CSE520 Computational geometry

1. Fixed-radius near neighbors searching
2. Convex hulls
3. Line segment intersection
4. Lower bounds for computational geometry problems
5. Planar graphs, polygons, and triangulations
6. Orthogonal range searching
7. Segment trees
8. Introduction to randomized incremental algorithms
9. Point location
10. Linear programming in fixed dimension
11. Voronoi diagrams and delaunay triangulations
12. Computing a Delaunay triangulation
13. Arrangements and duality
14. Geometric approximation algorithms