

Contents

<i>Preface</i>	v
<i>List of Contributors</i>	vii
1. Davenport–Schinzel sequences and their geometric applications <i>P.K. Agarwal and M. Sharir</i>	1
2. Arrangements and their applications <i>P.K. Agarwal and M. Sharir</i>	49
3. Discrete geometric shapes: Matching, interpolation, and approximation <i>H. Alt and L.J. Guibas</i>	121
4. Deterministic parallel computational geometry <i>M.J. Atallah and D.Z. Chen</i>	155
5. Voronoi diagrams <i>F. Aurenhammer and R. Klein</i>	201
6. Mesh generation <i>M. Bern and P. Plassmann</i>	291
7. Applications of computational geometry to geographic information systems <i>L. de Floriani, P. Magillo and E. Puppo</i>	333
8. Making geometry visible: An introduction to the animation of geometric algorithms <i>A. Hausner and D.P. Dobkin</i>	389
9. Spanning trees and spanners <i>D. Eppstein</i>	425
10. Geometric data structures <i>M.T. Goodrich and K. Ramaiyer</i>	463
11. Polygon decomposition <i>J.M. Keil</i>	491
12. Link distance problems <i>A. Maheshwari, J.-R. Sack and H.N. Djidjev</i>	519
13. Derandomization in computational geometry <i>J. Matoušek</i>	559
14. Robustness and precision issues in geometric computation <i>S. Schirra</i>	597
15. Geometric shortest paths and network optimization <i>J.S.B. Mitchell</i>	633
16. Randomized algorithms in computational geometry <i>K. Mulmuley</i>	703

17. Spatial data structures: Concepts and design choices	725
<i>J. Nievergelt and P. Widmayer</i>	
18. Parallel computational geometry: An approach using randomization	765
<i>J.H. Reif and S. Sen</i>	
19. Visibility in the plane	829
<i>T. Asano, S.K. Ghosh and T.C. Shermer</i>	
20. Closest-point problems in computational geometry	877
<i>M. Smid</i>	
21. Graph drawing	937
<i>R. Tamassia</i>	
22. Art gallery and illumination problems	973
<i>J. Urrutia</i>	
Author Index	I-1
Subject Index	I-35