Parallel constrained Delaunay triangulation

Coll, Narcis

In this paper we propose a new GPU method able to compute the 2D constrained Delaunay triangulation of a planar straight line graph consisting of points and segments. The method is based on an incremental insertion, taking special care to avoid conflicts during concurrent insertion of points into the triangulation and concurrent edge flips.

http://dx.doi.org/10.1109/CADGraphics.2013.47