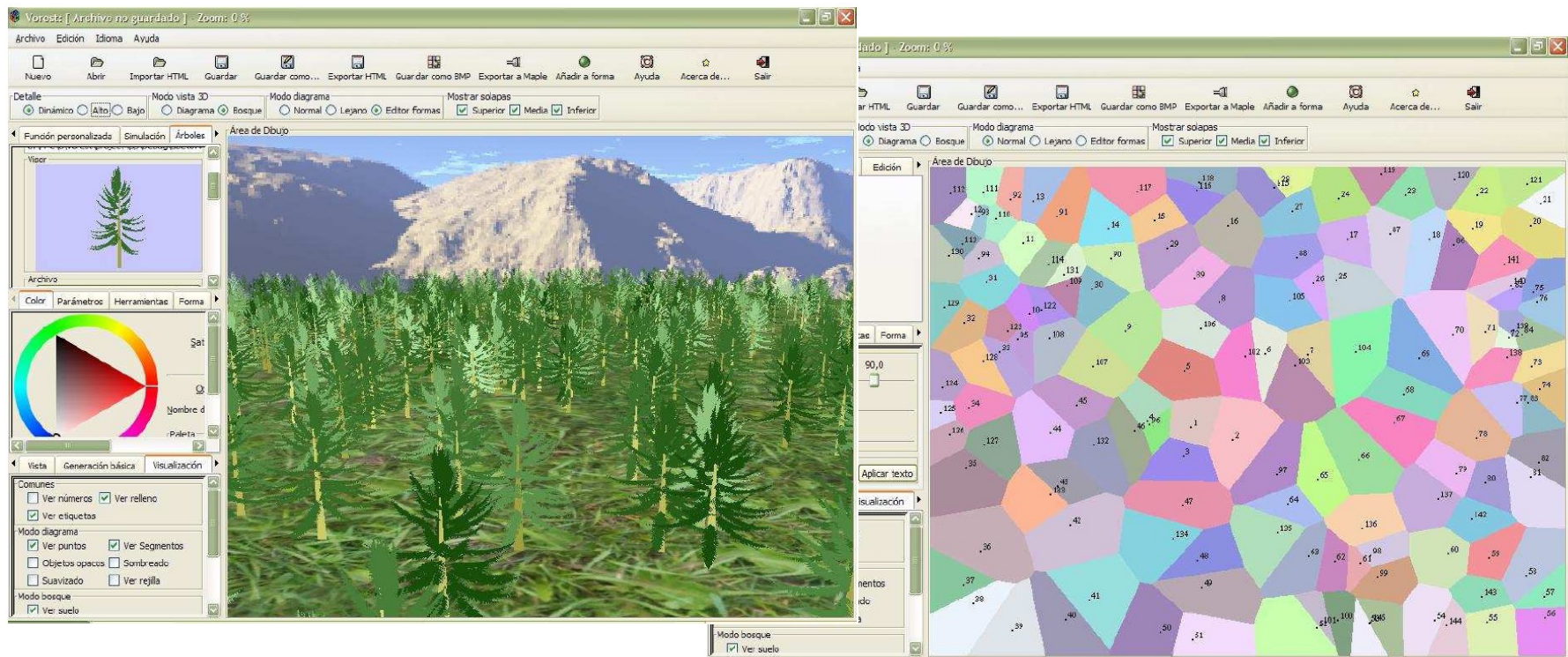
More info: <http://www.dma.fi.upm.es/mabellanas/VOREST/>





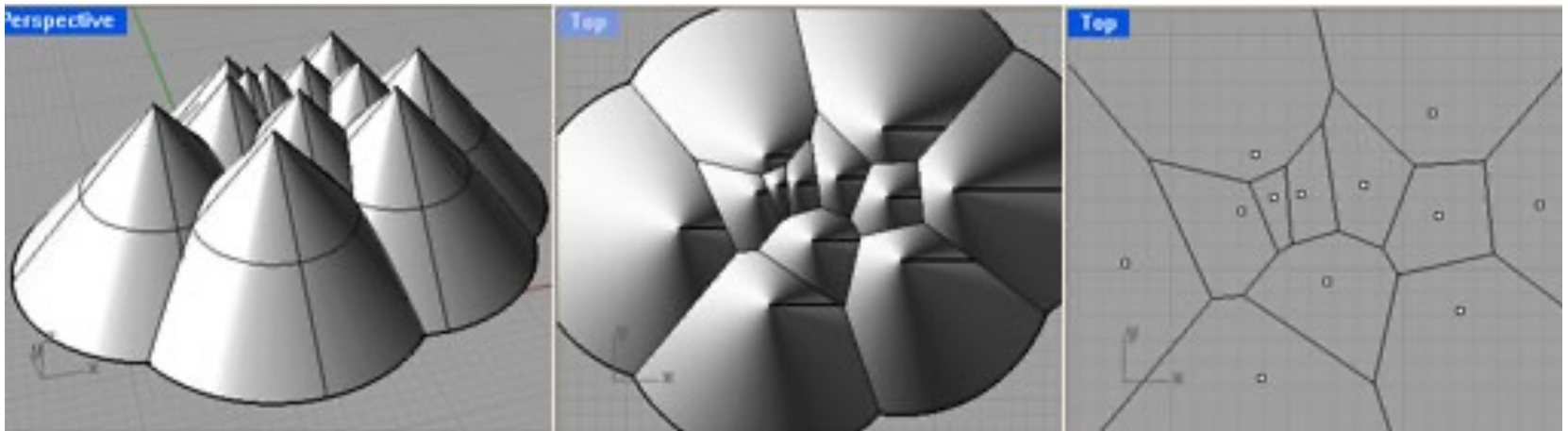
# Simulating how trees grow

- The growth of a tree depends on how much “free space” it has around it



# Lower envelopes of cones

- Alternative definition of Voronoi diagram:
  - 2D projection of lower envelope of distance cones centered at sites

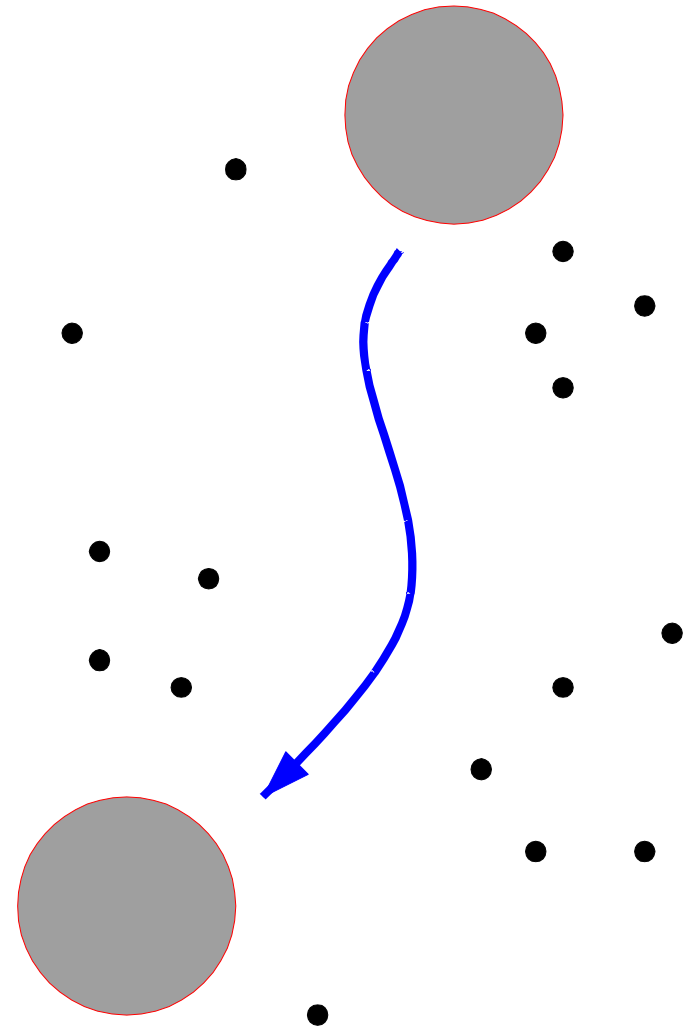


# Robot motion planning

- Move robot amidst obstacles



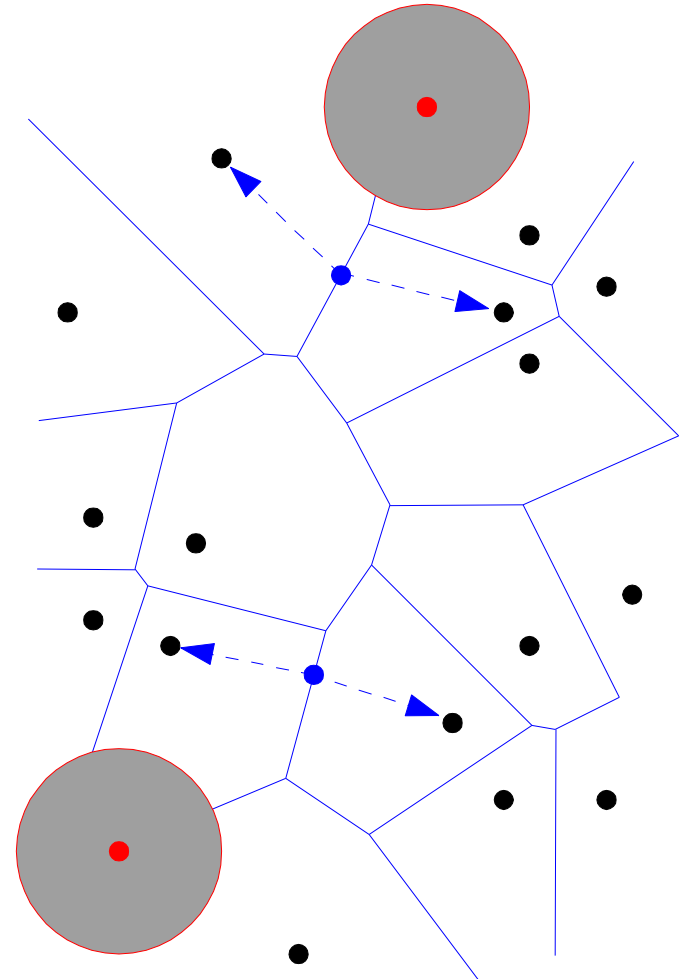
- Can you move a disk (robot) from one location to another avoiding all obstacles?



Most figures in this section  
are due to Marc van Kreveld

# Robot motion planning

- Observation: we can move the disk if and only if we can do so on the edges of the Voronoi diagram
  - edges are (locally) as far as possible from sites



# Robot motion planning

- General strategy
  - Compute Voronoi diagram of obstacles
  - Remove edges that get too close to sites
    - i.e. on which robot would not fit
  - Locate starting and end points
  - Move robot center along VD edges
- This technique is called retraction

