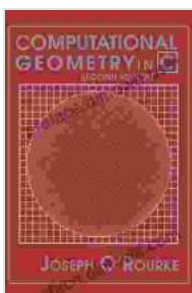


Computational Geometry: A Journey Through Shape and Form

Computational geometry is a vibrant and rapidly growing field that lies at the intersection of computer science and mathematics. It deals with the representation, manipulation, and analysis of geometric objects in a computer environment. Computational geometry has applications in a wide range of areas, including computer graphics, robotics, geographic information systems, and VLSI design.

This book provides a comprehensive to computational geometry. It covers the fundamental concepts and algorithms of the field, as well as a number of important applications. The book is written in a clear and concise style, and it is suitable for both undergraduate and graduate students in computer science and mathematics.



Computational Geometry in C (Cambridge Tracts in Theoretical Computer Science (Paperback))

by Joseph O'Rourke

★★★★☆ 4.7 out of 5

Language : English

File size : 20140 KB

Text-to-Speech : Enabled

Screen Reader : Supported

Enhanced typesetting : Enabled

Print length : 390 pages



Topics Covered

The book covers a wide range of topics in computational geometry, including:

- Convex hulls
- Voronoi diagrams
- Delaunay triangulations
- Triangulations
- Arrangements
- Point location
- Range searching
- Motion planning
- Geometric optimization

Applications

Computational geometry has a wide range of applications in various fields, including:

- Computer graphics
- Robotics
- Geographic information systems
- VLSI design
- Molecular biology
- Operations research
- Computational physics

Audience

The book is intended for a broad audience, including:

- Undergraduate and graduate students in computer science and mathematics
- Researchers in computational geometry and related fields
- Practitioners in areas such as computer graphics, robotics, and geographic information systems

Reviews

“This book is a comprehensive and well-written to computational geometry. It is suitable for both undergraduate and graduate students, and it is also a valuable resource for researchers in the field.” — **Michael Goodrich**, University of California, Irvine

“This book is a must-have for anyone who wants to learn about computational geometry. It is clear, concise, and comprehensive.” — **Jeff Erickson**, University of Illinois at Urbana-Champaign

About the Author

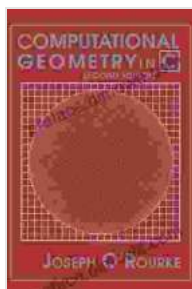
Mark de Berg is a Professor of Computer Science at Utrecht University in the Netherlands. He is a leading researcher in computational geometry, and he has written several books and papers on the subject.

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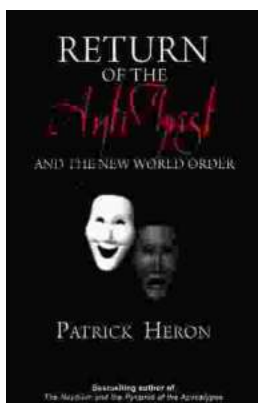


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