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Chapter 2 introduces plane sweep algorithms, and it is best to read this chapter before any of the other chapters that use this technique. Similarly, Chapter 4 should be read before any other chapter that uses randomized algorithms. For a first course on computational geometry, we advise treating Chapters 1– 10 in the given order.

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Computational Geometry, Algorithms and Applications

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Top 10 Books in Computational Geometry - Best Book ...

Computational Geometry-Methods, Algorithms, and Applications, 91: International Workshop on Computational Geometry Cg '91, Bern, Switzerland, March 2 (Lecture Notes in Computer Science, 553) by International Workshop on Computational Geometry 1991 Bern, switzerla, H. Bieri, et al.

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