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structures: Concepts and design choices

Chapter 18. Parallel computational geometry: An approach using randomization  
Chapter 19. Visibility in the plane; Chapter 20. Closest-point problems in computational geometry; Chapter 21. Graph drawing; Chapter 22. Art gallery and illumination problems; Author Index; Subject Index

### Sommario/riassunto

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.

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