An Automatic Delaunay Triangular Mesh Generation Method based On Point Spacing

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Abstract—This paper presents a density-controlled Delaunay triangulation system for finite element discretizations of practical engineering problems and scientifically interacting mechanisms. B-splines are constructed to produce boundary points on the curved boundaries of the geometry according to the required point spacing. The lost boundaries in concave and thin geometric features are recovered through recursively inserting pseudo-points on the lost edges. The determinant criterion and modes for removing pseudo-points are correspondingly established as well. Two methods are employed to add interior points: direct method and pre-test method. For the geometry with several sub-domains, corresponding measures for handling overlapped edges are established to ensure the mesh compatibility and element distribution between adjacent sub-domains.

Index Terms—Boundary integrity, Delaunay, Point spacing, Voronoi.

I. INTRODUCTION

Finite element method is a general purpose method for numerical analysis in engineering applications and scientific investigations. It is an important component of computer-aided design and manufacture, and extensively applied in the fields of hydraulics, hydrology, water resources, geotechnical engineering, solid/fluid mechanics, computer graphics, mechanics, and architecture [1], etc. The major characteristic of finite element method is geometry discretion and slice interpolation, i.e. finite element mesh generation. In two-dimensional case, finite element mesh contains two types, triangular mesh and quadrilateral mesh. Among the numerous kinds of triangular mesh generation methods, Delaunay triangulation method is the most widely used one. Delaunay criterion was first proposed by the Russian mathematician, Delaunay [2], in 1934. However, it was not until the early 1980s that Delaunay triangulation method was proposed by Lawson [3] and Watson [4]. Delaunay triangulation method has two crucial criteria: maximum-minimum angle criterion and in-circle criterion. The maximum-minimum angle criterion [5] refers to that the sum of minimal internal angles of all the triangles obtains the maximal value and that of maximal internal angles obtains the minimal value. This criterion enables Delaunay triangulation to automatically avoid generating long and thin elements with small internal angles in two-dimensional case. It not only can guarantee the convergence of the computation, but also ensure that the meshing result is optimal. The in-circle criterion signifies that the circumcircle of each triangle during Delaunay triangulation does not contain any other points. Bowyer-Watson algorithm [4], [6] just takes advantage of the in-circle criterion. Delaunay triangulation algorithm has excellent flexibility and extensibility. It is easily extended to three-dimensional case, so it has attracted many research scholars [7]–[9]. The conventional Delaunay triangulation technique has been relatively mature. The recent research mainly focused on the boundary integrity algorithm of constrained Delaunay triangulation [10], [11], as well as how to overcome the thin elements derived from the degeneration phenomenon of Bowyer-Watson approach. Since the Delaunay triangulation method expresses sufficient effectiveness only for convex geometric features but cannot ensure the boundary integrity for concave features, it is necessary to introduce a boundary recovery procedure when performing Delaunay triangulation to concave domains. This paper adopted Delaunay triangulation method to generate two-dimensional triangular element meshes and developed an automatic triangle meshing system based on point spacing. An intensive study was made on the insertion of boundary points and interior points, boundary integrity, and treatment of overlapped boundaries for multi-domain geometries. Here, the main research content of this paper would be illustrated in detail in the following sections.

II. THEORETICAL FOUNDATION

A. The Voronoi diagram

The implementation of Delaunay triangulation completely relies on the Voronoi diagram. The concept of Voronoi was discovered by the Russian mathematician, Voronoi, in 1908. Suppose given a set of points \( S \) in a plane, including \( n \) distinct points. For each point \( P_i \), its Voronoi territory, \( V(P_i) \), is defined as the locus of points in the plane whose distance to \( P_i \) is closer than to any other points of \( S \).

\[
V(P_i) = \{ P / d(P, P_i) \leq d(P, P_j) \} ; P, P_j \in S, j \neq i
\]

(1)

The Voronoi cell of each point in \( S \) can be expressed as a convex polygon. Thus, the whole plane where \( S \) is located is divided into \( n \) Voronoi polygons, each of which is associated with a unique point in the set. The \( n \) convex polygons form the Voronoi diagram of point set \( S \). In the
Voronoi diagram, every vertex is the common intersection of three edges [6]. The edge of Voronoi polygon is defined as the perpendicular bisector of the line segment joining two adjacent points. When point $P_j$ lies on the boundary of the convex hull, its Voronoi polygon is unbounded. The straight line duality of the Voronoi diagram forms Delaunay triangles [2]. Each Voronoi vertex corresponds to a unique Delaunay triangle and vice versa. For every Voronoi vertex, the circumcircle contains no other points of set $S$.

**B. B-splines**

B-spline is short for basis spline, first proposed by Schoenberg [12]. In this paper, B-splines are used to interpolate boundary points for the geometries with curved boundaries.

Assume $\mathbf{P}(u)$ represents the position vector of an arbitrary point in a curved boundary. Then, the $k$-th order B-spline along variable $u$ is defined by

$$\mathbf{P}(u) = \sum_{i=0}^{n} B_i N_{i,k}(u)$$  \hspace{1cm} (2)

where $\mathbf{B}_i$ indicates the position vectors of the control points, with the number equal to the original points, $n + 1$. $N_{i,k}(u)$ denotes the normalized B-spline blending functions. While a $k$-th order B-spline is constructed, the Cox-de Boor formula [13], [14] of the $i$-th blending function, $N_{i,k}(u)$, is defined as

$$N_{i,k}(u) = \begin{cases} 1 & u \in [u_i, u_{i+1}) \\ 0 & \text{otherwise} \end{cases}$$  \hspace{1cm} (3)

$$N_{i,k}(u) = \frac{u - u_i}{u_{i+k-1} - u_i} N_{i,k-1}(u) + \frac{u_{i+k} - u}{u_{i+k} - u_{i+1}} N_{i+1,k-1}(u)$$  \hspace{1cm} (4)

where $u_i$ represents the knots of the B-spline, with $u_i \leq u_{i+1}$.

**III. THE IMPLEMENTATION PROCEDURES AND KEY TECHNIQUES OF DELAUNAY TRIANGULATION**

Fig. 1 shows the whole implementation process of the triangle meshing system developed in this paper. In the following, the procedures of Voronoi diagram construction and Delaunay triangulation are introduced concretely by taking the geometry shown in Fig. 2(a) as an example.
Then, construct the initial Voronoi diagram and Delaunay triangular elements based on the rectangular structure. The initial diagram is composed of two Voronoi vertices \((V_1 \text{ and } V_2)\) and two Delaunay triangles. Table I lists the data structures of the initial diagram [6], [7].

### C. Generation of boundary points according to specified point spacing

Before boundary-point creation, it needs to subdivide the geometry boundaries into several segments. To achieve correct subdivision, special corner points are suggested to be identified first. A special corner point is defined as the point where three or more boundary edges meet. This paper established the segmentation rule as follows: (1) the straight edge is considered as a single segment itself; (2) the end-to-end curved edges are integrated to form a whole segment; (3) if a special corner point is encountered, its connected edges are regarded as belonging to different segments. The boundary points are generated based on the specified point spacing. The point spacing is reflected by the lengths of the edges connected to the point. Taking the \(i\)-th edge \(b_i\) as an example, suppose that the two endpoints of \(b_i\) are \(P_a\) and \(P_b\) with specified point spacing labeled as \(ps(P_a)\) and \(ps(P_b)\), respectively.

First, compute the midpoint of \(b_i\), denoted as \(P_m\). If \(b_i\) belongs to a curved segment, B-spline should be created. \(P_m\) is identified as the point derived from interpolation at \(u_m = (u_a + u_b)/2\) by “(2)”, “(3)”, and “(4)”. Then, compute the practical point spacing at \(P_m\) by

\[
ps'(P_m) = \frac{(P_aP_m + P_bP_m)}{2}
\]

(5)

Second, check whether \(P_m\) is required to be inserted. Determine the lower value between \(ps(P_a)\) and \(ps(P_b)\) denoted as \(ps(\text{min})\). If \(ps'(P_m)\) is larger than \(ps(\text{min})\), accept \(P_m\). Otherwise, reject \(P_m\) and turn to the check for the next edge. If \(P_m\) is accepted, update the data information of relevant points and edges. And, a specified point spacing value is assigned to \(P_m\) by interpolation.

\[
ps(P_m) = \alpha \frac{ps(P_a)P_mP_b + ps(P_b)P_aP_m}{P_aP_b + P_mP_m}
\]

(6)

At the same time, edge \(b_i\) is decomposed into two new edges. Then, the above procedures are repeated over the two new edges again until the practical point spacing are able to satisfy the specified values. Fig. 2(c) provides the boundary contour after identifying the inserted points based on specified point spacing, containing 67 points and 67 edges. The numbers in
D. Construction of Voronoi diagram and Delaunay triangles of boundary points

Now, we insert all the boundary points into the initial Voronoi diagram. Taking the point set in Fig. 3(a) as the example, suppose that there are 11 distinct points in set S, P₁, P₂, P₃ ... P₁₁, and a new point P₁₂ will be inserted to the present Voronoi diagram. The insertion operation is realized through the following steps [6]:

1. Identify the Delaunay triangle and the Voronoi structure containing the new point. To save computing time and reduce programming work, this paper uses the right-hand rule to check the position relationships between the new point and each Delaunay triangle. For an arbitrary Delaunay triangle, say randomly selected, the introduced point is able to form three new triangles with its three edges. For example, the introduced point P₁₂ divides the Delaunay triangle P₁₁P₈P₇ (corresponding to Voronoi vertex V₁, this triangle is selected randomly on the first try) into three new smaller ones, as the amplified view shown in Fig. 3(b). Then, the right-hand rule is employed to check whether these three triangles have the same rotations. The check result shows that the orientations of triangles P₁₁P₈P₁₂ and P₁₂P₇P₁ are both counterclockwise, whereas that of triangle P₁₁P₈P₇ is different. So, Point P₁₂ is in the exterior of triangle P₁₁P₈P₇ and is located in the outside of the edge P₈-P₇. In order to save time, the follow-up search process is performed from the vertices adjacent to V₁ (corresponding to triangle P₁₁P₈P₇) in the exterior of edge P₈-P₇. Then, Voronoi vertex V₈ and its duality Delaunay triangle P₁₁P₈P₇ are selected for check. As shown in Fig. 3(b), new point P₁₂ forms three new triangles with the three edges of triangle P₁₁P₈P₇. According to right-hand rule, these three new triangles have the same rotations of counterclockwise. Therefore, the dual Delaunay triangle of Voronoi Vertex V₈ is just the triangle containing point P₁₂.

2. Determine the Voronoi vertices to be deleted.

According to the fundamental property of Voronoi diagram that the circumcircle of each vertex only contains its three forming points but not involves any other points, the vertices whose circumcircles contain the newly inserted point should be deleted. As shown in Fig. 3(a), there are four Voronoi vertices to be deleted, V₁, V₈, V₉, and V₁₃. Their dual Delaunay triangles should be deleted as well.

3. Construct local Voronoi diagram and Delaunay triangles

When the identified vertices are deleted, an empty convex polygon arises in the deleted region, as the polygon P₁₁P₈P₇P₁₀P₁₁P₁₂ shown in Fig. 3(a). The new point P₁₂ is in the interior of the polygon. The edges P₁₁-P₈, P₈-P₉, P₉-P₁₀, P₁₀-P₁₁, P₁₁-P₁₂, and P₁₂-P₁ of the empty polygon are the residual edges of deleted triangles in practice. Every residual edge gives rise to a new Voronoi vertex with P₁₂. In this case, six new vertices are constructed, as V₁’, V₂’, V₃’, V₄’, V₅’, and V₆’ shown in Fig. 3(c).

4. Merge the local Voronoi diagram into the global diagram

The merger of local Voronoi diagram contains two aspects. The first is to add the newly generated vertices to the original diagram directly. The second is to modify some of the
neighboring information of the Voronoi vertices adjacent to the deleted vertices. Fig. 3(d) shows the new Voronoi diagram after inserting point $P_{12}$.

(5) After one point is inserted, repeat above steps (1)-(4) to insert the next one.

For the geometry in Fig. 2(a), the 67 boundary points (see Fig. 2(c)) are inserted into the initial Voronoi diagram (see Fig. 2(b)) by the method stated above. And, the Delaunay triangles formed by all boundary points are achieved, as shown in Fig. 2(d).

E. Boundary integrity

Make an intuitive comparison of the boundary contours between the input geometry in Fig. 2(a) and the mesh after inserting boundary points in Fig. 2(d). It is clearly seen that the input edges $b_3$ and $b_{11}$ are missing. This is an inevitable issue when performing Delaunay triangulation for a given set of boundary edges which are defined by their endpoints. It usually occurs in concave or thin features of the geometry because the distance between two input edges is relative small. In this paper, a posteriori method is employed to recover lost boundaries by adding pseudo-points iteratively [7], [8].

1. Add pseudo-points

As shown in Fig. 2(c), after the boundary points are generated according to the specified point spacing, the input edges $b_3$ and $b_{11}$ have been converted into $P_5-P_{17}$, $P_{17}-P_6$ and $P_{11}-P_{22}$, $P_{22}-P_{12}$, respectively. And the lost edges in Fig. 2(d) are $P_{17}-P_6$, $P_{11}-P_{22}$, and $P_{22}-P_{12}$ in practice.

Pseudo-points are produced at the midpoints of the lost edges. For example, pseudo-point $P_{69}$ is added at the midpoint of edge $P_{17}-P_6$. Following by that, new Voronoi diagram is established. Edge $P_{17}-P_6$ is subdivided into $P_{17}-P_{69}$ and $P_{69}-P_6$. For each new edge, further check continues until there is no missing edge left.

Fig. 4(a) shows the triangular mesh after adding pseudo-points, where black points $P_{68}$, $P_{69}$, and $P_{70}$ represent the added pseudo-points. Fig. 4(b) shows the resulting mesh after eliminating the Voronoi vertices outside the geometry.

2. Removal of pseudo-points

The addition of pseudo-points resolves the boundary loss problem successfully, but also has a serious impact on the accurate control of mesh density. Since the pseudo-point is added at the midpoint of the lost edge, the accuracy of geometric description for curved boundaries is decreased to some extent. To resolve this problem, the added pseudo-points should be removed again under the premise of holding the integrity of geometry boundaries. In this paper, several removal modes of pseudo-points are established by defining different contracted points. Fig. 5 provides the establishment of removal modes by taking the pseudo-point $P_{69}$ as the example.

First of all, the Voronoi vertices whose dual Delaunay triangles share the pseudo-point should be found out. The four triangles sharing $P_{69}$ are $P_{69}P_{35}P_{17}$, $P_{69}P_{18}P_{35}$, $P_{69}P_{7}P_{18}$, and $P_{69}P_{6}P_{7}$ as in Fig. 5(a).

![Fig. 4. Boundary integrity](image-url)
Then, choose a contracted point from the forming points of the Voronoi vertices connected to the pseudo-point. In principle, every forming point of the triangles except the pseudo-point to be removed can be considered as a contracted point. Each of the original triangles provides an edge to form a new triangle with the contracted point. In this case, five removal modes can be established for the situation of Fig. 5(a) respectively by taking point \( P_{17}, P_{35}, P_{18}, P_7, \) and \( P_6 \) as the contracting point, as shown in Fig. 5(b)-(f). The point structures of the Voronoi vertices for these five removal modes are listed in Table II. It can be seen that no matter which mode is applied, the original four Voronoi vertices will always be reduced to three ones. The next step is to select the most reasonable removal way from the five modes in Fig. 5(b)-(f). This paper employs two judgment criteria to realize the selection operation: Jacobian and minimum angle.

(1) The Jacobian

The Jacobian matrix [15] is the basic indicator to reflect mesh quality. Fig. 6(a) shows a triangle with three forming points denoted as \( P_1(x_1, y_1) \), \( P_2(x_2, y_2) \), and \( P_3(x_3, y_3) \) ordered in the counterclockwise direction. At each point \( P_i \), the Jacobian matrix is expressed as:

\[
A = \begin{pmatrix}
    x_i - x_k & y_i - y_k \\
    x_j - x_i & y_j - y_i
\end{pmatrix}
\]

\[
\text{Jacobian} = \det(A)
\] (7)

where \( i, j, k = 1, 2, 3 \). If \( i = 1 \), then \( j = 2 \) and \( k = 3 \). If \( i = 2 \), then \( j = 3 \) and \( k = 1 \). If \( i = 3 \), then \( j = 1 \) and \( k = 2 \).

For a triangle in two-dimensional space, three Jacobian values, one each for one of its three points, can be calculated by “(7)” and “(8)”. Among these three Jacobians, compute the minimal value as the Jacobian of the triangle. If the Jacobian of a triangle is larger than zero, it signifies that its orientation is positive and satisfies the requirements of mesh generation. If the Jacobian is equal to zero, it signifies that the triangle is degenerated into a single straight-line. If the Jacobian is negative, the triangle is distorted or overlapped.

Therefore, only the triangles with Jacobian \( \geq 0 \) are permitted for a finite element mesh. Compute the Jacobian values of the triangles for the five modes in Fig. 5(b)-(f). The result shows that \( P_{35}, P_{18}, P_7 \) in mode 2 and \( P_{17}, P_{18}, P_{35} \) in mode 4 both have Jacobian \( \leq 0 \), which exceeds the acceptable range and is not permitted for a finite element mesh. By Jacobian criterion, mode 2 and 4 are excluded. The follow-up work is focused on selecting the best mode from modes 1, 3, and 5.

(2) The minimum angle

The minimum angle is another important indicator for the evaluation of triangular mesh quality. In this paper, the minimum angle of each mode is defined as the minimal value among the minimum angles of all the triangles in that mode.

\[
1_{\text{min}} = \min(1_i) \quad i = 1, 2 \ldots n
\] (9)

Compute the minimum angle of each possible mode by “(9)”. The one which yields the largest value is selected as the actual way. Computing result shows that the minimum angles of modes 1, 3, and 5 are 16.31°, 16.31°, and 11.49°, respectively. So, exclude mode 5 and accept mode 1 in sequence. Fig. 4(c) shows the resulting mesh after boundary integrity, which can precisely capture the boundary features of the analyzed geometry.

\section*{F. Generation of interior points}

This paper uses two methods to produce interior points: the direct method and pre-test method.

\subsection*{1. The direct method}

The direct method generates the interior points according to the specified point spacing of the points around them.
directly. As shown in Fig. 6(a), an interior triangle has three forming points labeled as $P_1$, $P_2$, and $P_3$, its interior point can be computed by four steps:

1. Compute the centroid of the triangle, labeled as $P_m$.

2. Compute the practical point spacing at $P_m$ by interpolation.

$$ps(P_m) = \frac{\sum A_i}{n} i = 1, 2, 3 \quad (10)$$

where $\beta$ is an adjust parameter ranging from 0.5 to 1.0 and $\frac{1}{n}$ represents the area of the triangle formed by $P_m$ and another two points, as shown in Fig. 6(a).

3. Determine the minimal value of $ps(P_1)$, $ps(P_2)$, and $ps(P_3)$, denoted as $ps(min)$. $ps(min)$ is considered as the required point spacing at $P_m$.

4. Check whether $ps'(P_m)$ is larger than $ps(min)$. If yes, accept $P_m$. If no, reject $P_m$. If $P_m$ is accepted, insert it into the present Voronoi diagram. At the same time, a point spacing value, $ps(P_m)$, is assigned by interpolation.

$$ps(P_m) = \frac{\sum A_i ps(P_i)}{\sum A_i} i = 1, 2, 3 \quad (11)$$

2. Pre-test method

Pre-test method generates interior points through a previous test process. For the triangle of Fig. 6(a), pre-test method is performed by the following steps:

1. Compute the centroid of the triangle, $P_m$.

2. Suppose that $P_m$ is required for generation. Insert it to the present Voronoi diagram, delete the Voronoi vertices whose circumcircles contain $P_m$ and construct an empty polygon, see Fig. 6(b), where $P_i$ denotes the points on the empty polygon.

First, compute the practical point spacing of $P_m$ by

$$ps'(P_m) = \frac{1}{n} \sum_{i=1}^{n} |P_m P_i| \quad (12)$$

Then, pick out the minimum value of the specified point spacing among the $n$ points $P_i$, denoted as $ps(min)$. Compare the values of $ps'(P_m)$ and $ps(min)$. If $ps'(P_m) > ps(min)$, accept $P_m$ to reduce the error. Otherwise, reject $P_m$. If $P_m$ is accepted, insert it into the present Voronoi diagram and assign a point spacing as its specified value during the subsequent procedures.

$$ps(P_m) = \frac{1}{n} \sum_{i=1}^{n} ps(P_i) \quad (13)$$

3. The control on the number of cycles for inserting interior points

When the interior points are inserted into a triangle lying on the geometry boundaries, some undesired problems might be considered. If a triangle has two points on the boundaries with larger values of specified point spacing and one point in the interior with a relatively smaller value of specified point spacing, the practical point spacing at the centroid may be increased undesirably due to the long length of boundary edge. This will result in the ceaseless insertion of interior points and thereby reducing the quality of boundary triangles, and even leads to an endless loop of programming and the non-convergence of solution. In order to avoid that problem, a termination condition for the cycle control on inserting interior points is employed, that is, the radius radio of the circumcircle to the in circle of the triangle. In this paper, if a triangle has the ratio larger than 2.0, it is considered that there is no longer need to insert any interior points to it.

4. Smooth of interior points

Laplacian method [16] is the most commonly used method for point smooth. It moves each point to the average position of its neighboring points or elements in the most simplest and straightforward way. Assume that the original coordinates of an interior point $P_i$ are $P_i(x_0, y_0)$. Its position coordinates after smooth can be calculated by

$$P(x, y) = P(x_0, y_0) + \frac{1}{n} \sum_{i=1}^{n+2} C_i(x, y) - P(x_0, y_0) \quad (14)$$

where, $C_i(x, y)$ and $n$ respectively represent the center and the number of the triangles connected to $P_i$. $\mu$ is an adjustment factor and set to 0.8 in this paper. Fig. 7(a) shows the resulting mesh after inserting interior points using direct method, consisting of 152 points and 227 triangles. Fig. 7(b) shows that using pre-test method, with 229 points and 381 triangles. Both of these two meshes can realize the effective control on the density distribution of the points and elements. In comparison with the pre-test method, the direct method occupies less storage space, spends less time and improves the meshing efficiency significantly. Whereas the pre-test method increases the programming work and meshing time due to the operation of previous test. But, when pre-test method is used, the density transition is rather smooth. Fig. 7(c) and (d) provide the final meshes after smooth of the resulting meshes in Fig. 7(a) and (b).
IV. CONTROL OF MESH DENSITY FOR GEOMETRIES WITH SEVERAL SUB-DOMAINS

In practical engineering applications, it is usually required to generate Delaunay triangular meshes for the geometries with several sub-domains. Such meshes are required to meet the following conditions in general: (1) Different sub-domains have different density distribution; (2) The mesh on the intersecting boundaries of two neighboring sub-domains has to share the common points and edges; (3) The points on the intersecting boundaries are conformal for both of the local meshes of two associated sub-domains; (4) The density transition of two adjacent sub-domains should as smooth as possible. These conditions enhance the difficulty in Delaunay triangulation for multi-domain geometry considerably. In order to ensure the mesh conformity for the geometries with several sub-domains, this paper established the corresponding method and treatment way through identification and treatment of overlapped edges. The edges on the intersecting boundaries are treated as overlapped edges. Special treatment procedures are carried out for the conformity of the boundary points on overlapped edges.

A. Identification of overlapped boundary edges

When the two-dimensional geometric model to be meshed contains several sub-domains, the boundaries for each sub-domain should be input separately. For example, the geometry as shown in Fig. 8(a) has three sub-domains. The boundary edges of the first sub-domain are input as outer ring $P_1-P_2-P_3-P_4$ and inner ring $P_1-P_2-P_3$ . The second sub-domain is input as outer ring $P_5-P_6-P_7-P_8$ and inner ring $P_9-P_{10}-P_{11}-P_{12}$ . The third sub-domain contains only one ring, $P_9-P_{10}-P_{11}-P_{12}$ . First of all, the overlapped boundary edges, i.e. the edges on the intersecting boundaries of two neighboring sub-domains, have to be picked out, as the edges on rings $P_5-P_6-P_7-P_8$ and $P_9-P_{10}-P_{11}-P_{12}$ .
B. Treatment of overlapped edges

It should be noticed that the points on the intersecting boundaries are shared by both of the adjacent sub-domains but the edges are overlapped and each belongs to its own sub-domain only. For this reason, in the subsequent meshing procedures, overlapped boundaries have to be treated particularly.

(1) In the process of identification and insertion of boundary points on the overlapped edges based on point spacing, the points are added only once, but the edges are updated repeatedly. For example, \( P_{15} \) is added on the pair of overlapped boundary edges \( P_5 \)-\( P_6 \) and \( P_2 \)-\( P_6 \). Once \( P_{15} \) is inserted, the pair of overlapped edges \( P_5 \)-\( P_2 \) and \( P_2 \)-\( P_6 \) are divided into two new pairs.

(2) During the process of boundary integrity, the insertion and removal of pseudo-points are performed once but the updating of edges is repeated.

Fig. 8(b) shows the resulting mesh after boundary integrity. Each point on the overlapped edges is unique. But, the overlapped edges are updated with the addition of new points correspondingly. The newly generated edges on the overlapped boundaries are also overlapped. Fig. 8(c) and (d) provide final meshes when direct method and pre-test method are used. In these two meshes, the points on the overlapped boundaries are conformal for their two connected sub-domains.

V. APPLICATIONS

The whole procedures and key techniques of Delaunay triangulation illustrated above are implemented by object-oriented C++ programming. In this section, three examples are provided to demonstrate the reliability and effectiveness of the system developed in this paper. The first example is about a geometrical model containing curved boundaries and two sub-domains, as shown in Fig. 9(a). The thick lines indicate straight boundaries and thin lines indicate curved boundaries. According to the curved and straight status, the geometry boundaries are decomposed into five segments, where \( S_1 \), \( S_3 \), and \( S_5 \) are curved so that B-splines should be constructed for them. Fig. 9(b) shows the boundary contour map of the geometry after generating boundary points. Fig. 9(c) shows the final mesh using direct method, containing 1,151 points and 2,215 triangles. Fig. 9(d) shows the final mesh using pre-test method, with 1,906 points and 3,725 triangles. Fig. 10 presents the second triangle meshing example, containing nine sub-domains and three factors required to be refined particularly: point \( P_1 \), edge \( P_2 \)-\( P_3 \), and segment \( S_1 \). Segment \( S_1 \) is a curved line formed by eight points, and required to construct a smooth curve using B-splines, as shown in Fig. 10(b). In addition, there are a lot of overlapped edges on the intersecting boundaries between each pair of neighboring sub-domains. These overlapped edges require treated specially. Fig. 10(c) shows the final mesh with the interior points generated using direct method, consisting of 2,754 points and 5,430 triangles in all. Fig. 10(d) provides the locally amplified views of the three refinement factors. The third example is to generate triangular mesh for a complicated geometrical model containing a single domain and several curved boundaries, as shown in Fig. 11(a). Fig. 11(b) shows the final mesh, consisting of 5,746 points and 10,908 triangles. Obviously, the triangular meshes generated by the system developed in this paper are able to capture the boundary features of the geometry precisely. The density of mesh elements is distributed reasonably according to the specified point spacing.

VI. CONCLUSION

This paper presented the implementation of Delaunay triangulation to generate high quality meshes with prescribed heterogeneous spacing. The applications proved that our developed system was able to generate high-quality and reasonable-density triangular meshes for input geometries.

(1) Our system generated boundary points by recursively inserting midpoints according the specified point spacing. B-splines were constructed for the curved boundaries. In this way, the reasonable distribution and smooth transition of the points on geometry boundaries were achieved. And the boundary mesh was able to capture the geometric features especially curved features of the analyzed model precisely.
methods were established to treat the overlapped boundaries. The reasonable distribution and excellent conformity of the triangles and points between adjacent sub-domains are implemented correctly.

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**Research area:** Hydrology, environmental fluid mechanics, hydraulics, and water resources, physics-based first principle approaches of watershed modeling, coupled surface and subsurface flow and transport processes, geochemical kinetics, biodegradation and micro-organism/geochemical interactions, geochemical equilibrium modeling, multi-phase flow and transport in both fractured and porous media, development of innovative numerical algorithms, and computational fluid dynamics.

**Experience:**
- 2010-Date: NSC Chair Professor, Graduate Institute of Applied Geology, National Central University, Jhongli, Taoyuan, Taiwan
- 2000-2010 Provost Professor, Department of Civil and Environmental Engineering, University of Central Florida, Orlando, FL.
- 1989-2000: Professor, Department of Civil and Environ. Eng., Pennsylvania State University, University Park, PA
- 1971-1971: Visiting Associate Professor, Dept. of Civil Engineering, National Taiwan University, Taipei, Taiwan
- 1969-1971: Research Associate, Dept. of Civil Engineering, Cornell University, Ithaca, New York
- 1966-1966: Research Assistant, Dept. of Civil Engineering, Syracuse University, Syracuse, New York

**Achievements:**
1. Published two books and more than 400 papers, technical reports, and conference proceedings; highest citation=435; Number of publications with over 100 citation ≥ 7; h-index = 26.
2. Developed over 100 physics-based process-level computational models; many of which has been adopted as the de facto standard by academic communities, federal agencies, and industries.
3. Conducted more than 40 interdisciplinary research projects with a total funding of over $8,000,000.
4. Received Presidential PIP Award, Martini Marietta Publication Award, NRC Research Associateship, NRC Senior Research Associateship, PSES Outstanding Research Award, UCF Distinguished Researcher, UCF Graduate Teaching Award, NTU Outstanding Alumni.
5. Consultant, IAEA, Unite Nations
6. Completed over 40 consulting jobs for over 30 clients
7. Offered short courses, seminars, and workshops many times on subsurface flow and reactive chemical transport
8. Organized and chaired more than 10 salient national and international symposia
9. Advised and supervised over 25 Ph.D. and M.S. students at University of Central Florida and Penn State in 21 years

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2012-Date: Post-doctoral researcher, Graduate Institute of Applied Geology, National Central University, Taiwan

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**Third author:** Fang-Pang Lin

**Education:**
- 1991-1995: Ph.D. Department of Civil Engineering, University of Swansea Wales
- 1990-1991: M.S. Department of Civil Engineering, University of Swansea Wales
- 1984-1987: B.S. Department of Civil Engineering, National Chiao-Tung University

**Research area:** Computational Fluid Dynamics, Finite Element Analysis, Multigrid Methods, Parallel and Distributed Computing, Optimization Design, and Grid Computing

**Working Experiences:**
- 2003-Date: Research Scientist, Division Manager, Grid Computing Division, NCHC, Taiwan
- 2000-2002: Associate Research Scientist, Software Development Division, NCHC, Taiwan
- 1996-1997: Visiting Research Scientist, Oxford University Computing Laboratory, UK
- 1995-1996: Postdoctoral research, Department of Civil Engineering, University of Swansea Wales, UK

**Achievements:**
1. Published more than 40 papers and reports.
2. Received the highest technology development award by Executive Yuan, Republic of China (Taiwan)
3. Organized and chaired more than 20 international conferences
4. Deputy Chair, PRAGMA (Pacific Rim Applications and Grid Middleware Assembly) Steering Committee; Steering Committee Member, RCN (Research Coordination Network); Steering Committee Member, GLEON (Global Lake Environmental Observatory Network); Member of Advisory/Expert Panel of MIMOS (Malaysia Institute of Microsystems); Steering Committee Member, ISC (International Supercomputing Conference)

**Fourth author:** Guoqun Zhao

**Education:**
- 1988-1991: Ph.D. Department of Materials Engineering, Shanghai Jiaotong University, China
- 1983-1986: M.S. Department of Materials, Shandong University, China
- 1979-1983: B.S. Department of the second Mechanical Engineering, Shandong University, China

**Research area:** Plastic forming theory and technology, mold design and manufacture, numerical simulation of plastic forming, mold CAD/CAM/CAE, mold design and optimization, product/mold rapid design and manufacturing process

**Working Experiences:**
- 2006-Date: Dean, professor, doctoral tutor, School of Materials Science and Engineering, Shandong University, China
- 2002-2005: Director, Department of Science and Technology, Shandong University
- 2001-2001: Senior visiting scholar, Department of Mechanics and Materials, Wright State University
- 1997-2001: Professor, doctoral tutor, director of mold center, Department of Materials Science and Engineering, Shandong University
- 1993-1997: Postdoctoral researcher, Department of Mechanics and Materials, Wright State University
- 1991-1993: Associate professor, Department of Materials Science, Shandong University

**Achievements:**
1. Published 4 classics and manuals, and published more than 200 papers.
2. Obtained more than 10 patents, register 3 kinds of software.
(3) Hosted more than 20 projects, containing the National Science and Technology Support Program, the National Outstanding Youth Foundation, the National Natural Science Foundation of China, the provincial (ministry) level research projects and enterprises commissioned project etc.

(4) Obtained the second prize of National Science and Technology Progress award in China. Obtained 18 types of provincial and ministerial level scientific and technological achievement awards.