

TetGen for TEN Computations

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3D Topo International Top-Up Day

1 Piecewise Linear Complexes

Representation

Validation

2 Constrained Delaunay Tetrahedralizations

Algorithms

Examples

1 Piecewise Linear Complexes

Representation

Validation

2 Constrained Delaunay Tetrahedralizations

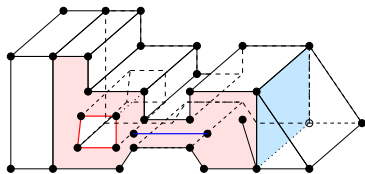
Algorithms

Examples

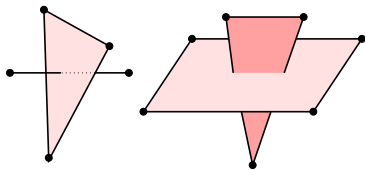
Piecewise Linear Complexes

Definition. A **piecewise linear complex** (PLC) is a collection X of **polytopes** (possibly non-convex) with the following properties:

1. The set X is closed under taking boundaries, i.e., for each $P \in X$ the boundary of P is a union of polytopes in X .
2. X is closed under intersection, i.e., for each $P, Q \in X$ the intersection $P \cap Q$ is a polytope in X .
3. If $\dim(P \cap Q) = \dim(Q)$ then $P \subseteq Q$, and $\dim(P) < \dim(Q)$.

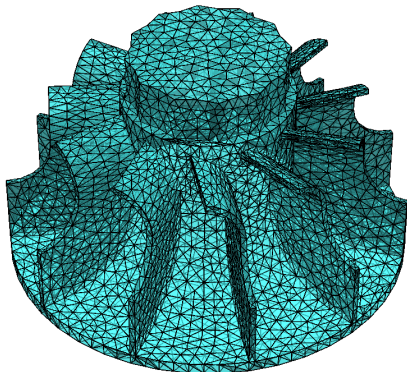
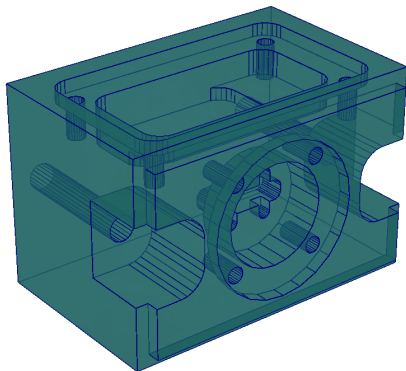


A PLC



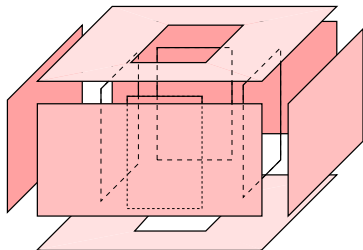
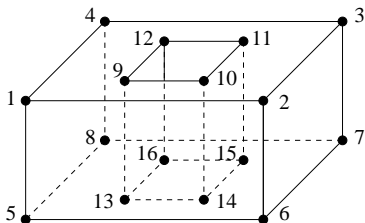
non-PLCs

How to Describe PLCs?

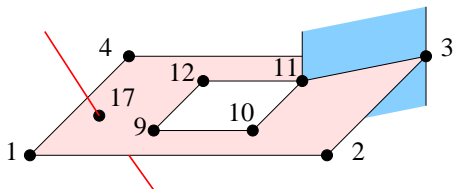


A Simplified B-Rep Description

- ▶ A PLC is described by a list of **vertices** and a list of **facets**.
 - ▶ Each "vertex" contains index, coordinates, attributes, ...
 - ▶ Each "facet" is a list of polygons and holes.



The Facet Description



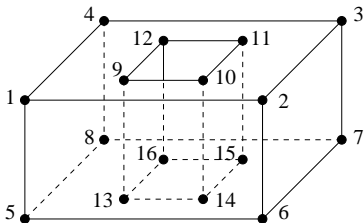
The facet (shown in pink) consists of four polygons and one hole. The polygons are: (1, 2, 3, 4), (9, 10, 11, 12), (11, 3), and (17). The last two polygons are degenerate. The polygon (9, 10, 11, 12) is a hole.

Data File Description (.poly format)

```

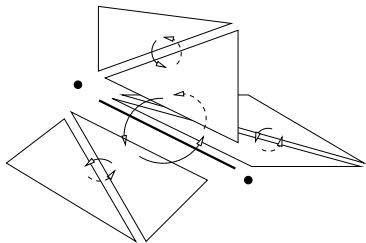
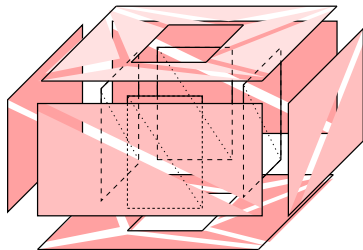
# The list of vertices
16 3 0 0
1 0.0 0.0 0.6 # index, x, y, z
2 1.0 0.0 0.6
3 1.0 1.0 0.6
4 0.0 1.0 0.6
...
# The list of facets
10 0
# The top facet
2 1 0 # 2 polygons, 1 hole, no boundary marker
4 1 2 3 4 # A polygon.
4 9 10 11 12
1 0.5 0.5 0.6 # A hole point
# Other facets
1 0 0
4 1 2 6 5
...
# The list of volume holes
0

```



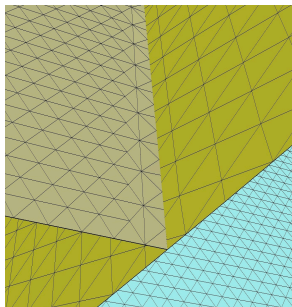
TetGen Internal Representation

- ▷ The boundary of a PLC is stored as a 2D **simplicial complex** \mathcal{F} .
 - ▷ Triangulates each facet separately.
 - ▷ Connects facets through their common boundaries.
- ▷ The **triangle-edge** data structure [Mücke'93] is adapted to represent \mathcal{F} .

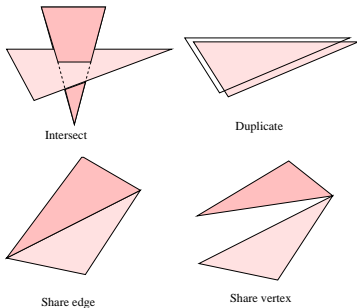


Boundary Self-Intersection Detect

- ▶ The primitive operation is the **triangle-triangle test**. Fast algorithms are known, see [Möller'97], [Guigue'03], etc. However, the implementations are found less robust. Moreover, they generally do not distinguish the **type of intersection**.
- ▶ TetGen has its own triangle-triangle test (the same idea as [Guigue'03]) which reports all types of intersections. The robustness is achieved by using exact floating-point arithmetic.



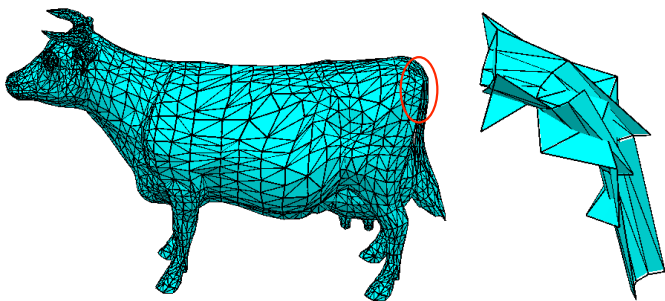
Invalid PLC



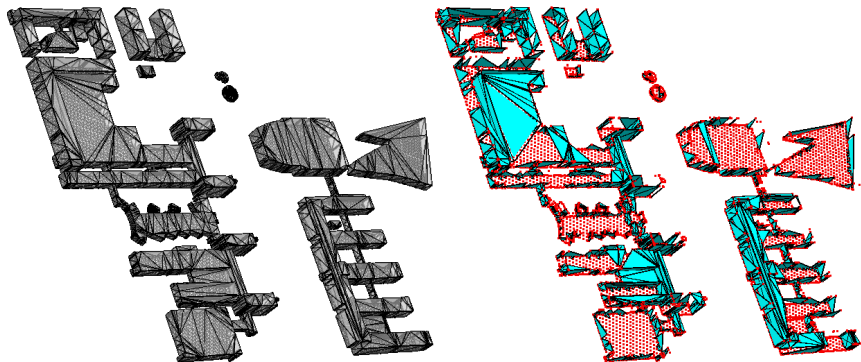
Types of intersection

Self-Intersection Detect Algorithms

- ▶ Goal: given a set of m triangles in 3D, find all pairwise intersected triangles.
- ▶ A trivial approach: test the intersection of triangles by pairs, needs $O(m^2)$ tests.
- ▶ TetGen implemented a hybrid algorithm: initially takes a divide-and-conquer approach and switches to the trivial approach for low number of triangles.
- ▶ This algorithm runs in time $O(m \log m + I^2)$, where I is the largest number of undividable triangles.



Self-intersections in the Campus Model



Open Issues

- ▶ Repair self-intersections (one of the goals of the project).
- ▶ Validate the closeness of the PLC boundary.

1 Piecewise Linear Complexes

Representation

Validation

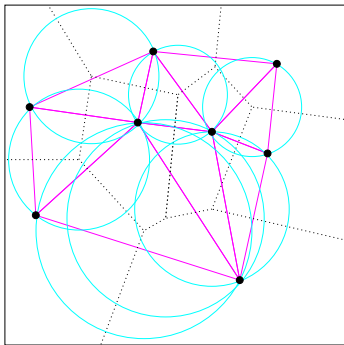
2 Constrained Delaunay Tetrahedralizations

Algorithms

Examples

Delaunay Triangulations

Let S be a set of finite points in \mathbb{R}^d . Any simplex in S is **Delaunay** if it has a circumscribed ball B , such that $\text{int}(B) \cap S = \emptyset$. The **Delaunay triangulation** of S , $\mathcal{D}(S)$, is formed by Delaunay simplices.

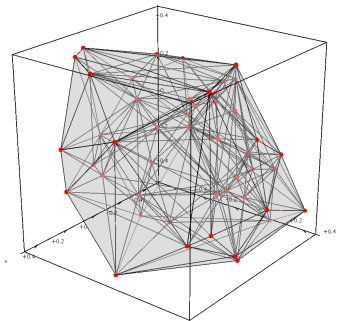


Boris N. Delaunay (1890-1980)

Delaunay B.N., *Sur la sphère vide*. Izvestia Akademii Nauk SSSR, Otdelenie Matematicheskikh i Estestvennykh Nauk. (1934) 7:793–800.

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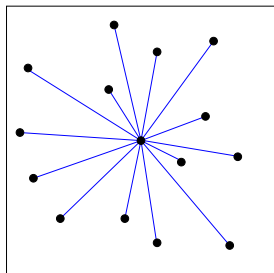


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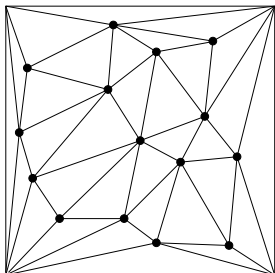
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Constrained Delaunay Triangulations

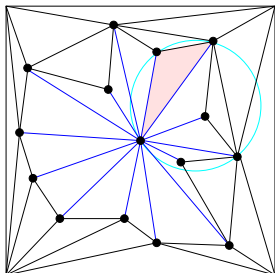
- ▷ The Delaunay triangulations (DTs) do not respect the boundaries.
- ▷ **Constrained Delaunay triangulations** (CDTs) well-solved the problem in 2D. ([Lee & Lin'86] and [Chew'89])
- ▷ Work in progress in 3D, [Shewchuk'00, 02, 03], [Si & Gärtner'04, 05], ...



A 2D PLC



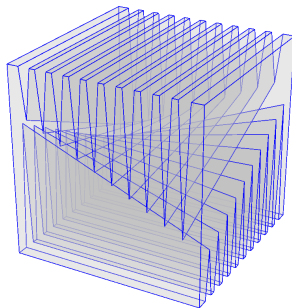
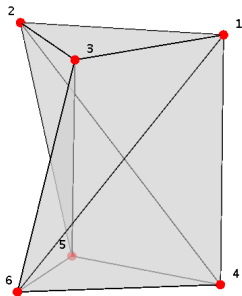
The DT



The CDT

Tetrahedralizing Polyhedra

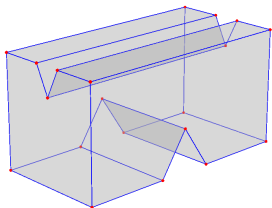
- ▷ A simple polyhedron P may not have a tetrahedralization without using additional points (so-called **Steiner points**). [Schönhardt'28]
- ▷ The problem of deciding whether P can be tetrahedralized is NP-complete. [Rupper and Seidel'92]
- ▷ A simple polyhedron with n vertices may require $\Omega(n^2)$ Steiner points. [Chazelle'84]



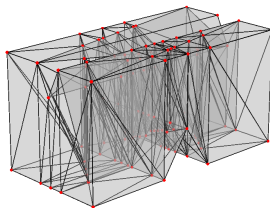
3D Tetrahedralization Methods

- ▷ **Convex decomposition:** [Chazelle and Palios'90], [Bajaj and Dey'92], etc.
 - ▷ Have theoretical guarantees on the complexities $O(n^2)$.
 - ▷ Very complicated, require large number of Steiner points.
- ▷ **Constrained Boundary Recovery:** [George, Hecht, and Saltel'91], [Weatherill and Hassan'94], [George, Borouchaki, and Saltel'03], etc.
 - ▷ Restriction: no Steiner points are on boundary.
 - ▷ complicated, complexities are ad hoc.
- ▷ **Conforming Delaunay Methods:** [Murphy, Mount, and Gable'00], [Cohen-Steiner, de Verdière, and Yvinec'02], [Cheng and Poon'03], etc.
 - ▷ May need too many Steiner points.
- ▷ **Constrained Delaunay Methods:** [Shewchuk'00,02,03], [Si and Gärtner'04,05], etc.
 - ▷ Use less Steiner points than conforming Delaunay methods.
 - ▷ Have complexity guarantees.

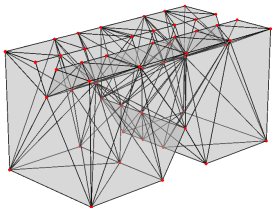
A Comparison of Various Approaches



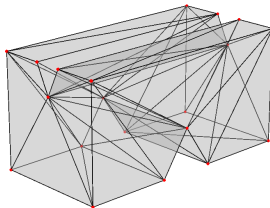
A simple polyhedron
20 vertices, 2 reflex edges



Convex decomposition
138 nodes, 280 tetrahedra



Conforming Delaunay method
51 vertices, 103 tetrahedra

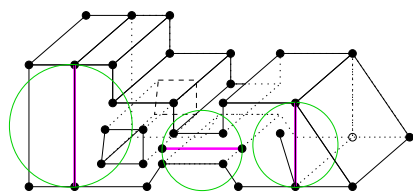
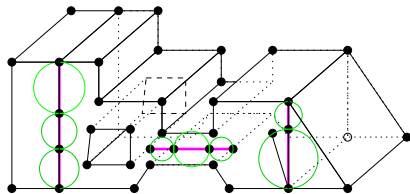


Constrained Delaunay method
20 vertices, 29 tetrahedra.

CDTs with no Steiner point

Let X be a 3D PLC. A simplex t is **strongly Delaunay** if there exists a circumscribed sphere Σ of t , such that no vertex of X lies inside and on Σ .

Theorem ([Shewchuk'98]). If all segment of X are strongly Delaunay, then X has a CDT with no Steiner point.

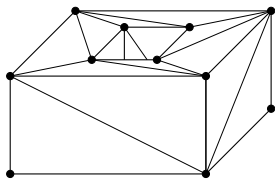
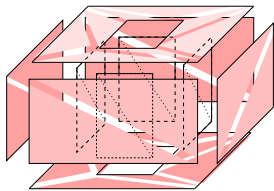
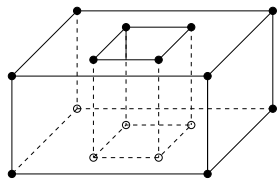
A PLC X A PLC X'

Corollary. If no 5 vertices of X share a common sphere, and all segment of X are Delaunay, then X has a CDT with no Steiner point, and it is unique.

Constructing the CDT of a PLC

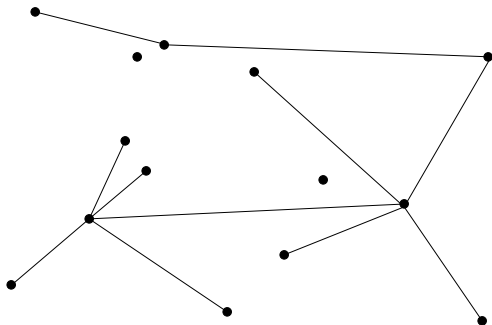
Given a 3D PLC X , a CDT is constructed in the following subsequent phases:

- (1) Form the Delaunay tetrahedralization \mathcal{T} of the vertices of X .
- (2)* Form the surface triangulation \mathcal{F} from the facets of X .
- (3)* Perturb the vertices in \mathcal{F} and \mathcal{T} (add Steiner points).
- (4) Recover the segments of \mathcal{F} in \mathcal{T} (add Steiner points).
- (5) Recover the facets of \mathcal{F} in \mathcal{T} .
- (6) Remove tetrahedra outside $|X|$ from \mathcal{T} .
- (7)* Remove Steiner points from ∂X (for constrained boundary recovery).



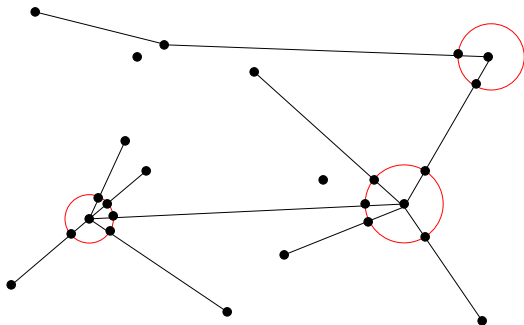
Segment Recovery – Protecting Sharp Corners

Corner lopping [Ruppert'95, Shewchuk'02, Pav and Walkington'05].



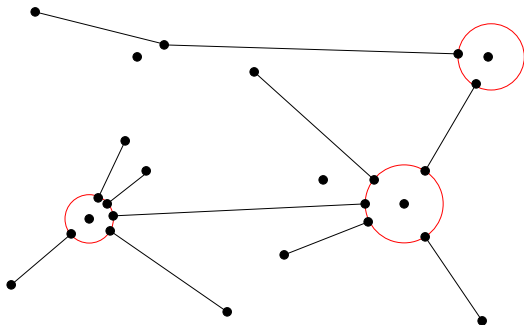
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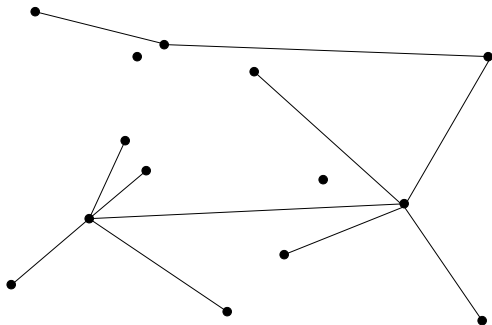
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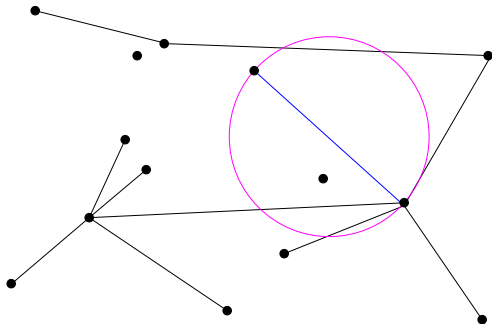
Segment Recovery – Protecting Sharp Corners

Protect sharp corner adaptively [Si and Gärtner'05].



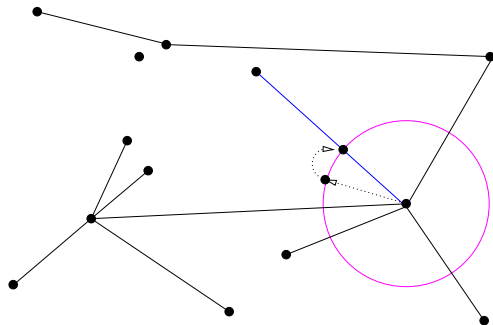
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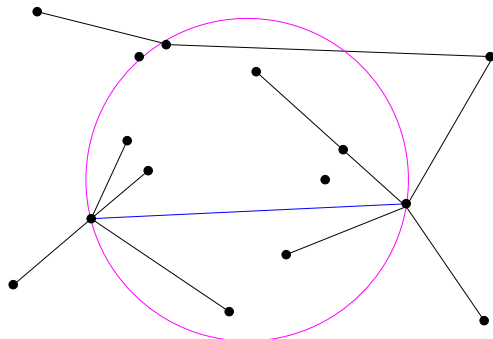
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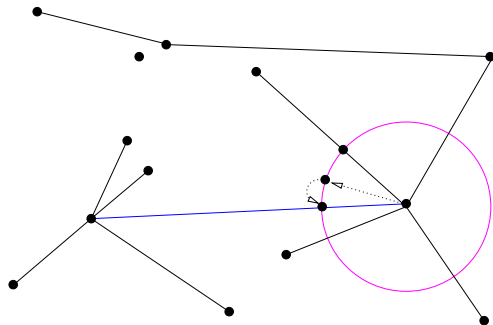
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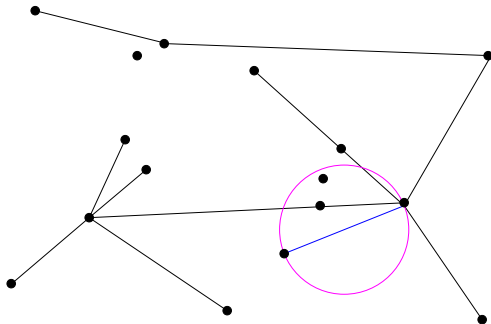
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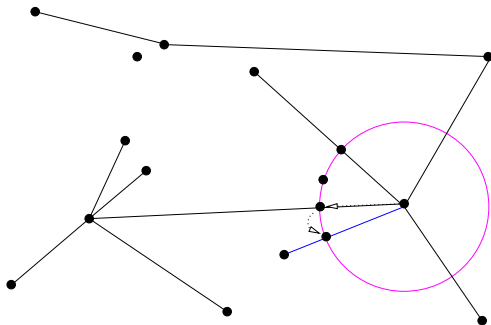
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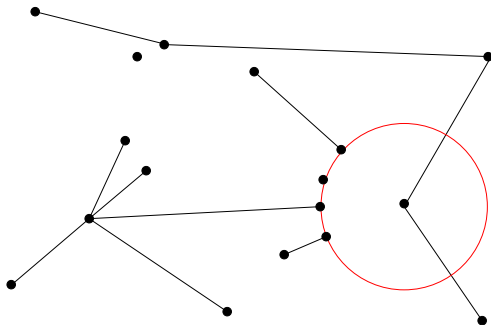
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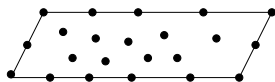


Facet Recovery

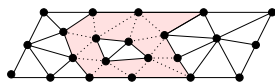
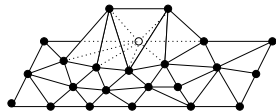
Some subfaces of a facet are missing - they must be non-Delaunay and crossed by Delaunay edges.

A **missing region** Ω is formed by a set of missing subfaces which are connected to each other.

From each Ω one can form two cavities in a DT, one at each side of Ω . Each cavity C is a polyhedron bounded by triangular faces.



A facet

A missing region
(shaded area)

A cavity

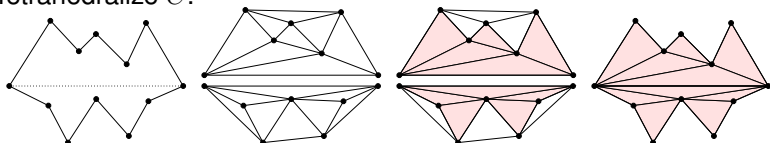
Cavity Tetrahedralization

A cavity C is tetrahedralized by the following procedure.

1. Verify C . Enlarge C until all faces of C are Delaunay.



2. Tetrahedralize C .



Complexity Issues

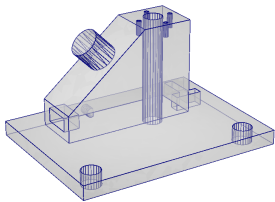
n – the number of input points,

s – the number of Steiner points,

m – the number of output points (i.e., $m = n + s$).

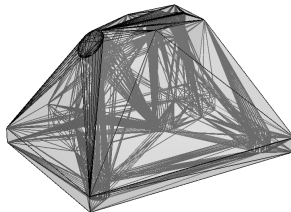
Steps	Algorithms	Worst case	General case
(1)	Delaunay tetrahedralization	$O(n^2)$	$O(n \log n)$
(2)	Surface triangulation	$O(n \log n)$	
(3)	Vertex perturbation [Si <i>et al</i> '05]	$O(n \log n)$	
(4)	Segment recovery [Si <i>et al</i> '05]	$O(sn^2 \log n)$	$O(s \log n)$
(5)	Facet recovery [Shewchuk'03]	$O(m^2 \log m)$	

Example 1 – Cami1a



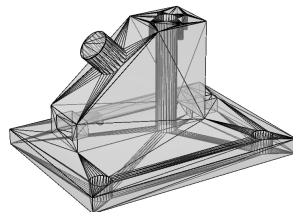
A 3D PLC

460 vertices, 328 facets



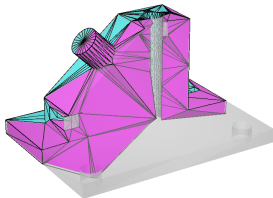
The DT

2637 tetrahedra



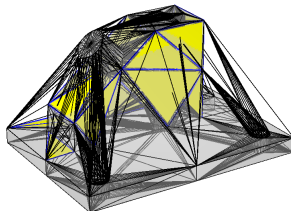
The surface mesh

954 subfaces, 706 segments



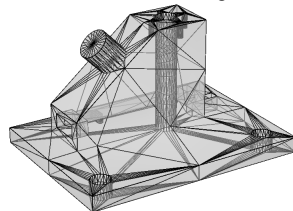
A CDT

with 505 Steiner points



Facet recovery

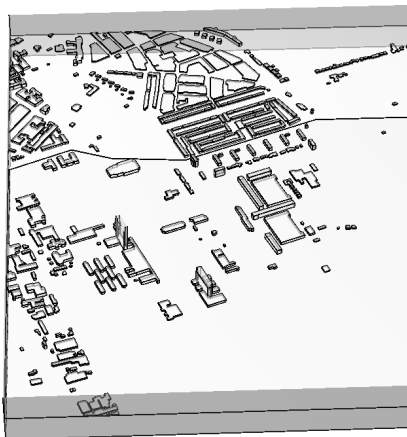
22 missing subfaces



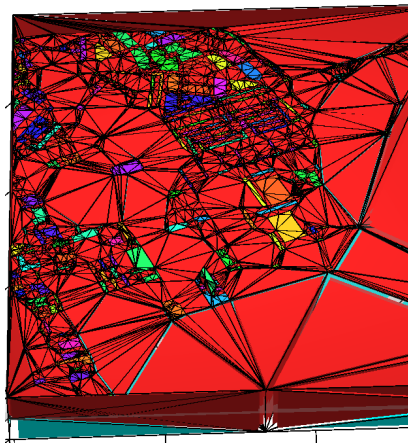
Segment recovery

213 + 292 Steiner points

Example 2 – Campus TU Delft



Input PLC
5184 vertices
3229 facets



The CDT
9921 vertices
54338 tetrahedra