

Raimund Seidel

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

24
papers

1,160
citations

15
h-index

24
g-index

24
ext. papers

1,296
ext. citations

0.7
avg, IF

3.95
L-index

#	Paper	IF	Citations
24	Counting triangulations and other crossing-free structures approximately. <i>Computational Geometry: Theory and Applications</i> , 2015 , 48, 386-397	0.4	7
23	Convex hulls of spheres and convex hulls of disjoint convex polytopes. <i>Computational Geometry: Theory and Applications</i> , 2013 , 46, 615-630	0.4	1
22	Top-Down Analysis of Path Compression: Deriving the Inverse-Ackermann Bound Naturally (and Easily). <i>Lecture Notes in Computer Science</i> , 2006 , 1-1	0.9	
21	Top-Down Analysis of Path Compression. <i>SIAM Journal on Computing</i> , 2005 , 34, 515-525	1.1	20
20	MAXIMIZING A VORONOI REGION: THE CONVEX CASE. <i>International Journal of Computational Geometry and Applications</i> , 2005 , 15, 463-475	0.3	14
19	A better upper bound on the number of triangulations of a planar point set. <i>Journal of Combinatorial Theory - Series A</i> , 2003 , 102, 186-193	1	36
18	On the Exact Worst Case Query Complexity of Planar Point Location. <i>Journal of Algorithms</i> , 2000 , 37, 189-217		19
17	Checking geometric programs or verification of geometric structures. <i>Computational Geometry: Theory and Applications</i> , 1999 , 12, 85-103	0.4	21
16	Note On the Number of Triangulations of Planar Point Sets. <i>Combinatorica</i> , 1998 , 18, 297-299	0.9	8
15	How good are convex hull algorithms?. <i>Computational Geometry: Theory and Applications</i> , 1997 , 7, 265-301	1.4	137
14	The nature and meaning of perturbations in geometric computing. <i>Lecture Notes in Computer Science</i> , 1994 , 1-17	0.9	4
13	On the Zone Theorem for Hyperplane Arrangements. <i>SIAM Journal on Computing</i> , 1993 , 22, 418-429	1.1	48
12	Four results on randomized incremental constructions. <i>Computational Geometry: Theory and Applications</i> , 1993 , 3, 185-212	0.4	92
11	Backwards Analysis of Randomized Geometric Algorithms. <i>Algorithms and Combinatorics</i> , 1993 , 37-67		26
10	On the difficulty of triangulating three-dimensional Nonconvex Polyhedra. <i>Discrete and Computational Geometry</i> , 1992 , 7, 227-253	0.6	87
9	Four results on randomized incremental constructions. <i>Lecture Notes in Computer Science</i> , 1992 , 461-474	0.9	4
8	A simple and fast incremental randomized algorithm for computing trapezoidal decompositions and for triangulating polygons. <i>Computational Geometry: Theory and Applications</i> , 1991 , 1, 51-64	0.4	145

7	Implicitly representing arrangements of lines or segments. <i>Discrete and Computational Geometry</i> , 1989 , 4, 433-466	0.6	33
6	Arrangements of curves in the plane [Topology, combinatorics, and algorithms. <i>Lecture Notes in Computer Science</i> , 1988 , 214-229	0.9	20
5	Voronoi diagrams and arrangements. <i>Discrete and Computational Geometry</i> , 1986 , 1, 25-44	0.6	175
4	The Ultimate Planar Convex Hull Algorithm?. <i>SIAM Journal on Computing</i> , 1986 , 15, 287-299	1.1	221
3	Simple On-Line Algorithms for Convex Polygons. <i>Machine Intelligence and Pattern Recognition</i> , 1985 , 2, 23-42		8
2	A Method for Proving Lower Bounds for Certain Geometric Problems. <i>Machine Intelligence and Pattern Recognition</i> , 1985 , 2, 319-334		11
1	Constructing arrangements of lines and hyperplanes with applications 1983 ,		23