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Chapter 1 : Combinatorics - Wikipedia

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California, Davis For contributions to algebraic combinatorics, combinatorial representation theory, and mathematical physics and for service to the profession. Stefan Schwede For contributions to homotopy theory.

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Chapter 2 : AMS :: Class of the Fellows of the AMS

Read the latest chapters of North-Holland Mathematics Studies at calendrierdelascience.com, Elsevier's leading platform of peer-reviewed scholarly literature.

Arrangements and Their Applications by Pankaj K. Agarwal, Julien Basch, Leonidas J. Guibas, Micha Sharir. The arrangement of a finite collection of geometric objects is the decomposition of the space into connected cells induced by them. We survey combinatorial and algorithmic properties of arrangements of arcs in the plane and of surface patches in higher dimensions. We present many applications of arrangements to problems in motion planning, visualization, range searching, molecular modeling, and geometric optimization. Some results involving planar arrangements of arcs have been presented in a companion chapter in this book, and are extended in this chapter to higher dimensions.

Show Context Citation Context Deformable free space tilings for kinetic collision detection by Pankaj K. Agarwal, Julien Basch, Leonidas J. Guibas. We present kinetic data structures for detecting collisions between a set of polygons that are not only moving continuously but whose shapes can also change continuously with time. We construct a planar subdivision of the common exterior of the polygons, called a pseudotriangulation, that certifies their disjointness. We show different schemes for maintaining pseudotriangulations as a kinetic data structure, and we analyze their performance. Specifically, we first describe an algorithm for maintaining a pseudo-triangulation of a point set, and show that the pseudo-triangulation changes only quadratically many times if points move along algebraic arcs of constant degree. We then describe an algorithm for maintaining a pseudo-triangulation of a set of convex polygons. Finally, we extend our algorithm to maintaining a pseudo-triangulation of a set of simple polygons. Similarly, we can bound the number of changes to u by $s \cdot n$. Summing over all the vertices in P , we obtain the following. If the points of P move algebraically with constant degree d , while the general problem is NP-hard to solve, even approximately, here we consider some geometric special cases, where u is the number of vertices. Extending prior results[BG95], we show that approximation algorithms with provable performance exist, under a certain general condition: We show that under this condition, a cover of size $O(f \cdot C)$ can be found. Our proof involves the generalization of shallow cuttings [Mat92] to more general geometric situations. We also obtain improved approximation guarantees for fat triangles, of arbitrary size, and for a class of fat objects. We study the question of finding a deepest point in an arrangement of regions, and provide a fast algorithm for this problem using random sampling, showing it sufficient to solve this problem when the deepest point is shallow. This implies, among other results, a fast algorithm for solving linear programming with violations approximately. We also use this technique to approximate the disk covering the largest number of red points, while avoiding all the blue points, given two such sets in the plane. Using similar techniques imply that approximate range counting queries have roughly the same time and space complexity as emptiness range queries. The combinatorial complexity of an arrangement is the total number of edges, faces, and vertices in the arrangement. A k -level in an arrangement of curves is the closure of the set of points on the

Agarwal, Alon Efrat, Micha Sharir , "

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Chapter 3 : Journals (etc.) in Discrete Mathematics and related fields

Combinatorial and geometric structures and their applications, note: citations are based on reference standards however, formatting rules can vary widely between applications and fields of interest or study the specific requirements or preferences.

It will include lectures as well as practicum. Contents and organization Monday, April In order to be productive you should have installed the latest release of CGAL, either on Linux or Windows together with its dependencies. CGAL is an open source project that provides a library of geometric data structures and algorithms. The course consists of three sessions in the morning and programming exercises in the afternoon. In the first 30min session you learn how the CGAL project evolved, how it is organized, how researchers can potentially contribute, what the license is, etc. The second and third 60min session cover two topics in depth, namely: Processing mesh simplification, remeshing, skeletonization, segmentation, Boolean operations, hole filling, slicing, AABB tree, etc. Surface and tetrahedral volume mesh generation for input coming from voxel data, implicit functions, polyhedral surfaces, Nurbs patches. In these sessions we switch between life demos so that you see what the algorithms are about, give the intuition of the underlying theory, and explain the principles of the API. In the afternoon you develop software using CGAL. Ideally you identify a CGAL package that might be helpful in your own research, and you start playing around with it. You most probably start from the examples provided for the CGAL package you are interested in. During this session we look over your shoulder, give hints how to quickly find information in the manuals. Bank holiday Wednesday, May 2. TBA Thursday, May 3. Michael Joswig " Polyhedral Computations with polymake Requirements: Attendees should bring their laptops. They should read and follow the technical advice at <http://> Then we will review several algorithms for computing convex hulls and survey their advantages and disadvantages by analyzing explicit examples. The course will end with some reports about the current frontiers of polyhedral computation. We will learn about methods in GeoGebra to visualize experiments in computational geometry. We will focus on creating basic and more advanced applets, connect them with datasets, control the details via JavaScript programming, and publish the results as a dynamic web applet. The planned topics include visualizing well-known static problems like presentation of a Voronoi diagram, Delaunay triangulation or a minimum spanning tree , tessellations, parametric curves and surfaces. We will discuss some connections between parametric and implicit curves related to modeling planar linkages and automated reasoning by using fast elimination from recent algebraic geometry methods. The goal of the course is to get an overview of the possible techniques on doing own research experiments with GeoGebra. We will also learn how the obtained results can be communicated by publishing them as a dynamic web page. The activity will consist of two lectures every morning, each at most 2h long, followed by work and interacting in the afternoons. Graphs on surfaces The course will outline fundamental results about graphs embedded in surfaces. It will briefly touch on obstructions minimal non-embeddable graphs , separators and geometric representations circle packing. Time permitting, some applications will be outlined concerning homotopy or homology classification of cycles, crossing numbers and Laplacian eigenvalues. Crossing numbers and related topics in combinatorial topology and geometry The crossing number is an intriguing entity. Unlike most graph-theoretical parameters, we do not even know its value for the usual suspects: Determining the exact crossing number of familiar collections of graphs remains a stubbornly open problem, and perhaps for this reason most early research on crossing numbers focused on evaluating this parameter for specific families of graphs, or even for a single graph. Among the few notable early-ish exceptions we have the Crossing Lemma, whose proof s , and applications we will cover in this course. In the last twenty years or so, the field has become a mainstream part of Topological Graph Theory, due to several important theorems of a structural character. Quite a few important questions on crossing numbers remain open to elementary? A selected collection of related problems and results in combinatorial geometry and topology will also be covered. Our plan is to highlight

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how tools from algebraic, probabilistic, and pure combinatorics shed light on an eminently topological problem for which, at some basic level, the only topological tool available is the Jordan curve theorem.

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Chapter 4 : Combinatorial And Geometric Structures And Th by ChristelBrubaker - Issuu

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Agarwal , Micha Sharir , " The close relationship between Davenport-Schinzel sequences and the combinatorial structure of lower envelopes of collections of functions make the sequences very attractive because a variety of geometric problems can be formulated in terms of lower envelopes. A near-linear bound on the maximum length of Davenport-Schinzel sequences enable us to derive sharp bounds on the combinatorial structure underlying various geometric problems, which in turn yields efficient algorithms for these problems. We survey the known techniques and data structures for range searching and describe their application to other related searching problems. Data structures for mobile data by Julien Basch, Leonidas J. A kinetic data structure KDS maintains an attribute of interest in a system of geometric objects undergoing continuous motion. In this paper we develop a conceptual framework for kinetic data structures, propose a number of criteria for the quality of such structures, and describe a number of fundamental techniques for their design. We illustrate these general concepts by presenting kinetic data structures for maintaining the convex hull and the closest pair of moving points in the plane; these structures behave well according to the proposed quality criteria for KDSs. Show Context Citation Context In a real time system, it is possible that there is not sufficient time to process an event completely before the next event appears. If kinetic structures are to be used in s Matching, Interpolation, and Approximation: Guibas - Handbook of Computational Geometry , " In this survey we consider geometric techniques which have been used to measure the similarity or distance between shapes, as well as to approximate shapes, or interpolate between shapes. Shape is a modality which plays a key role in many disciplines, ranging from computer vision to molecular biology. Shape is a modality which plays a key role in many disciplines, ranging from computer vision to molecular biology. We focus on algorithmic techniques based on computational geometry that have been developed for shape matching, simplification, and morphing. The general situation is that we are given two objects A, B and want to know how much they resemble each other. Usually one of the objects may undergo certain transformations like translations, rotations or scalings in order to be matched with th More sophisticated techniques leading to asymptotically faster, but probably practically quite complicated algorithms are used by Agarwal et al. Both articles start with essentially the same idea. Efficient algorithms for geometric optimization by Pankaj K. Sur , " We review the recent progress in the design of efficient algorithms for various problems in geometric optimization. We present several techniques used to attack these problems, such as parametric searching, geometric alternatives to parametric searching, prune-and-search techniques for linear programming and related problems, and LP-type problems and their efficient solution. We then describe a variety of applications of these and other techniques to numerous problems in geometric optimization, including facility location, proximity problems, statistical estimators and metrology, placement and intersection of polygons and polyhedra, and ray shooting and other query-type problems. We examine the problem of searching a database of three-dimensional objects given in VRML for objects similar to a given object. We introduce an algorithm which is both iterative and interactive. Rather than base the search solely on geometric feature similarity, we propose letting the user influence Polygonal shapes have also been considered. Hausdor distance has some limitations as it is not robust for outliers. Comparing polygons as turning functions is proposed in [7]. In [4] the Frechet distance is used to compare polygons.

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Chapter 5 : Dept of Maths, NUS - Research

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Discrete geometry is closely related to computational geometry and other mathematical subjects, such as combinatorial optimization, geometric graph theory, combinatorial geometry and topology, finite geometry, and convex geometry. Discrete geometry has various applications in theoretical disciplines such as functional analysis, calculus of variations, geometry of numbers, geometric measure theory, group theory, algebraic geometry and topology, and mathematical physics. Results of discrete geometry have also been widely used in applied areas such as crystallography, tomography, and rigidity of surfaces. Various engineering applications of discrete geometry are found in coding theory, telecommunications, image processing, robot motion planning, and aerospace engineering. In particular, digital geometry has been developed with the explicit goal to provide rigorous mathematical foundations and basic algorithms for imaging sciences, including image analysis and processing, pattern recognition, computer vision and image understanding, biometrics, computer graphics, and medical imaging. These are in turn applicable to important and societally sensitive areas like medicine, defense, and security. Aims, Scope, and Requirements This special issue aims to present original high-quality research results in discrete geometry and topology and their applications. The major contributions of a submitted paper should be to the theoretical foundations of the field rather than to particular applications. To be eligible for consideration, a paper must feature considerable mathematical depth. Structural results should reveal essential properties of the considered mathematical objects such as polyhedra, discrete patterns, convex bodies, manifolds, graphs, etc. The proposed algorithms should feature a sufficient level of sophistication, and be paired with a thorough theoretical analysis of the problem and the algorithm efficiency rather than only a practical solution or simulation. Comparison with existing results is expected in order to demonstrate how the presented result improves the existing state-of-the-art. The discussed applications are expected to relate mostly to imaging sciences; however, presenting other significant applications, not necessarily related to imaging, would also be eligible for the special issue. In general, a successful paper should present results of potential interest to the broader audience of JCSS. All articles will be thoroughly refereed according to the high standards of the journal. The main evaluation criteria will be originality, relevance, significance of results, and quality of presentation. Submission Procedure All papers, written in English, should be submitted electronically through the Elsevier Editorial System, following the submission guidelines available at <http://www.elsevier.com/locate/jcss>. In the submission process the authors must select SI: August 31, Completion of first review round: November 31, Deadline for submitting the revised paper: January 31, Completion of second review round: March 31, Camera-ready manuscript due: June 30, Guest Editors Valentin E.

Chapter 6 : CiteSeerX " Citation Query Applications of parametric searching in geometric optimization

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Chapter 7 : List of books in computational geometry - Wikipedia

in the elds of geometric structures and combinatorics, by taking into account all their features (combinatorial, geometrical, algebraic, computational, algo- rithmic, etc.).

Chapter 8 : CiteSeerX " Citation Query Davenport-Schinzel Sequences and Their Geometric Application

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