

Computational Geometry – Presentation topics

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Year 2018-2019 Q1

NOTICE!

All references are available:

- either they are attached to the link,
- or they can be found in the university library,
- or you can ask me for a copy.

Please use the references given. Do not replace them by others without telling me first!

1: Rotating calipers

- References:
 - G. Toussaint, [Solving Geometric Problems with the Rotating Calipers](#), *Proc. IEEE Mediterranean Electrotechnical Conference*, 1983.
 - G. Toussaint, [Applications of the Rotating Calipers to Geometric Problems in Two and Three Dimensions](#), *International Journal of Digital Information and Wireless Communications* 4(3): 372-386, 2014.

2: Three dimensional convex hull

- Suggested scheme:
 - Definition and basic properties of polytopes (in particular, three-dimensional polytopes have linear complexity and can be stored in a DCEL). Reference: J. O'Rourke, [Computational Geometry in C](#), Cambridge University Press, 2nd edition, 1998.
 - Gift wrapping algorithm. Reference: F. Preparata, M. I. Shamos, [Computational Geometry: an Introduction](#), Ed. Springer, 1985.
 - Divide and conquer algorithm. Reference: F. Preparata. M. I. Shamos, [Computational Geometry: an Introduction](#), Ed. Springer, 1985.
 - Incremental algorithm. References:
 - J. O'Rourke, [Computational Geometry in C](#), Cambridge University Press, 2nd edition, 1998.
 - M. de Berg, O. Cheong, M. van Kreveld, M. Overmars, [Computational Geometry - Algorithms and Applications](#), Ed. Springer, 3rd edition, 2008.

3: An output sensitive algorithm to compute convex hulls in 2 and 3 dimensions

- Reference: T. M. Chan, [Optimal Output-Sensitive Convex Hull Algorithms in Two and Three Dimensions](#), *Discrete and Computational Geometry*, 16:361-368, 1996.

4: Convex hull of a simple polygon

- Suggested scheme:
 - Start motivating the problem: why computing the CH of a polygon could be easier or maybe faster than just computing the CH of its vertices?
 - Quickly summarize the story of the many solutions proposed to this problem. Reference: <http://cgm.cs.mcgill.ca/~athens/cs601>.
 - Explain the solution proposed in F. Preparata. M. I. Shamos, *Computational Geometry: an Introduction*, Ed. Springer, 1985, pages 166-171.

5: Kernel of a polygon, and visibility polygon of a point in the interior of a polygon

- References:
 - Kernel:
 - Reference: F. Preparata. M. I. Shamos, *Computational Geometry: an Introduction*, Ed. Springer, 1985.
 - An applet: <http://www.geometrylab.de/applet-5-en>
 - Visibility polygon:
 - J. O'Rourke, *Art Gallery Theorems and Algorithms*, Oxford University Press, 1987, pp. 203-206.
 - Some applets: <http://www.geometrylab.de/applet-5-en>

6: Minimizing the number of guards of a polygon is NP-hard

- Reference: J. O'Rourke, *Art Gallery Theorems and Algorithms*, Oxford University Press, 1987, Chapter 9 (particularly Section 9.3).

7: Dynamic maintenance of geometric structures

- Suggested scheme:
 - Describe and analyze an algorithm for dynamic maintenance of planar convex hulls.
 - Make a short reference to other geometric structures than can be maintained with similar techniques.
 - Make a short reference to the latest results on this subject.
- Reference: M. Overmars and J. van Leeuwen, *Maintenance of configurations in the plane*, *Journal of Computer and System Sciences* 23 (2): 166–204, 1981. (Free access from UPC).

8: Constructing the Voronoi diagram by sweeping (Fortune's algorithm)

- References:
 - To get a general vision of the algorithm: J. O'Rourke, *Computational Geometry in C*, Cambridge University Press, 2nd edition, 1998.
 - To understand the algorithm in full detail: M. de Berg, O. Cheong, M. van Kreveld, M. Overmars, *Computational Geometry - Algorithms and Applications*, Ed. Springer, 3rd edition, 2008.

9: Crust, anticrust, and medial axis

- Suggested scheme:
 - Definition
 - Applications
 - Algorithms
- References:
 - N. Amenta, M. Bern, D. Eppstein, [The Crust and the Beta-Skeleton: Combinatorial Curve Reconstruction](#), *Graphical Models and Image Processing* 60(2): 125-135, 1998. (Free access from UPC).
 - <http://sarielhp.org/research/CG/applets/Crust/Crust.html>
 - Search the internet to find out about the applications

10: Alpha shapes

- I suggest sticking to the case $\alpha < 0$ only.
- References:
 - H. Edelsbrunner, D. G. Kirkpatrick, R. Seidel, [On the Shape of a Set of Points in the Plane](#), *IEEE Transactions on Information Theory* IT-D(4): 551-559, 1983. (Free access from UPC).
 - <http://cgm.cs.mcgill.ca/~godfried/teaching/projects97/belair/alpha.html>

11: Proximity graphs

- References:
 - G. T. Toussaint, [The relative neighborhood graph of a finite planar set](#), *Pattern Recognition* 12: 261-268, 1980.
 - J.W. Jaromczyk, G.T. Toussaint, [Relative Neighborhood Graphs and Their Relatives](#), *Proc. IEEE* 80(9): 1502-1517, 1992.

12: Delaunay triangulation of imprecise points

- Reference: O. Devillers, [Delaunay triangulation of imprecise points: preprocess and actually get a fast query time](#), *Journal of Computational Geometry* 2(1): 30-45, 2011.

13: Motion planning for a point/polygonal robot, shortest paths, and visibility graphs

- References:
 - Chapters 13 and 15 of M. de Berg, O. Cheong, M. van Kreveld, M. Overmars, [Computational Geometry - Algorithms and Applications](#), Ed. Springer, 3rd edition, 2008.
 - Sections 8.1 to 8.5 of J. O'Rourke, [Computational Geometry in C](#), Cambridge University Press, 2nd edition, 1998.

14: Planning the movement of a robot arm

- References:
 - Section 8.6 of J. O'Rourke, [Computational Geometry in C](#), Cambridge University Press, 2nd edition, 1998.
 - http://weblogs.asp.net/frank_hileman/vg-net-5-1-released

15: Digital elevation models of terrains

- Suggested scheme:
 - How terrain data is obtained
 - Models to store terrain data:
 - Regular square grid
 - Contour lines
 - Delaunay triangulation (TIN)
 - Pros and cons of the different models
 - Conversion between models
 - Operations and computations on terrains
- Reference: M. van Kreveld: [Digital elevation models and TIN algorithms](#), in *Algorithmic Foundations of Geographic Information Systems*, Lecture Notes in Computer Science 1340: 37-78, 1997. (Free access from UPC).

16: Arrangements: complexity and construction

- Reference: J. Pach (ed.): [New Trends in Discrete and Computational Geometry](#), Springer-Verlag, 1993. Chapter 1.

17: Topological sweep

- I suggest to restrict to the topological sweep of an arrangement of lines.
- References:
 - H. Edelsbrunner, L. Guibas, [Topologically Sweeping an Arrangement](#), *Journal of Computer and System Sciences* 38(1): 165-194, 1989. (Free access from UPC).
 - E. Rafalin, D. Souvaine, I. Streinu, [Topological Sweep in Degenerate Cases](#), *Revised Papers from the 4th International Workshop on Algorithm Engineering and Experiments*, Lecture Notes In Computer Science 2409: 155 - 165, 2002. (Free access from UPC).

18: Lower bounds for some geometric problems

- Reference: V. Sacristán, [Lower bounds for some geometric problems](#), Tech. Rep. MA-IR-98-0034, UPC, Dept. MA II, 1998.

19: Graph drawing

- Suggested scheme:
 - Goals and applications of graph drawing
 - Criteria and parameters for drawing a graph
 - Most used paradigms in graph drawing algorithms
 - Applications
- References:
 - G. Di Battista, P. Eades, R. Tamassia, I. G. Tollis. [Graph Drawing: Algorithms for the Visualization of Graphs](#), Prentice Hall, 1999.
 - T. Nishizeki, Md. S. Rahman. [Planar Graph Drawing](#), Word Scientific, 2004.
 - R. Tamassia, G. Liotta. Graph Drawing. Chapter 52 of the book: J. E. Goodman, J. O'Rourke (eds.), [Handbook of Discrete and Computational Geometry](#), Chapman & Hall / CRC Press, 2nd edition, 2004, pp. 1163-1185.
 - I.F. Cruz, R. Tamassia, [Graph Drawing Tutorial](#)

20: Randomized algorithms in Computational Geometry

- Suggested scheme:
 - Deterministic algorithms versus randomized algorithms
 - Typologies of geometric randomized algorithms
 - Some examples (need to be chosen among the many that appear in the literature)
- References:
 - K. Mulmuley, [*Computational Geometry. An Introduction through Randomized Algorithms*](#), Prentice Hall, 1994. (General framework and a large number of examples).
 - R. Motwani, P. Raghavan, [*Randomized Algorithms*](#), Cambridge University Press, 1995. (Only as a general reference).

21: Data structures in Computational Geometry

- This subject may be approached in several different ways, depending on the interest of the student. For example:
 - One possible way may be to give a general vision, not going deeply into each structure. In this case, it is convenient to cover the four chapters, since the goal of the Presentation would be to show a good range of structures, their differences and their applications.
 - Another possible way would be to explain a shorter number of structures, but in more detail. In this case, it is convenient to cover at least two of the chapters.
- References:
 - M. de Berg, O. Cheong, M. van Kreveld, M. Overmars, [*Computational Geometry - Algorithms and Applications*](#), Ed. Springer, 3rd edition, 2008. (Chapters 5, 10, 12 and 14).
 - A nice applet: <http://symbolcraft.com/graphics/bsp/>

22: Computational Geometry on surfaces

- Suggested scheme:
 - Basic objects of geometric nature (point, line, segment, etc.) and working tools (how to represent the objects).
 - Choose one/some of the following problems: convex hull, Voronoi diagram, triangulations.
- Reference: C.I. Grima, A. Márquez: [*Computational Geometry on Surfaces*](#), Kluwer Academic Publishers, 2001.

23: Computational Geometry Algorithms Library (CGAL)

- Reference: <http://www.cgal.org/>

24: Open problems in Computational Geometry

- Reference: <http://cs.smith.edu/~orourke/TOPP/>