

Flips^{*}

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We review results concerning edge flips in triangulations concentrating mainly on various aspects of the following question: Given two different triangulations of the same size, how many edge flips are necessary and sufficient to transform one triangulation into the other? We focus both on the combinatorial perspective (where only a combinatorial embedding of the graph is specified) and the geometric perspective (where the graph is embedded in the plane, vertices are points and edges are straight-line segments). We highlight some of the techniques used to prove the main results and mention a few of the challenges remaining in this area.

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