- Voronoi diagram (no construction algorithm)
  - definition
  - sizes
  - Voronoi polygon of a point
  - time for constr. of VD of n points
- Voronoi diagram applications: (no lower bounds)
  - ⇒ Delaunay triang.
    - * sizes
    - * definion
    - * how to obtain from VD
    - * time to compute from VD
  - ⇒ nearest neighbor from a point
    - * how
    - * complexity
  - ⇒ closest pair (nearest pair)
    - * how
    - * complexity
  - ⇒ all nearest neighbors
    - * how
    - * complexity
  - ⇒ nearest neighbor search
    - * how
    - * complexity
  - ⇒ [redacted] EMST
    - * how
    - * complexity
  - ⇒ CH(S) from VD
    - * how
    - * complexity
  - ⇒ ETSP from EMST
    - * how
    - * complexity
    - * approximation ratio (no proof)
  - ⇒ smallest enclosing circle
    - * how
    - * complexity

⇒ Largest empty circle
  * how
  * complexity

- Topologies for Wireless ad-hoc networks
  - RNG
  - GG
  - Yao

  } * definition, * construction, * time complexity

- Routing strategies
  - Compass
  - Greedy
  - Most forwarding
  - Nearest Neighbor
  - Farthest Neighbor

  * how to choose a neighbor to pass a message towards destination.

- Intersections
  - two convex polygons (construction)
  - intersections among n segments

• all intersections or • if there is one-detection { * sweep-line algorithm, * complexity

  - consequences for problems
    * Polygons intersection test
    * simplicity of polygon test