
TABLE OF CONTENTS

Preface	vii
Contributors	xiii
COMBINATORIAL AND DISCRETE GEOMETRY 1	
1 Finite point configurations (<i>J. Pach</i>)	3
2 Packing and covering (<i>G. Fejes Tóth</i>)	19
3 Tilings (<i>D. Schattschneider and M. Senechal</i>)	43
4 Helly-type theorems and geometric transversals (<i>R. Wenger</i>)	63
5 Pseudoline arrangements (<i>J.E. Goodman</i>)	83
6 Oriented matroids (<i>J. Richter-Gebert and G.M. Ziegler</i>)	111
7 Lattice points and lattice polytopes (<i>A. Barvinok</i>)	133
8 Euclidean Ramsey theory (<i>R.L. Graham</i>)	153
9 Discrete aspects of stochastic geometry (<i>R. Schneider</i>)	167
10 Geometric discrepancy theory and uniform distribution (<i>J.R. Alexander, J. Beck, and W.W.L. Chen</i>)	185
11 Topological methods (<i>R.T. Živaljević</i>)	209
12 Polyominoes (<i>D.A. Klarner</i>)	225
POLYTOPES AND POLYHEDRA 241	
13 Basic properties of convex polytopes (<i>M. Henk, J. Richter-Gebert, and G.M. Ziegler</i>)	243
14 Subdivisions and triangulations of polytopes (<i>C.W. Lee</i>)	271
15 Face numbers of polytopes and complexes (<i>L.J. Billera and A. Björner</i>)	291
16 Symmetry of polytopes and polyhedra (<i>E. Schulte</i>)	311
17 Polytope skeletons and paths (<i>G. Kalai</i>)	331
18 Polyhedral maps (<i>U. Brehm and E. Schulte</i>)	345
ALGORITHMS AND COMPLEXITY OF FUNDAMENTAL GEOMETRIC OBJECTS 359	
19 Convex hull computations (<i>R. Seidel</i>)	361
20 Voronoi diagrams and Delaunay triangulations (<i>S. Fortune</i>)	377
21 Arrangements (<i>D. Halperin</i>)	389
22 Triangulations (<i>M. Bern</i>)	413
23 Polygons (<i>S. Suri</i>)	429
24 Shortest paths and networks (<i>J. Mitchell</i>)	445
25 Visibility (<i>J. O'Rourke</i>)	467
26 Geometric reconstruction problems (<i>S.S. Skiena</i>)	481
27 Computational convexity (<i>P. Gritzmann and V. Klee</i>)	491
28 Computational topology (<i>G. Vegter</i>)	517
29 Computational real algebraic geometry (<i>B. Mishra</i>)	537

GEOMETRIC DATA STRUCTURES AND SEARCHING	557
30 Point location (<i>J. Snoeyink</i>)	559
31 Range searching (<i>P. Agarwal</i>)	575
32 Ray shooting and lines in space (<i>M. Pellegrini</i>)	599
33 Geometric intersection (<i>D. Mount</i>)	615
COMPUTATIONAL TECHNIQUES	631
34 Randomized algorithms (<i>K. Mulmuley and O. Schwarzkopf</i>)	633
35 Robust geometric computation (<i>C.K. Yap</i>)	653
36 Parallel algorithms in geometry (<i>M.T. Goodrich</i>)	669
37 Parametric search (<i>J. Salowe</i>)	683
APPLICATIONS OF DISCRETE AND COMPUTATIONAL GEOMETRY	697
38 Linear programming in low dimensions (<i>M. Dyer and N. Megiddo</i>)	699
39 Mathematical programming (<i>M.J. Todd</i>)	711
40 Algorithmic motion planning (<i>M. Sharir</i>)	733
41 Robotics (<i>D. Halperin, L. Kavraki, and J.-C. Latombe</i>)	755
42 Computer graphics (<i>D. Dobkin and S. Teller</i>)	779
43 Pattern recognition (<i>J. O'Rourke and G.T. Toussaint</i>)	797
44 Graph drawing (<i>R. Tamassia</i>)	815
45 Splines and geometric modeling (<i>C.L. Bajaj and S. Evans</i>)	833
46 Manufacturing processes (<i>R. Janardan and T. Woo</i>)	851
47 Solid modeling (<i>C.M. Hoffmann</i>)	863
48 Geometric applications of the Grassmann-Cayley algebra (<i>N.L. White</i>)	881
49 Rigidity and scene analysis (<i>W. Whiteley</i>)	893
50 Sphere packing and coding theory (<i>J.A. Rush</i>)	917
51 Crystals and quasicrystals (<i>M. Senechal</i>)	933
52 Computational geometry software (<i>N. Amenta</i>)	951
Index	961