Bert Jüttler
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Editors

Geometric Modeling and Algebraic Geometry

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Geometric Modeling And Algebraic Geometry

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Geometric Modeling And Algebraic Geometry:

Geometric Modeling and Algebraic Geometry Bert Jüttler,Ragni Piene,2007-12-24 Geometric Modeling and Algebraic Geometry though closely related are traditionally represented by two almost disjoint scientific communities Both fields deal with objects defined by algebraic equations but the objects are studied in different ways In 12 chapters written by leading experts this book presents recent results which rely on the interaction of both fields Some of these results have been obtained from a major European project in geometric modeling **Algebraic Geometry and Geometric Modeling** Mohamed Elkadi,Bernard Mourrain,Ragni Piene,2006-11-02 Algebraic Geometry provides an impressive theory targeting the understanding of geometric objects defined algebraically Geometric Modeling uses every day in order to solve practical and difficult problems digital shapes based on algebraic models In this book we have collected articles bridging these two areas The confrontation of the different points of view results in a better analysis of what the key challenges are and how they can be met We focus on the following important classes of problems implicitization classification and intersection The combination of illustrative pictures explicit computations and review articles will help the reader to handle these subjects

Algebraic Geometry and Geometric Modeling Mohamed Elkadi,Bernard Mourrain,Ragni Piene,2010-11-19 This book spans the distance between algebraic descriptions of geometric objects and the rendering of digital geometric shapes based on algebraic models These contrasting points of view inspire a thorough analysis of the key challenges and how they are met The articles focus on important classes of problems implicitization classification and intersection Combining illustrative graphics computations and review articles this book helps the reader gain a firm practical grasp of these subjects Topics in Algebraic Geometry and Geometric Modeling Ron Goldman,Rimvydas Krasauskas,2003 Algebraic geometry and geometric modeling both deal with curves and surfaces generated by polynomial equations Algebraic geometry investigates the theoretical properties of polynomial curves and surfaces geometric modeling uses polynomial piecewise polynomial and rational curves and surfaces to build computer models of mechanical components and assemblies for industrial design and manufacture The NSF sponsored the four day Vilnius Workshop on Algebraic Geometry and Geometric Modeling which brought together some of the top experts in the two research communities to examine a wide range of topics of interest to both fields This volume is an outgrowth of that workshop Included are surveys tutorials and research papers In addition the editors have included a translation of Minding s 1841 paper On the determination of the degree of an equations obtained by elimination which foreshadows the modern application of mixed volumes in algebraic geometry The volume is suitable for mathematicians computer scientists and engineers interested in applications of algebraic geometry to geometric modeling

Computer Graphics and Geometric Modelling Max K. Agoston,2005-09-05 Possibly the most comprehensive overview of computer graphics as seen in the context of geometric modelling this two volume work covers implementation and theory in a thorough and systematic fashion Computer Graphics and Geometric Modelling Mathematics contains the mathematical

background needed for the geometric modeling topics in computer graphics covered in the first volume This volume begins with material from linear algebra and a discussion of the transformations in affine projective geometry followed by topics from advanced calculus chapters on general topology combinatorial topology algebraic topology differential topology differential geometry and finally algebraic geometry Two important goals throughout were to explain the material thoroughly and to make it self contained This volume by itself would make a good mathematics reference book in particular for practitioners in the field of geometric modelling Due to its broad coverage and emphasis on explanation it could be used as a text for introductory mathematics courses on some of the covered topics such as topology general combinatorial algebraic and differential and geometry differential algebraic **Curves and Surfaces in Geometric Modeling** Jean H. Gallier,2000 Curves and Surfaces in Geometric Modeling Theory and Algorithms offers a theoretically unifying understanding of polynomial curves and surfaces as well as an effective approach to implementation that you can apply to your own work as a graduate student scientist or practitioner The focus here is on blossoming the process of converting a polynomial to its polar form as a natural purely geometric explanation of the behavior of curves and surfaces This insight is important for more than just its theoretical elegance the author demonstrates the value of blossoming as a practical algorithmic tool for generating and manipulating curves and surfaces that meet many different criteria You ll learn to use this and other related techniques drawn from affine geometry for computing and adjusting control points deriving the continuity conditions for splines creating subdivision surfaces and more It will be an essential acquisition for readers in many different areas including computer graphics and animation robotics virtual reality geometric modeling and design medical imaging computer vision and motion planning BOOK JACKET Title Summary field provided by Blackwell North America Inc All Rights Reserved Computer Graphics and Geometric Modelling Max K. Agoston,2005-11-14 Possibly the most comprehensive overview of computer graphics as seen in the context of geometric modelling this two volume work covers implementation and theory in a thorough and systematic fashion Computer Graphics and Geometric Modelling Implementation and Algorithms covers the computer graphics part of the field of geometric modelling and includes all the standard computer graphics topics The first part deals with basic concepts and algorithms and the main steps involved in displaying photorealistic images on a computer The second part covers curves and surfaces and a number of more advanced geometric modelling topics including intersection algorithms distance algorithms polygonizing curves and surfaces trimmed surfaces implicit curves and surfaces offset curves and surfaces curvature geodesics blending etc The third part touches on some aspects of computational geometry and a few special topics such as interval analysis and finite element methods The volume includes two companion programs

Algebraic Methods for Geometric Modeling Julien Wintz,2008 The two fields of algebraic geometry and algorithmic geometry though closely related are traditionally represented by almost disjoint communities Both fields deal with curves and surfaces but objects are represented in different ways While algebraic geometry defines objects by the mean of

equations algorithmic geometry use to work with linear models The current trend is to apply algorithmic geometry algorithms to non linear models such as those found in algebraic geometry Such algorithms play an important role in many practical fields such as Computer Aided Geometric Design Their use raises important questions when it comes to developing software featuring such models First the manipulation of their representation implies the use of symbolic numeric computations which still represent one major research interest Second their visualization and manipulation is not straightforward because of their abstract nature The first part of this thesis covers the use of algebraic methods in geometric modeling with an emphasis on topology intersection and self intersection for arrangement computation of semi algebraic sets with either implicit or parametric representation Special care is given to the genericity of the algorithms which can be specified whatever the context and then specialized to meet specific representation requirements The second part of this thesis presents a prototype of an algebraic geometric modeling environment which aim is to provide a generic yet efficient way to model with algebraic geometric objects such as implicit or parametric curves or surfaces both from a user and developer point of view by using symbolic numeric computational libraries as a backend for the manipulation of the polynomials defining the geometric objects Computer Graphics and Geometric Modelling Max K. Agoston,2005-02 The second book of a two volume work in which the author presents an overview of computer graphics as seen in the context of geometric modeling and the mathematics required to understand the subject Computer Graphics and Geometric Modeling: Mathematics Max K Agoston,2004 *ACM SIGGRAPH 88: Computational algebraic geometry and geometric modeling* ,1988 **Nonlinear Computational Geometry** Ioannis Z. Emiris,Frank Sottile,Thorsten Theobald,2009-10-28 An original motivation for algebraic geometry was to understand curves and surfaces in three dimensions Recent theoretical and technological advances in areas such as robotics computer vision computer aided geometric design and molecular biology together with the increased availability of computational resources have brought these original questions once more into the forefront of research One particular challenge is to combine applicable methods from algebraic geometry with proven techniques from piecewise linear computational geometry such as Voronoi diagrams and hyperplane arrangements to develop tools for treating curved objects These research efforts may be summarized under the term nonlinear computational geometry This volume grew out of an IMA workshop on Nonlinear Computational Geometry in May June 2007 organized by I Z Emiris R Goldman F Sottile T Theobald which gathered leading experts in this emerging field The research and expository articles in the volume are intended to provide an overview of nonlinear computational geometry Since the topic involves computational geometry algebraic geometry and geometric modeling the volume has contributions from all of these areas By addressing a broad range of issues from purely theoretical and algorithmic problems to implementation and practical applications this volume conveys the spirit of the IMA workshop **Computer Graphics and Geometric Modeling** ,2005 Geometric Modelling Gerald Farin,H. Hagen,H. Noltemeier,W. Knödel,2012-12-06 In this volume experts from university

and industry are presenting new technologies for solving industrial problems as well as important and practicable impulses for new research The following topics are treated solid modelling geometry processing feature modelling product modelling surfaces over arbitrary topologies blending methods scattered data algorithms smooting and fairing algorithms NURBS 21 articles are giving a state of the art survey of the relevant problems and issues in the rapidly growing area of geometric modelling *Computer Graphics and Geometric Modeling: Mathematics* Max K. Agoston,2004 Using Algebraic Geometry David A Cox,John Little,Donal O'Shea,2005-03-17 The discovery of new algorithms for dealing with polynomial equations and their implementation on fast inexpensive computers has revolutionized algebraic geometry and led to exciting new applications in the field This book details many uses of algebraic geometry and highlights recent applications of Grobner bases and resultants This edition contains two new sections a new chapter updated references and many minor improvements throughout **Applications of Polynomial Systems** David A. Cox,2020-03-02 Systems of polynomial equations can be used to model an astonishing variety of phenomena This book explores the geometry and algebra of such systems and includes numerous applications The book begins with elimination theory from Newton to the twenty first century and then discusses the interaction between algebraic geometry and numerical computations a subject now called numerical algebraic geometry The final three chapters discuss applications to geometric modeling rigidity theory and chemical reaction networks in detail Each chapter ends with a section written by a leading expert Examples in the book include oil wells HIV infection phylogenetic models four bar mechanisms border rank font design Stewart Gough platforms rigidity of edge graphs Gaussian graphical models geometric constraint systems and enzymatic cascades The reader will encounter geometric objects such as B zier patches Cayley Menger varieties and toric varieties and algebraic objects such as resultants Rees algebras approximation complexes matroids and toric ideals Two important subthemes that appear in multiple chapters are toric varieties and algebraic statistics The book also discusses the history of elimination theory including its near elimination in the middle of the twentieth century The main goal is to inspire the reader to learn about the topics covered in the book With this in mind the book has an extensive bibliography containing over 350 books and papers *Mathematical Aspects of Geometric Modeling* Charles A. Micchelli,1995-01-01 This monograph examines in detail certain concepts that are useful for the modeling of curves and surfaces and emphasizes the mathematical theory that underlies these ideas The two principal themes of the text are the use of piecewise polynomial representation this theme appears in one form or another in every chapter and iterative refinement also called subdivision Here simple iterative geometric algorithms produce in the limit curves with complex analytic structure In the first three chapters the de Casteljau subdivision for Bernstein Bezier curves is used to introduce matrix subdivision and the Lane Riesenfield algorithm for computing cardinal splines is tied into stationary subdivision This ultimately leads to the construction of prewavelets of compact support The remainder of the book deals with concepts of visual smoothness of curves along with the intriguing idea of generating smooth multivariate piecewise

polynomials as volumes of slices of polyhedra The final chapter contains an evaluation of polynomials by finite recursive algorithms Each chapter contains introductory material as well as more advanced results SAGA – Advances in ShApes, Geometry, and Algebra Tor Dokken,Georg Muntingh,2014-10-24 This book summarizes research carried out in workshops of the SAGA project an Initial Training Network exploring the interplay of Shapes Algebra Geometry and Algorithms Written by a combination of young and experienced researchers the book introduces new ideas in an established context Among the central topics are approximate and sparse implicitization and surface parametrization algebraic tools for geometric computing algebraic geometry for computer aided design applications and problems with industrial applications Readers will encounter new methods for the approximate transition between the implicit and parametric representation new algebraic tools for geometric computing new applications of isogeometric analysis and will gain insight into the emerging research field situated between algebraic geometry and computer aided geometric design Geometric Modeling Michael E. Mortenson,1997 A comprehensive up to date presentation of the indispensable core concepts of geometric modeling Now completely updated to include the most recent developments in the field Geometric Modeling Second Edition presents a comprehensive discussion of the core concepts of this subject It describes and compares all the important mathematical methods for modeling curves surfaces and solids and shows how to transform and assemble these elements into complex models Written in a style free of the jargon of special applications this unique book focuses on the essence of geometric modeling and treats it as a discipline in its own right It integrates the three important functions of geometric modeling to represent elementary forms i e curves surfaces and solids to shape and assemble these into more complex forms and to determine concomitant derivative geometric elements i e intersections offsets and fillets With more than 300 illustrations Geometric Modeling Second Edition appeals to the reader s visual and intuitive skills in a way that makes it easier to understand its more abstract concepts An extensive bibliography lists many supporting works directing the reader to more specialized treatments of this subject Geometric Modeling Second Edition serves as an invaluable guide to computer graphics and CAD CAM specialists applications designers scientific programmers teachers and students

Enjoying the Song of Phrase: An Emotional Symphony within **Geometric Modeling And Algebraic Geometry**

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Table of Contents Geometric Modeling And Algebraic Geometry

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