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# Abstract

# Introduction

1. As this paper focuses on rendering isosurfaces, we omit discussion of work on volume rendering using transfer functions, except where it involves non-photorealistic techniques (as discussed below).
2. In order to find the optimal solution for \*\*\* a number of solutions have been proposed, which can be classified into \*\*\* classes as \*\*\*,\*\*\* and \*\*\*.
3. The rest of the paper is organized as follows.
4. This section describes \*\*\*. The description is divided into the following four parts:

(1) \*\*\*

(2) \*\*\*

The first parts show \*\*\*. In second parts \*\*\* are discussed. The third part describes \*\*\*. Finally, it is shown \*\*\*.

# Relate work

1. Lloyd’s algorithm was first introduced to computer graphics by McCool and Fiume in 1992 for the generation of sampling point sets.

# Algorithm

1. All known approximate algorithms for the TSP have rather poor worst-case behavior.
2. One of the mentioned method for speeding up TSP algorithms is the use of parallelism.

# Experiment

1. The performance of an approximate algorithm such as the Lin-Kernighan algorithm can be evaluated in three ways:
2. The algorithm was evaluated on a spectrum of problems, among these a drilling problem with 318 points.