



Figure II.28: The polygons $ABCD$ and $B'A'EF$ are supposed to share an edge, but arbitrarily small roundoff errors can cause a small displacement of the edge. This can lead to pixel-sized holes appearing between the two polygons. In the figure, the pixelized polygons are shown with different crosshatching: the three white pixels between the polygons are errors introduced by roundoff errors and will cause unwanted visual artifacts. This same effect can occur even in cases where only one of the vertices is affected by roundoff errors.