

Main page
Contents
Featured content
Current events
Random article
Donate to Wikipedia
Wikipedia store

Interaction

Help About Wikipedia Community portal Recent changes Contact page

Tools

What links here Related changes Upload file Special pages Permanent link Page information Wikidata item Cite this page

Print/export

Create a book
Download as PDF
Printable version

Languages ไทย

0

Article Talk Read Edit More ▼ Search Q

## Cone algorithm

From Wikipedia, the free encyclopedia

In computational geometry, the **cone algorithm** is an algorithm for identifying the particles that are near the surface of an object composed of discrete particles. Its applications include computational surface science and computational nano science. The cone algorithm was first described in a publication about nanogold in 2005.

The cone algorithm works well with clusters in condensed phases, including solid and liquid phases. It can handle the situations when one configuration includes multiple clusters or when holes exist inside clusters. It can also be applied to a cluster iteratively to identify multiple sub-surface layers.

## References [edit]

• Yanting Wang, S. Teitel, and Christoph Dellago (2005), Melting of Icosahedral Gold Nanoclusters from Molecular Dynamics Simulations №. *Journal of Chemical Physics* vol. 122, pp 214722–214738. doi:10.1063/1.1917756 №

## External links [edit]

• Cone Algorithm — Generic surface particle identification algorithm ☑, Yanting Wang.

Categories: Molecular modelling software | Geometric algorithms

This page was last modified on 31 August 2014, at 07:36.

Text is available under the Oreative Commons Attribution-ShareAlike License; additional terms may apply. By using this site, you agree to the Terms of Use and Privacy Policy. Wikipedia® is a registered trademark of the Wikimedia Foundation, Inc., a non-profit organization.

Privacy policy About Wikipedia Disclaimers Contact Wikipedia Developers Mobile view



