

# Computational Geometry: Algorithms and Applications

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



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This introduction to computational geometry focuses on algorithms. Motivation is provided from the application areas as all techniques are related to particular applications in robotics, graphics, CAD/CAM, and geographic information systems. Modern insights in computational geometry are used to provide solutions that are both efficient and easy to understand and implement.

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