

## Contents

<i>Preface</i>		ix
<b>1</b>	<b>POLYGONS</b>	
1.1	Diagonals and Triangulations	1
1.2	Basic Combinatorics	7
1.3	The Art Gallery Theorem	13
1.4	Scissors Congruence in 2D	20
1.5	Scissors Congruence in 3D	26
<b>2</b>	<b>CONVEX HULLS</b>	
2.1	Convexity	33
2.2	The Incremental Algorithm	36
2.3	Analysis of Algorithms	39
2.4	Gift Wrapping and Graham Scan	42
2.5	Lower Bound	46
2.6	Divide-and-Conquer	48
2.7	Convex Hull in 3D	51
<b>3</b>	<b>TRIANGULATIONS</b>	
3.1	Basic Constructions	59
3.2	The Flip Graph	66
3.3	The Associahedron	73
3.4	Delaunay Triangulations	79
3.5	Special Triangulations	87
<b>4</b>	<b>VORONOI DIAGRAMS</b>	
4.1	Voronoi Geometry	98
4.2	Algorithms to Construct the Diagram	104
4.3	Duality and the Delaunay Triangulation	107
4.4	Convex Hull Revisited	113
<b>5</b>	<b>CURVES</b>	
5.1	Medial Axis	118
5.2	Straight Skeleton	125
5.3	Minkowski Sums	128
5.4	Convolution of Curves	132

5.5	Curve Shortening	138
5.6	The Heat Equation	144
5.7	Curve Reconstruction	148
<b>6</b>	<b>POLYHEDRA</b>	
6.1	Platonic Solids	156
6.2	Euler's Polyhedral Formula	162
6.3	The Gauss-Bonnet Theorem	170
6.4	Cauchy Rigidity	177
6.5	Shortest Paths	188
6.6	Geodesics	200
<b>7</b>	<b>CONFIGURATION SPACES</b>	
7.1	Motion Planning	206
7.2	Polygonal Chains	215
7.3	Rulers and Locked Chains	221
7.4	Polygon Spaces	229
7.5	Particle Collisions	237
	<i>Appendix: Computational Complexity</i>	245
	<i>Permissions</i>	249
	<i>Index</i>	251