

Selected contributions to geometric computing: Computational geometry, visual computing, and information geometry

Frank Nielsen

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- [3] Frank Nielsen. *Visual computing: Geometry, graphics, and vision (graphics series)*. Charles River Media, Inc., 2005.

Next: Edited proceedings, journals, and conferences

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- [4] Frédéric Barbaresco and Frank Nielsen, eds. *Geometric Structures of Statistical Physics, Information Geometry, and Learning - SPIGL'20, Les Houches, France, July 27-31*. Vol. 361. Springer, 2021. ISBN: 978-3-030-77956-6. DOI: 10.1007/978-3-030-77957-3. URL: <https://doi.org/10.1007/978-3-030-77957-3>.
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