Correction to
“A Linear-Time Algorithm for Triangulating a Simple Polygon” [1]

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The analysis showing that our triangulation algorithm runs in linear time is incorrect, and indeed the algorithm does not run in linear time in the worst case. So far we have been unable to obtain a linear-time algorithm for the triangulation problem.

We have been able to obtain an $O(n \log \log n)$-time algorithm, however. The details are described in “An $O(n \log \log n)$-Time Algorithm for Triangulating a Simple Polygon,” SIAM Journal on Computing 17, 1 (February, 1988), to appear.