Delaunay Triangulation is the triangulation of discrete points in space, such that no point P is inside the circumcircle of any other triangle. There are couple of algorithms available: Incremental, Divide and Conquer, Sweephull. Some of them are already implemented on multi-core devices or Graphical Processing Units.

In this project my aim is to pick an appropriate algorithm to solve this problem and implement it on an FPGA.