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Gamble team in Nancy

Geometric Algorithms and Models Beyond the Linear and Euclidean realm

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Interns welcome



Geometric Algorithms and Models Beyond the Linear and Euclidean realm

7 lectures of 3 hours

- 21-09 Intro: what is computational geometry.
 Convex hull: definitions, classical algorithms.
- 24-09 Delaunay Triangulation: definitions, motivations
 First properties and classical algorithms.
- 05-10 Randomized algorithms. Poisson Delaunay triangulation.
- 08-10 Numerical issues and algorithmic robustness.
 Degenerate cases and perturbation techniques.
- **19-10** Reconstruction. Meshing.
- **09-11** Triangulations in the CGAL library.
- 12-11 Periodic triangulations. Hyperbolic triangulations.

Evaluation

Your grade will be in two pieces:

- Homework: exercises after each lecture.
- Presentation of a research paper

10-12 Defense: 20 minutes ? (how many students ?)



Design geometric algorithms

Design geometric algorithms

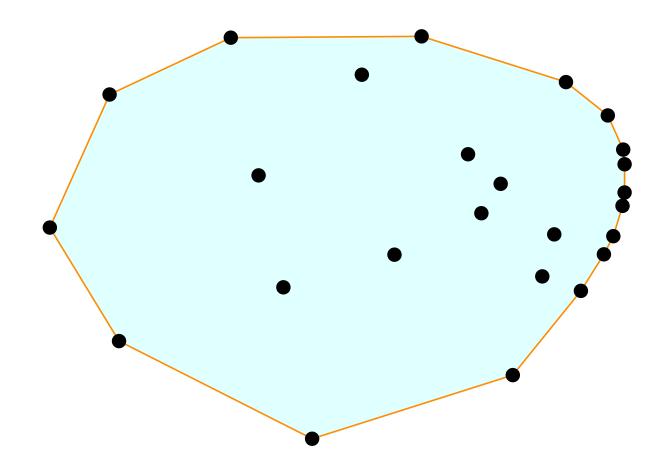
Study complexity

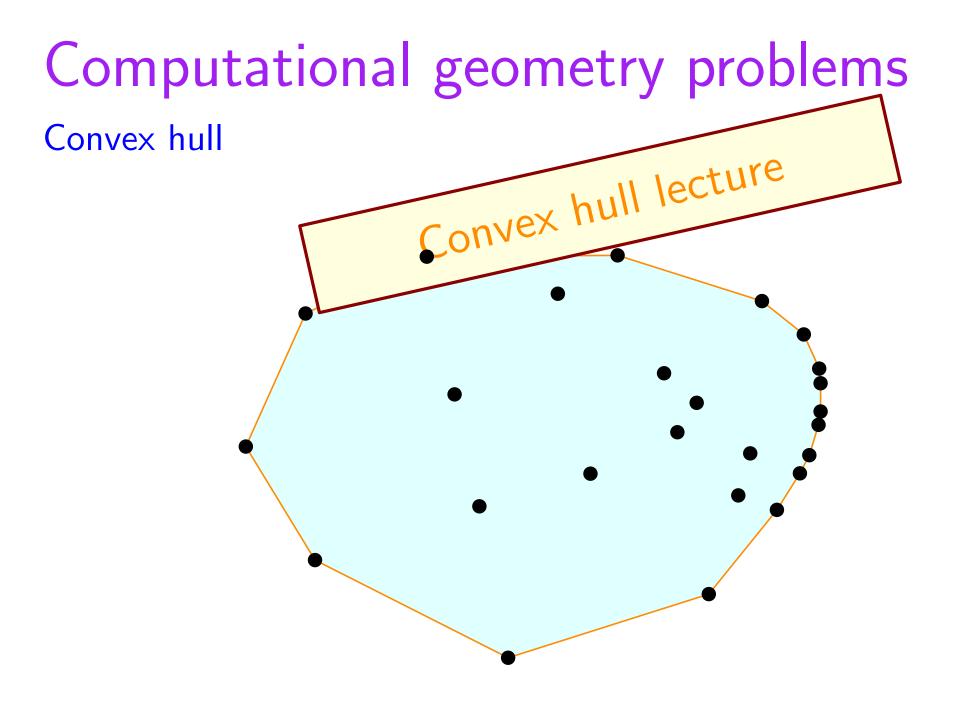
Design geometric algorithms

Study complexity

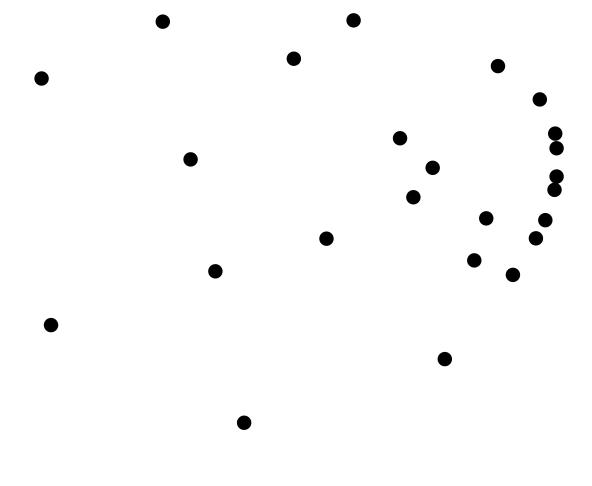
Model of computation Worst-case or random analysis Lower bound Asymptotic analysis

2 - 4

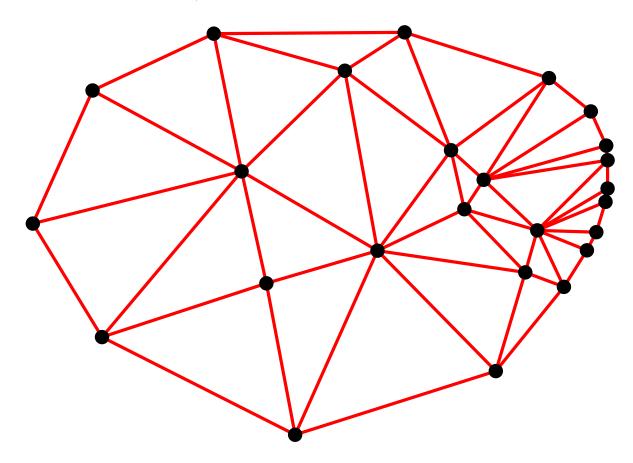




Delaunay triangulation / Voronoi diagrams

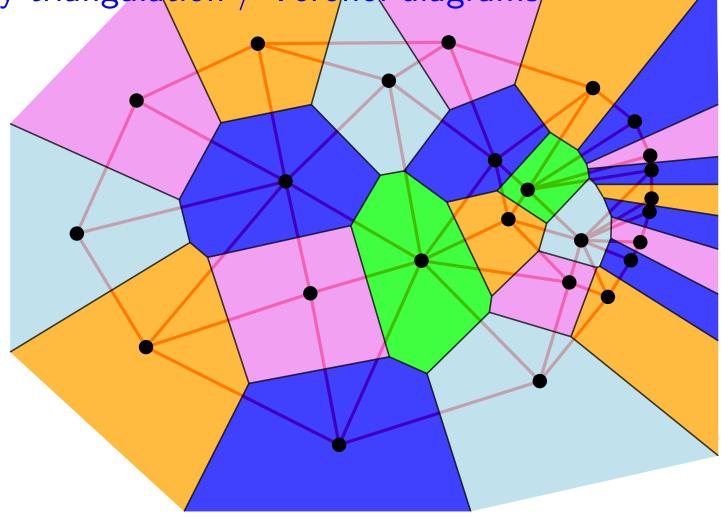


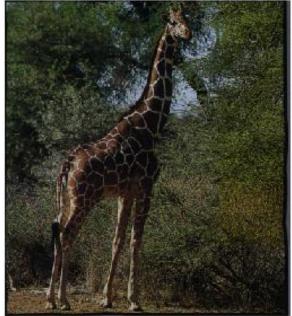
Delaunay triangulation / Voronoi diagrams



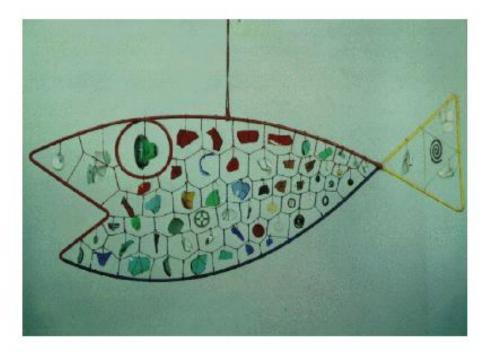
Convex hull

Delaunay triangulation / Voronoi diagrams/







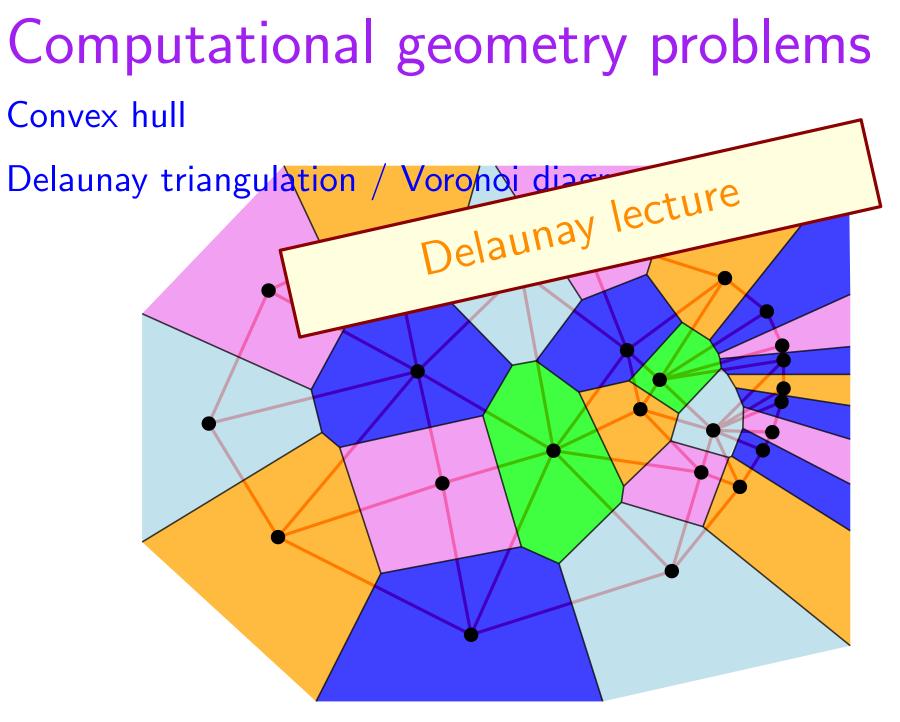


3 - 8









Computational geometry problems Convex hull

Delaunay triangulation / Voronoi diagrams

Arrangement of curves

Computational geometry problems Convex hull

Delaunay triangulation / Voronoi diagrams

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Arrangement of curves

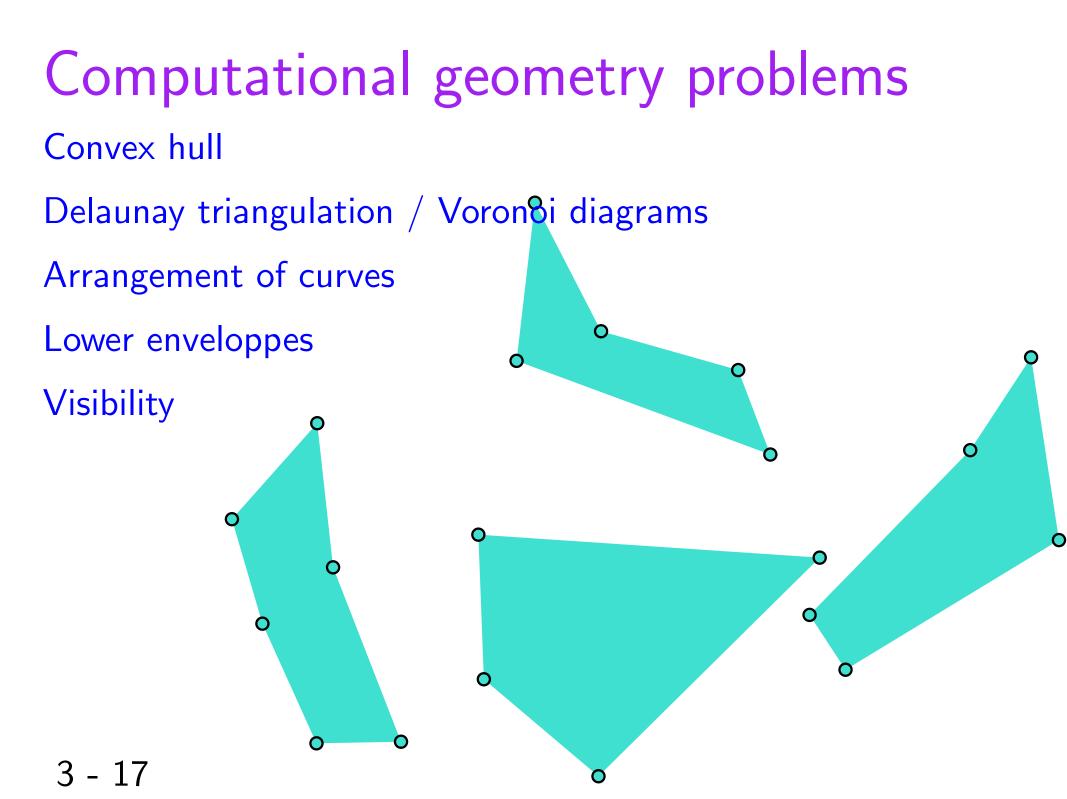
Lower enveloppes

Convex hull

Delaunay triangulation / Voronoi diagrams

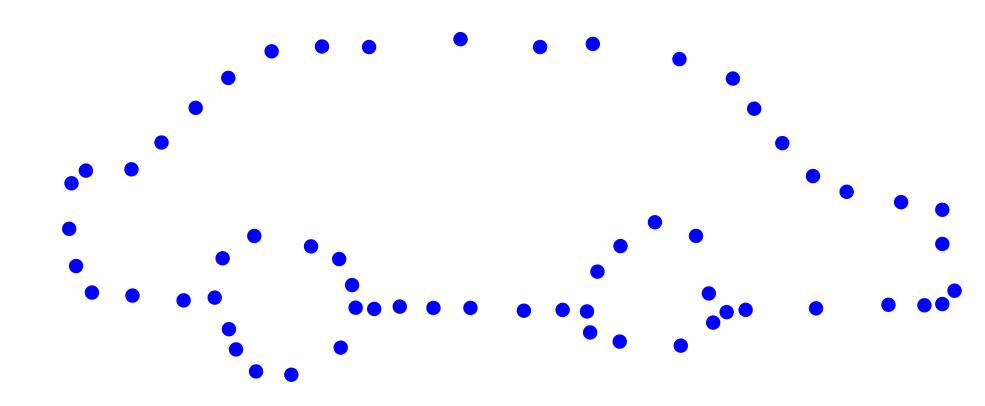
Arrangement of curves

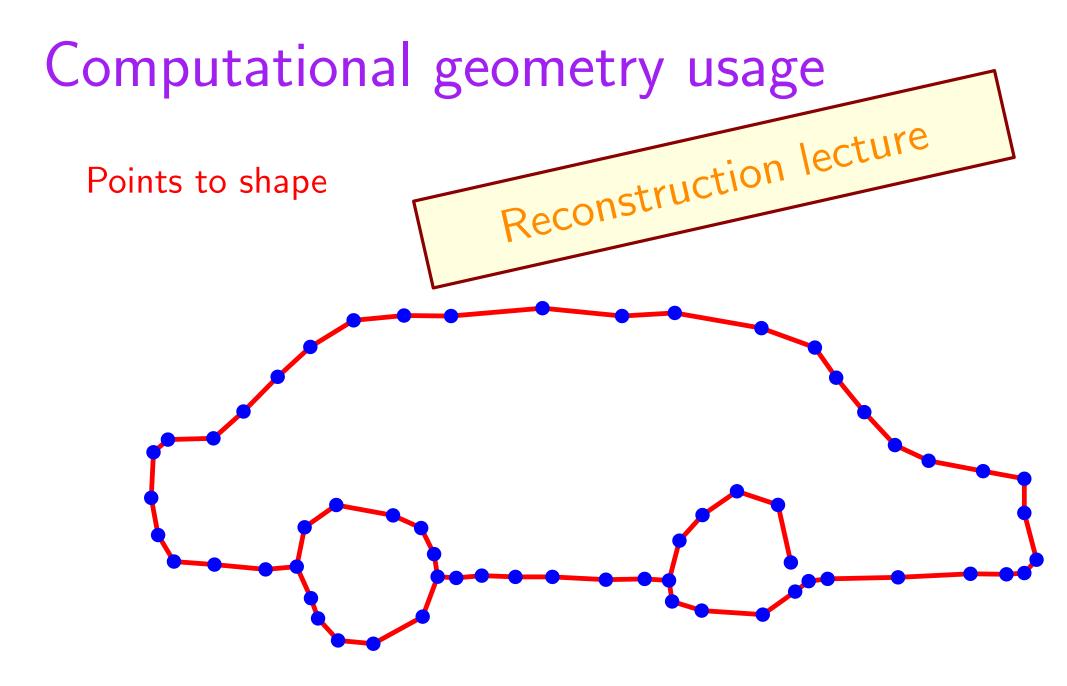
Lower enveloppes

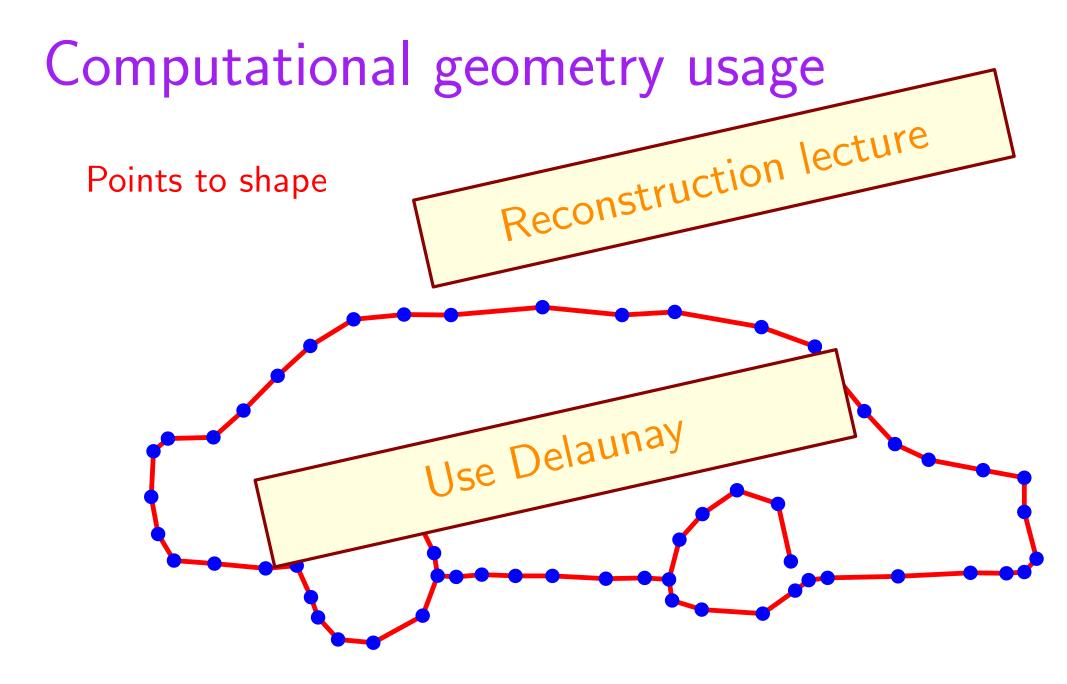


Computational geometry problems Convex hull Delaunay triangulation / Voropoi diagrams Arrangement of curves Lower enveloppes Visibility 3 - 18

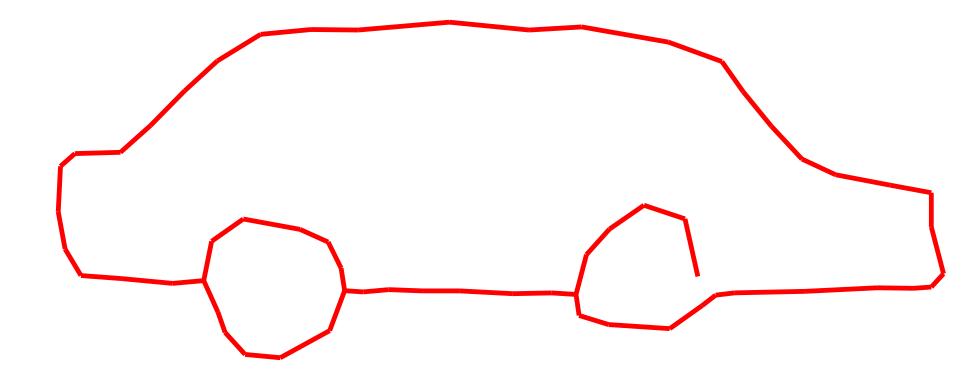
Points to shape

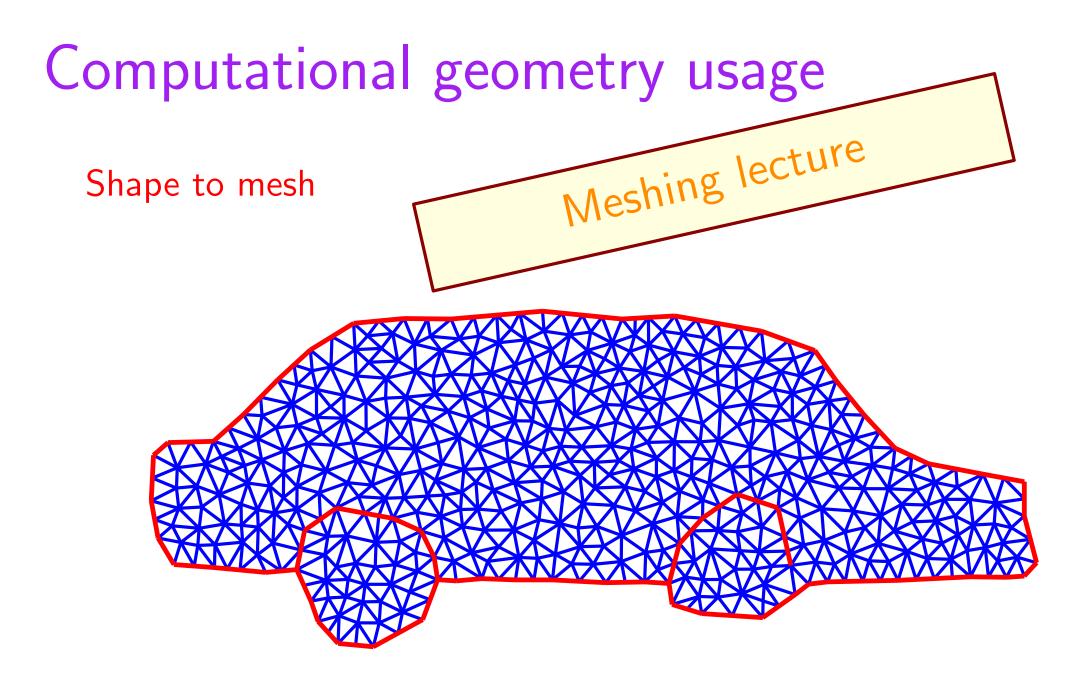


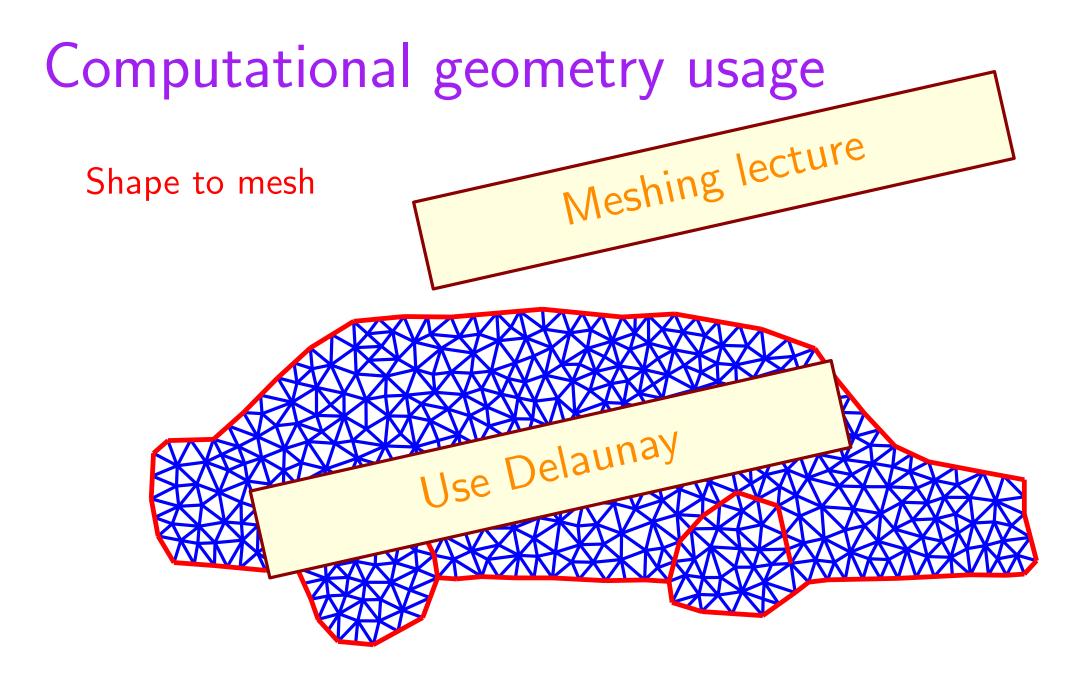


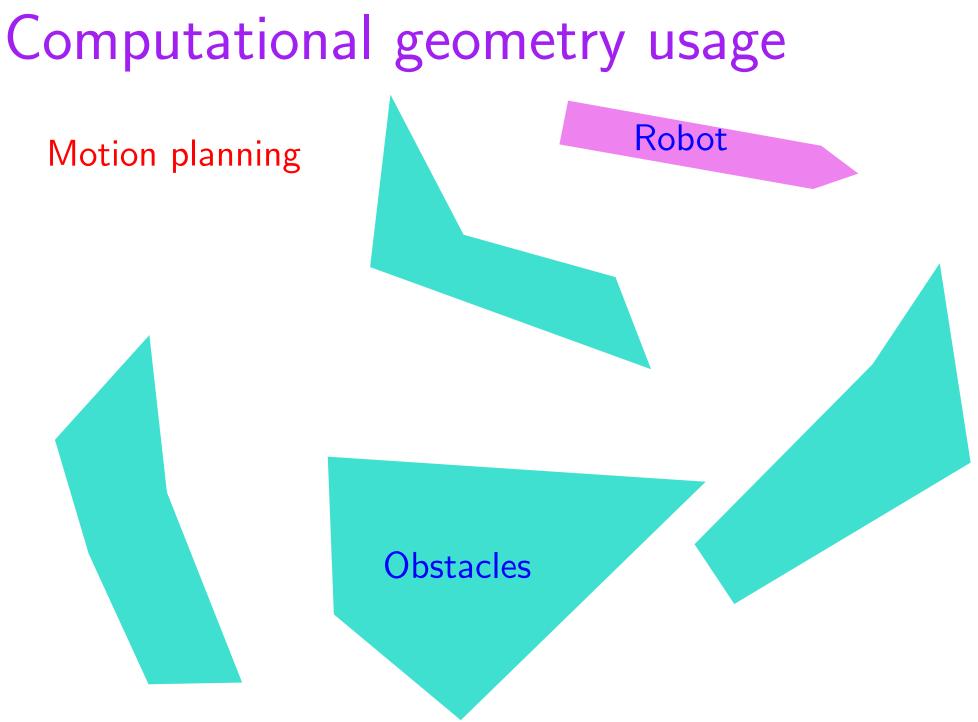


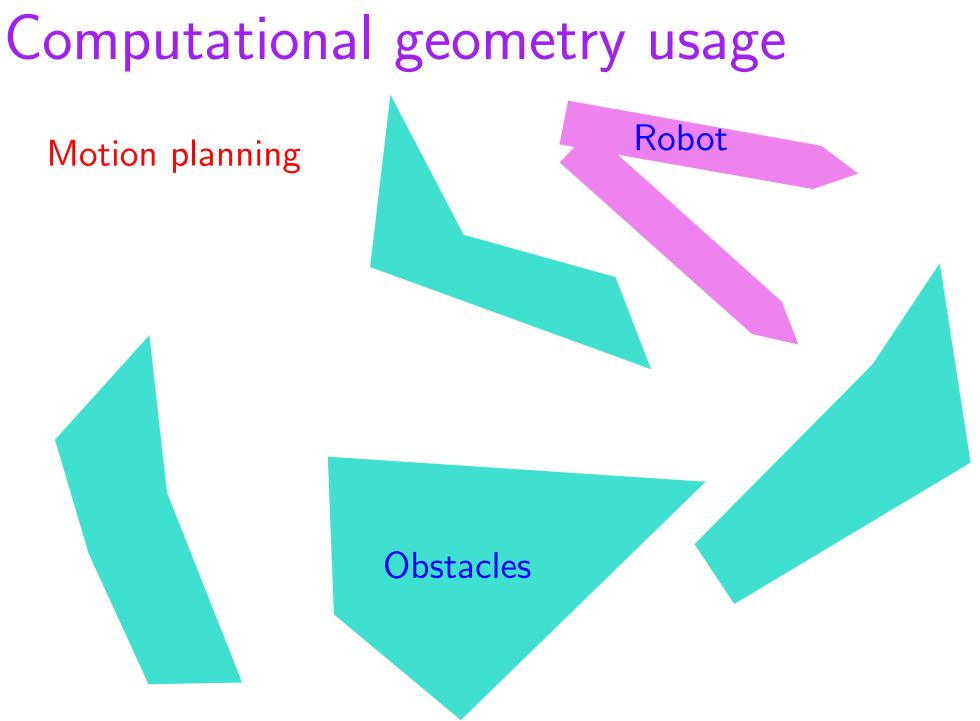
Shape to mesh

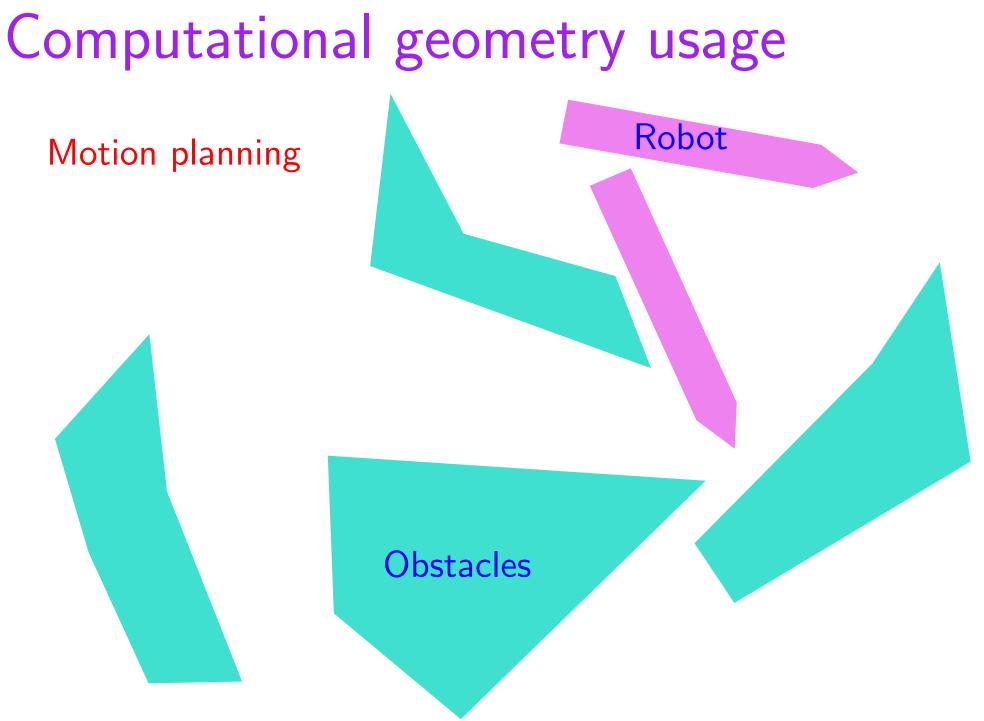


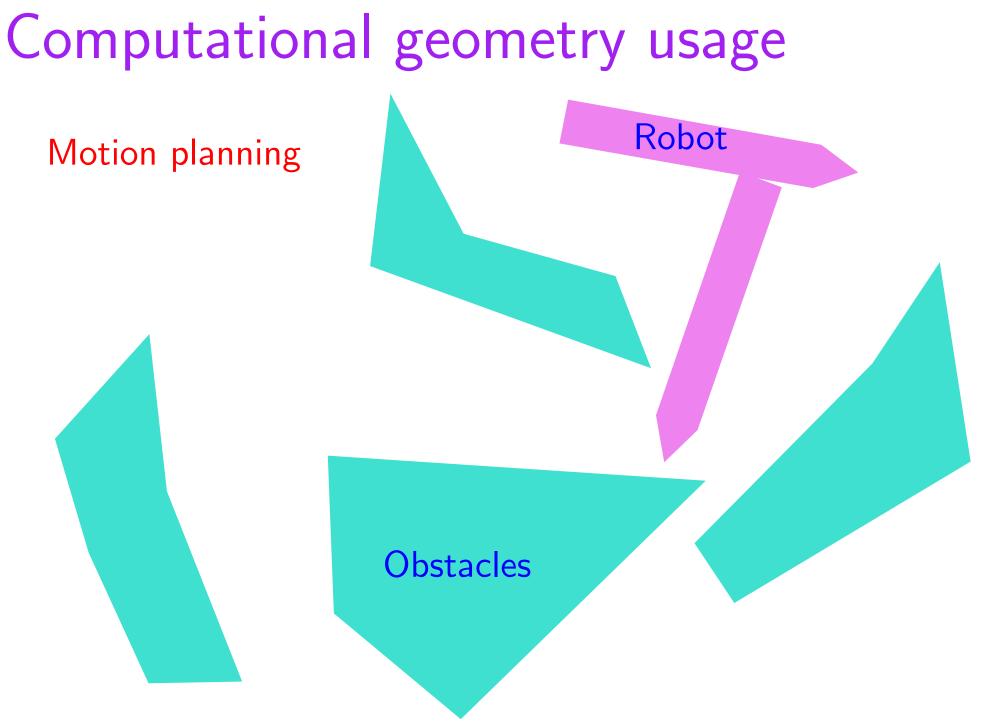


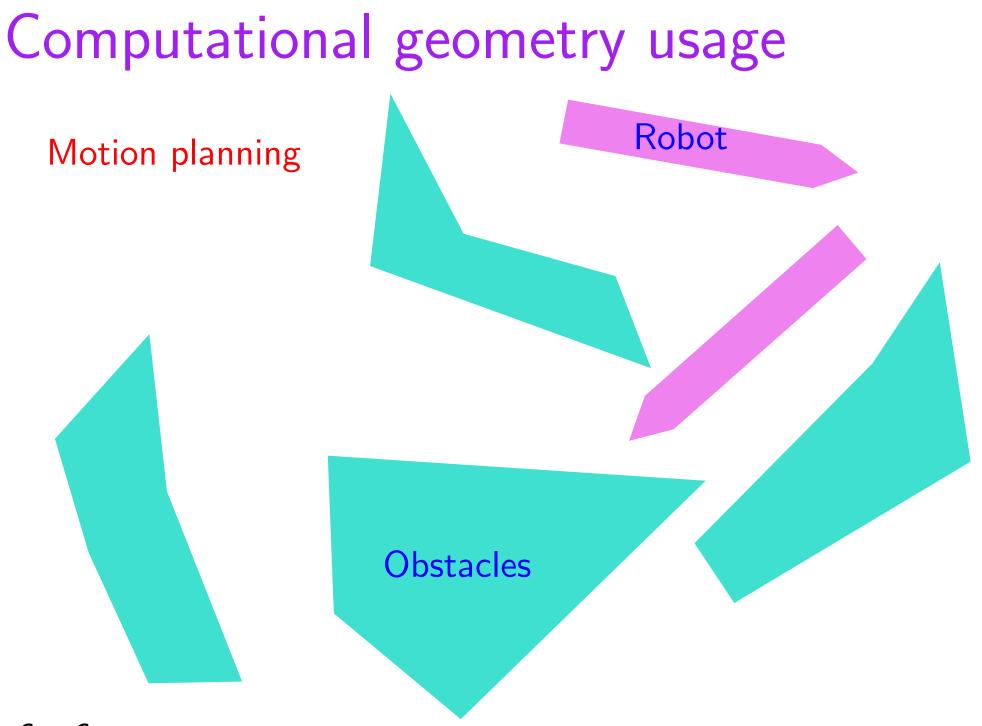


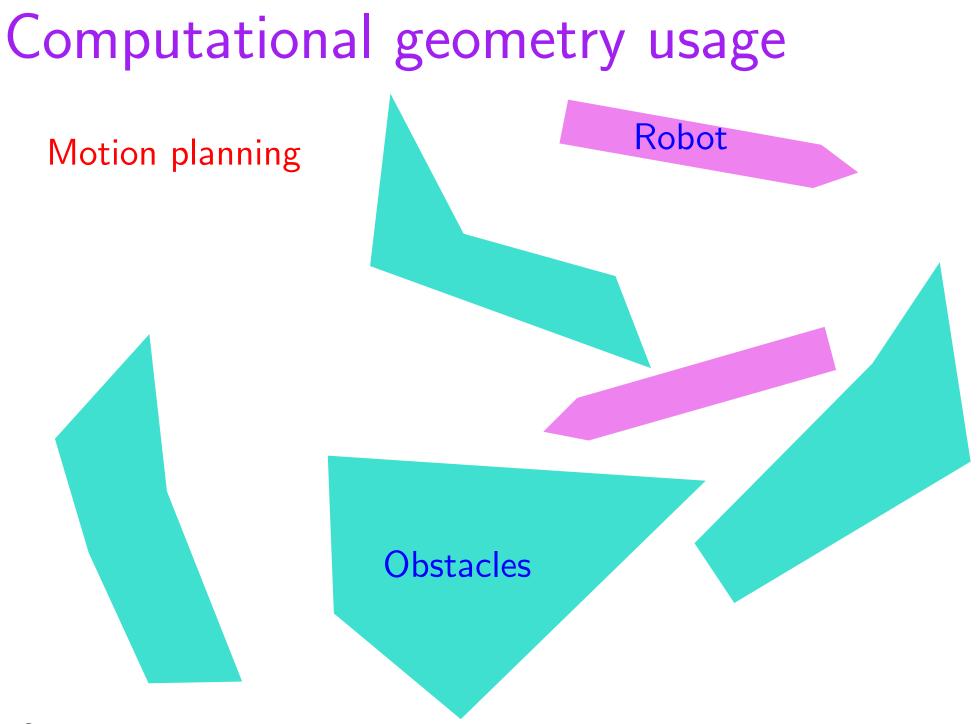


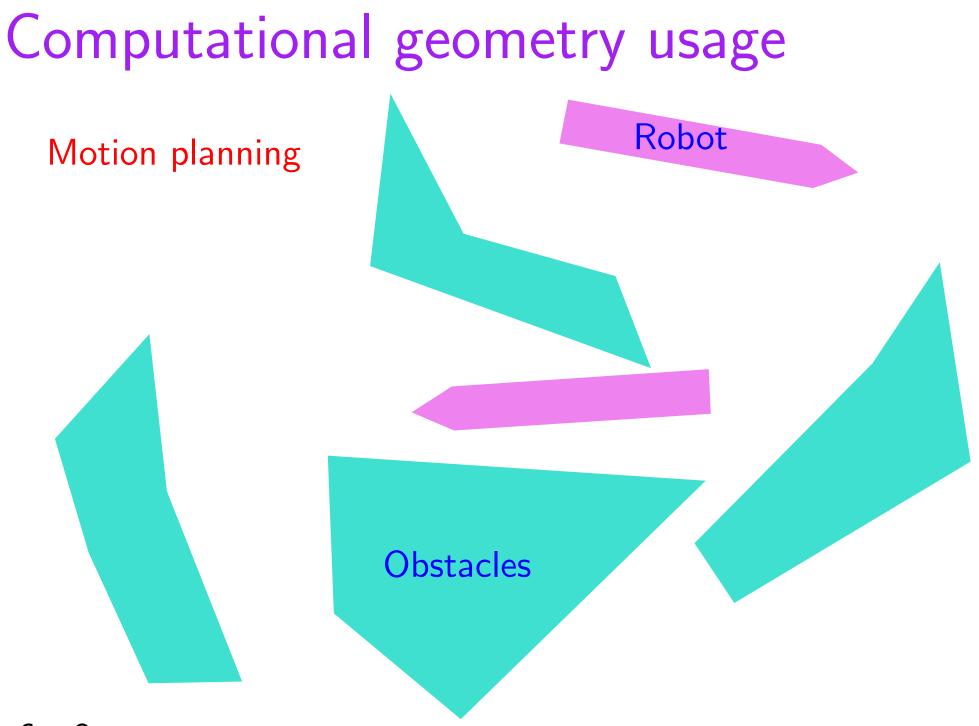


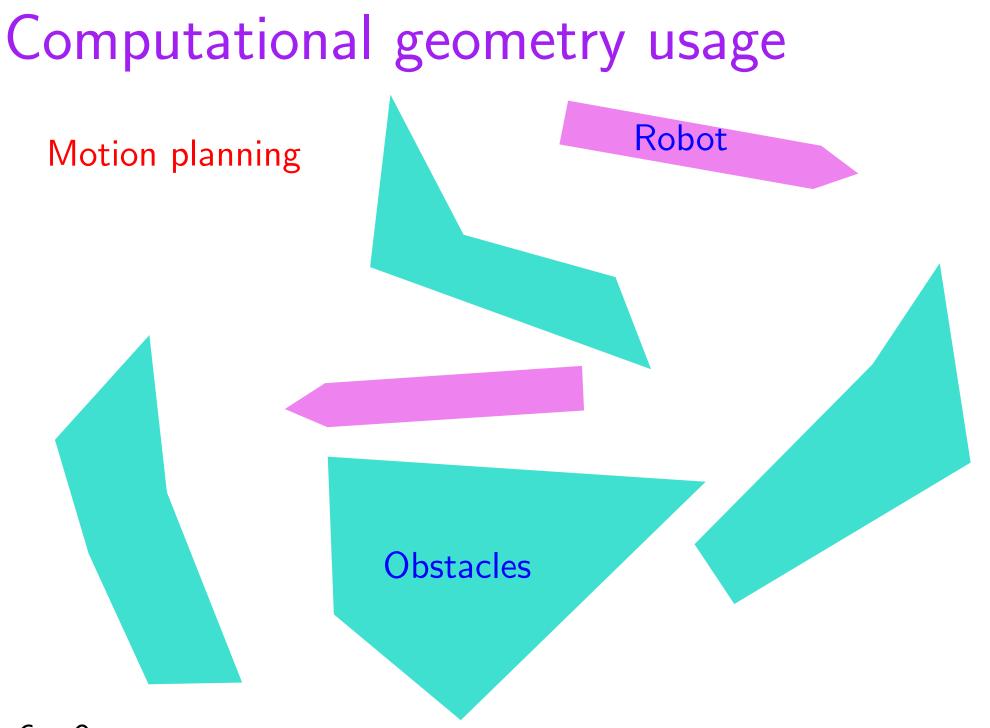


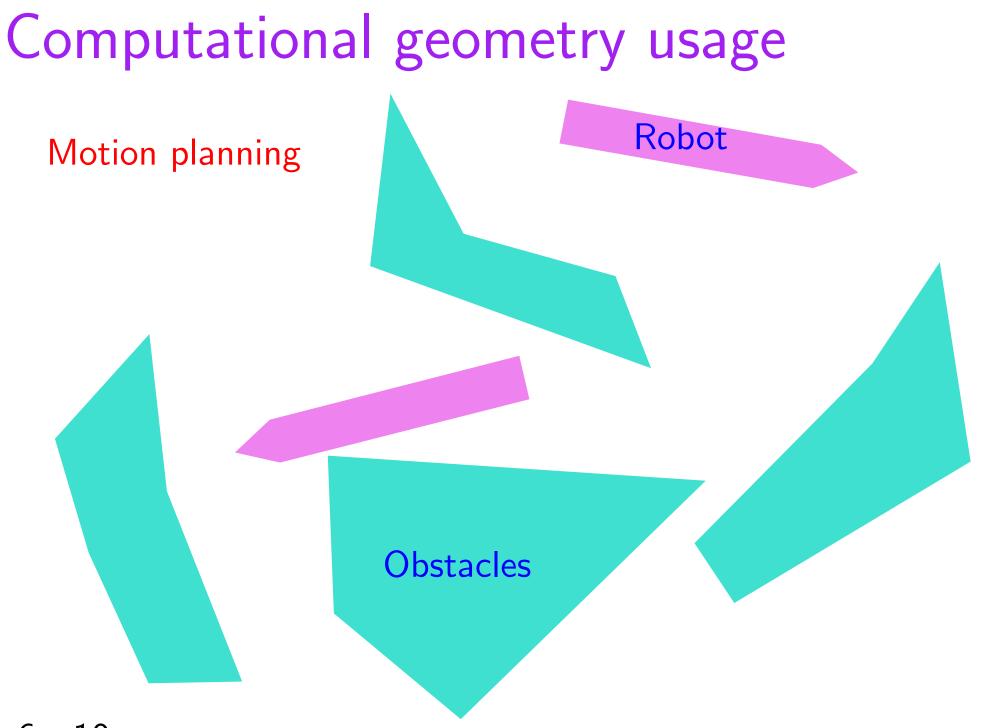


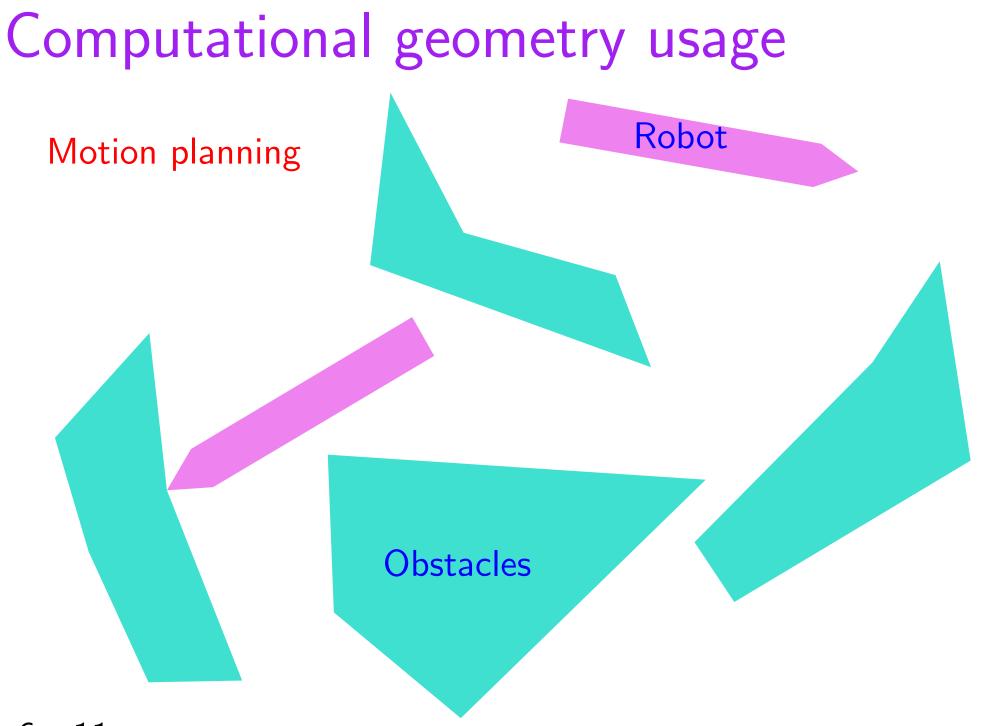


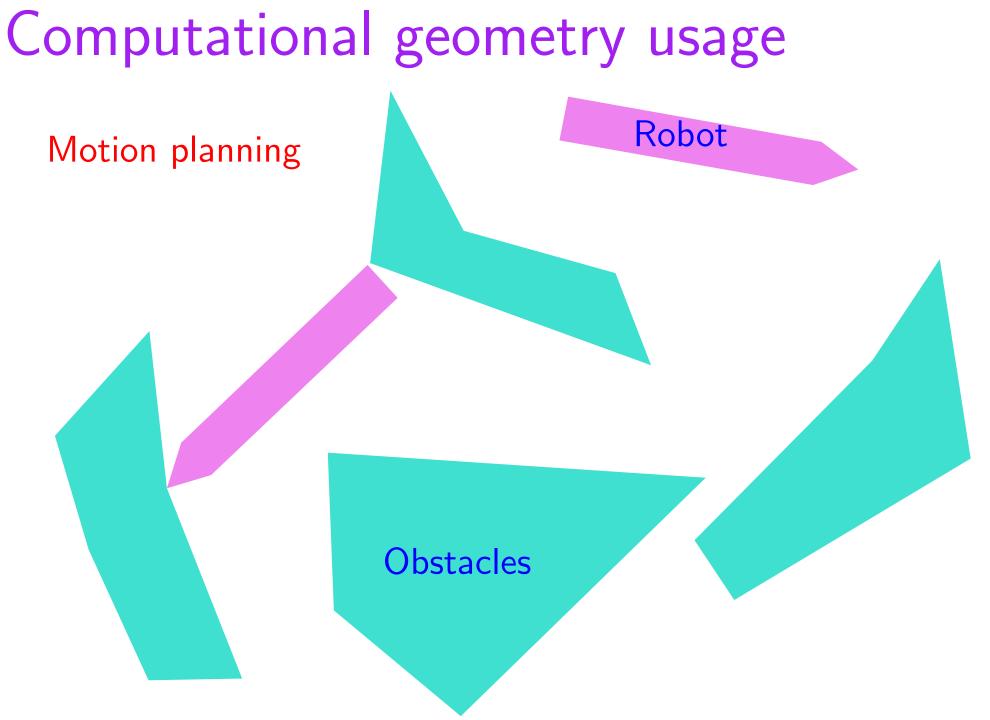


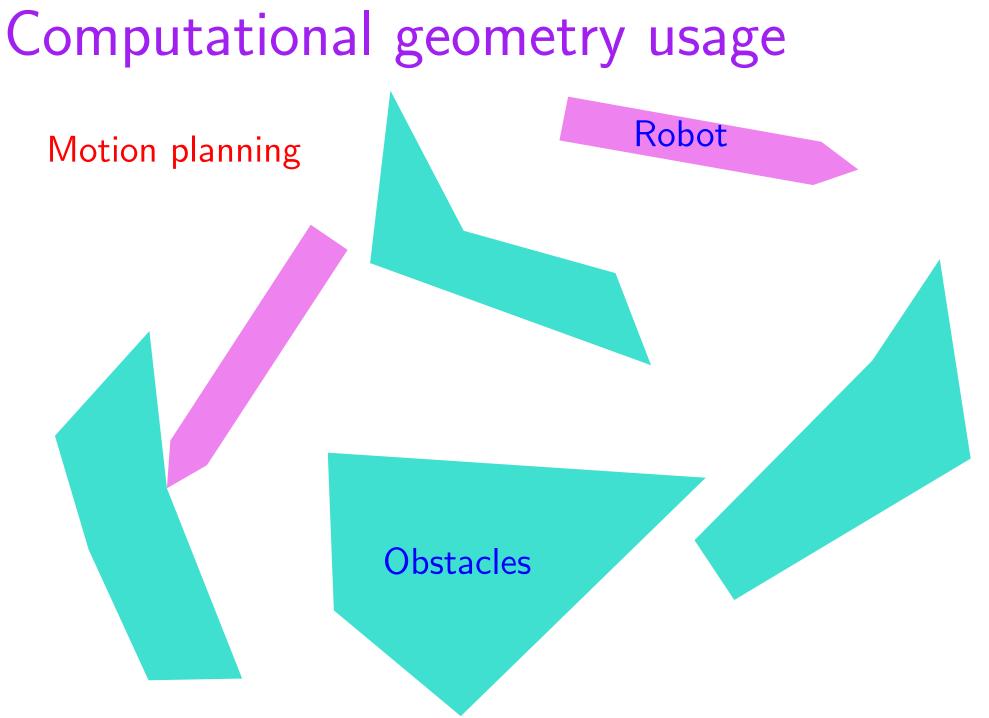


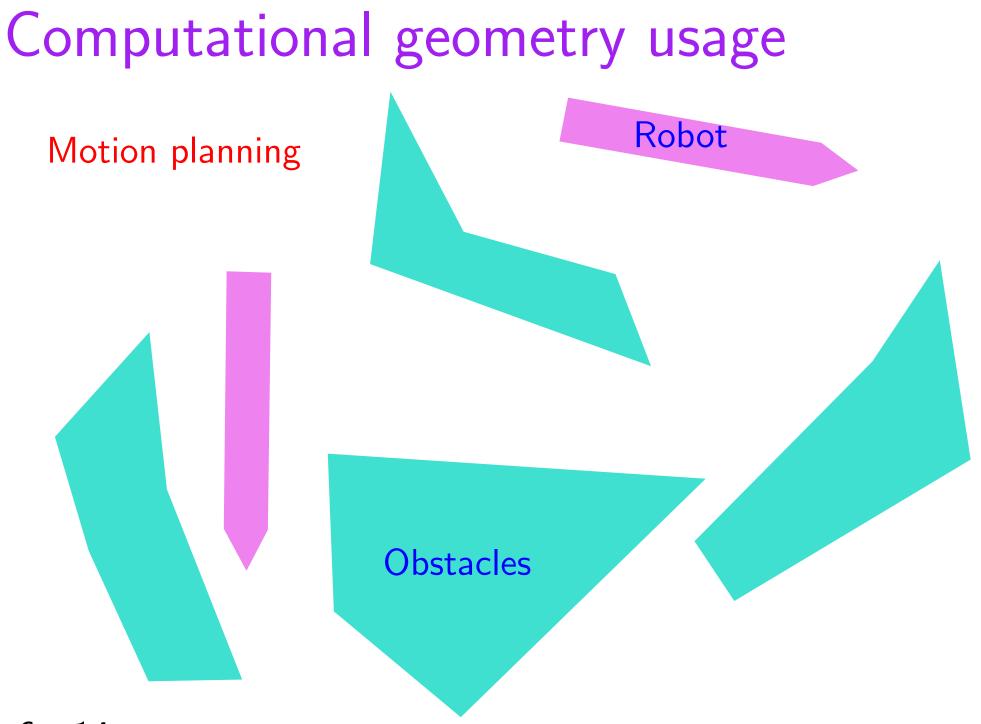


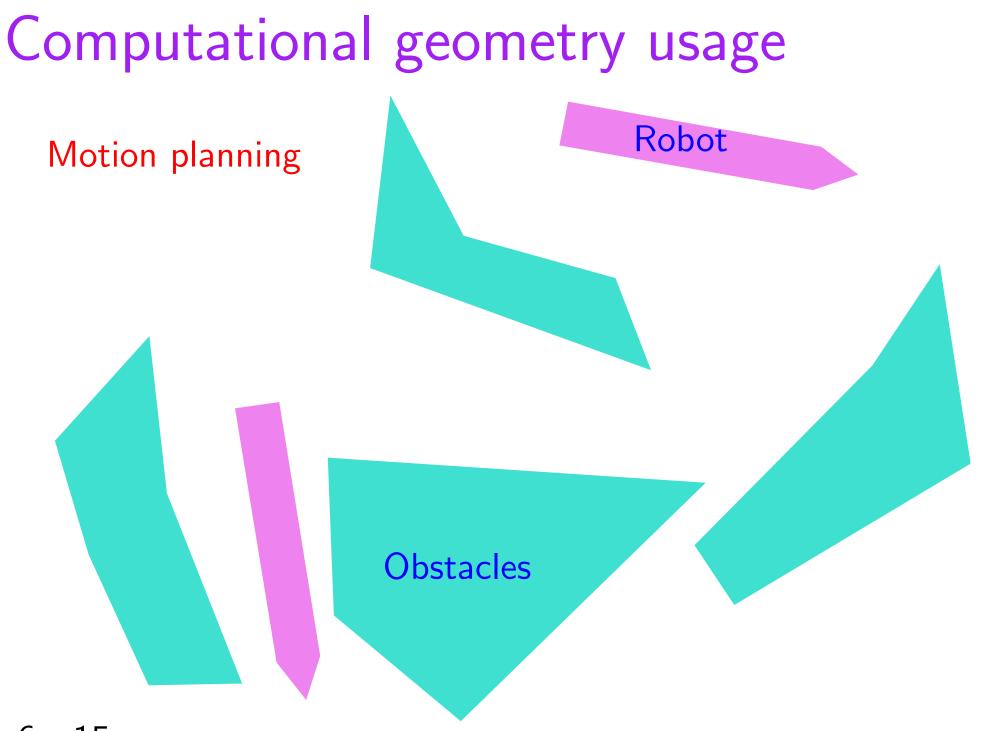


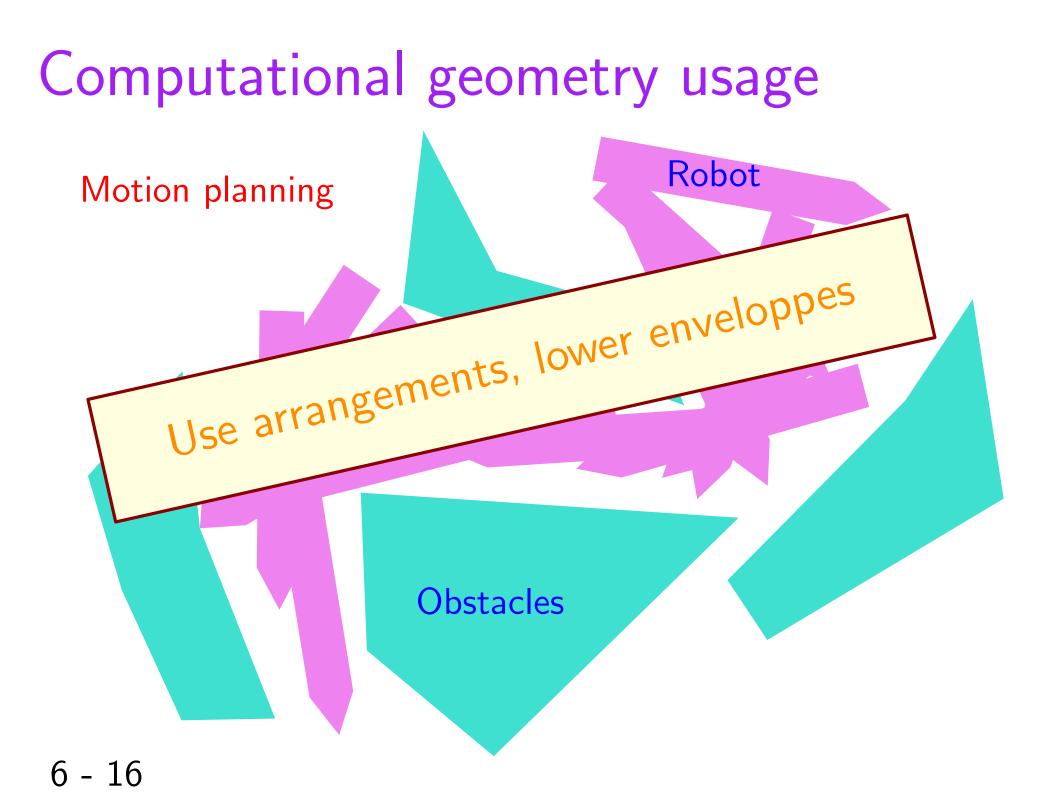












Complicated algorithms

Worst case complexities

Asymptotic complexities

Real RAM model

Lower bounds

Complicated algorithms

Worst case complexities

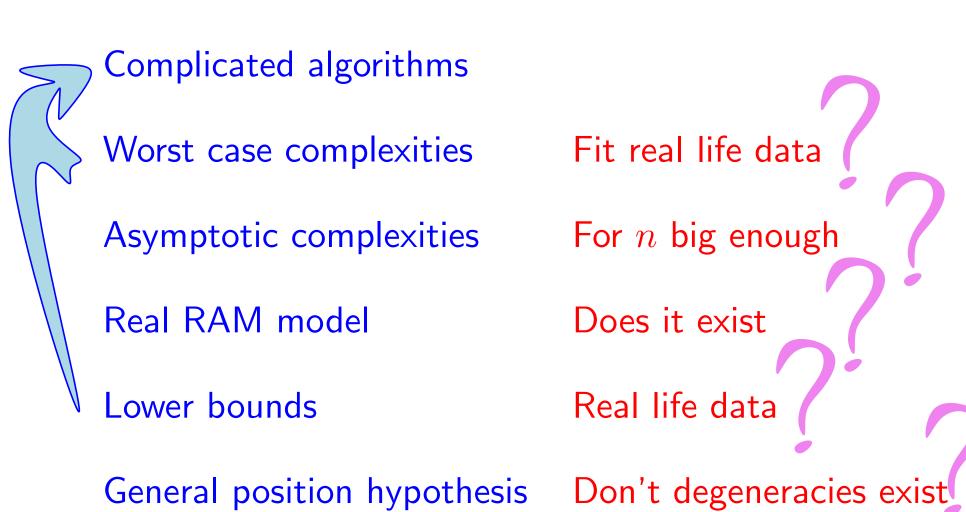
Asymptotic complexities

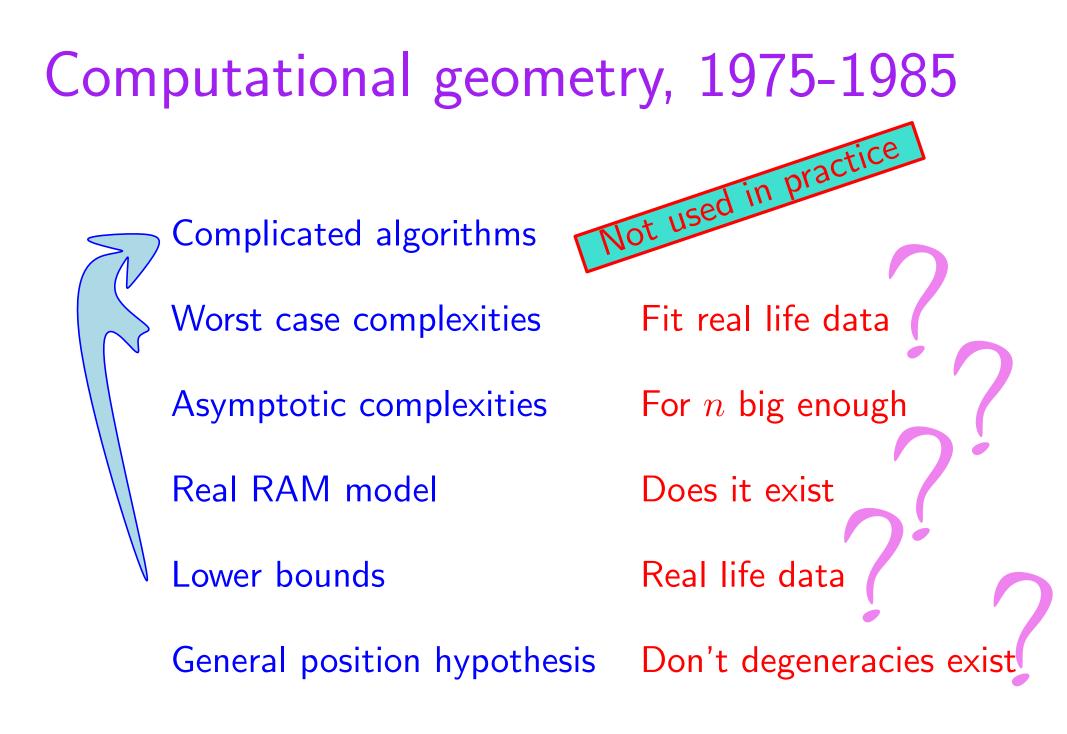
General position hypothesis

Real RAM model

Lower bounds

Fit real life data For n big enough Does it exist Real life data Don't degeneracies exist





Complicated algorithms

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Real RAM model

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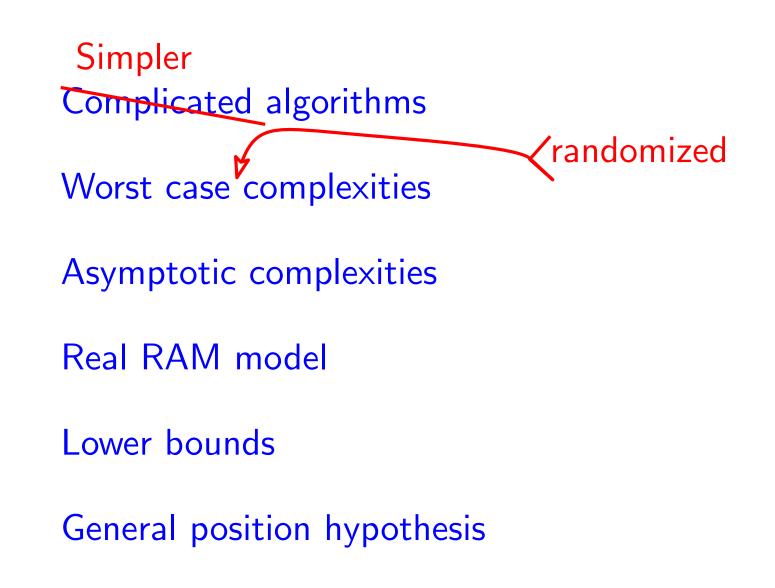
Simpler Complicated algorithms

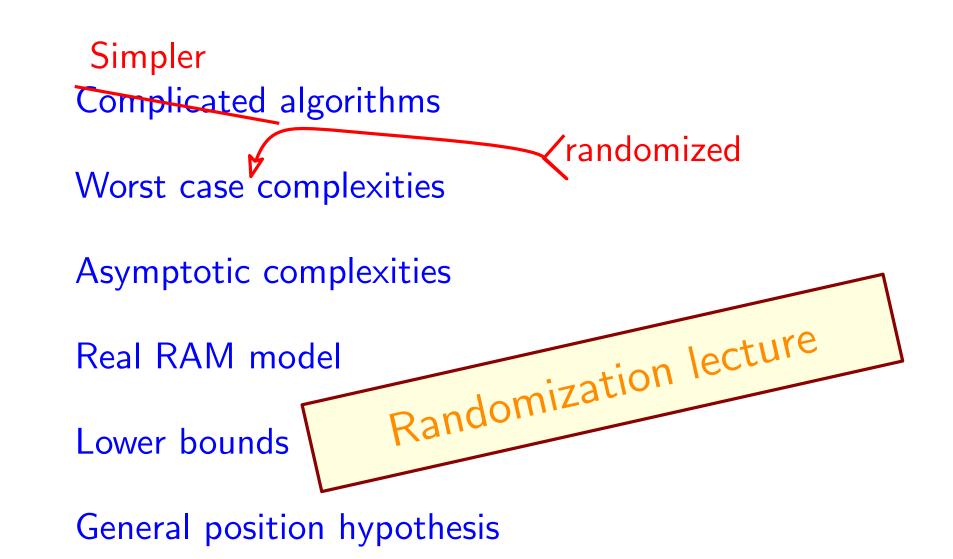
Worst case complexities

Asymptotic complexities

Real RAM model

Lower bounds





Complicated algorithms

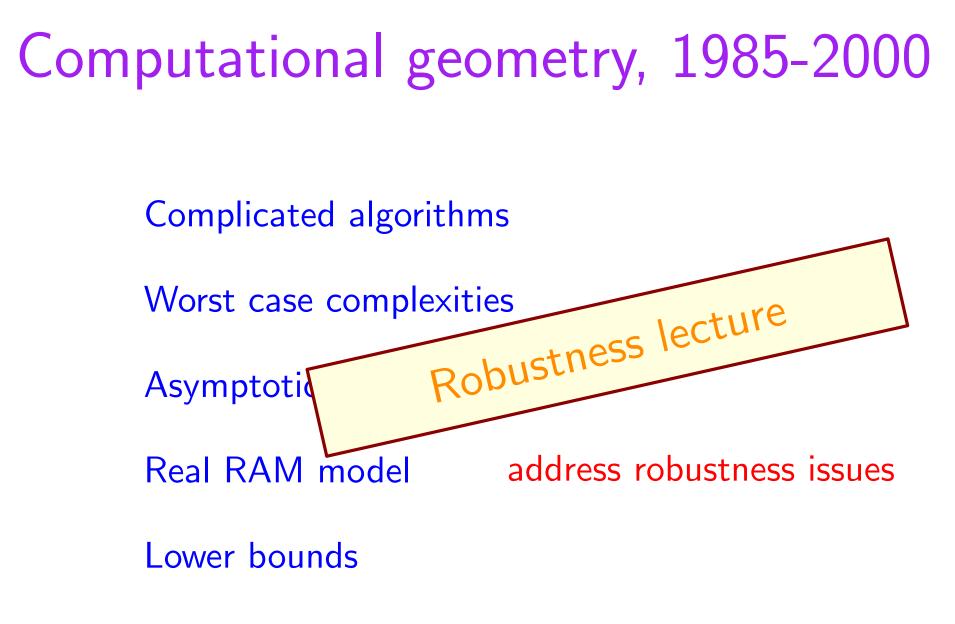
Worst case complexities

Asymptotic complexities

Real RAM model address robustness issues

Lower bounds

General position hypothesis solve degeneracies



General position hypothesis solve degeneracies

Complicated algorithms

Worst case complexities

Asymptotic complexities

Just really code it

Real RAM model

Lower bounds

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Worst case complexities

Asymptotic complexities

Just really code it



Complicated algorithms

Worst case complexities

Asymptotic complexities

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Worst case complexities

Probabilistic hypotheses

Asymptotic complexities

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Complicated algorithms

Worst case complexities Probabilistic hypotheses Old (and recent) math literature Asymptotic complexities

Real RAM model

Lower bounds

Complicated algorithms

Worst case complexities Probabilistic hypotheses Old (and recent) math literature

Asymptotic complexities oisson Delaunay lecture

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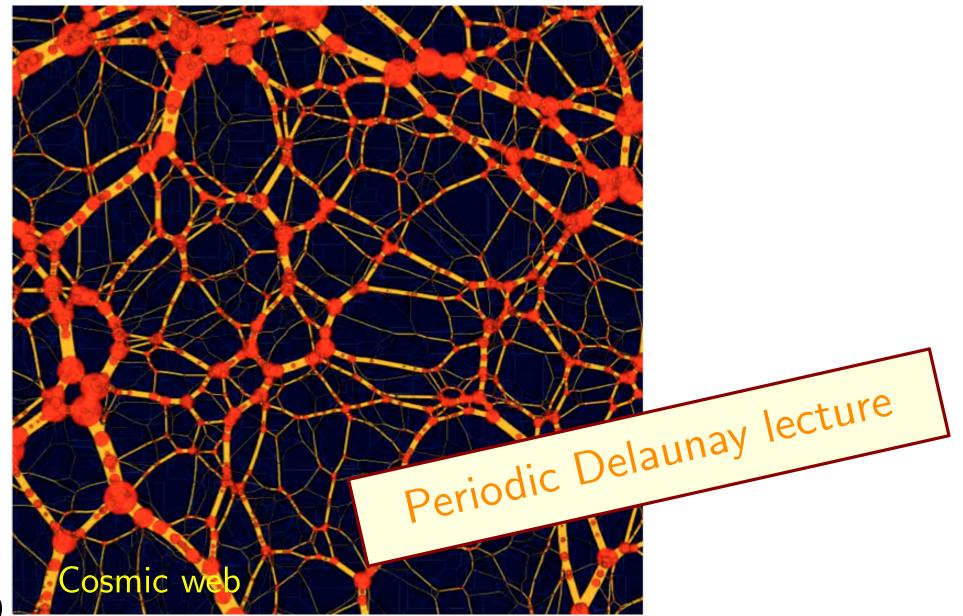
Real RAM model

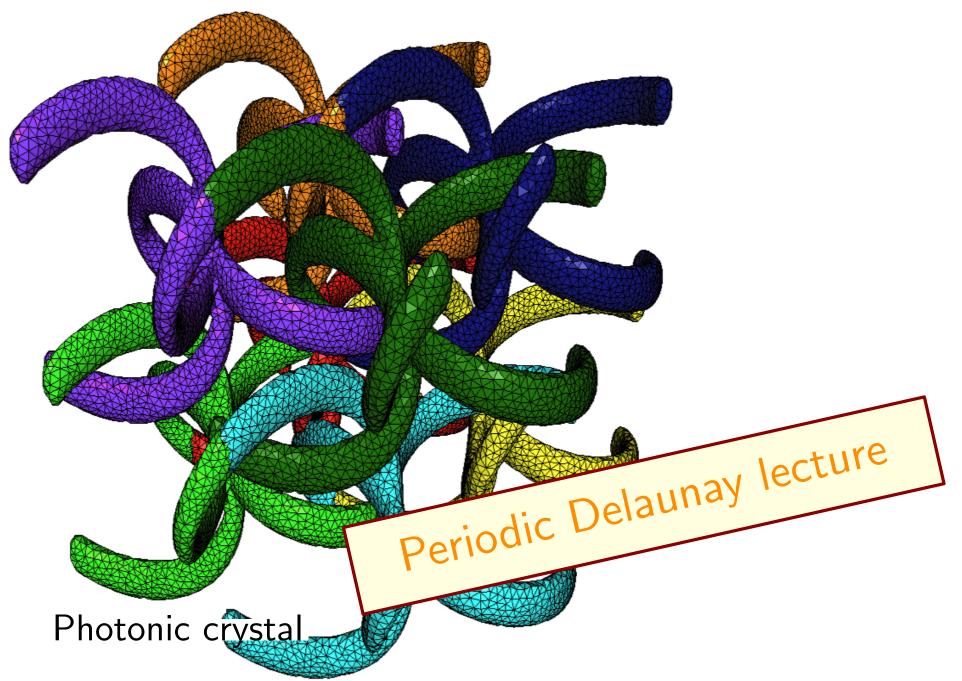
Lower bounds

General position hypothesis

Beyond the Euclidean realm







Beyond the Euclidean realm

General position Hyperbolic Delaunay lecture

