



Computational Geometry: Algorithms and Applications

Mark de Berg, Marc van Kreveld, Mark Overmars, Otfried Schwarzkopf

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This all-new introduction to computational geometry is a textbook for high-level undergraduate and low-level graduate courses. The focus is on algorithms and hence the book is well suited for students in computer science and engineering. Motivation is provided from the application areas: all solutions and techniques of computational geometry are related to particular applications in robotics, graphics, CAD/CAM, and geographic information systems. For students this motivation will be especially welcome. Modern insights in computational geometry are used to provide solutions that are both efficient and easy to understand and implement. All the basic techniques and topics from computational geometry, as well as several more advanced topics, are covered.

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