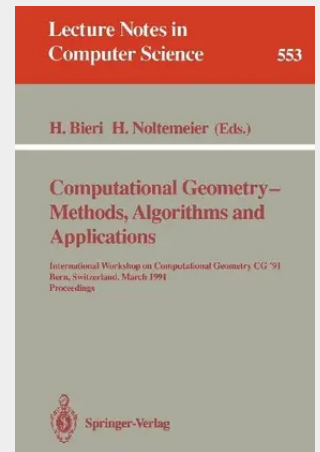


Computational Geometry - Methods, Algorithms and Applications

International Workshop on Computational Geometry CG '91 Bern, Switzerland, March 21-22, 1991. Proceedings

This volume presents the proceedings of the Seventh International Workshop on Computational Geometry, CG'91, held at the University of Berne, Switzerland, March 21/22, 1991. Computational geometry is not a precisely defined field. Often, it is understood as a nearly mathematical discipline, dealing mainly with complexity questions concerning geometrical problems and algorithms. But often too, and perhaps increasingly, questions of more practical relevance are central, such as applicability, numerical behavior and performance for all kinds of input size. Topics considered in CG'91 include: - Generalizations and applications of the Voronoi diagram - Problems with rectangular objects - Path determination - Moving objects - Visibility questions - Layout problems - Representation of spatial objects and spatial queries - Problems in higher dimensions - Implementation questions - Relations to artificial intelligence.

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