

TABLE OF CONTENTS

Preface	vii
Optimal Parallel Algorithms for Selection, Sorting and Computing Convex Hulls Selim G. Akl	1
Simple On-Line Algorithms for Convex Polygons David Avis, Hossam ElGindy, and Raimund Seidel	23
On Geometric Algorithms that Use the Furthest-Point Voronoi Diagram Binay K. Bhattacharya and Godfried T. Toussaint	43
Optimal Convex Decompositions Bernard Chazelle and David P. Dobkin	63
Expected Time Analysis of Algorithms in Computational Geometry Luc Devroye	135
Practical Use of Bucketing Techniques in Computational Geometry Takao Asano, Masato Edahiro, Hiroshi Imai, Masao Iri, and Kasuo Murota	153
Minimum Decompositions of Polygonal Objects J. Mark Keil and Jörg-R. Sack	197
A Framework for Computational Morphology David G. Kirkpatrick and John D. Radke	217

Display of Visible Edges of a Set of Convex Polygons D.T. Lee and I.M. Chen	249
An Implementation Study of Two Algorithms for the Minimum Spanning Circle Problem Robert C. Melville	267
Curve Similarity via Signatures Joseph O'Rourke and Richard Washington	295
A Method for Proving Lower Bounds for Certain Geometric Problems Raimund Seidel	319
Movable Separability of Sets Godfried T. Toussaint	335
Computational Geometry and Motion Planning Sue H. Whitesides	377
An Isothetic View of Computational Geometry Derick Wood	429