

## Computing In Euclidean Geometry

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In mathematics, the Euclidean algorithm, or Euclid's algorithm, is an efficient method for computing the greatest common divisor (GCD) of two integers (numbers), the largest number that divides them both without a remainder. It is named after the ancient Greek mathematician Euclid, who first described it in his Elements (c. 300 BC). It is an example of an algorithm, a step-by-step procedure for ...

~~Euclidean algorithm – Wikipedia~~

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Computing in Euclidean Geometry. Lectures Notes Series on Computing. 4 (2nd ed.). World Scientific. ISBN 981-02-1876-1. "This book is a collection of surveys and exploratory articles about recent developments in the field of computational Euclidean geometry."

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ABSTRACT. An algorithm is presented for finding a maximum-weight spanning tree of a set of  $n$  points in the Euclidean plane, where the weight of an edge  $(p_i, p_j)$  equals the Euclidean distance between the points  $p_i$  and  $p_j$ . The algorithm runs in time  $O(n \log n)$  and requires  $O(n)$  space. If the points are vertices of a convex polygon (given in order along the boundary), then our algorithm requires only a linear amount of time and space.

~~Computing Euclidean maximum spanning trees | Proceedings ...~~

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element in the matrix represents the squared Euclidean distance (see Sec.3 for the non-square case) 1, a calculation that frequently arises in machine learning and computer vision. The distance matrix is defined as follows:  $D_{ij} = \|x_i - x_j\|_2^2$  (1) or equivalently,  $D_{ij} = (x_i - x_j)^T (x_i - x_j) = \|x_i - x_j\|_2^2$  (2) There is a popular "trick" for computing Euclidean Distance Matrices (although it's perhaps more of

~~Euclidean Distance Matrix Trick~~

This book is a collection of surveys and exploratory articles about recent developments in the field of computational Euclidean geometry. The topics covered are: a history of Euclidean geometry, Voronoi diagrams, randomized geometric algorithms, computational algebra; triangulations, machine proofs, topological designs, finite-element mesh, computer-aided geometric designs and steiner trees.

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In mathematics, the Euclidean distance between two points in Euclidean space is a number, the length of a line segment between the two points. It can be calculated from the Cartesian coordinates of the points using the Pythagorean theorem, and is occasionally called the Pythagorean distance. These names come from the ancient Greek mathematicians Euclid and Pythagoras, but Euclid did not represent distances as numbers, and the connection from the Pythagorean theorem to distance calculation was no

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Interactive geometry software (IGS) or dynamic geometry environments (DGEs) are computer programs which allow one to create and then manipulate geometric constructions, primarily in plane geometry. In most IGS, one starts construction by putting a few points and using them to define new objects such as lines, circles or other points. After some construction is done, one can move the points one ...

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Euclidean Geometry and History of Non-Euclidean Geometry. In about 300 BCE, Euclid penned the Elements, the basic treatise on geometry for almost two thousand years. Euclid starts of the Elements by giving some 23 definitions. After giving the basic definitions he gives us five “postulates”. The postulates (or axioms) are the assumptions ...

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