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Computational Geometry

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Message from the Guest Editors

"Computational geometry is a branch of computer science devoted to the study of algorithms which can be stated in terms of geometry. Some purely geometrical problems arise out of the study of computational geometric algorithms, and such problems are also considered to be part of computational geometry." (from http://en.wikipedia.org/wiki/Computational_geometry)



Specialsue





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Message from the Editor-in-Chief

Algorithms are the very core of Computer Science. The whole area has been considered from guite different perspectives, having led to the development of many subcommunities: Complexity theory (limitations). approximation or parameterized algorithms (types of geometric algorithms problems). (subject area). metaheuristics, algorithm engineering, medical imaging (applications), indicates the range of perspectives. Our journal welcomes submissions written from any of these perspectives, so that it may become a forum for exchange of ideas between the corresponding scientific subcommunities

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