

Contents

1	Introduction	1
1.1	Motivation	1
1.2	Research Questions	2
1.3	Hypothesis	2
1.4	Objectives	2
1.4.1	General Objectives	2
1.4.2	Specific Objectives	2
1.5	Methodology	2
1.6	Structure of this work	3
2	Theoretical Background	4
2.1	Computer geometry fundamentals	4
2.1.1	Common geometric tests	4
2.1.2	Precision and Robustness	6
2.2	Triangle meshes	7
2.2.1	Triangulation of a set of points	8
2.2.2	Flipping edges	8
2.2.3	Data structures	8
2.2.4	Delaunay triangulations	9
2.3	GPU Computing concepts	10
2.3.1	GPU architecture	10
2.3.2	GPU programming	11
3	Related Work	14
3.1	Cell Linked Lists	14
3.2	Related work on Delaunay triangulations	15
3.3	Precision problems in computer geometry	16
4	Proposed Algorithm	18
4.1	Sequential Kinetic Delaunay triangulation for small displacements	19
4.1.1	Data structure	19
4.1.2	Construction	19
4.1.3	Moving Points Delaunay triangulation	22
4.1.4	Moving Points Fixed radius neighbors	23
4.2	Exploring Parallel Moving Points Delaunay triangulation	24
4.2.1	Keeping the moving points Delaunay triangulation	24

4.2.2	FRNN in GPU using the Delaunay triangulation	26
5	Results	28
5.1	Experimental setup	28
5.1.1	Shaking points	28
5.1.2	Fluid simulation	29
5.2	Shaking points simulation results	30
5.3	Falling column fluid simulation results	33
5.4	Fluid simulation without gravity results	38
5.5	Analysis	42
5.5.1	Shaking Points	42
5.5.2	Fluid simulation	42
6	Conclusions	44
6.1	Conclusions	44
6.2	Future Work	45
	Bibliography	47
	Appendix A Code appendix	50
A.1	Cell Linked Lists code	50
A.2	Fluid simulation code	53