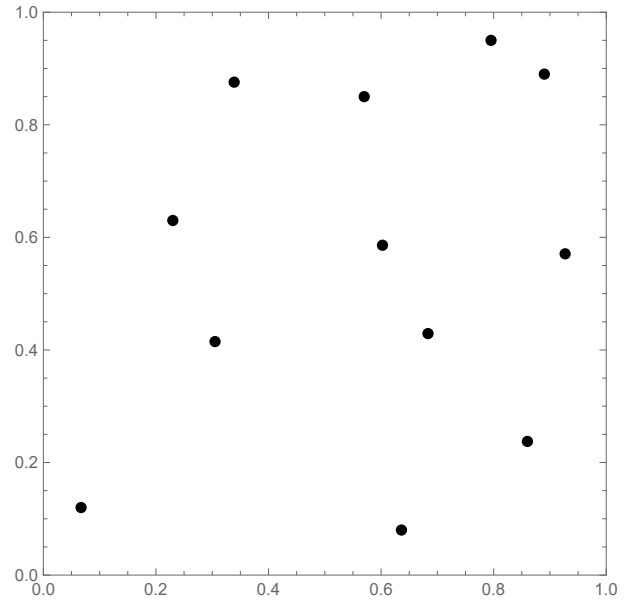
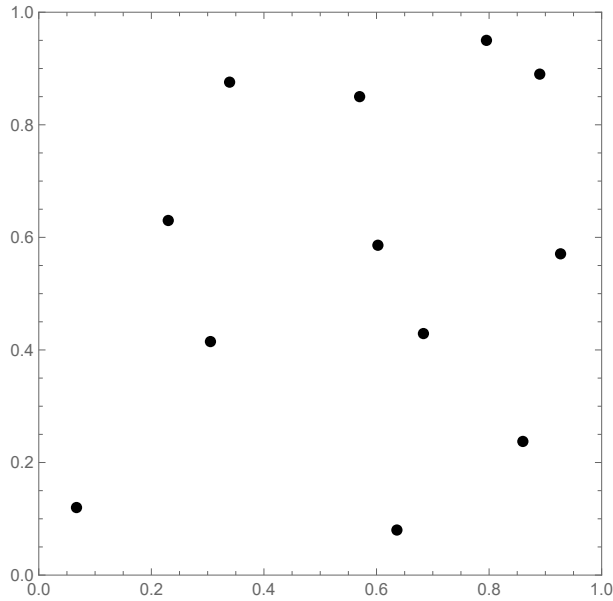


The “Best” Triangulation

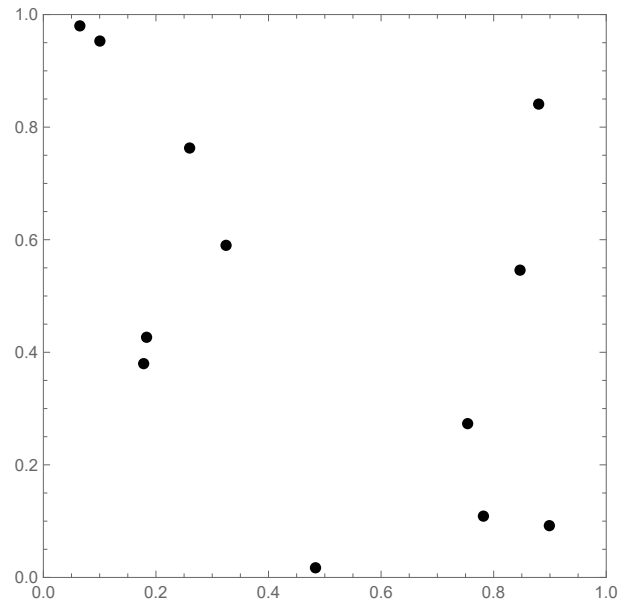
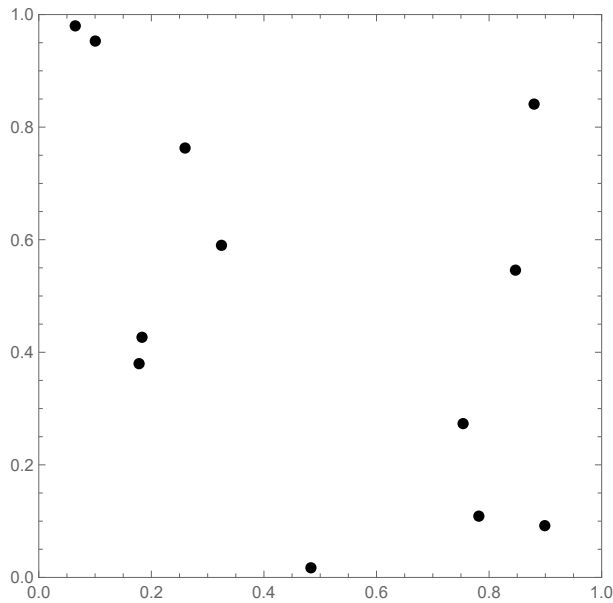
MATH 261 Computational Geometry

Suppose that the “best” triangulation of a point set avoids long narrow triangles as much as possible. How would you make this mathematically precise?

Make two (or more) triangulations of the following point set. Which one is “best”?



Make two (or more) triangulations of the following point set. Which one is “best”?



How would you write a precise definition for the “best” triangulation of a point set?

