|  |
| --- |
| Unit IV: Arrangement of Lines |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
| Unit IV: zone theorems, many-faces complexity and algorithms |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
| Note: Following section is required as basic steps for Search Problems |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
| Unit III: linear programming with prune and search |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |

Reference:

1. Computational Geometry An Introduction Through Randomized Algorithms, Ketan Mulmuley, The University of Chicago, PRENTICE HALL