

Geometric Computing in GSoC'18

Vissarion Fisikopoulos

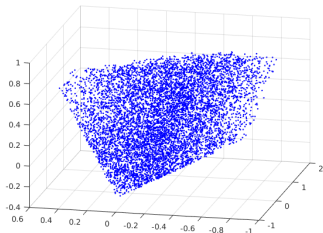
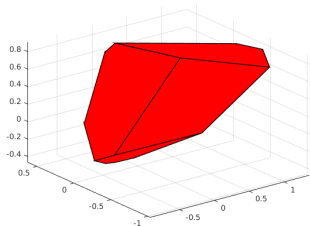
vissarion.fisikopoulos@gmail.com

Athens FLOSS Meetup June 2018



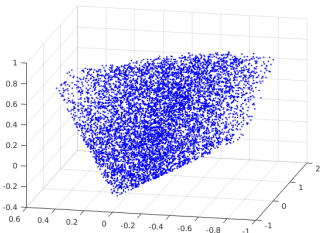
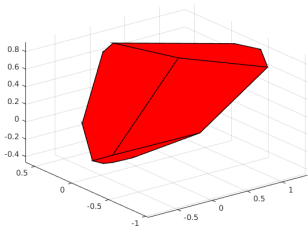
1. Efficient tools for geometrical statistics

- ▶ **Keywords:** Monte-Carlo, random walks, convex polytopes



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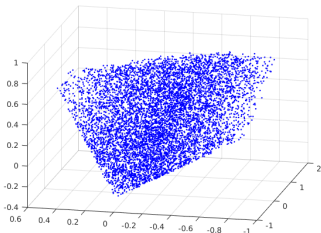
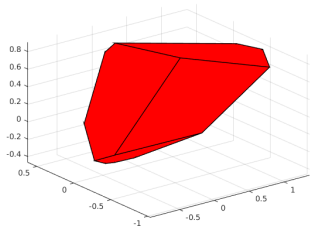
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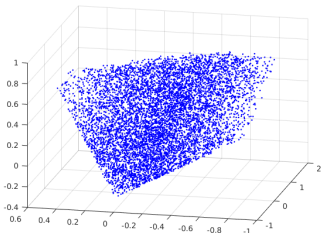
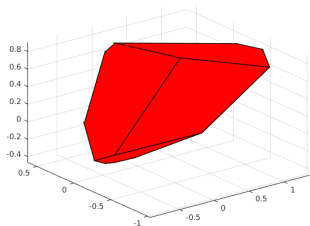
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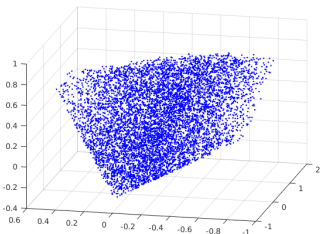
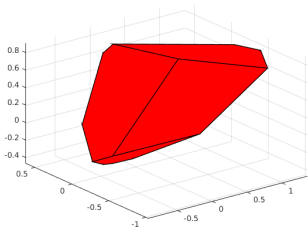
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https://github.com/vissarion/volume_approximation

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- ▶ **Software:**
https://github.com/vissarion/volume_approximation
- ▶ **Project goal:**
 1. R interface for C++
 2. new features: algorithms, types of polytopes

1. Efficient tools for geometrical statistics

Community impact & applications

- ▶ High-dimensional volume computation (few hundreds), current in R (<15 dims)
- ▶ Economic crisis detection, bio-geography, systems and control

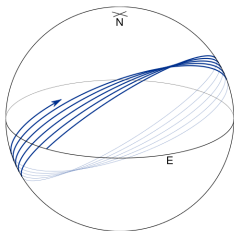
Progress

- ▶ draft R interface ready for PR
- ▶ started new features implementation
- ▶ on schedule
- ▶ blog = <https://tolischal.github.io/GSoC2018>

2. Nearly antipodal points distance accuracy improvement



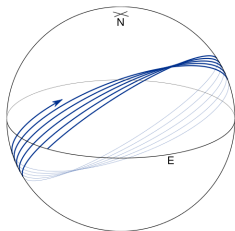
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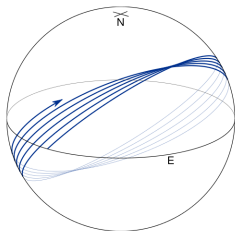


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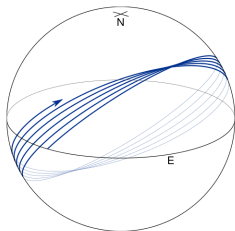


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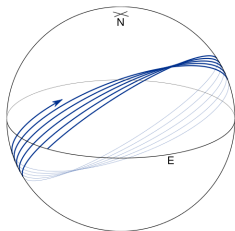


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- ▶ **Software:** <https://github.com/boostorg/geometry>
- ▶ **Project goal:**
 1. accurate C++ geodesic algorithms for nearly antipodal cases
 2. merge to Boost.Geometry

2. Nearly antipodal points distance accuracy improvement



Community impact & applications

- ▶ accurate and efficient solutions for corner cases
- ▶ GIS applications on the globe

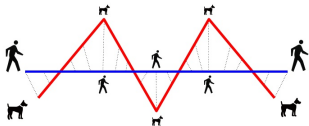
Progress

- ▶ pull request:
<https://github.com/boostorg/geometry/pull/486>
- ▶ on schedule
- ▶ blog = <https://adl1995.github.io/inaccuracy-in-boost-geometry-geodesic-algorithms-for-n.html>

3. Similarity Between Geometries in

- ▶ **Keywords:** Geodesic algorithms, GIS, scientific computing

Walking your dog

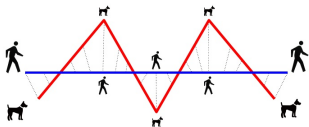


How long must the leash be?

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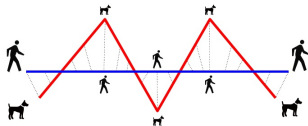
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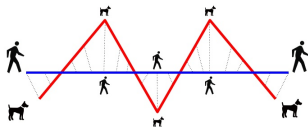
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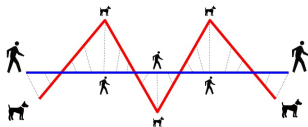
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- ▶ **Project goal:**
 1. efficient C++ algorithms for Frechet and Hausdorff distance
 2. merge to Boost.Geometry

3. Similarity Between Geometries in

Community impact & applications

- ▶ analyse trajectories (from cars to hurricanes)

Progress

- ▶ pull request:
<https://github.com/boostorg/geometry/pull/490>
- ▶ a bit behind schedule
- ▶ blog = <https://adl1995.github.io/inaccuracy-in-boost-geometry-geodesic-algorithms-for-n.html>

Thanks