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*Published in:*

Voronoi Diagrams in Science and Engineering, 2007. ISVD '07. 4th International Symposium on

*Link to article, DOI:*

[10.1109/ISVD.2007.37](https://doi.org/10.1109/ISVD.2007.37)

*Publication date:*

2007

*Document Version*

Publisher's PDF, also known as Version of record

[Link back to DTU Orbit](#)

*Citation (APA):*

Anton, F., Mioc, D., & Gold, C. (2007). The Voronoi diagram of circles made easy. In Voronoi Diagrams in Science and Engineering, 2007. ISVD '07. 4th International Symposium on (pp. 15-24). IEEE. DOI: 10.1109/ISVD.2007.37

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# The Voronoi diagram of circles made easy

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## Abstract

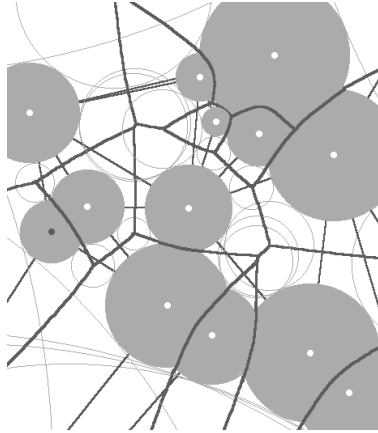
*Proximity queries among circles could be effectively answered if the Delaunay graph for sets of circles could be computed in an efficient and exact way. In this paper, we first show a necessary and sufficient condition of connectivity of the Voronoi diagram of circles. Then, we show how the Delaunay graph of circles (the dual graph of the Voronoi diagram of circles) can be computed exactly, and in a much simpler way, by computing the eigenvalues of a two by two matrix.*

## 1. Introduction

The proximity queries among circles could be effectively answered if the Delaunay graph for sets of circles could be computed in an efficient and exact way. This would require the embedding of the Delaunay graph and the location of the query point in that embedded graph. The embedded Delaunay graph and the Voronoi diagram are dual subdivisions of space, which can be stored in a quad-edge data structure [GS85]. The generalisations of Voronoi diagrams correspond to extending the possible sites from points to other geometric objects [Auren88]. Generalisations of the Voronoi di-

agram involving circles are the additively weighted Voronoi diagram [AKM02] and the Voronoi diagram for circles (set of sites comprising circles, see Figure 1.1) [KKS01b, KKS01a]. The definition of the weighted Voronoi diagram differs from the definition of the ordinary one in that the Euclidean distance is replaced by a weighted distance. The weighted distance between a point and a generator is the Euclidean distance between the point and the generator minus the weight of the generator, but since it must be a distance, it is not defined in the interior of the weight circles (circles centred on a generator and of radius the weight of the generator). The certified computation of the Voronoi diagram of spheres has been addressed in [GR03]. In 1995, Anishchik and Medvedev [AM95] were the first to provide the solution for Apollonius problem in 3D.

The exact computation of the Additively Weighted Voronoi diagram has not been addressed until Anton et al. [AKM02]. In their independent work, Karavelas and Emiris [EK06, KE03] provided several exact predicates for achieving the same “in-circle/orientation/edge-conflict-type/difference of radii” test as we do in a single conflict locator presented in this paper. Their work is more limited in scope than ours, because they compute the Additively Weighted Voronoi di-



**Figure 1.1. The Voronoi diagram (hyperbolas), the Delaunay graph (straight edges) and the empty circumcircles of circles produced by this algorithm**

agram (or Apollonius diagram) rather than the Voronoi diagram of circles, and they assume the circles never intersect (they mention this assumption could be lifted, but they provide no justification), and they also assume no three circles can have a common tangent, or equivalently, no empty circle has infinite radius. We do not take such an assumption, and by using Gröbner bases, we can check whether the empty circle is a straight line. The approach adopted in [EK06, KE03] is also more complex than ours, because they compute exactly not only the Delaunay graph, but also the Additively Weighted Voronoi diagram. Indeed, only the exact computation of the Delaunay graph of circles is required for practical applications, because the Delaunay graph gives the topology of circles. Finally, our approach is much simpler, because we obtain the output of the predicate (in fact a Delaunay graph conflict locator) by computing the sign of the eigenvalues of a simple two by two matrix.

## 2. Preliminaries

Voronoi diagrams are irregular tessellations of the space, where space is continuous and structured by discrete objects [Auren88]. Sites were points for the first historical Voronoi diagrams, but in this paper we will explore sets of circles. We will recall now the formal definitions of the Voronoi diagram and of the Delaunay graph of cir-

cles. For this purpose, we need to recall some basic definitions. Let  $\mathcal{C} = \{C_1, \dots, C_N\}$  be the set of generators or sites, with all the  $C_i$  being circles in  $\mathbb{R}^2$ . Let  $p_i$  be the centre of  $C_i$  and  $r_i$  be the radius of  $C_i$ . Let the distance  $d(M, C_i)$  between a point  $M$  and a circle  $C_i$  be the Euclidean distance between  $M$  and the closest point on  $C_i$  from  $M$ , i.e.  $d(M, C_i) = |\delta(M, p_i) - r_i|$ , where  $\delta$  is the Euclidean distance between points.

**Definition 2.1.** (Influence zone) For  $c_i, c_j \in \mathcal{C}, c_i \neq c_j$ , the *influence zone*  $D(c_i, c_j)$  of  $c_i$  with respect to  $c_j$  is:  $D(c_i, c_j) = \{x \in M | d(x, c_i) < d(x, c_j)\}$ .

**Definition 2.2.** (Voronoi region) The *Voronoi region*  $V(c_i, \mathcal{C})$  of  $c_i \in \mathcal{C}$  with respect to the set  $\mathcal{C}$  is:  $V(c_i, \mathcal{C}) = \bigcap_{c_j \in \mathcal{C}, c_j \neq c_i} D(c_i, c_j)$ .

**Definition 2.3.** (Voronoi diagram) The *Voronoi diagram* of  $\mathcal{C}$  is the union  $V(\mathcal{C}) = \bigcup_{c_i \in \mathcal{C}} \partial V(c_i, \mathcal{C})$  of all region boundaries (see example on Figure 1.1).

**Definition 2.4.** (Delaunay graph) The *Delaunay graph*  $DG(\mathcal{C})$  of  $\mathcal{C}$  is the dual graph of  $V(\mathcal{C})$  defined as follows:

- the set of vertices of  $DG(\mathcal{C})$  is  $\mathcal{C}$ ,
- for each edge of  $V(\mathcal{C})$  that belongs to the common boundary of  $V(c_i, \mathcal{C})$  and of  $V(c_j, \mathcal{C})$  with  $c_i, c_j \in \mathcal{C}$  and  $c_i \neq c_j$ , there is an edge of  $DG(\mathcal{C})$  between  $c_i$  and  $c_j$  and reciprocally, and
- for each vertex of  $V(\mathcal{C})$  that belongs to the common boundary of  $V(c_{i_1}, \mathcal{C}), \dots, V(c_{i_4}, \mathcal{C})$ , with  $\forall k \in \{1, \dots, 4\}, c_{i_k} \in \mathcal{C}$  all distinct, there exists a complete graph  $K_4$  between the  $c_{i_k}, k \in \{1, \dots, 4\}$ , and reciprocally.

The one-dimensional elements of the Voronoi diagram are called Voronoi edges. The points of intersection of the Voronoi edges are called Voronoi vertices. The exact computation of the Delaunay graph is important for two reasons. By exact computation, we mean a computation whose output is correct. First, unlike the Voronoi diagram, the Delaunay graph is a discrete structure, and thus it does not lend itself to approximations. Second, the inaccurate computation of this Delaunay graph can induce inconsistencies within this graph, which may cause a program that updates this graph to crash. This is particularly true for the randomised incremental algorithm for the

construction of the Voronoi diagram of circles. In order to maintain the Delaunay graph after each addition of a circle, we need to detect the Delaunay triangles that are not empty any longer, and we need to detect which new triangles formed with the new circle are empty, and thus valid. The algorithm that certifies whether the triangle of the Delaunay graph whose vertices are 3 given circles is empty (i.e. does not contain any point of a given circle in its interior) or not empty is used for checking which old triangles are not empty any longer and which new triangles formed with the new circle are empty, and thus valid. This algorithm is called the “*Delaunay graph conflict locator*” in the remainder of this paper.

When the old triangles are checked, its input is a 4-tuple of circles, where the first three circles define an old triangle, and the fourth circle is the new circle being inserted. When the new triangles are checked, its input is also a 4-tuple of circles, where the first three circles define a new triangle, the first two circles being linked by an existing Delaunay edge, and the fourth circle forms an old Delaunay triangle with the first two circles. Its output is the list of all the Voronoi vertices corresponding to the 1-dimensional facets of the Delaunay graph having the first 3 circles as vertices whose circumcircles contain a point of the fourth circle in their interior, and a value that certifies the presence of each Voronoi vertex in that list. The fact that a circumcircle (the circle that is externally tangent to three given circles) is not empty is equivalent to the triangle formed by those three circles being not Delaunay, and this is called a conflict. Thus, it justifies the name of “*Delaunay graph conflict locator*”. In the context of the ordinary Voronoi diagram of points in the plane, the concept that is analogous to the Delaunay graph conflict locator is the *Delaunay graph predicate*, which certifies whether a triangle of the Delaunay triangulation is such that its circumcircle does not contain a given point.

The exact knowledge of the Delaunay graph for circles may sound like a purely theoretical knowledge that is not central in practical applications. This is not always the case in some applications. These applications include material science, metallography, spatial analyses and VLSI layout. The Johnson-Mehl tessellations (which generalise the Voronoi diagram of circles) play a central role in the Kolmogorov-Johnson-Mehl-Avrami [Kol37] nucleation and growth kinetics

theory. The exact knowledge of the neighbourliness among molecules is central to the prediction of the formation of particle aggregates. In metallography, the analysis of precipitate sizes in aluminium alloys through Transmission Electronic Microscopy [Des03, Section 1.2.2] provides an exact measurement of the cross sections of these precipitates when they are “rodes” with a fixed number of orientations [Des03, Section 1.2.2].

### 3. Conditions for the Delaunay graph of circles

In this section, we will examine how the Delaunay graph conflict locator can be used to maintain the Voronoi diagram of circles in the plane as those circles are introduced one by one. Finally, we will give a necessary and sufficient condition for the connectivity of the Voronoi diagram of circles in the projective plane that has a direct application in the representation of spatial data at different resolutions. Knowing the Voronoi diagram  $V(\mathcal{C})$  of a set  $\mathcal{C} = \{c_1, \dots, c_m\} \subset \mathbb{R}^2$  of at least two circles ( $m > 1$ ) and its embedded Delaunay graph  $DG(\mathcal{C})$  stored in a quad-edge data structure, we would like to get the Voronoi diagram  $V(\mathcal{C} \cup \{c_{m+1}\})$ , where  $c_{m+1}$  is a circle of  $\mathbb{R}^2$ . In all this section, we will say that a circle  $\mathcal{C}$  *touches* a circle  $c_i$  if, and only if,  $\mathcal{C}$  is tangent to  $c_i$  and no point of  $c_i$  is contained in the interior of  $\mathcal{C}$ .

The Voronoi edges and vertices of  $V(\mathcal{C})$  may or may not be present in  $V(\mathcal{C} \cup \{c_{m+1}\})$ . Each new Voronoi vertex  $w$  induced by the addition of  $c_{m+1}$  necessarily belongs to two Voronoi edges of  $V(\mathcal{C})$ , because two of the three closest circles to  $w$  necessarily belong to  $\mathcal{C}$ . The new Voronoi edges induced by the addition of  $c_{m+1}$  will clearly connect Voronoi vertices of  $V(\mathcal{C})$  to new Voronoi vertices induced by the addition of  $c_{m+1}$  or new Voronoi vertices between themselves. Any of these later Voronoi edges  $e'$  must be incident to one of the former Voronoi edges at each extremity of  $e'$  (because the Voronoi vertex at each extremity of  $e'$  belongs to only one new Voronoi edge, i.e.  $e'$ ). Any of the former Voronoi edges  $e$  must be a subset of a Voronoi edge of  $V(\mathcal{C})$ , since  $e$  must be a new Voronoi edge between circles of  $\mathcal{C}$  (otherwise the Voronoi vertex belonging to  $V(\mathcal{C})$  at one of the extremities of  $e$  by the definition of  $e$  would be a new Voronoi vertex). Thus, to get  $V(\mathcal{C} \cup \{c_{m+1}\})$ , we need to know which Voronoi vertices and edges of  $V(\mathcal{C})$  will not be present in  $V(\mathcal{C} \cup \{c_{m+1}\})$ , which Voronoi edges of  $V(\mathcal{C})$  will be shortened

in  $V(\mathcal{C} \cup \{c_{m+1}\})$  and which new Voronoi edges will connect new Voronoi vertices between themselves.

We can test whether each Voronoi vertex  $v$  of  $V(\mathcal{C})$  will be present in  $V(\mathcal{C} \cup \{c_{m+1}\})$ . Let us suppose that  $v$  is a Voronoi vertex of  $c_i, c_j$  and  $c_k$ .  $v$  will remain in  $V(\mathcal{C} \cup \{c_{m+1}\})$  if, and only if, no point of  $c_{m+1}$  is contained in the interior of the circle centred on  $v$  that touches  $c_i, c_j$  and  $c_k$ . This is a sub-problem of the Delaunay graph conflict locator that can be tested by giving  $c_i, c_j, c_k$  and  $c_{m+1}$  as input to the Delaunay graph conflict locator, and then retain only the solutions where the Voronoi vertex is  $v$ . We can test whether each Voronoi edge  $e$  of  $V(\mathcal{C})$  will be present in  $V(\mathcal{C} \cup \{c_{m+1}\})$ . Let us suppose that  $e$  is a locus of points having  $c_i$  and  $c_j$  as closest circles.  $e$  will disappear entirely from  $V(\mathcal{C} \cup \{c_{m+1}\})$  if, and only if, a point of  $c_{m+1}$  is contained in the interior of each circle centred on  $e$  and touching  $c_i, c_j$  and each common neighbour  $c_k$  to  $c_i$  and  $c_j$  in  $DG(\mathcal{C})$  in turn. This can be tested by giving  $c_i, c_j, c_k$  and  $c_{m+1}$  as input to the Delaunay graph conflict locator and then retaining only the solutions where the Voronoi vertex belongs to  $e$ .  $e$  will be shortened (possibly inducing one or more new Voronoi edges) in  $V(\mathcal{C} \cup \{c_{m+1}\})$  if, and only if, there exists Voronoi vertices of  $c_i, c_j$  and  $c_{m+1}$  on  $e$  and there is no point of any common neighbour  $c_k$  to  $c_i$  and  $c_j$  in  $DG(\mathcal{C})$  in the interior of a circle centred on  $e$  and touching  $c_i, c_j$  and  $c_{m+1}$ . The centre of each one of such circles will be a new Voronoi vertex in  $V(\mathcal{C} \cup \{c_{m+1}\})$ . This can be tested by giving  $c_i, c_j, c_{m+1}$  and  $c_k$  as input to the Delaunay graph conflict locator and then retaining only the solutions where the Voronoi vertex belongs to  $e$ .

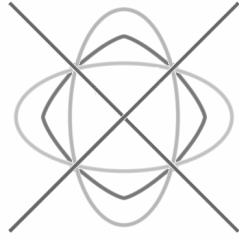
The Delaunay graph conflict locator is sufficient to maintain the Voronoi diagram of circles. Tests might be limited to edges and vertices on the boundaries of the Voronoi regions  $V(c_i, \mathcal{C}), c_i \in \mathcal{C}$  that intersect  $c_{m+1}$  and of the Voronoi regions  $V(c_j, \mathcal{C}), c_j \in \mathcal{C}$  adjacent to a Voronoi region  $V(c_i, \mathcal{C})$ . Indeed, a point (and thus a circle) can steal its Voronoi region only from the Voronoi region it belongs to and the adjacent Voronoi regions. We will finish this section with a necessary and sufficient condition for the connectivity of the Voronoi diagram of circles in the projective plane. This result allows the characterisation of dangling edges in the Delaunay graph corresponding to the presence of closed edges in the Voronoi diagram. In order to proceed, let us recall some notations used in point

set topology: let  $\bar{s}$  denote the closure of  $s$ , and  $\overset{\circ}{s}$  denote the interior of  $s$  in the sense of the point set topology in  $\mathbb{R}^2$ . Note that if  $s$  bounds a closed domain then the interior of  $s$  is meant to be the interior of the closed domain bounded by  $s$ .

**Proposition 3.1.** (Connectivity of the Voronoi diagram in the plane) *The Voronoi diagram  $V(\mathcal{C})$  of a set  $\mathcal{C} = \{c_1, \dots, c_m\} \subset \mathbb{R}^2$  of at least two circles ( $m > 1$ ) considered in  $\mathbb{P}^2$  is not connected if, and only if, there exist a subset  $I$  of  $[1, \dots, m]$  and one index  $j$  of  $[1, \dots, m]$  such that  $\forall i \in I, c_i \subset \overset{\circ}{c}_j$  and  $\forall k \in [1, \dots, m] \setminus I, \bar{c}_i \cap \bar{c}_k = \bar{c}_j \cap \bar{c}_k = \emptyset$ .*

*Proof.* If: Assume there exist a subset  $I$  of  $[1, \dots, m]$  and one index  $j$  of  $[1, \dots, m]$  such that  $\forall i \in I, c_i \subset \overset{\circ}{c}_j$  and  $\forall k \in [1, \dots, m] \setminus I, \bar{c}_i \cap \bar{c}_k = \bar{c}_j \cap \bar{c}_k = \emptyset$ . Let  $c_l \in \mathcal{C}$  with  $l \in [1, \dots, m] \setminus I$ . Let  $S = \bigcup_{i \in I} c_i$ . Since  $S \subset \overset{\circ}{c}_j$ , any circle touching both a  $c_i, i \in I$  and  $c_j$  must be contained in  $\bar{c}_j$ . Since  $\bar{S} \cap \bar{c}_l = \bar{c}_j \cap \bar{c}_l = \emptyset$ , no circle can touch each of an  $c_i, i \in I, c_j$  and  $c_l$ . Thus, there is no point that has a  $c_i, i \in I, c_j$  and  $c_l$  as nearest neighbours. Thus, there is no Voronoi vertex of a  $c_i, i \in I, c_j$  and  $c_l$ . Since there is no Voronoi vertex of a  $c_i, i \in I, c_j$  and an  $c_l$  with  $l \in [1, \dots, m] \setminus I$ , there are no Voronoi vertices on the bisector of  $S$  and  $c_j$ . Since  $\bar{S} \cap \bar{c}_l = \bar{S} \cap \bar{c}_l = \emptyset$ , any circle centred on the bisector of  $S$  and  $c_j$  and touching both  $S$  and  $c_j$  does not intersect any circle  $c_k$  with  $k \in [1, \dots, m] \setminus I$ . Thus, the bisector of  $S$  and  $c_j$  is contained in  $V(\mathcal{C})$ . Since  $c_j$  is connected and  $S \subset \overset{\circ}{c}_j$ , the bisector of  $S$  and  $c_j$  is a closed curve. Thus, the Voronoi diagram of  $\mathcal{C}$  is not connected in  $\mathbb{P}^2$ .

Only if: Assume the Voronoi diagram of  $\mathcal{C}$  is not connected in  $\mathbb{P}^2$ . Then,  $V(\mathcal{C})$  has at least two connected components. Thus, at least one of these connected components does not have points at infinity. Let us consider the connected component (let us call it  $C_1$ ) that does not have points at infinity. Since  $C_1$  is composed of Voronoi edges (a one-dimensional component of the Voronoi diagram, which is also the locus of points having two nearest circles), each edge in  $C_1$  must end at either a Voronoi vertex or a point at infinity. Since  $C_1$  does not have any point at infinity, all Voronoi edges in  $C_1$  connect Voronoi vertices. Thus  $C_1$  is a network of vertices and edges linking those vertices. The regions that this network defines are Voronoi regions. Let  $\mathcal{D}$  be the union of the closure of those Voronoi regions.  $\mathcal{D}$  is a closed set by its definition. Let us consider now the circles



**Figure 3.1. The relative position with respect to the bisector must be constant**

$c_l, l \in L$  whose Voronoi regions are contained in  $\mathcal{D}$ . Let  $S = \bigcup_{l \in L} c_l$ . Thus  $S$  is a union of circles. We will now consider  $S$  as a circle instead of each one of the  $c_l, l \in L$ . The influence zone of  $S = \bigcup_{l \in L} c_l$  is clearly  $\overset{\circ}{\mathcal{D}}$ , because the influence zone of a union of circles is clearly the closure of the union of the Voronoi regions of those circles. Let  $e = \partial \mathcal{D}$ . It is a portion of the bisector of  $S$  and another circle. Let us call it  $c_j$ . If not all the bisector of  $S$  and  $c_j$  was contained in  $V(\mathcal{C})$ , then  $e$  would end at Voronoi vertices (a point on the Voronoi diagram has at least two closest circles) or the point at infinity, a contradiction with  $e$  not being connected. Thus, the bisector of  $S$  and of  $c_j$  is contained in  $V(\mathcal{C})$ , and it is equal to  $e$ . By the definition of  $e$ ,  $e$  must be a closed curve. Assume the positions of  $S$  and  $c_j$  with respect to  $e$  are not always the same. Then,  $S$  and  $c_j$  must intersect. The bisector of  $S$  and  $c_j$  must have two branches near the intersection points (see Figure 3.1). Since  $e$  is a closed curve and  $S$  is contained in the interior of  $e$ ,  $c_j$  must be closed, and the other branches must be unbounded (a contradiction with  $e$  not being connected in  $\mathbb{P}^2$ ). Thus, the positions of  $S$  and  $c_j$  with respect to  $e$  are always the same along  $e$ . Since  $c_j$  is connected,  $S$  is contained in the interior of  $e$  and the positions of  $S$  and  $c_j$  with respect to  $e$  are always the same along  $e$ ,  $S \subset \overset{\circ}{c_j}$ . Since  $e$  is the bisector of  $S$  and  $c_j$  and belongs to  $V(\mathcal{C})$ , any circle centred on  $e$  and touching both  $S$  and  $c_j$  does not intersect any circle  $c_k$  with  $k \in [1, \dots, m] \setminus I$ . Thus,  $\forall k \in [1, \dots, m] \setminus I, \overline{c_i} \cap \overline{c_k} = \overline{c_j} \cap \overline{c_k} = \emptyset$ .  $\square$

The only cases of disconnected (considered in  $\mathbb{P}^2$ ) Voronoi diagrams correspond to one or more sites (circles) contained in the interior of another site. This property has a direct application in Geographic Information Systems. When the same re-

gion  $\mathcal{R}$  bounded by a circle  $S$  is represented at different scales, the representation of the details inside  $\mathcal{R}$  does not change the Voronoi diagram outside  $\mathcal{R}$ . The edges of the Delaunay graph corresponding to a disconnected Voronoi diagram (considered in  $\mathbb{P}^2$ ) are respectively dangling edges or cut edges (the Delaunay graph is not bi-connected and removing a cut edge induces two connected components). It is possible to detect if there exists one or more circles  $c_i, i \in I$  contained in the interior of another circle  $c_j$  by checking that there exists no Voronoi vertex of  $c_i, c_j$  and any  $c_k \in \mathcal{C}$  distinct from  $c_i$  and  $c_j$ . This is again a subproblem of the Delaunay graph conflict locator.

#### 4. The Delaunay graph conflict locator for circles

The conflict locator for the Delaunay graph of circles is related to the Apollonius Tenth problem (the circles that are tangent to three given circles are called Apollonius circles).

The motivation for an exact conflict locator lies in the fact that without an exact computation of the Delaunay graph of additively weighted points, some geometric and topologic inconsistencies may appear. This is illustrated with an example. The starting configuration is shown on Figure 4.1. The generators are three circles. The Delaunay graph is drawn in dashed lines. The Apollonius circles tangent to the circles have been drawn in dotted lines. The real configuration after addition of a fourth circle is shown on Figure 4.2. The configuration that might have been computed by an approximate algorithm is shown on Figure 4.3: the difference between real and perceived situations has been exaggerated to show the difference. The old Apollonius circles have been adequately perceived to be invalid with respect to the newly inserted circle. About the new Voronoi vertices, while on the right of the figure two new Voronoi vertices have been identified as valid with respect to their potential neighbours, on the left of the figure, only one Voronoi vertex has been identified as being valid with respect to its potential neighbours. While the new Voronoi edge between the middle and bottom circles can be drawn between the two new Voronoi vertices of the new, middle and bottom circles; the Voronoi edge between the top and the new circles cannot be drawn, because there is no valid Voronoi vertex on the left. There is an inconsistency within the topology: there is one new Voronoi vertex (the Voronoi vertex of the

top new and middle circles) that cannot be linked by a new Voronoi edge to any other new Voronoi vertex and thus, that Voronoi vertex is incident to only two Voronoi edges. This additively weighted Voronoi diagram might have been computed by an approximative algorithm that is not an additively weighted Voronoi diagram. Thus, even if we perturbate the input circles, we will never get this additively weighted Voronoi diagram.

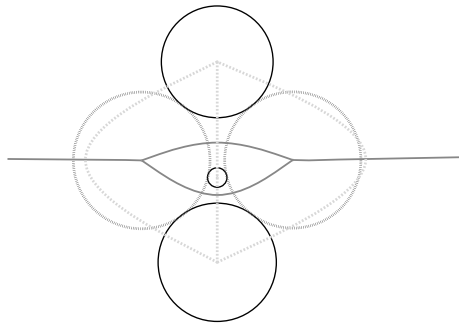


Figure 4.1. The starting configuration

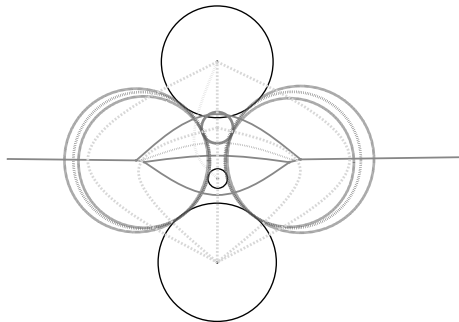


Figure 4.2. The real configuration after addition of the fourth circle (bold weight circle)

We consider the maintenance of the Delaunay graph of circles in an incremental way: we check first the validity of all the old triangles of the Delaunay graph whose vertices are a given triple of circles with respect to a given newly inserted circle. When old triangles are checked, four circles  $C_1, C_2, C_3$  and  $C_4$  are given: the first three are supposed to define one or more triangles in the Delaunay graph, and the last one is the newly inserted circle. Let  $(x_i, y_i)$  be the coordinates of  $p_i$  for  $i = 1, 2, 3, 4$ . There are two possible outcomes to the above test of validity. Either

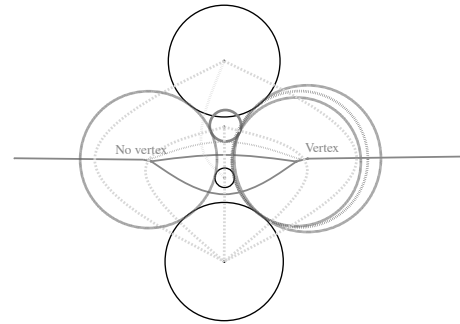


Figure 4.3. The configuration computed by an approximate algorithm

the triangles are valid with respect to the newly inserted weighted point and the triangles remain in the new Delaunay graph, or there is at least one triangle that is not valid with respect to the newly inserted weighted point and these triangles will not be present in the Delaunay graph any longer. We also need to check the validity of new triangles  $C_1C_2C_3$  with respect to a circle  $C_4$ , where  $C_1C_2C_4$  is an old Delaunay triangle and  $C_3$  is the newly inserted circle. There are two possible outcomes to this test of validity. Either the triangles formed with an old Delaunay edge  $C_1C_2$  and the newly inserted weighted point  $C_3$  are valid with respect to any circle  $C_4$ , where  $C_1C_2C_4$  is an old Delaunay triangle, and the triangles will appear in the new Delaunay graph, or there is at least one triangle that is not valid and these triangles will not be added in the Delaunay graph. In both cases, we check the validity of a triangle  $C_1C_2C_3$  with respect to a circle  $C_4$ .

The Apollonius circles of  $C_1, C_2$  and  $C_3$  can be obtained algebraically by computing the common intersection of the three circles  $C'_1, C'_2$  and  $C'_3$  expanding or shrinking from the three first circles  $C_1, C_2$  and  $C_3$  all with the same absolute value of the rate. The common unsigned expansion of the first three circles is denoted by  $r$ . The coordinates of the intersection  $I$  of  $C'_1, C'_2$  and  $C'_3$  are denoted  $(x, y)$ . The circle  $C''$  centred on  $(x, y)$  and of radius  $r$  is tangent to the first three circles. Thus, the Apollonius circles are the solutions of one of the eight following systems (I) of three quadratic equations in three unknowns  $x, y, r$ :

$$\begin{cases} (x - x_1)^2 + (y - y_1)^2 - (r_1 \pm r)^2 = 0 \\ (x - x_2)^2 + (y - y_2)^2 - (r_2 \pm r)^2 = 0 \\ (x - x_3)^2 + (y - y_3)^2 - (r_3 \pm r)^2 = 0 \end{cases} .$$

By replacing  $r$  by  $-r$  in one of the preceding systems of equations, we still get another one of the preceding systems of equations. Thus, let us suppose  $r$  is the signed expansion of  $C_1$ . Then, we can reformulate the preceding systems of equations as the following systems (II) of equations:

$$\begin{cases} (x - x_1)^2 + (y - y_1)^2 - (r_1 + r)^2 = 0 \\ (x - x_2)^2 + (y - y_2)^2 - (r_2 \pm r)^2 = 0 \\ (x - x_3)^2 + (y - y_3)^2 - (r_3 \pm r)^2 = 0 \end{cases}$$

Now let us consider for each system (II) the set  $X$  of solutions of the system (II) in  $\mathbb{C}^3$ .

Subtracting one of the equations from the remaining two results in a system of 2 linear equations, from which  $x$  and  $y$  may be expressed as linear functions of  $r$ . Substitution in the first equation then leads to a quadratic equation in  $r$ . This means that the unknown quantities  $x, y, r$  can be expressed with quadratic radicals as functions of the given centres and radii for each one of the systems of equations above. Though the simplest thing to do now would be to compute the two Voronoi vertices and use their computed coordinates and corresponding signed expansion in the computation of the values certifying the output of the Delaunay graph conflict locator, it is not desirable because this method would not guarantee the topology of the Voronoi diagram of circles. To get the exact Delaunay graph conflict locator in a more elegant and generalisable way, we evaluated the values certifying the conflict locator output without relying on the computation of the Voronoi vertices as an intermediary computation. This is done by evaluating the values taken by the polynomial function expressing the relative position of  $C_4$  with respect to  $C''$  on the set of solutions of the system (i.e. the common zeroes of the three polynomials  $c'_1, c'_2$  and  $c'_3$ ). This is possible due to the translation that exists between geometry and algebra.

More specifically, to the geometric set  $X$  of the set of common zeroes of the three polynomials  $c'_1, c'_2$  and  $c'_3$  in  $\mathbb{C}^3$ , we can associate the set of all polynomials vanishing on the points of  $X$ , i.e., the set of polynomials  $f_1 c'_1 + f_2 c'_2 + f_3 c'_3$  where the  $f_i, i = 1, 2, 3$  are polynomials in the three variables  $x, y, r$  with coefficients in  $\mathbb{C}$ . This set is the *ideal* [GP02, Definition 1.3.1]  $\langle c'_1, c'_2, c'_3 \rangle$ . The set of polynomials with coefficients in  $\mathbb{C}$ , forms with the addition and the multiplication of polynomials, a ring: the *ring of polynomials* [GP02, Definition 1.1.3]. A polynomial function  $g(x, y, r)$  on  $\mathbb{C}^3$  is mapped to a polynomial

function on  $X$  if we recursively subtract from  $g$  any polynomial in  $g$  belonging to  $\langle c'_1, c'_2, c'_3 \rangle$  until no monomial in  $g$  can be divided by each one of the lexicographically highest monomials in  $c'_1, c'_2$  and  $c'_3$ . The result of this mapping gives a canonic representative of the remainder of the Euclidean division of the polynomial  $g$  by the polynomials  $c'_1, c'_2$  and  $c'_3$ . The image of the ring of polynomials by this mapping is called the *quotient algebra* [GP02] of the ring of polynomials by the ideal  $\langle c'_1, c'_2, c'_3 \rangle$ . Moreover,  $\langle c'_1, c'_2 - c'_1, c'_3 - c'_1 \rangle = \langle c'_1, c'_2, c'_3 \rangle$ . Finally, if we recursively subtract from  $g$  any polynomial in  $g$  belonging to  $\langle c'_1, c'_2 - c'_1, c'_3 - c'_1 \rangle$  till the only monomials in  $g$  are 1 and  $r$ , we get the same result as the preceding mapping. The polynomials  $c'_1, c'_2 - c'_1, c'_3 - c'_1$  constitute what is called a *Gröbner basis* [GP02, Definition 1.6.1] of the ideal  $\langle c'_1, c'_2, c'_3 \rangle$ .

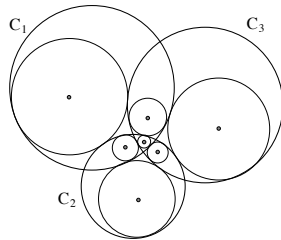
Gröbner bases are used in Computational Algebraic Geometry in order to compute a canonic representative of the remainder of the division of one polynomial by several polynomials generating a given ideal  $I$ . This canonic representative belongs to the quotient algebra of the ring of polynomials by the ideal  $I$ . The Gröbner basis for this system provides a set of polynomials that define uniquely the algebraic relationships between variables for the solutions of the system. The initial (largest with respect to some monomial order [GP02]) monomials of each one of the polynomials of the Gröbner basis form an ideal. The monomials that do not pertain to this ideal form a basis for the representatives of the equivalence class of the remainders of the division of a polynomial by the polynomials of the system in the quotient algebra. These monomials are called standard monomials. For the above Gröbner basis, the standard monomials are 1 and  $r$  if the system has solutions in  $\mathbb{C}^3$ , and only 1, if the system has no solutions in  $\mathbb{C}^3$  (the empty circle is a straight line). If the only standard monomial is 1, we compute the relative position of the fourth circle with respect to the common tangent of the first three circles. The size of this basis equals the *dimension* [GP02, see definition on page 414] of the quotient algebra and the number of solutions of the system counted with their multiplicity [GP02]. In the case of the conflict locator for the additively weighted Voronoi diagram, there are two solutions.

The true Voronoi vertices are not all the solu-



tions of one system of algebraic equations, but a subset of the solutions of four systems of algebraic equations. The solutions of the algebraic equations are the Apollonius circles, whose centres are generalised Voronoi vertices (a concept that was introduced in [Anton04]). We thus need to determine which Apollonius circles centres are potentially true Voronoi vertices (only the real Apollonius circles centres can be true Voronoi vertices). There are four possible determinations of the true Voronoi vertices from Apollonius circles centres of  $C_1$ ,  $C_2$  and  $C_3$ :

**first case** if  $C_1$ ,  $C_2$  and  $C_3$  mutually intersect, then the real circles among the seven Apollonius circles that are not internally tangent to each of  $C_1$ ,  $C_2$  and  $C_3$  correspond to true Voronoi vertices (their centres are true Voronoi vertices, see Figure 4.4), and reciprocally.

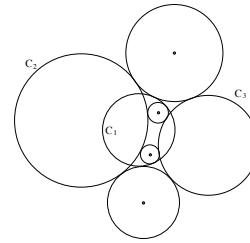


**Figure 4.4. Seven Apollonius circles centres that are true Voronoi vertices (first case)**

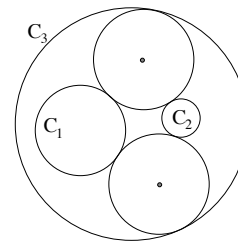
**second case** if one circle (say  $C_1$ ) intersects the two others ( $C_2$  and  $C_3$ ) which do not intersect, then only the real Apollonius circles that are either externally tangent to each of  $C_1$ ,  $C_2$  and  $C_3$ , or internally tangent to  $C_1$  and externally tangent to  $C_2$  and  $C_3$  correspond to true Voronoi vertices (their centres are true Voronoi vertices, see Figure 4.5).

**third case** if two circles (say  $C_1$  and  $C_2$ ) intersect the interior of the third one ( $C_3$ ) and at least one of them (say  $C_1$ ) is contained in the interior of  $C_3$ , then only the real Apollonius circles that are externally tangent to  $C_1$  and  $C_2$  and internally tangent to  $C_3$  correspond to true Voronoi vertices (their centres are true Voronoi vertices, see Figure 4.6).

**fourth case** otherwise (if none of the three situations above apply), only the real Apollonius



**Figure 4.5. Four Apollonius circles centres that are true Voronoi vertices (second case)**



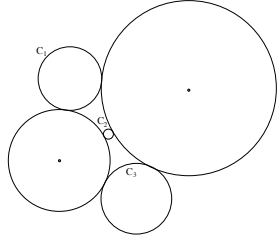
**Figure 4.6. Two Apollonius circles centres that are true Voronoi vertices (third case)**

circles that are externally tangent to  $C_1$ ,  $C_2$  and  $C_3$  correspond to true Voronoi vertices (their centres are true Voronoi vertices, see Figure 4.7).

When the old Delaunay triangles are checked, the case where one circle (say  $C_1$ ) lies in the interior of a second circle (say  $C_2$ ), which lies in the interior of the third circle ( $C_3$ ), or only one circle (say  $C_1$ ) lies within the interior of one of the other ones (say  $C_2$ ) cannot happen because then, there would be no Voronoi vertices and the triangle  $C_1C_2C_3$  would not exist in the Delaunay graph. If we check new triangles, we can check if the situation described just above happens by computing the sign of the determinant of the multiplication matrix for the fourth case.

Now that we have seen the different cases of true Voronoi vertices, we will see how we can test in which case we are and which solutions of the systems of equations (II) described above correspond to true Voronoi vertices.

**first case**  $C_1$ ,  $C_2$  and  $C_3$  mutually intersect if, and only if,  $d(p_1, p_2) - r_1 - r_2 \leq 0$  and



**Figure 4.7. Two Apollonius circles centres are true Voronoi vertices (fourth case)**

$d(p_1, p_3) - r_1 - r_3 \leq 0$  and  $d(p_2, p_3) - r_2 - r_3 \leq 0$ . The computation of this test can be done exactly, since the only variables that are not input to the Delaunay graph conflict locator are the distances, and these distances are expressed by radicals. Indeed, we need to test the sign of the difference of a radical and a number which do not depend on intermediary computations. The true Voronoi vertices are the real solutions of all the systems of equations (II) such that  $r > 0$ .

**second case**  $C_1$  intersects  $C_2$  and  $C_3$ , and  $C_2$  and  $C_3$  have no point of intersection if, and only if,  $d(p_1, p_2) - r_1 - r_2 \leq 0$  and  $d(p_1, p_3) - r_1 - r_3 \leq 0$  and  $d(p_2, p_3) - r_2 - r_3 > 0$ . The computation of this test can be done exactly for the same reasons as the previous case. The true Voronoi vertices are the real solutions of the system of equations:

$$\begin{cases} (x - x_1)^2 + (y - y_1)^2 - (r_1 \pm r)^2 = 0 \\ (x - x_2)^2 + (y - y_2)^2 - (r_2 - r)^2 = 0 \\ (x - x_3)^2 + (y - y_3)^2 - (r_3 - r)^2 = 0 \end{cases}$$

with  $r < 0$ .

**third case**  $C_1$  lies in the interior of  $C_3$  and  $C_2$  intersects the interior of  $C_3$  if, and only if,  $d(p_1, p_3) + r_1 - r_3 < 0$  and  $d(p_2, p_3) - r_2 - r_3 < 0$  and  $(x_1 - x_3)^2 + (y_1 - y_3)^2 - r_3^2 < 0$ . The computation of this test can be done exactly for the same reasons as the previous case. The true Voronoi vertices are the real solutions of the system of equations:

$$\begin{cases} (x - x_1)^2 + (y - y_1)^2 - (r_1 + r)^2 = 0 \\ (x - x_2)^2 + (y - y_2)^2 - (r_2 + r)^2 = 0 \\ (x - x_3)^2 + (y - y_3)^2 - (r_3 - r)^2 = 0 \end{cases}$$

such that  $r > 0$ .

**fourth case** this is the case if all the previous three

tests failed. The true Voronoi vertices are the real solutions of the system of equations:

$$\begin{cases} (x - x_1)^2 + (y - y_1)^2 - (r_1 + r)^2 = 0 \\ (x - x_2)^2 + (y - y_2)^2 - (r_2 + r)^2 = 0 \\ (x - x_3)^2 + (y - y_3)^2 - (r_3 + r)^2 = 0 \end{cases}$$

with  $r > 0$ .

We computed the Gröbner basis of the ideal of  $X$  for each one of the systems (II) encountered. Each one of these Gröbner bases consists of the earlier mentioned quadratic equation in  $r$  and linear equations in  $x, y$  and  $r$  if the system admits solutions in  $\mathbb{C}^3$ . For the above Gröbner basis, the standard monomials are 1 and  $r$  if the system has solutions in  $\mathbb{C}^3$ , and only 1, if the system has no solutions in  $\mathbb{C}^3$  (the empty circle is an infinite circle). If the only standard monomial is 1, we compute the relative position of the fourth circle with respect to the common tangent of the first three circles. Evaluating the signs of a single polynomial ( $g = (x_4 - x)^2 + (y_4 - y)^2 - (r + r_4)^2$ ) taken on the real points of  $X$  allows one to compute the relative position of  $C_4$  with respect to the empty circle of  $C_1, C_2$  and  $C_3$ . We can check for the existence of real solutions by evaluating the sign of the discriminant of the characteristic polynomial. We will suppose the real solutions to the systems (II) have been tested. We need to evaluate the signs taken by both  $g$  and  $r$  on each one of the points of  $X$ . Indeed, we need not only to check the relative position of  $C_4$  with respect to each one of the Apollonius circles, but we need to check the conditions on  $r$ .

We considered the operation of multiplication of polynomials by the polynomial  $g$ , whose sign expresses the relative position of  $C_4$  with respect to  $C''$ . We also considered the operation of multiplication of polynomials by the polynomial  $r$ , whose sign allows one to check whether the solutions correspond to true Voronoi vertices. These operations are linear mappings. The operations of these mappings on the canonic representative of the remainder of the Euclidean division of a polynomial by the three polynomials of the system are also linear mappings that can be expressed by a matrix. We need to be able to associate the signs of the values of  $g$  with the signs of the values of  $r$  taken on the (real) solutions of each system (II). For a given system (II), let  $M_g$  and  $M_r$  be the matrices of the result of the multiplication by  $g$  and by  $r$  respectively on the canonic representative of the remainder of the division of a polynomial by the three polynomials of the system. Since these mul-

tiplication maps commute, it is possible to use the transformation matrix obtained during the computation of the Jordan form of one of these matrices to triangularise the other matrix by a simple multiplication of matrices. Indeed, the computation of the Jordan form for  $M_g$  gives the triangular matrix  $P^{-1}M_gP$  of the Schur form of that matrix where  $P$  is a unitary matrix called the transformation matrix; and  $P^{-1}M_rP$  is triangular. Finally, we can obtain the solutions by reading the diagonal entries in turn in each one of the Jordan forms of these matrices (the diagonal entries of the Jordan form of a matrix are its eigenvalues). The row number on each one of these matrices corresponds to the index of the solution. By evaluating the signs of the diagonal entries in the Jordan forms of  $M_g$  and of  $M_r$  on the same line, we associate the signs of the values of  $g$  with the signs of the values of  $r$  taken on the solutions of each system (II).

## 5. Conclusions

We have provided a predicate for the incremental construction of the Delaunay graph and the Voronoi diagram of circles that amounts to computing the sign of the eigenvalues of a two by two matrix. Unlike other independent research, our work proposes a single predicate that can compute the Delaunay graph even in the case of one circle being entirely in another circle or intersecting circles. We have also provided an application of the Voronoi diagram of circles to the modelling and the visualisation of the growth of crystal aggregates. We have been also working on the Delaunay graph of conics and of semi-algebraic sets (see [Anton04]).

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