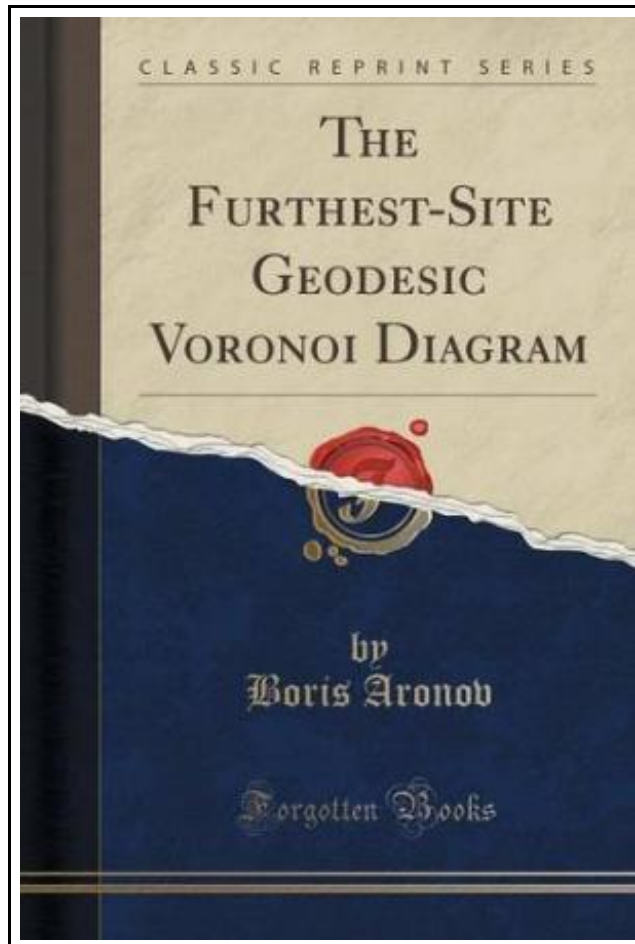# The Furthest-Site Geodesic Voronoi Diagram (Classic Reprint) (Paperback)



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## Reviews

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# THE FURTHEST-SITE GEODESIC VORONOI DIAGRAM (CLASSIC REPRINT) (PAPERBACK)

Forgotten Books, United States, 2015. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****.Excerpt from The Furthest-Site Geodesic Voronoi Diagram A common goal of much recent research in computational geometry is to extend algorithms that have been developed for the Euclidean metric to the more complicated geodesic metric inside a simple polygon. The geodesic distance between two points in a simple polygon is the length of the shortest path connecting the points that remains inside the polygon. For example, Toussaint [T86] gives an algorithm for the relative convex hull of a set of points inside a simple polygon; Aronov [A87] gives an algorithm for the nearest-neighbor geodesic Voronoi diagram; and Pollack, Sharir and Rote [PSR87] give an algorithm for the geodesic center of a simple polygon. A classic structure in the Euclidean metric is the furthest-site Voronoi diagram. Given a finite collection of point sites in the plane, the furthest-site Voronoi diagram partitions the plane into Voronoi cells, one cell per site. The site that owns a cell is the site that is furthest from every point in the cell. Using well-known algorithms, the Euclidean furthest-site Voronoi diagram of k sites can be computed in time $O$ (k lo g k) and space $O$ (k) [PS85]. The content of this paper is an efficient algorithm for computing the furthest-site Voronoi diagram, defined by the geodesic metric inside a simple polygon. The algorithm uses $O$ ((n + k) log (n + k)) time and $O$ (n + k) space, where n is the number of bounding edges of the polygon and k is the number of sites. The best previous algorithm for this problem had running time $O$ (n- log log n) [AT86], and just computed (a superset of) the vertices...

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