

Discrete And Computational Geometry

Geometry is a classical core part of mathematics which, with its birth, marked the beginning of the mathematical sciences. Thus, not surprisingly, geometry has played a key role in many important developments of mathematics in the past, as well as in present times. While focusing on modern mathematics, one has to emphasize the increasing role of discrete mathematics, or equivalently, the broad movement to establish discrete analogues of major components of mathematics. In this way, the works of a number of outstanding mathematicians including H. S. M. Coxeter (Canada), C. A. Rogers (United Kingdom), and L. Fejes-Tóth (Hungary) led to the new and fast developing field called discrete geometry. One can briefly describe this branch of geometry as the study of discrete arrangements of geometric objects in Euclidean, as well as in non-Euclidean spaces. This, as a classical core part, also includes the theory of polytopes and tilings in addition to the theory of packing and covering. Discrete geometry is driven by problems often featuring a very clear visual and applied character. The solutions use a variety of methods of modern mathematics, including convex and combinatorial geometry, coding theory, calculus of variations, differential geometry, group theory, and topology, as well as geometric analysis and number theory.

This volume, published jointly with the Association for Computing Machinery, comprises a collection of research articles celebrating the occasion of Victor Klee's 65th birthday in September 1990. During his long career, Klee has made contributions to a wide variety of areas, such as discrete and computational geometry, convexity, combinatorics, graph theory, functional analysis, mathematical programming and optimization, and theoretical computer science. In addition, Klee made important contributions to mathematics, education, mathematical methods in economics and the decision sciences, applications of discrete mathematics in the biological and social sciences, and the transfer of knowledge from applied mathematics to industry. In honour of Klee's achievements, this volume presents more than 40 papers on topics related to Klee's research. While the majority of the papers are research articles, a number of survey articles are also included. Mirroring the breadth of Klee's mathematical contributions, this book shows how different branches of mathematics interact. It is a fitting tribute to one of the leading figures in discrete mathematics.

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.

Invariant, or coordinate-free methods provide a natural framework for many geometric questions. Invariant Methods in Discrete and Computational Geometry provides a basic introduction to several aspects of invariant theory, including the supersymmetric algebra, the Grassmann-Cayley algebra, and Chow forms. It also presents a number of current research papers on invariant theory and its applications to problems in geometry, such as automated theorem proving and computer vision. Audience: Researchers studying mathematics, computers and robotics.

Polyhedral and Algebraic Methods in Computational Geometry

Invariant Methods in Discrete and Computational Geometry

Handbook of Discrete and Combinatorial Mathematics

Papers from the DIMACS Special Year

Discrete and Computational Geometry and Graphs

Convex and Discrete Geometry is an area of mathematics situated between analysis, geometry and discrete mathematics with numerous relations to other subdisciplines. This book provides a comprehensive overview of major results, methods and ideas of convex and discrete geometry and its applications. Besides being a graduate-level introduction to the field, it is a practical source of information and orientation for convex geometers, and useful to people working in the applied fields.

While high-quality books and journals in this field continue to proliferate, none has yet come close to matching the Handbook of Discrete and Computational Geometry, which in its first edition, quickly became the definitive reference work in its field. But with the rapid growth of the discipline and the many advances made over the past seven years, it's time to bring this standard-setting reference up to date. Editors Jacob E. Goodman and Joseph O'Rourke reassembled their stellar panel of contributors, added many more, and together thoroughly revised their work to make the most important results and methods, both classic and cutting-edge, accessible in one convenient volume. Now over more than 1500 pages, the Handbook of Discrete and Computational Geometry, Second Edition once again provides unparalleled, authoritative coverage of theory, methods, and applications. Highlights of the Second Edition: Thirteen new chapters: Five on applications and others on collision detection, nearest neighbors in high-dimensional spaces, curve and surface reconstruction, embeddings of finite metric spaces, polygonal linkages, the discrepancy method, and geometric graph theory Thorough revisions of all remaining chapters Extended coverage of computational geometry software, now comprising two chapters: one on the LEDA and CGAL libraries, the other on additional software Two indices: An Index of Defined Terms and an Index of Cited Authors Greatly expanded

bibliographies

Polyhedral and Algebraic Methods in Computational Geometry provides a thorough introduction into algorithmic geometry and its applications. It presents its primary topics from the viewpoints of discrete, convex and elementary algebraic geometry. The first part of the book studies classical problems and techniques that refer to polyhedral structures. The authors include a study on algorithms for computing convex hulls as well as the construction of Voronoi diagrams and Delone triangulations. The second part of the book develops the primary concepts of (non-linear) computational algebraic geometry. Here, the book looks at Gröbner bases and solving systems of polynomial equations. The theory is illustrated by applications in computer graphics, curve reconstruction and robotics. Throughout the book, interconnections between computational geometry and other disciplines (such as algebraic geometry, optimization and numerical mathematics) are established. Polyhedral and Algebraic Methods in Computational Geometry is directed towards advanced undergraduates in mathematics and computer science, as well as towards engineering students who are interested in the applications of computational geometry. This book provides comprehensive coverage of the modern methods for geometric problems in the computing sciences. It also covers concurrent topics in data sciences including geometric processing, manifold learning, Google search, cloud data, and R-tree for wireless networks and BigData. The author investigates digital geometry and its related constructive methods in discrete geometry, offering detailed methods and algorithms. The book is divided into five sections: basic geometry; digital curves, surfaces and manifolds; discretely represented objects; geometric computation and processing; and advanced topics. Chapters especially focus on the applications of these methods to other types of geometry, algebraic topology, image processing, computer vision and computer graphics. Digital and Discrete Geometry: Theory and Algorithms targets researchers and professionals working in digital image processing analysis, medical imaging (such as CT and MRI) and informatics, computer graphics, computer vision, biometrics, and information theory. Advanced-level students in electrical engineering, mathematics, and computer science will also find this book useful as a secondary text book or reference. Praise for this book: This book does present a large collection of important concepts, of mathematical, geometrical, or algorithmical nature, that are frequently used in computer graphics and image processing. These concepts range from graphs through manifolds to homology. Of particular value are the sections dealing with discrete versions of classic continuous notions. The reader finds compact definitions and concise explanations that often appeal to intuition, avoiding finer, but then necessarily more complicated, arguments... As a first introduction, or as a reference for professionals working in computer graphics or image processing, this book should be of considerable value." - Prof. Dr. Rolf Klein, University of Bonn.

Convex and Discrete Geometry

Classical Topics in Discrete Geometry

Discrete and Computational Geometry, Graphs, and Games

Handbook of Discrete and Computational Geometry, Second Edition

New Trends in Discrete and Computational Geometry

In the last thirty years Computational Geometry has emerged as a new discipline from the field of design and analysis of algorithms. That discipline studies geometric problems from a computational point of view, and it has attracted enormous research interest. But that interest is mostly concerned with Euclidean Geometry (mainly the plane or Euclidean 3-dimensional space). Of course, there are some important reasons for this occurrence since the first applications and the bases of all developments are in the plane or in 3-dimensional space. But, we can find also some exceptions, and so Voronoi diagrams on the sphere, cylinder, the cone, and the torus have been considered previously, and there are many works on triangulations on the sphere and other surfaces. The exceptions mentioned in the last paragraph have appeared to try to answer some questions which arise in the growing list of areas in which the results of Computational Geometry are applicable, since, in practice, many situations in those areas lead to problems of Computational Geometry on surfaces (probably the sphere and the cylinder are the most common examples). We can mention here some specific areas in which these situations happen as engineering, computer aided design, manufacturing, geographic information systems, operations research, robotics, computer graphics, solid modeling, etc.

Handbook of Discrete and Combinatorial Mathematics provides a comprehensive reference volume for mathematicians, computer scientists, engineers, as well as students and reference librarians. The material is presented so that key information can be located and used quickly and easily. Each chapter includes a glossary. Individual topics are covered in sections and subsections within chapters, each of which is organized into clearly identifiable parts: definitions, facts, and examples. Examples are provided to illustrate some of the key definitions, facts, and algorithms. Some curious and entertaining facts and puzzles are also included. Readers will also find an extensive collection of biographies. This second edition is a major revision. It includes extensive additions and updates. Since the first edition appeared in 1999, many new discoveries have been made and new areas have grown in importance, which are covered in this edition.

This book constitutes the thoroughly refereed post-conference proceedings of the 21st Japanese Conference on Discrete and Computational Geometry and Graphs, JCDCGGG 2018, held in Quezon City, Philippines, in September 2018. The total of 14 papers included in this volume was carefully reviewed and selected from 25 submissions. The papers feature advances made in the field of computational geometry and focus on emerging technologies, new methodology and applications, graph theory and dynamics.

This commemorative book contains the 28 major articles that appeared in the 2008 Twentieth Anniversary Issue of the journal Discrete & Computational Geometry, and presents a comprehensive picture of the current state of the field. The articles in this volume, a number of which solve long-outstanding problems in the field, were chosen by the editors of DCG for the importance of their results, for the breadth of their scope, and to show the intimate connections that have arisen between discrete and computational geometry and other areas of both computer science and mathematics. Apart from the articles, the editors present an expanded preface, along with a set of photographs of groups and individuals who have played a major role in the history of the field during the past twenty years.

21st Japanese Conference, JCDCGGG 2018, Quezon City, Philippines, September 1-3, 2018, Revised Selected Papers

Computational Geometry in C

The Goodman-Pollack Festschrift

Combinatorial and Computational Geometry

Advances in Discrete and Computational Geometry

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 cleverly 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

Unifies discrete and computational geometry by using forbidden patterns of points to characterize many of its problems.

Discrete and computational geometry are two fields which in recent years have benefitted from the interaction between mathematics and computer science. The results are applicable in areas such as motion planning, robotics, scene analysis, and computer aided design. The book consists of twelve chapters summarizing the most recent results and methods in discrete and computational geometry. All authors are well-known experts in these fields. They give concise and self-contained surveys of the most efficient combinatorial, probabilistic and topological methods that can be used to design 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.

This 2005 book deals with interesting topics in Discrete and Algorithmic aspects of Geometry.

Forbidden Configurations in Discrete Geometry

Proceedings of the Curaçao Conference, 13-17 June, 1994

Performing Computational Geometry on the Cylinder, the Sphere, the Torus, and the Cone
Twenty Years Later

Twentieth Anniversary Volume: Discrete & Computational Geometry

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.

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.

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.

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.

Volumetric Discrete Geometry

Differential Geometry and Topology, Discrete and Computational Geometry

16th Japanese Conference, JCDCGG 2013, Tokyo, Japan, September 17-19, 2013, Revised Selected Papers

Combinatorics and Graph Theory with Mathematica ®

Japanese Conference, JCDCG 2002, Tokyo, Japan, December 6-9, 2002, Revised Papers

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.

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

This book was first published in 2003. Combinatorica, an extension to the popular computer algebra system Mathematica®, is the most comprehensive software available for teaching and research applications of discrete mathematics, particularly combinatorics and graph theory. This book is the definitive reference/user's guide to Combinatorica, with examples of all 450 Combinatorica functions in action, along with the associated mathematical and algorithmic theory. The authors cover classical and advanced topics on the most important combinatorial objects: permutations, subsets, partitions, and Young tableaux, as well as all important areas of graph theory: graph construction operations, invariants, embeddings, and algorithmic graph theory. In addition to being a research tool, Combinatorica makes discrete mathematics accessible in new and exciting ways to a wide variety of people, by encouraging computational experimentation and visualization. The book contains no formal proofs, but enough discussion to understand and appreciate all the algorithms and theorems it contains.

Volume of geometric objects plays an important role in applied and theoretical mathematics. This is particularly true in the relatively new branch of discrete geometry, where volume is often used to find new topics for research. Volumetric Discrete Geometry demonstrates the recent aspects of volume, introduces problems related to it, and presents methods to apply it to other geometric problems. Part I of the text consists of survey chapters of selected topics on volume and is suitable for advanced undergraduate students. Part II has chapters of selected proofs of theorems stated in Part I and is oriented for graduate level students wishing to learn about the latest research on the topic. Chapters can be studied independently from each other. Provides a list of 30 open problems to promote research Features more than 60 research exercises Ideally suited for researchers and students of combinatorics, geometry and discrete mathematics

Japanese Conference, JCDCG 2004, Tokyo, Japan, October 8-11, 2004

Handbook of Computational Geometry

Computational Discrete Mathematics

Digital and Discrete Geometry

Twenty Years Later : AMS-IMS-SIAM Joint Summer Research Conference, June 18-22, 2006, Snowbird, Utah

The first DIMACS special year, held during 1989-1990, was devoted to discrete and computational geometry. More than 200 scientists, both long- and short-term visitors, came to DIMACS to participate in the special year activities. Among the highlights were six workshops at Rutgers and Princeton Universities that defined the focus for much of the special year. The workshops addressed the following topics: geometric complexity, probabilistic methods in discrete and computational geometry, polytopes and convex sets, arrangements, and algebraic and practical issues in geometric computation. This volume presents some of the results growing out of the workshops and the special year activities. Containing both survey articles and research papers, this collection presents an excellent overview of significant recent progress in discrete and computational geometry. The 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 simulation between the two disciplines.

This book constitutes the thoroughly refereed post-conference proceedings of the 16th Japanese Conference on Discrete and computational Geometry and Graphs, JDCDGG 2013, held in Tokyo, Japan, in September 2013. The total of 16 papers included in this volume was carefully reviewed and selected from 58 submissions. The papers feature advances made in the field of computational geometry and focus on emerging technologies, new methodology and applications, graph theory and dynamics.

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The main topics in this introductory text to discrete geometry include basics on convex sets, convex polytopes and hyperplane arrangements, combinatorial complexity of geometric configurations, intersection patterns and transversals of convex sets, geometric Ramsey-type results, and embeddings of finite metric spaces into normed spaces. In each

area, the text explains several key results and methods.

Applied Geometry and Discrete Mathematics

Special Issue on Discrete and Computational Geometry

Algorithms and Applications

Lectures on Discrete Geometry

Computational Geometry and Computer Graphics in C++

This book constitutes the thoroughly refereed post-proceedings of the Japanese Conference on Discrete Computational Geometry, JCDCG 2001, held in Tokyo, Japan in November 2001. The 35 revised papers presented were carefully reviewed and selected. Among the topics covered are polygons and polyhedrons, divisible dissections, convex polygon packings, symmetric subsets, convex decompositions, graph drawing, graph computations, point sets, approximation, Delaunay diagrams, triangulations, chromatic numbers, complexity, layer routing, efficient algorithms, and illumination problems.

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.

This volume consists of the refereed proceedings of the Japan Conference on Discrete and Computational Geometry (JCDCG 2004) held at Tokai University in Tokyo, Japan, October, 8-11, 2004, to honor Janos Pach on his 50th year. Janos Pach has generously supported the efforts to promote research in discrete and computational geometry among mathematicians in Asia for many years. The conference was attended by close to 100 participants from 20 countries. Since it was first organized in 1997, the annual JCDCG has attracted a growing international participation. The earlier conferences were held in Tokyo, followed by conferences in Manila, Philippines, and Bandung, Indonesia. The proceedings of JCDCG 1998, 2000, 2002 and IJCCGGT 2003 were published by Springer as part of the series Lecture Notes in Computer Science (LNCS) volumes 1763, 2098, 2866 and 3330, respectively, while the proceedings of JCDCG 2001 were also published by Springer as a special issue of the journal Graphs and Combinatorics, Vol. 18, No. 4, 2002. The organizers of JCDCG 2004 gratefully acknowledge the sponsorship of Tokai University, the support of the conference secretariat and the participation of the principal speakers: Ferran Hurtado, Hiro Ito, Alberto Moragas, Jiří Matoušek, Janos Pach, Jonathan Shewchuk, William Steiger, Endre Szemerédi, Geza Tóth, Godfried Toussaint and Jorge Urrutia.

The aim of this volume is to give an introduction and overview to differential topology, differential geometry and computational geometry with an emphasis on some interconnections between these three domains of mathematics. The chapters give the background required to begin research in these fields or at their interfaces. They introduce new research domains and both old and new conjectures in these different subjects show some interaction between other sciences close to mathematics. Topics discussed are; the basis of differential topology and combinatorial topology, the link between differential geometry and topology,

Riemannian geometry (Levi-Civita connection, curvature tensor, geodesic, completeness and curvature tensor), characteristic classes (to associate every fibre bundle with isomorphic fiber bundles), the link between differential geometry and the geometry of non smooth objects, computational geometry and concrete applications such as structural geology and graphism.

Computational Geometry on Surfaces

An Introduction

Japanese Conference, JCDCG 2000, Tokyo, Japan, November, 22-25, 2000. Revised Papers

The Victor Klee Festschrift

Handbook of Discrete and Computational Geometry, Third Edition

This book provides an accessible introduction to methods in computational geometry and computer graphics. It emphasizes the efficient object-oriented implementation of geometric methods with useable C++ code for all methods discussed.

Discrete and Computational Geometry

Surveys on Discrete and Computational Geometry

Special Issue on Discrete and Computational Geometry and Their Applications in Visual Computing

Theory and Algorithms

Computational Geometry