GEOMETRIC CONSTRAINT SOLVING Part 1: Introduction

Geometric Constraint Solving And Applications

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Geometric Constraint Solving And Applications:

Geometric Constraint Solving and Applications Beat Brüderlin, Dieter Roller, 2012-12-06 Geometric constraint programming increases flexibility in CAD design specifications and leads to new conceptual design paradigms This volume features a collection of work by leading researchers developing the various aspects of constraint based product modeling In an introductory chapter the role of constraints in CAD systems of the future and their implications for the STEP data exchange format are discussed The main part of the book deals with the application of constraints to conceptual and collaborative design as well as state of the art mathematical and algorithmic methods for constraint solving Constraint Solving and Applications Beat Bruderlin, Dieter Roller, 1998-06-08 Handbook of Geometric Constraint Systems Principles Meera Sitharam, Audrey St. John, Jessica Sidman, 2018-07-20 The Handbook of Geometric Constraint Systems Principles is an entry point to the currently used principal mathematical and computational tools and techniques of the geometric constraint system GCS It functions as a single source containing the core principles and results accessible to both beginners and experts The handbook provides a guide for students learning basic concepts as well as experts looking to pinpoint specific results or approaches in the broad landscape As such the editors created this handbook to serve as a useful tool for navigating the varied concepts approaches and results found in GCS research Key Features A comprehensive reference handbook authored by top researchers Includes fundamentals and techniques from multiple perspectives that span several research communities Provides recent results and a graded program of open problems and conjectures Can be used for senior undergraduate or graduate topics course introduction to the area Detailed list of figures and tables About the Editors Meera Sitharam is currently an Associate Professor at the University of Florida's Department of Computer Information Science and Engineering She received her Ph D at the University of Wisconsin Madison Audrey St John is an Associate Professor of Computer Science at Mount Holyoke College who received her Ph D from UMass Amherst Jessica Sidman is a Professor of Mathematics on the John S Kennedy Foundation at Mount Holyoke College She received her Ph D from the University of Michigan Principles and Practice of Constraint Programming - CP 2000 Rina Dechter, 2003-06-29 This volume constitutes the refereed proceedings of the 6th International Conference on Principles and Practice of Constraint Programming CP 2000 held in Singapore in September 2000 The 31 revised full papers and 13 posters presented together with three invited contributions were carefully reviewed and selected from 101 submissions All current issues of constraint processing ranging from theoretical and foundational issues to applications in various fields are addressed Computing in Euclidean Geometry Ding-Zhu Du, Frank Hwang, 1995 This book is a collection of surveys and exploratory articles about recent developments in the field of computational Euclidean geometry Topics covered include the 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 This second edition contains

three new surveys covering geometric constraint solving computational geometry and the exact computation paradigm Principles and Practice of Constraint Programming - CP97 Gert Smolka, 1997-10-15 This book constitutes the refereed proceedings of the Third International Conference on Principles and Practice of Constraint Programming CP 97 held in Linz Austria in October November 1997 The volume presents 37 revised full papers carefully selected from a total of 132 submissions also included are the abstracts of two invited talks and three tutorials. The papers address all current aspects of constraint programming Among the topics covered are constraint matching constraint languages set constraints constraint search constraint satisfaction problems scheduling constraint routing temporal constraints constraint graphs local search object oriented constraint programming etc **Automated Deduction in Geometry** Francisco Botana, 2007-12-12 Annotation This book constitutes the thoroughly refereed post proceedings of the 6th International Workshop on Automated Deduction in Geometry ADG 2006 held at Pontevedra Spain in August September 2006 as a satellite event of the International Congress of Mathematicians ICM 2006 The 13 revised full papers presented were carefully selected from the submissions made due to a call for papers within the scope of ADG shortly after the meeting The papers show the lively variety of topics and methods and the current applicability of automated deduction in geometry to different branches of mathematics and to other sciences and technologies Trends in Constraint Programming Frédéric Benhamou, Narendra Jussien, Barry A. O'Sullivan, 2013-05-06 This title brings together the best papers on a range of topics raised at the annual International Conference on Principles and Practice of Constraint Programming This conference provides papers and workshops which produce new insights concepts and results which can then be used by those involved in this area to develop their own work Computational Intelligence and Intelligent Systems Hengjian Tong, Zhuo Kang, 2010-09-27 This book constitutes the proceedings of the 5th International Symposium on Computational Intelligence and Intelligent Systems held in Wuhan China in October 2010 Automated Deduction in Geometry Hoon Hong, Dongming Wang, 2006-02-08 This book presents the thoroughly refereed post proceedings of the 5th International Workshop on Automated Deduction in Geometry ADG 2004 held at Gainesville FL USA in September 2004 The 12 revised full papers presented aurvey current issues theoretical and methodological topics as well as applications thereof in particular automated geometry theorem proving automated geometry problem solving problems of dynamic geometry and an object oriented language for geometric objects **Direct Engineering: Toward Intelligent Manufacturing** Ali K. Kamrani, Peter R. Sferro, 2012-12-06 Direct Engineering DE is the creation of a product development cycle into a single unified process The design process in most industries is an evolutionary one i e incremental changes to some existing design DE is a manufacturing process that seeks to improve the design processes by providing complete archival documentation of existing designs It uses three dimensional geometric models with integrated manufacturing information throughout the design process DE reduces the design cycle and the variety and number of engineering changes This process decreases the design

cycle time increases productivity and provides a higher quality product The required technologies and methodologies that will support the development of the DE environment are 1 product representation using feature based modeling 2 knowledge based applications that will support the entire product development cycle 3 an engineering environment implemented around distributed computing and object oriented systems 4 direct manufacturing techniques using rapid prototyping Direct Engineering Toward Intelligent Manufacturing addresses the following recent topics related to the development implementation and integration of the DE environment 1 the current scope of the research in intelligent manufacturing 2 the results of the technologies and tools developed for integrated product and process designs and 3 examination of the methodologies and algorithms used for the implementation of direct engineering **Geometric Constraint Solving in a Dynamic Geometry Framework** Marta R. Hidalgo García, 2014 Geometric constraint solving is a central topic in many fields such as parametric solid modeling computer aided design or chemical molecular docking A geometric constraint problem consists of a set geometric objects on which a set of constraints is defined Solving the geometric constraint problem means finding a placement for the geometric elements with respect to each other such that the set of constraints holds Clearly the primary goal of geometric constraint solving is to define rigid shapes However an interesting problem arises when we ask whether allowing parameter constraint values to change with time makes sense The answer is in the positive Assuming a continuous change in the variant parameters the result of the geometric constraint solving with variant parameters would result in the generation of families of different shapes built on top of the same geometric elements but governed by a fixed set of constraints Considering the problem where several parameters change simultaneously would be a great accomplishment However the potential combinatorial complexity make us to consider problems with just one variant parameter Elaborating on work from other authors we develop a new algorithm based on a new tool we have called h graphs that properly solves the geometric constraint solving problem with one variant parameter. We offer a complete proof for the soundness of the approach which was missing in the original work Dynamic geometry is a computer based technology developed to teach geometry at secondary school which provides the users with tools to define geometric constructions along with interaction tools such as drag and drop The goal of the system is to show in the user's screen how the geometry changes in real time as the user interacts with the system It is argued that this kind of interaction fosters students interest in experimenting and checking their ideas The most important drawback of dynamic geometry is that it is the user who must know how the geometric problem is actually solved Based on the fact that current user computer interaction technology basically allows the user to drag just one geometric element at a time we have developed a new dynamic geometry approach based on two ideas 1 the underlying problem is just a geometric constraint problem with one variant parameter which can be different for each drag and drop operation and 2 the burden of solving the geometric problem is left to the geometric constraint solver Two classic and interesting problems in many computational models are the reachability and the tracing

problems Reachability consists in deciding whether a certain state of the system can be reached from a given initial state following a set of allowed transformations This problem is paramount in many fields such as robotics path finding path planing Petri Nets etc When translated to dynamic geometry two specific problems arise 1 when intersecting geometric elements were at least one of them has degree two or higher the solution is not unique and 2 for given values assigned to constraint parameters it may well be the case that the geometric problem is not realizable For example computing the intersection of two parallel lines Within our geometric constraint based dynamic geometry system we have developed an specific approach that solves both the reachability and the tracing problems by properly applying tools from dynamic systems theory Finally we consider Henneberg graphs Laman graphs and tree decomposable graphs which are fundamental tools in geometric constraint solving and its applications We study which relationships can be established between them and show the conditions under which Henneberg constructions preserve graph tree decomposability Then we develop an algorithm to automatically generate tree decomposable Laman graphs of a given order using Henneberg construction steps

Collaborative Design and Planning for Digital Manufacturing Lihui Wang, Andrew Yeh Ching Nee, 2009-01-27 Collaborative design has attracted much attention in the research community in recent years With increasingly decentralized manufacturing systems and processes more collaborative approaches and systems are needed to support distributed manufacturing operations Collaborative Design and Planning for Digital Manufacturing presents a focused collection of quality chapters on the state of the art research efforts in the area of collaborative design and planning as well as their practical applications towards digital manufacturing Collaborative Design and Planning for Digital Manufacturing provides both a broad based review of the key areas of research in digital manufacturing and an in depth treatment of particular methodologies and systems from collaborative design to distributed planning monitoring and control Recent development and innovations in this area provide a pool of focused research efforts relevant to a wide readership from academic researchers to practicing engineers Applications of Graph Transformations with Industrial Relevance Manfred Nagl, Andreas Schürr, Manfred Münch, 2000-06-07 This book constitutes the thoroughly refereed post proceedings of the International Workshop on Graph Transformation with Industrial Relevance AGTIVE 99 held in Kerkrade The Netherlands in June 1999 The 28 revised full papers presented went through an iterated process of reviewing and revision Also included are three invited papers 10 tool demonstrations a summary of a panel discussion and lists of graph transformation systems and books on graph transformations The papers are organized in sections on modularization concepts distributed systems modeling software architecture evolution and reengineering visual graph transformation languages visual language modeling and tool development knowledge modeling image recognition and constraint solving process modeling and view integration and visualization and animation tools The 8th International Conference on Computer Engineering and Networks (CENet2018) Qi Liu, Mustafa Mısır, Xin Wang, Weiping Liu, 2019-04-15 This book examines innovation in the fields of computer engineering and networking and explores important state of the art developments in areas such as artificial intelligence machine learning information analysis and communication It gathers papers presented at the 8th International Conference on Computer Engineering and Networks CENet2018 held in Shanghai China on August 17 19 2018 Explores emerging topics in computer engineering and networking along with their applications Discusses how to improve productivity by using the latest advanced technologies Examines innovation in the fields of computer engineering and networking Randall Shumaker, 2007-08-24 This book constitutes the refereed proceedings of the Second International Conference on Virtual Reality ICVR 2007 held in Beijing China It covers 3D rendering and visualization interacting and navigating in virtual and augmented environments industrial applications of virtual reality as well as health cultural educational and entertainment applications Online Communities and Social Computing A. Ant Ozok, Panayiotis Zaphiris, 2011-06-27 This book constitutes the refereed proceedings of the 4th International Conference on Online Communities and Social Computing OCSC 2011 held in Orlando FL USA in July 2011 in the framework of the 14th International Conference on Human Computer Interaction HCII 2011 with 10 other thematically similar conferences The 77 revised papers presented were carefully reviewed and selected from numerous submissions. The papers accepted for presentation thoroughly cover the thematic area of online communities and social computing addressing the following major topics on line communities and intelligent agents in education and research blogs Wikis and Twitters social computing in business and the enterprise social computing in everyday life information management in social computing Biometric Inverse Problems Svetlana N. Yanushkevich, Adrian Stoica, Vlad P. Shmerko, Denis V. Popel, 2018-10-08 Traditional methods of biometric analysis are unable to overcome the limitations of existing approaches mainly due to the lack of standards for input data privacy concerns involving use and storage of actual biometric data and unacceptable accuracy Exploring solutions to inverse problems in biometrics transcends such limits and allows rich analysis of biometric information and systems for improved performance and testing Although some particular inverse problems appear in the literature until now there has been no comprehensive reference for these problems Biometric Inverse Problems provides the first comprehensive treatment of biometric data synthesis and modeling This groundbreaking reference comprises eight self contained chapters that cover the principles of biometric inverse problems basics of data structure design new automatic synthetic signature fingerprint and iris design synthetic faces and DNA and new tools for biometrics based on Voronoi diagrams Based on the authors vast experience in the field the book authoritatively examines new approaches and methodologies in both direct and inverse biometrics providing invaluable analytical and benchmarking tools The authors include case studies examples and implementation codes for practical illustration of the methods Loaded with approximately 200 figures 60 problems 50 MATLAB code fragments and 200 examples Biometric Inverse Problems sets the standard for innovation and authority in biometric data synthesis modeling and analysis <u>Virtual and Augmented Reality Applications in Manufacturing S.K. Ong, A.Y.C. Nee, 2013-04-17 Augmented</u>

AR and Virtual Reality VR technologies are increasingly being used in manufacturing processes These use real and simulated objects to create a simulated environment that can be used to enhance the design and manufacturing processes Virtual Reality and Augmented Reality Applications in Manufacturing is written by experts from the world's leading institutions working in virtual manufacturing and gives the state of the art of the field Features Chapters covering the state of the art in VR and AR technology and how these technologies can be applied to manufacturing The latest findings in key areas of AR and VR application to manufacturing The results of recent cross disciplinary research projects in the US and Europe showing application solutions of AR and VR technology in real industrial settings Virtual Reality and Augmented Reality Applications in Manufacturing will be of interest to all engineers wishing to keep up to date with technologies that have the potential to revolutionize manufacturing processes over the next few years **Perspectives of Systems Informatics** Manfred Broy, Alexandre V. Zamulin, 2004-01-13 This book constitutes the thoroughly refereed postconference proceedings of the 5th International Andrei Ershov Memorial Conference PSI 2003 held in Akademgorodok Novosibirsk Russia in July 2003 The 55 revised full papers presented were carefully reviewed and selected from 110 submissions during two rounds of evaluation and improvement The papers are organized in topical sections on programming software engineering software education program synthesis and transformation graphical interfaces partial evaluation and supercompilation verification logic and types concurrent and distributed systems reactive systems program specification verification and model checking constraint programming documentation and testing databases and natural language processing

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