

Package: rvoronoi (via r-universe)

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Type Package

Title Fast Voronoi Tessellation and Delaunay Triangulation using Fortune's Algorithm

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Description Fast voronoi tessellation and delaunay triangulation with Fortune's algorithm.

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Depends R (>= 2.10)

Suggests testthat (>= 3.0.0)

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Copyright The included voronoi C code was written by Steven Fortune and is Copyright (c) 1994 by AT&T Bell Laboratories.

Repository <https://coolbutuseless.r-universe.dev>

RemoteUrl <https://github.com/coolbutuseless/rvoronoi>

RemoteRef HEAD

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del aunay

*Delaunay Triangulation***Description**

Delaunay Triangulation

Usage

```
del aunay(x, y, calc_polygons = TRUE, calc_areas = FALSE, calc_segments = FALSE)
```

Arguments

x, y coordinates of seed sites. Duplicate points are not allowed.

calc_polygons calculate polygon coordinates default: TRUE

calc_areas calculate the areas of each triangle. Default: FALSE

calc_segments calculate segments. Default: FALSE

Value

named list of data

sites coordinates of sites**ntris** Number of triangles in this delaunay triangulation**tris** data.frame. Each row specifies the indices of the three sites which define a single delaunay triangle. If **calc_areas** = TRUE then this data.frame also includes an area column**polygons** data.frame of polygon coordinates with x,y and polygon index. Only calculated when **calc_polygons** = TRUE**segments** The end-points and length of each unique undirected edge in the triangulation. Only calculated when **calc_segments** = TRUE**v1,v2** vertex indices referencing the original sites**x1,y1,x2,y2** coordinates of ends of segment**len** length of this segment**Examples**

```
set.seed(1)
x <- runif(10)
y <- runif(10)
del <- delaunay(x, y)
plot(del)
del
```

`plot.del`*Simple plot of Delaunay triangulation*

Description

Simple plot of Delaunay triangulation

Usage

```
## S3 method for class 'del'  
plot(  
  x,  
  sites = TRUE,  
  tris = TRUE,  
  segments = FALSE,  
  site_pch = 19,  
  site_col = "black",  
  segment_col = "black",  
  tri_col = rainbow(x$ntris),  
  ...  
)
```

Arguments

<code>x</code>	output from <code>delaunay()</code>
<code>sites, tris, segments</code>	logical. draw geometric feature
<code>site_pch, site_col</code>	graphics parameters for each input site
<code>segment_col</code>	colour for segments (length = 1)
<code>tri_col</code>	colour for polygons (length = 1 or N)
<code>...</code>	other arguments passed to <code>plot()</code>

Value

None

plot.vor

Plot a Voronoi tessellation

Description

Barebones plotting of Voronoi

Usage

```
## S3 method for class 'vor'
plot(
  x,
  sites = TRUE,
  labels = !sites,
  verts = TRUE,
  polys = TRUE,
  fsegs = !polys,
  isegs = !polys,
  bounds = TRUE,
  site_pch = ".",
  site_cex = 1,
  site_col = "black",
  vert_pch = 19,
  vert_cex = 0.3,
  vert_col = "black",
  label_cex = 0.5,
  fseg_col = "black",
  iseg_col = "red",
  poly_col = rainbow(vor$polygons$npolygons),
  buffer = 0,
  ...
)
```

Arguments

x	object returned by voronoi()
sites, labels, verts, polys, fsegs, isegs, bounds	logical values. Should this geometric feature be plotted? Default: TRUE
site_pch, site_cex, site_col	parameters for sites
vert_pch, vert_cex, vert_col	parameters for Voronoi vertices
label_cex	size of text labels for sites
fseg_col, iseg_col	colours for finite and infinite segments
poly_col	vector of colours for polygons

buffer buffer around extents. default: 0
 ... other arguments passed to plot()

Value

None.

voronoi

Voronoi Tessellation

Description

Voronoi Tessellation

Usage

```
voronoi(  
  x,  
  y,  
  calc_polygons = TRUE,  
  match_sites = TRUE,  
  bound_segments = TRUE,  
  merge_tolerance = 1e-10  
)
```

Arguments

`x, y` coordinates of seed sites. Duplicate points are not allowed.

`calc_polygons` Logical. Should voronoi polygons be calculated? Default: TRUE

`match_sites` Logical. Should the polygons be re-ordered to match the seed points? Default: TRUE. This option only makes sense when `calc_polygons = TRUE`.

`bound_segments` logical. Default: TRUE. If `calc_polygons = TRUE` then this option is always TRUE.

`merge_tolerance` Limit of how close the ends of a segment must be before the segment is collapsed to a single vertex Default: 1e-10

Value

An object of class "vor" which is a named list of data.frames.

sites data.frame of original sites

vertices data.frame of voronoi vertices. This is the raw output from Fortune's algorithm

segments data.frame of segments defined by 'line', 'v1' and 'v2'. 'line' is the row index into the 'lines' data.frame. 'v1' and 'v2' are the indices into 'vertices' which define the endpoints along the specified 'line'. If 'v1' or 'v2' are NA this indicates that the segment continues to infinity

polygons polygon information for each voronoi cell. Only calculated when `calc_polygons = TRUE`

npolygons Number of polygons

coords data.frame of x,y coordinates and polygon index for all polygons

bbox data.frame of polygon bounding box information. Each row represents a polygon

centroids data.frame of polygon centroids. Each row represents a polygon

lines data.frame of line equations in the voronoi diagram of the form `'ax + by = c'`

extents list of (xmin, ymin), (xmax, ymax) bounding box which encompasses all input sites and voronoi vertices

mvertices Merged and bounded vertices used to calculate polygons

msegments Merged and bounded segments used to calculate polygons

Examples

```
set.seed(1)
x <- runif(10)
y <- runif(10)
vor <- voronoi(x, y)
plot(vor)
vor
```

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