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Subquadratic Time Algorithm for the Weighted k-Center Problem on Cactus Graphs -- Complexity of Solo Chess with Unlimited Moves -- Stars in Forbidden Triples Generating a Finite Set of 4-connected Graphs -- Geodesic Paths Passing Through All Faces on A Polyhedron -- Partitions of complete twisted graphs into plane spanning trees -- The Edge-Intersection Graph of Induced Paths in a Graph -- All Paths Lead to Rome -- Numerically balanced dice on convex isohedra -- Nonrealizable Planar and Spherical Occlusion Diagrams -- Maximum numbers of rigid faces and edges in continuous flattening of regular polyhedra -- Find Routes on a Doughnut -- Previous Player's Positions in Impartial Three-Dimensional Chocolate-Bar Games with Constrained Chocolate Size -- Algorithms for Burning Schedule Reconfiguration Problem on Path Forests -- Continuous Folding of the Surface of a Hypercube onto one of its Facets -- Weights of Convex Quadrilaterals and Empty Triangles in Weighted Point Sets -- New Formulation for Coloring Circle Graphs -- On the Computational Complexity of Pushing Machine.

Sommario/riassunto

This book, LNCS 14364, constitutes the refereed proceedings of the 24th Japanese Conference on Discrete and Computational Geometry and Graphs, JCDCGGG 2022, held virtually during September 9-11, 2022. The 22 full papers included in this volume were carefully reviewed and selected from 35 submissions. The papers feature advances made in the field of computational geometry and focus on emerging technologies, new methodology and applications, graph theory and dynamics.