

Algorithms for Geometric Similarity

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A basic problem in classifying, or searching for similar objects in, a large set of geometric objects is computing similarity between two objects. This has led to extensive work on computing geometric similarity between two objects. This talk discusses some old and some new geometric-similarity algorithms, with an emphasis on transportation distance (also called earth mover's distance) and Frechet distance. The talk will also touch upon a few open problems in this area.

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