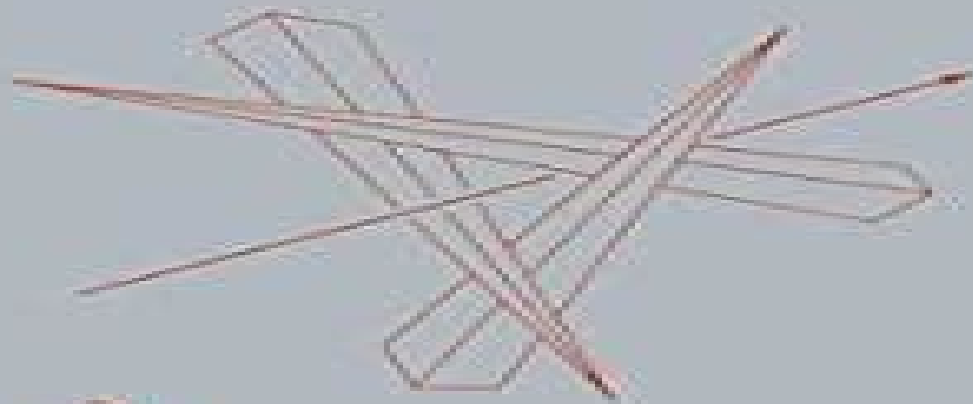


Mark de Berg

## Ray Shooting, Depth Orders and Hidden Surface Removal



Springer-Verlag

# Ray Shooting Depth Orders And Hidden Surface Removal Lecture Notes In Computer Science

**Brian C. Warboys**



## **Ray Shooting Depth Orders And Hidden Surface Removal Lecture Notes In Computer Science:**

*Ray Shooting, Depth Orders and Hidden Surface Removal* Mark de Berg, 1993-08-30 Computational geometry is the part of theoretical computer science that concerns itself with geometrical objects it aims to define efficient algorithms for problems involving points lines polygons and so on The field has gained popularity very rapidly during the last decade This is partly due to the many application areas of computational geometry and partly due to the beauty of the field itself This monograph focuses on three problems that arise in three dimensional computational geometry The first problem is the ray shooting problem preprocess a set of polyhedra into a data structure such that the first polyhedron that is hit by a query ray can be determined quickly The second problem is that of computing depth orders we want to sort a set of polyhedra such that if one polyhedron is partially obscured by another polyhedron then it comes first in the order The third problem is the hidden surface removal problem given a set of polyhedra and a view point compute which parts of the polyhedra are visible from the view point These three problems involve issues that are fundamental to three dimensional computational geometry The book also contains a large introductory part discussing the techniques used to tackle the problems This part should interest not only those who need the background for the rest of the book but also anyone who wants to know more about some recent techniques in computational geometry

**Algorithmic Geometry** Jean-Daniel Boissonnat, Mariette Yvinec, 1998-03-05 The design and analysis of geometric algorithms have seen remarkable growth in recent years due to their application in for example computer vision graphics medical imaging and CAD The goals of this book are twofold first to provide a coherent and systematic treatment of the foundations secondly to present algorithmic solutions that are amenable to rigorous analysis and are efficient in practical situations When possible the algorithms are presented in their most general d dimensional setting Specific developments are given for the 2 or 3 dimensional cases when this results in significant improvements The presentation is confined to Euclidean affine geometry though the authors indicate whenever the treatment can be extended to curves and surfaces The prerequisites for using the book are few which will make it ideal for teaching advanced undergraduate or beginning graduate courses in computational geometry

*Algorithms and Computation* Kam Wing Ng, 1993 This volume presents the proceedings of the fourth annual International Symposium on Algorithms and Computation held in Hong Kong in December 1993 Numerous selected papers present original research in such areas as design and analysis of algorithms computational complexity and theory of computation Topics covered include automata languages and computability combinatorial graph geometric and randomized algorithms networks and distributed algorithms VLSI and parallel algorithms theory of learning and robotics number theory and robotics Three invited papers are also included

**Combinatorial and Computational Geometry** Jacob E. Goodman, Janos Pach, Emo Welzl, 2005-08-08 This 2005 book deals with interest topics in Discrete and Algorithmic aspects of Geometry

[Handbook of Computational Geometry](#) J.R. Sack, J. Urrutia, 1999-12-13 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     Languages and Compilers for Parallel Computing Utpal Banerjee,1994-01-28 This book contains papers selected for presentation at the Sixth Annual Workshop on Languages and Compilers for Parallel Computing The workshop was hosted by the Oregon Graduate Institute of Science and Technology All the major research efforts in parallel languages and compilers are represented in this workshop series The 36 papers in the volume are grouped under nine headings dynamic data structures parallel languages High Performance Fortran loop transformation logic and dataflow language implementations fine grain parallelism scalar analysis parallelizing compilers and analysis of parallel programs The book represents a valuable snapshot of the state of research in the field in 1993     *Telegeoprocessing* Yong Xue,Xiran Zhou,Sheng Zhang,2023-01-19 Telegeoprocessing is the integration of remote sensing Geographic Information System GIS Global Navigation Satellite System GNSS Big Data and Telecommunication This unique compendium brings together most of the key issues involved in research in novel systems in telegeoprocessing It elucidates a comprehensive introduction to the problems encountered in telegeoprocessing engineering and the major technologies and standards related to designing an integrated fully functional telegeoprocessing system based on the latest multimedia and telecommunication technologies The useful cross disciplinary reference text benefits teachers and researchers in both universities and research organizations and for anyone keen in the impact of Earth observation big data geoinformatics in civil communities and human societies

**Software Process Technology** Brian C. Warboys,1994-01-26 The software process is the total set of software engineering activities necessary to develop and maintain software products Software process technology SPT deals with methods formalisms and tools for supporting the software process SPT has developed into a key technology in terms of its importance to software engineering environments systems integration cooperative working and business process re engineering This volume contains the proceedings of the third European Workshop on Software Process Technology It is organized into six parts architecture meta process and methodology process modeling concepts PML concepts and paradigms experiences with SPT and related domains     *Management and Processing of Complex Data Structures* Kai von Luck,Heinz Marburger,1994-02-16 This volume presents the proceedings of the third workshop on Information Systems and Artificial Intelligence organized by the German Computer Science Society The 11 invited contributions by well known researchers and developers working in the fields of databases and knowledge representation systems are centered around the topic of management and processing of complex data structures they give a representative snapshot of the state of the art in this fruitful interdisciplinary research area important for further progress in both information systems and artificial intelligence Most of the papers stress the demands for new or extended formalisms and their deductive capabilities including

an analysis of their formal properties for managing complex structures

**Hardware and Software Architectures for Fault Tolerance** Michel Banatre, 1994-02-28 Fault tolerance has been an active research area for many years This volume presents papers from a workshop held in 1993 where a small number of key researchers and practitioners in the area met to discuss the experiences of industrial practitioners to provide a perspective on the state of the art of fault tolerance research to determine whether the subject is becoming mature and to learn from the experiences so far in order to identify what might be important research topics for the coming years The workshop provided a more intimate environment for discussions and presentations than usual at conferences The papers in the volume were presented at the workshop then updated and revised to reflect what was learned at the workshop

*Algorithm Theory-- SWAT '94* Erik Meineche Schmidt, Sven Skyum, 1994 This volume constitutes the proceedings of SWAT 94 the 4th Scandinavian Workshop on Algorithm Theory held in Aarhus Denmark in July 1994 The SWAT events are organized each even year and alternate with the WADS meetings Workshops on Algorithms and Data Structures held each odd year in North America The volume contains 31 papers selected from a total of 100 submissions and 3 invited presentations by Michael Fredman Rutgers Johan Hastad Stockholm and Ketan Mulmuley Chicago The contributions cover algorithms and data structures in all areas of computer science and in discrete mathematics particularly including graph theory computational geometry and databases PUBLISHER S WEBSITE

The Newton-Cauchy Framework John L. Nazareth, 1994-02-28 Computational unconstrained nonlinear optimization comes to life from a study of the interplay between the metric based Cauchy and model based Newton points of view The motivating problem is that of minimizing a convex quadratic function This research monograph reveals for the first time the essential unity of the subject It explores the relationships between the main methods develops the Newton Cauchy framework and points out its rich wealth of algorithmic implications and basic conceptual methods The monograph also makes a valuable contribution to unifying the notation and terminology of the subject It is addressed to practitioners researchers instructors and students and provides a useful and refreshing new perspective on computational nonlinear optimization

**Algorithm Theory**, 1994

**Advanced Database Systems** Nabil R. Adam, Bharat K. Bhargava, 1993-12-08 Database management is attracting wide interest in both academic and industrial contexts New application areas such as CAD CAM geographic information systems and multimedia are emerging The needs of these application areas are far more complex than those of conventional business applications The purpose of this book is to bring together a set of current research issues that addresses a broad spectrum of topics related to database systems and applications The book is divided into four parts object oriented databases temporal historical database systems query processing in database systems heterogeneity interoperability open system architectures multimedia database systems

Combinatorial Geometry and Its Algorithmic Applications János Pach, Micha Sharir, 2009 Based on a lecture series given by the authors at a satellite meeting of the 2006 International Congress of Mathematicians and on many articles written by them and their collaborators this volume provides a comprehensive up to date survey of several core areas of

combinatorial geometry It describes the beginnings of the subject going back to the nineteenth century if not to Euclid and explains why counting incidences and estimating the combinatorial complexity of various arrangements of geometric objects became the theoretical backbone of computational geometry in the 1980s and 1990s The combinatorial techniques outlined in this book have found applications in many areas of computer science from graph drawing through hidden surface removal and motion planning to frequency allocation in cellular networks Combinatorial Geometry and Its Algorithmic Applications is intended as a source book for professional mathematicians and computer scientists as well as for graduate students interested in combinatorics and geometry Most chapters start with an attractive simply formulated but often difficult and only partially answered mathematical question and describes the most efficient techniques developed for its solution The text includes many challenging open problems figures and an extensive bibliography

**BOOK JACKET      Visualization of Scientific Parallel Programs** Gerald Tomas, Christoph W. Ueberhuber, 1994-02-28 The substantial effort of parallelizing scientific programs is only justified if the resulting codes are efficient Thus all types of performance tuning are important to parallel software development But performance improvements are much more difficult to achieve with parallel programs than with sequential programs One way to overcome this difficulty is to bring in graphical tools This monograph covers recent developments in parallel program visualization techniques and tools and demonstrates the application of specific visualization techniques and software tools to scientific parallel programs The solution of initial value problems of ordinary differential equations and numerical integration are treated in detail as two important examples

Progress in Artificial Intelligence Miguel Filgueiras, Luis M.M. Damas, 1993-09-21 This volume presents the proceedings of the 6th Portuguese Conference on Artificial Intelligence EPIA 93 organized by the Portuguese Artificial Intelligence Association Like the last two conferences in this series it was run as an international event with strict requirements as to the quality of accepted submissions Fifty one submissions were received from 9 countries the largest numbers coming from Portugal 18 Germany 10 and France 8 The volume contains 25 selected papers together with 7 poster abstracts and one invited lecture Organizations as complex dynamic design problems by L Gasser I Hulthage B Leverich J Lieb and A Majchrzak all from the University of Southern California The papers are grouped into parts on distributed artificial intelligence natural language processing knowledge representation logic programming non standard logics automated reasoning constraints planning and learning

*Proceedings of the Seventh Annual ACM-SIAM Symposium on Discrete Algorithms*, 1996-01-01 This text covers the proceedings of the Seventh Annual ACM SIAM Symposium on Discrete Algorithms which was held in Atlanta Georgia in January 1996

**Davenport-Schinzel Sequences and Their Geometric Applications** Micha Sharir, Pankaj K. Agarwal, 1995-05-26 These sequences exhibit some surprising properties that make them a fascinating subject for research in combinatorial analysis This 1995 book on the subject by two of its leading researchers will be an important resource for students and professionals in combinatorics computational geometry and related fields

**Computer Aided Systems**

**Theory - EUROCAST '93** Franz Pichler, Roberto Moreno Diaz, 1994-01-28 This volume contains a selection of papers presented at the third European Computer Aided Systems Theory workshop EUROCAST 93 held in Spain in February 1993. The workshop emphasizes interdisciplinarity with the specific goal of creating a synergy between fields such as systems theory, computer science, systems engineering, and related areas. The contributions in this volume are strongly related to current problems in CAST research. They emphasize an engineering point of view concerning systems theory. Since the computer is an essential instrument in CAST research, there are close relations to specific topics in computer science. The papers are grouped into parts on systems theory and systems technology, specific methods, and applications.

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