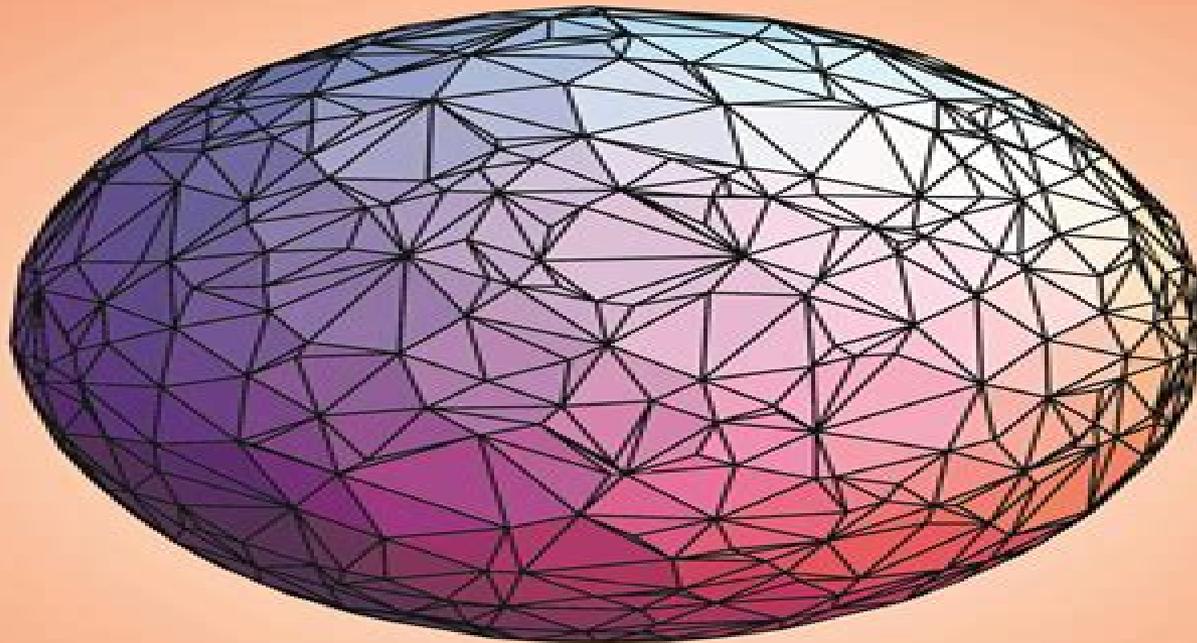


DISCRETE AND COMPUTATIONAL
GEOMETRY



SATYAN L. DEVADOSS
JOSEPH O'ROURKE

Discrete And Computational Geometry

Jin Akiyama, Mikio Kano



Discrete And Computational Geometry:

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Discrete and Computational Geometry Boris Aronov, Saugata Basu, Janos Pach, Micha Sharir, 2003-06-23 An impressive collection of original research papers in discrete and computational geometry contributed by many leading researchers in these fields as a tribute to Jacob E Goodman and Richard Pollack two of the founding fathers of the area on the occasion of their 2 3 x 100 birthdays The topics covered by the 41 papers provide professionals and graduate students with a comprehensive presentation of the state of the art in most aspects of discrete and computational geometry including geometric algorithms study of arrangements geometric graph theory quantitative and algorithmic real algebraic geometry with important connections to algebraic geometry convexity polyhedral combinatorics the theory of packing covering and tiling The book serves as an invaluable source of reference in this discipline

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effective geometric algorithms for the applications mentioned above Most of the methods and results discussed in the book have not appeared in any previously published monograph In particular this book contains the first systematic treatment of epsilon nets geometric transversal theory partitions of Euclidean spaces and a general method for the analysis of randomized geometric algorithms Apart from mathematicians working in discrete and computational geometry this book will also be of great use to computer scientists and engineers who would like to learn about the most recent results

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Discrete and Computational Geometry Jin Akiyama, Mikio Kano, 2003-12-04 This book constitutes the thoroughly refereed post proceedings of the Japanese Conference on Discrete Computational Geometry JCDCG 2002 held in Tokyo Japan in December 2002 The 29 revised full papers presented were carefully selected during two rounds of reviewing and improvement All current issues in discrete algorithmic geometry are addressed

Surveys on Discrete and Computational Geometry Jacob E. Goodman, 2008 This volume contains nineteen survey papers describing the state of current research in discrete and computational geometry as well as a set of open problems presented at the 2006 AMS IMS SIAM Summer Research Conference Discrete and Computational Geometry Twenty Years Later held in Snowbird Utah in June 2006 Topics surveyed include metric graph theory lattice polytopes the combinatorial complexity of unions of geometric objects line and pseudoline arrangements algorithmic semialgebraic geometry persistent homology unfolding polyhedra pseudo triangulations nonlinear computational geometry k sets and the computational complexity of convex bodies

Twentieth Anniversary Volume: Discrete & Computational Geometry Jacob E. Goodman, János Pach, Richard Pollack, 2009-03-02 While we were busy putting together the present collection of articles celebrating the twentieth birthday of our journal Discrete the complexity hardness of a variety of geometric algorithms depends on McMullen's upper bound theorem on convex polytopes or on the maximum number of halving lines determined by $2n$ points in the plane that is the number of different ways a set of points can be cut by a straight line into two parts of the same size proximity questions

stemming from several application areas turn out to be intimately related to Erdos's classical questions on the distribution of distances determined by n points in the plane or in space. On the other hand, the algorithmic point of view has fertilized several fields of complexity and of discrete geometry which had lain fallow for some years and has opened new research directions.

Discrete and Computational Geometry Jin Akiyama, Mikio Kano, Xuehou Tan, 2005-11-15 This book constitutes the thoroughly refereed post proceedings of the Japanese Conference on Discrete Computational Geometry JCDCG 2004 held in Tokyo Japan in October 2004 to honor Janos Pach on his fiftieth year. The 20 revised full papers presented were carefully selected during two rounds of reviewing and improvement from over 60 talks at the conference. All current issues in discrete algorithmic geometry are addressed.

Advances in Discrete and Computational Geometry Bernard Chazelle, Jacob E. Goodman, Richard Pollack, 1999 This volume is a collection of refereed expository and research articles in discrete and computational geometry written by leaders in the field. Articles are based on invited talks presented at the AMS/IMS/SIAM Summer Research Conference Discrete and Computational Geometry Ten Years Later held in 1996 at Mt Holyoke College, South Hadley, MA. Topics addressed range from tilings, polyhedra and arrangements to computational topology and visibility problems. Included are papers on the interaction between real algebraic geometry and discrete and computational geometry as well as on linear programming and geometric discrepancy theory.

Discrete and Computational Geometry Jin Akiyama, Mikio Kano, Masatsugu Urabe, 2004-05-26 This volume consists of those papers presented at the Japan Conference on Discrete and Computational Geometry 98. The conference was held on 9-12 December 1998 at Tokai University in Tokyo. Close to a hundred participants from 10 countries participated. Interest in Computational Geometry surfaced among engineers in Japan about twenty years ago, while interest in Discrete Geometry arose as a natural extension of the research of a group of graph theorists more recently. One of the goals of the conference was to bring together these two groups and to put them in contact with experts in these fields from abroad. This is the second conference in the series. The plan is to hold one every year and to publish the papers of the conferences every two years. The organizers thank the sponsors of the conference, namely The Institute of Educational Development of Tokai University, Grant in Aid of the Ministry of Education of Japan, A Saito, A 10304008, Mitsubishi Research Institute, Sanada Institute of System Development, Japan Process and Upward. They also thank especially T. Asano, D. Avis, V. Chvátal, H. Imai, J. Pach, D. Rapaport, M. Ruiz, J. O'Rourke, K. Sugihara, T. Tokuyama, and J. Urrutia for their interest and support.

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diversity of these papers demonstrate how geometry continues to provide a vital source of ideas in theoretical computer science and discrete mathematics as well as fertile ground for interaction and stimulation between the two disciplines

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Differential Geometry and Topology, Discrete and Computational Geometry (NATO Science Series. Series III, Computer and Systems Sciences, 1387-6694 ; V. 197) Mohamed Boucetta, 2005

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