Special Issue

Applications of Discrete and Computational Geometry to Geoprocessing

Message from the Guest Editor

Discrete and computational geometry represents a core knowledge for dealing with discretized geometric objects, such as finite sets of points, lines, triangles, and polygons. Geoprocessing with vector datasets is based on algorithms and data modes that have been developed in computational geometry. Convex hulls, buffers, Delaunay triangulations, and polygon overlays are common geometric operations that are integrated into spatial database management systems (SDBMS), geographical information systems (GIS), and various libraries and tools for geospatial analysis, like GDAL/OGR or the Java Topology Suite (JTS). In most cases, users of such systems are not aware of the actual algorithms underlying geometric operations, which are seen as out of the box components. As discrete and computational geometry is a young discipline, there are still open issues and new and more efficient algorithms are discovered every day. In this Special Issue, we bring together researchers and developers in computational geometry and geographic information science to pin down the state of the art and define new challenges and prospects from the synergy between the two fields.

Guest Editor

Prof. Dr. Eliseo Clementini Department of Industrial and Information Engineering and Economics, University of L'Aquila, 67100 L'Aquila, Italy

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Message from the Editor-in-Chief

The *ISPRS International Journal of Geo-Information* invites you to submit research articles, reviews, and reports covering topics of the whole domain of geoinformation. Although the journal was only founded in 2012, it has already achieved wide recognition in the scientific community. We are proud that since April 2015, our journal is indexed by the SCIE of the Web of Science. As Editor-in-Chief, I encourage you to consider *IJGI* for your scientific papers and would be pleased to welcome you as authors.

Editor-in-Chief

Prof. Dr. Wolfgang Kainz Cartography and Geographic Information Science, Department of Geography and Regional Research, University of Vienna, Universitätsstr. 7, A-1010 Vienna, Austria

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