

Computational Geometry Algorithms And Applications Second Edition

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 An Introduction

*Computational Geometry Algorithms And Applications
Second Edition*

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Special Topics and Techniques Now Publishers Inc

Problem solving is an essential part of every scientific discipline. It has two components: (1) problem identification and formulation, and (2) solution of the formulated problem. One can solve a problem on its own using ad hoc techniques or follow those techniques that have produced efficient solutions to similar problems. This requires the understanding of various algorithm design techniques, how and when to use them to formulate solutions and the context appropriate for each of them. This book advocates the study of algorithm design techniques by presenting most of the useful algorithm design techniques and illustrating them through numerous examples. Contents: Basic Concepts and Introduction to Algorithms: Basic Concepts in Algorithmic Analysis Mathematical Preliminaries Data Structures Heaps and the Disjoint Sets Data Structures Techniques Based on Recursion: Induction Divide and Conquer Dynamic Programming First-Cut Techniques: The Greedy Approach Graph Traversal Complexity of Problems: NP-Complete Problems Introduction to Computational Complexity Lower Bounds Coping with Hardness: Backtracking Randomized Algorithms Approximation Algorithms Iterative Improvement for Domain-Specific Problems: Network Flow Matching Techniques in Computational Geometry: Geometric Sweeping Voronoi Diagrams Readership: Senior undergraduates, graduate students and professionals in software development. Keywords:

Practical Geometry Algorithms Springer Science & Business Media

Historically, there is a close connection between geometry and optimization. This is illustrated by methods like the gradient method and the simplex method, which are associated with clear geometric pictures. In combinatorial optimization, however, many of the strongest and most frequently used algorithms are based on the discrete structure of the problems: the greedy algorithm, shortest path and alternating path methods, branch-and-bound, etc. In the last several years geometric methods, in particular polyhedral combinatorics, have played a more and more profound role in combinatorial optimization as well. Our book discusses two recent geometric algorithms that have turned out to have particularly interesting consequences in combinatorial optimization, at least from a theoretical point of view. These algorithms are able to utilize the rich body of results in polyhedral combinatorics. The first of these algorithms is the ellipsoid method, developed for nonlinear programming by N. Z. Shor, D. B. Yudin, and A. S. Nemirovskii. It was a great surprise when L. G. Khachiyan showed that this method can be adapted to solve linear programs in polynomial time, thus solving an important open theoretical problem. While the ellipsoid method has not proved to be competitive with the simplex method in practice, it does have some features which make it particularly suited for the purposes of combinatorial optimization. The second algorithm we discuss finds its roots in the classical "geometry of numbers", developed by Minkowski. This method has had traditionally deep applications in number theory, in particular in diophantine approximation.

With C++ Code Elsevier

Algorithms and Theory of Computation Handbook, Second Edition: Special Topics and Techniques provides an up-to-date compendium of fundamental computer science topics and techniques. It also illustrates how the topics and techniques come together to deliver efficient solutions to important practical problems. Along with updating and revising many of the existing chapters, this second edition contains more than 15 new chapters. This edition now covers self-stabilizing and pricing algorithms as well as the theories of privacy and anonymity, databases, computational games, and communication networks. It also discusses computational topology, natural language processing,

and grid computing and explores applications in intensity-modulated radiation therapy, voting, DNA research, systems biology, and financial derivatives. This best-selling handbook continues to help computer professionals and engineers find significant information on various algorithmic topics. The expert contributors clearly define the terminology, present basic results and techniques, and offer a number of current references to the in-depth literature. They also provide a glimpse of the major research issues concerning the relevant topics.

Geometric Approximation Algorithms Cambridge University Press

Triangulations presents the first comprehensive treatment of the theory of secondary polytopes and related topics. The text discusses the geometric structure behind the algorithms and shows new emerging applications, including hundreds of illustrations, examples, and exercises.

Structures for Algorithms and Applications American Mathematical Soc.

The year 2008 is a memorial year for Georgiy Vorono (1868-1908), with a number of events in the scientific community commemorating his tremendous contribution to the area of mathematics, especially number theory, through conferences and scientific gatherings in his honor. A notable event taking place in September 2008 a joint conference: the 5th Annual International Symposium on Voronoi Diagrams (ISVD) and the 4th International Conference on Analytic Number Theory and Spatial Tessellations held in Kyiv, Georgiy Vorono's native land. The main ideas expressed by G. Vorono's through his fundamental works have influenced and shaped the key developments in computation geometry, image recognition, artificial intelligence, robotics, computational science, navigation and obstacle avoidance, geographical information systems, molecular modeling, astrology, physics, quantum computing, chemical engineering, material sciences, terrain modeling, biometrics and other domains. This book is intended to provide the reader with in-depth overview and analysis of the fundamental methods and techniques developed following G. Vorono's ideas, in the context of the vast and increasingly growing area of computational intelligence. It represents the collection of state-of-the-art research methods merging the bridges between two areas: geometric computing through Voronoi diagrams and intelligent computation techniques, pushing the limits of current knowledge in the area, improving on previous solutions, merging sciences together, and inventing new ways of approaching difficult applied problems.

Conformal Geometry Springer Science & Business Media

Did you know that any straight-line drawing on paper can be folded so that the complete drawing can be cut out with one straight scissors cut? That there is a planar linkage that can trace out any algebraic curve, or even 'sign your name'? Or that a 'Latin cross' unfolding of a cube can be refolded to 23 different convex polyhedra? Over the past decade, there has been a surge of interest in such problems, with applications ranging from robotics to protein folding. With an emphasis on algorithmic or computational aspects, this treatment gives hundreds of results and over 60 unsolved 'open problems' to inspire further research. The authors cover one-dimensional (1D) objects (linkages), 2D objects (paper), and 3D objects (polyhedra). Aimed at advanced undergraduate and graduate students in mathematics or computer science, this lavishly illustrated book will fascinate a broad audience, from school students to researchers.

Geometric Methods and Applications CRC Press

From the reviews: "This book offers a coherent treatment, at the graduate textbook level, of the field that has come to be known in the last decade or so as computational geometry. ... The book is well organized and lucidly written; a timely contribution by two founders of the field. It clearly demonstrates that computational geometry in the plane is now a fairly well-understood branch of computer science and mathematics. It also points the way to the solution of the more challenging problems in dimensions higher than two." #Mathematical Reviews#1 "... This remarkable book is a comprehensive and systematic study on research results obtained especially in the last ten years. The very clear presentation concentrates on basic ideas, fundamental combinatorial structures, and

crucial algorithmic techniques. The plenty of results is clever organized following these guidelines and within the framework of some detailed case studies. A large number of figures and examples also aid the understanding of the material. Therefore, it can be highly recommended as an early graduate text but it should prove also to be essential to researchers and professionals in applied fields of computer-aided design, computer graphics, and robotics." #Biometrical Journal#2

Computational Geometry Springer Science & Business Media

Publisher Description

Algorithms and Data Structures for External Memory Springer Science & Business Media

Introduces exciting new methods for assessing algorithms for problems ranging from clustering to linear programming to neural networks.

Graph Algorithms and Applications 3 Prentice Hall

Exact algorithms for dealing with geometric objects are complicated, hard to implement in practice, and slow. Over the last 20 years a theory of geometric approximation algorithms has emerged.

These algorithms tend to be simple, fast, and more robust than their exact counterparts. This book is the first to cover geometric approximation algorithms in detail. In addition, more traditional computational geometry techniques that are widely used in developing such algorithms, like sampling, linear programming, etc., are also surveyed. Other topics covered include approximate nearest-neighbor search, shape approximation, coresets, dimension reduction, and embeddings. The topics covered are relatively independent and are supplemented by exercises. Close to 200 color figures are included in the text to illustrate proofs and ideas.

Computational Geometry Elsevier

For students this motivation will be especially welcome.

Computational Geometry and Computer Graphics in C++ Cambridge University Press

Discrete geometry is a relatively new development in pure mathematics, while computational geometry is an emerging area in applications-driven computer science. Their intermingling has yielded exciting advances in recent years, yet what has been lacking until now is an undergraduate textbook that bridges the gap between the two. Discrete and Computational Geometry offers a comprehensive yet accessible introduction to this cutting-edge frontier of mathematics and computer science. This book covers traditional topics such as convex hulls, triangulations, and Voronoi diagrams, as well as more recent subjects like pseudotriangulations, curve reconstruction, and locked chains. It also touches on more advanced material, including Dehn invariants, associahedra, quasigeodesics, Morse theory, and the recent resolution of the Poincaré conjecture. Connections to real-world applications are made throughout, and algorithms are presented independently of any programming language. This richly illustrated textbook also features numerous exercises and unsolved problems. The essential introduction to discrete and computational geometry Covers traditional topics as well as new and advanced material Features numerous full-color illustrations, exercises, and unsolved problems Suitable for sophomores in mathematics, computer science, engineering, or physics Rigorous but accessible An online solutions manual is available (for teachers only). To obtain access, please e-mail: Vickie_Kearn@press.princeton.edu

Generalized Voronoi Diagram: A Geometry-Based Approach to Computational Intelligence Springer

This is the revised and expanded 1998 edition of a popular introduction to the design and implementation of geometry algorithms arising in areas such as computer graphics, robotics, and engineering design. The basic techniques used in computational geometry are all covered: polygon triangulations, convex hulls, Voronoi diagrams, arrangements, geometric searching, and motion planning. The self-contained treatment presumes only an elementary knowledge of mathematics, but reaches topics on the frontier of current research, making it a useful reference for practitioners at all levels. The second edition contains material on several new topics, such as randomized algorithms for polygon triangulation, planar point location, 3D convex hull construction, intersection algorithms for ray-segment and ray-triangle, and point-in-polyhedron. The code in this edition is significantly improved from the first edition (more efficient and more robust), and four new routines are included. Java versions for this new edition are also available. All code is accessible from the book's Web site (<http://cs.smith.edu/~orourke/>) or by anonymous ftp.

Handbook of Computational Geometry Computational Geometry Algorithms and Applications

Digital geometry emerged as an independent discipline in the second half of the last century. It deals with geometric properties of digital objects and is developed with the unambiguous goal to provide rigorous theoretical foundations for devising new advanced approaches and algorithms for various problems of visual computing. Different aspects of digital geometry have been addressed in the literature. This book is the first one that explicitly focuses on the presentation of the most important digital geometry algorithms. Each chapter provides a brief survey on a major research area related to the general volume theme, description and analysis of related fundamental algorithms, as well as new original contributions by the authors. Every chapter contains a section in

which interesting open problems are addressed.

Computational Geometry Springer Science & Business Media

"Symplectic Geometric Algorithms for Hamiltonian Systems" will be useful not only for numerical analysts, but also for those in theoretical physics, computational chemistry, celestial mechanics, etc. The book generalizes and develops the generating function and Hamilton-Jacobi equation theory from the perspective of the symplectic geometry and symplectic algebra. It will be a useful resource for engineers and scientists in the fields of quantum theory, astrophysics, atomic and molecular dynamics, climate prediction, oil exploration, etc. Therefore a systematic research and development of numerical methodology for Hamiltonian systems is well motivated. Were it successful, it would imply wide-ranging applications.

Polyhedral Reduction Theories, Algorithms, and Applications Cambridge University Press

This introduction to computational geometry focuses on algorithms. Motivation is provided from the application areas as all techniques are related to particular applications in robotics, graphics, CAD/CAM, and geographic information systems. Modern insights in computational geometry are used to provide solutions that are both efficient and easy to understand and implement.

Algorithms and Applications Springer Science & Business Media

Radiocarbon After Four Decades: An Interdisciplinary Perspective commemorates the 40th anniversary of radiocarbon dating. The volume presents discussions of every aspect of this dating technique, as well as chronicles of its development and views of future advancements and applications. All of the 64 authors played major roles in establishment, development or application of this revolutionary scientific tool. The 35 chapters provide a solid foundation in the essential topics of radiocarbon dating: Historical Perspectives; The Natural Carbon Cycle; Instrumentation and Sample Preparation; Hydrology; Old World Archaeology; New World Archaeology; Earth Sciences; and Biomedical Applications.

Foundations, Algorithms, and Methods Princeton University Press

This book contains Volume 6 of the Journal of Graph Algorithms and Applications (JGAA). JGAA is a peer-reviewed scientific journal devoted to the publication of high-quality research papers on the analysis, design, implementation, and applications of graph algorithms. Areas of interest include computational biology, computational geometry, computer graphics, computer-aided design, computer and interconnection networks, constraint systems, databases, graph drawing, graph embedding and layout, knowledge representation, multimedia, software engineering, telecommunications networks, user interfaces and visualization, and VLSI circuit design. Graph Algorithms and Applications 3 presents contributions from prominent authors and includes selected papers from the Symposium on Graph Drawing (1999 and 2000). All papers in the book have extensive diagrams and offer a unique treatment of graph algorithms focusing on the important applications. Contents: Triangle-Free Planar Graphs and Segment Intersection Graphs (N de Castro et al.); Traversing Directed Eulerian Mazes (S Bhatt et al.); A Fast Multi-Scale Method for Drawing Large Graphs (D Harel & Y Koren); GRIP: Graph Drawing with Intelligent Placement (P Gajer & S G Kobourov); Graph Drawing in Motion (C Friedrich & P Eades); A 6-Regular Torus Graph Family with Applications to Cellular and Interconnection Networks (M Iridon & D W Matula); and other papers. Readership: Researchers and practitioners in theoretical computer science, computer engineering, and combinatorics and graph theory.

Numerical Geometry of Images World Scientific

The Handbook of Discrete and Computational Geometry is intended as a reference book fully accessible to nonspecialists as well as specialists, covering all major aspects of both fields. The book offers the most important results and methods in discrete and computational geometry to those who use them in their work, both in the academic world—as researchers in mathematics and computer science—and in the professional world—as practitioners in fields as diverse as operations research, molecular biology, and robotics. Discrete geometry has contributed significantly to the growth of discrete mathematics in recent years. This has been fueled partly by the advent of powerful computers and by the recent explosion of activity in the relatively young field of computational geometry. This synthesis between discrete and computational geometry lies at the heart of this Handbook. A growing list of application fields includes combinatorial optimization, computer-aided design, computer graphics, crystallography, data analysis, error-correcting codes, geographic information systems, motion planning, operations research, pattern recognition, robotics, solid modeling, and tomography.

Handbook of Discrete and Computational Geometry, Third Edition World Scientific

Computational Geometry is an area that provides solutions to geometric problems which arise in applications including Geographic Information Systems, Robotics and Computer Graphics. This Handbook provides an overview of key concepts and results in Computational Geometry. It may serve as a reference and study guide to the field. Not only the most advanced methods or solutions are described, but also many alternate ways of looking at problems and how to solve them.

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