Ph.D. Thesis

Curve and Surface Bisectors, and Voronoi Diagram of a family of parallel half-lines in $\mathbb{R}^3$

Author: Ibrahim ADAMOU
University: Universidad de Cantabria
Advisors: Laureano Gonzalez-Vega and Mario Fioravanti
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Examination committee:
Tomas Recio, Universidad de Cantabria,
Marie-Françoise Roy, Université de Rennes I,
Bert Jüttler, Johannes Kepler University.

This thesis has three main parts: computation of the bisectors of two curves or a point and a curve in the plane, of the bisector of two surfaces in $\mathbb{R}^3$, and of the Voronoi diagram of a finite family of parallel half lines in $\mathbb{R}^3$, with the same orientation. These subjects are closely related, and have applications in CAD/CAGD and Computational Geometry. In each of the three parts, we present algorithmic methods for computing certain representations of the geometric object of interest: the bisector curve, the bisector surface, or the Voronoi diagram.

We present a new approach to determine an algebraic parametrization (rational or non rational) of the bisector curve of two given planar rational curves. The method uses Cramer's rule and algebraic elimination steps. The method is applied, in particular, to obtain parametrizations of the bisector of two rational plane curves, when one of them is a circle or a straight line. Then, this approach is generalized to determine an algebraic parametrization of the bisector surface of two low degree rational surfaces. We show how to easily obtain parametrizations of the bisector of the following pairs of surfaces: plane-quadric, plane-torus, circular cylinder-non developable quadric,

circular cylinder-torus, cylinder-cylinder, cylinder-cone and cone-cone. These parametrizations are rational in most cases. In the remaining cases, the parametrization involves one square root which is well-suited to determine a good approximation of the bisector.

In addition, we present a different approach for the bisector curve problem. This new method uses dynamic color in GeoGebra (a dynamical geometry software) for the geometric and numerical characterizations of the bisector of two curves, or a curve and a point, in the plane. Even if it does not provide an algebraic representation, the method could lead to the computation of an approximate representation of the bisector curve.

The Voronoï diagram (VD) is a fundamental data structure in computational geometry with various applications in theoretical and practical areas. We consider the VD of a set of parallel half-lines, with the same orientation, constrained to a compact domain $\mathcal{D}_0 \subset \mathbb{R}^3$, with respect to the Euclidean distance. This new kind of VD can be used to provide an efficient solution to some problems in the drilling industry. We present an efficient algorithm for computing an approximate VD, using a box subdivision process, which produces a mesh representing the topology of the VD in $\mathcal{D}_0$. The concept of minimization diagram plays an important role in the method.

Keywords

Bisectors, Rational Curves and Surfaces, Voronoi Diagram, Spatial Subdivision, Meshing.