

## Handbook Of Discrete And Computational Geometry

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Handbook of Discrete and Computational ... - Taylor & Francis

Discrete geometry originally referred to two-dimensional problems such as packing and tiling, while computational geometry referred to the development of geometric algorithms. Both of these fields have now exploded to include combinatorial complexity of three-dimensional structures and computational topology of curves in higher-order dimensions.

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Discrete and Computational Geometry - Routledge Handbooks

Handbook of Discrete and Computational Geometry, First Edition J.E. Goodman and J. O'Rourke, editors, CRC Press LLC, Boca Raton, FL, 1997. ISBN 978-0849385247 (52 chapters, xiv + 991 pages).

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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

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 ?elds as diverse as operations research, molecular biology, and robotics. Discrete geometry has contributed signi?cantly 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 ?eld 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

The origins of computation group theory (CGT) date back to the late 19th and early 20th centuries. Since then, the field has flourished, particularly during the past 30 to 40 years, and today it remains a lively and active branch of mathematics. The Handbook of Computational Group Theory offers the first complete treatment of all the fundame

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.

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

This book reviews the algorithms for processing geometric data, with a practical focus on important techniques not covered by traditional courses on computer vision and computer graphics. Features: presents an overview of the underlying mathematical theory, covering vector spaces, metric space, affine spaces, differential geometry, and finite difference methods for derivatives and differential equations; reviews geometry representations, including polygonal meshes, splines, and subdivision surfaces; examines techniques for computing curvature from polygonal meshes; describes algorithms for mesh smoothing, mesh parametrization, and mesh optimization and simplification; discusses point location databases and convex hulls of point sets; investigates the reconstruction of triangle meshes from point clouds, including methods for registration of point clouds and surface reconstruction; provides additional material at a supplementary website; includes self-study exercises throughout the text.

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

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

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