

geometric algebra books

geometric algebra books are essential resources for anyone looking to deepen their understanding of this powerful mathematical framework. Geometric algebra provides a unified language for various fields, including physics, computer science, and engineering. It extends traditional algebraic concepts to encompass geometric transformations and relationships, allowing for a more intuitive grasp of spatial reasoning. This article will delve into the significance of geometric algebra, highlight several influential books on the subject, and provide guidance on how to choose the right resources for your needs. Additionally, we will examine the benefits of studying geometric algebra and the applications of the concepts within various disciplines.

- Understanding Geometric Algebra
- Recommended Geometric Algebra Books
- Benefits of Studying Geometric Algebra
- Applications of Geometric Algebra
- Choosing the Right Geometric Algebra Book

Understanding Geometric Algebra

Geometric algebra is a mathematical framework that extends traditional algebra by incorporating geometric concepts. It allows for the manipulation of geometric entities such as points, lines, and planes using algebraic operations. This system is particularly powerful because it combines algebra and geometry into a single coherent structure, offering a more versatile approach to problem-solving in various fields.

At its core, geometric algebra introduces the notion of multivectors, which are elements that can represent scalars, vectors, and higher-dimensional entities. Operations such as the geometric product enable the combination of different types of multivectors, facilitating transformations and projections in space. This algebraic structure leads to a more profound understanding of spatial relationships, making it a valuable tool for scientists and engineers alike.

Recommended Geometric Algebra Books

When it comes to studying geometric algebra, there are numerous books available that cater to different levels of expertise and applications. Below is a list of highly recommended geometric algebra books that provide comprehensive insights into this mathematical framework:

- **Geometric Algebra for Computer Science** by Leo Dorst, Daniel Fontijne, and Stephen Mann: This book offers a practical introduction to geometric algebra with applications in computer graphics, robotics, and computer vision.

- **Geometric Algebra** by Emil Artin: A classic text that provides a thorough grounding in the principles of geometric algebra with a focus on theoretical aspects.
- **Linear and Geometric Algebra** by David W. Kammler: This book bridges the gap between linear algebra and geometric algebra, making it suitable for students transitioning between the two disciplines.
- **Geometric Algebra: An Introduction to the Mathematics of the Universe** by Christian Perwass and Günther Morandi: This book provides a broad introduction to geometric algebra with an emphasis on physical applications.
- **Visualizing Quaternions** by Andrew J. Hanson: While focusing on quaternions, this book includes substantial content on geometric algebra and its applications in computer graphics and visualization.

Benefits of Studying Geometric Algebra

Studying geometric algebra offers numerous benefits that can enhance both academic and practical pursuits. Some of the key advantages include:

- **Unified Framework:** Geometric algebra provides a cohesive framework for understanding geometric concepts and algebraic relationships, making it easier to grasp complex ideas.
- **Enhanced Spatial Reasoning:** By emphasizing geometric interpretations, students can improve their spatial reasoning skills, which are vital in fields like engineering and physics.
- **Interdisciplinary Applications:** Geometric algebra is applicable across various fields, including computer graphics, robotics, physics, and machine learning, making it a versatile tool for problem-solving.
- **Intuitive Understanding:** The geometric nature of the algebra facilitates a more intuitive understanding of mathematical concepts and their applications in real-world scenarios.
- **Efficient Computation:** Geometric algebra allows for efficient computations in multidimensional spaces, which can be particularly advantageous in advanced technological applications.

Applications of Geometric Algebra

Geometric algebra finds applications in various fields, showcasing its versatility and power. Some prominent areas include:

- **Computer Graphics:** Geometric algebra is used to model and manipulate graphical objects, simplifying transformations and facilitating rendering techniques.
- **Physics:** In theoretical physics, geometric algebra provides a framework

for formulating theories, particularly in areas like quantum mechanics and relativity.

- **Robotics:** The algebra assists in the analysis and control of robotic movements, enabling efficient calculations of trajectories and orientations.
- **Machine Learning:** Geometric algebra contributes to understanding data structures and relationships in high-dimensional spaces, enhancing algorithms' efficacy.
- **Computer Vision:** Techniques in geometric algebra help in image processing, object recognition, and scene reconstruction, making it invaluable in this field.

Choosing the Right Geometric Algebra Book

When selecting a geometric algebra book, consider the following factors to ensure that it meets your needs:

- **Level of Expertise:** Identify your current understanding of mathematics and choose a book that matches your level—beginner, intermediate, or advanced.
- **Application Focus:** Determine whether you want a theoretical foundation or practical applications. Some books focus more on abstract concepts, while others emphasize real-world implementation.
- **Author Credentials:** Look for books authored by reputable experts in the field of geometric algebra or related disciplines to ensure quality content.
- **Supplementary Resources:** Check if the book includes supplementary materials such as exercises, online resources, or software tools to enhance your learning experience.
- **Reviews and Recommendations:** Seek reviews or recommendations from peers or educators to gain insights into the book's effectiveness and clarity.

In summary, geometric algebra books serve as valuable resources for anyone looking to explore the intricate relationship between algebra and geometry. Whether for theoretical study or practical application, these books provide the necessary frameworks to understand and utilize geometric algebra effectively. As the demand for mathematical proficiency grows in various fields, investing time in geometric algebra through these recommended books can open new pathways for innovation and understanding.

Q: What is geometric algebra and why is it important?

A: Geometric algebra is a mathematical framework that integrates algebraic and geometric concepts, allowing for the manipulation of geometric entities using algebraic operations. It is important because it provides a unified

approach to understanding various mathematical and physical principles, enhancing problem-solving capabilities in fields such as physics, computer science, and engineering.

Q: Who should read geometric algebra books?

A: Geometric algebra books are suitable for students, researchers, and professionals in mathematics, physics, engineering, computer science, and related fields. They cater to various expertise levels, from beginners to advanced practitioners seeking to deepen their understanding of the subject.

Q: How does geometric algebra differ from traditional algebra?

A: Geometric algebra differs from traditional algebra in that it incorporates geometric interpretations and relationships, allowing for the representation and manipulation of geometric entities. It combines aspects of algebra and geometry into a single framework, facilitating a more intuitive understanding of spatial relationships and transformations.

Q: Can geometric algebra be applied in computer graphics?

A: Yes, geometric algebra is widely used in computer graphics. It simplifies the representation of geometric transformations and enables efficient computations, making it essential for rendering, modeling, and animation techniques in the field.

Q: Are there online resources or communities for learning geometric algebra?

A: Yes, there are various online resources, forums, and communities dedicated to geometric algebra. These platforms often provide tutorials, discussions, and collaborative opportunities for learners to engage with the material and seek assistance from others.

Q: What prerequisites are needed before studying geometric algebra?

A: A foundational understanding of linear algebra and basic calculus is recommended before studying geometric algebra. Familiarity with vector spaces, matrices, and geometric concepts will aid in grasping the more advanced topics covered in geometric algebra.

Q: How can geometric algebra improve problem-solving skills?

A: Geometric algebra enhances problem-solving skills by providing a versatile framework for analyzing and manipulating geometric relationships. Its intuitive approach allows for a deeper understanding of spatial reasoning,

which is crucial in various scientific and engineering disciplines.

Q: What are some common misconceptions about geometric algebra?

A: Common misconceptions include the belief that geometric algebra is overly complicated or only applicable to advanced mathematics. In reality, it can be learned progressively and has numerous practical applications across different levels of study and professional practice.

Q: How can I incorporate geometric algebra into my studies or work?

A: You can incorporate geometric algebra into your studies or work by starting with introductory books, utilizing online resources, and applying the concepts to relevant projects or problems in your field. Engaging with communities and seeking collaborative opportunities can also enhance your learning experience.

Q: What are some advanced topics in geometric algebra that I can explore?

A: Advanced topics in geometric algebra include the study of spinors, the application of geometric algebra in quantum mechanics, and the exploration of higher-dimensional spaces. These topics often require a strong foundation in both geometric algebra and related mathematical disciplines.

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geometric algebra books: Geometric Algebra Emil Artin, 2016-01-14 Originally published: New York: Interscience Publishers, Inc., 1957.

geometric algebra books: Foundations of Geometric Algebra Computing Dietmar Hildenbrand, 2012-12-31 The author defines "Geometric Algebra Computing" as the geometrically intuitive development of algorithms using geometric algebra with a focus on their efficient implementation, and the goal of this book is to lay the foundations for the widespread use of geometric algebra as a powerful, intuitive mathematical language for engineering applications in academia and industry. The related technology is driven by the invention of conformal geometric algebra as a 5D extension of the 4D projective geometric algebra and by the recent progress in parallel processing, and with the specific conformal geometric algebra there is a growing community in recent years applying geometric algebra to applications in computer vision, computer graphics, and robotics. This book is organized into three parts: in Part I the author focuses on the mathematical foundations; in Part II

he explains the interactive handling of geometric algebra; and in Part III he deals with computing technology for high-performance implementations based on geometric algebra as a domain-specific language in standard programming languages such as C++ and OpenCL. The book is written in a tutorial style and readers should gain experience with the associated freely available software packages and applications. The book is suitable for students, engineers, and researchers in computer science, computational engineering, and mathematics.

geometric algebra books: Geometric Algebra Applications Vol. III Eduardo

Bayro-Corrochano, 2024-09-26 The goal of Geometric Algebra Applications Vol. III: Integral Transforms, Machine Learning, and Quantum Computing is to present a unified mathematical treatment of diverse problems in the general domain like Clifford Fourier Transforms, Deep Learning and Geometric Algebra Convolutional Neural Networks, Quaternion Quantum Fourier Transform and Geometric Quantum Computing. Topics and features · Introduces nonspecialists to Clifford, or geometric algebra and by example encourages the reader to learn to compute using geometric entities and geometric formulations. · A study in depth for applications of Lie group theory, Lie algebra, projective geometry, and the algebra of incidence using the conformal geometric algebra. · Features the computing frameworks of the linear model n-dimensional affine plane and the nonlinear model of Euclidean space known as the horosphere, and addresses the relationships of these models to conformal, affine, and projective geometries. · Includes a thorough study of Integral transforms: Quaternion and Clifford Transforms, quaternion analytic signal, monogenic signals, Hilbert transform, Riesz transform, Clifford Fourier Transform, Quaternion Wavelet transforms, Quaternion Quantum Fourier Transform, 3D Radon Transform and Hough-Transform in geometric algebra. · Color image processing using the color model HSV, Quaternion Split rotors and motors, and the space-time Lorentz transform. · Geometric neural computing using Split Quaternions, Geometric Algebra neural networks, Clifford Support Vector Machine and Neuro Control. · Thorough discussion of several tasks of computer vision, graphics, neurocomputing, and robotics. machine learning, Deep Learning and CNNs, and Geometric Quantum Computing using the geometric algebra framework. · 130 exercises and hints for the development of future computer software packages for extensive calculations in geometric algebra. An entire section is dedicated to explaining how one should write the subroutines in C++, Phyton, Matlab, and Maple to carry out efficient geometric computations in the geometric algebra framework. Furthermore, it is shown how program code can be optimized for real-time computations. The book is an essential resource for applied mathematicians, physicists, computer scientists, graphics engineering, AI and Machine Learning researchers, roboticists and mechanical and electrical engineers, neurocomputing researchers, neuroscientists, and quantum computing specialists. It clarifies and demonstrates the importance of geometric computing for building autonomous systems and pushes forward advances in geometric cybernetics research.

geometric algebra books: Clifford Algebra to Geometric Calculus D. Hestenes, Garret

Sobczyk, 2012-12-06 Matrix algebra has been called the arithmetic of higher mathematics [Be]. We think the basis for a better arithmetic has long been available, but its versatility has hardly been appreciated, and it has not yet been integrated into the mainstream of mathematics. We refer to the system commonly called 'Clifford Algebra', though we prefer the name 'Geometric Algebm' suggested by Clifford himself. Many distinct algebraic systems have been adapted or developed to express geometric relations and describe geometric structures. Especially notable are those algebras which have been used for this purpose in physics, in particular, the system of complex numbers, the quaternions, matrix algebra, vector, tensor and spinor algebras and the algebra of differential forms. Each of these geometric algebras has some significant advantage over the others in certain applications, so no one of them provides an adequate algebraic structure for all purposes of geometry and physics. At the same time, the algebras overlap considerably, so they provide several different mathematical representations for individual geometrical or physical ideas.

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2003-05-29 Geometric algebra is a powerful mathematical language with applications across a range

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geometric algebra books: *Introduction to Geometric Algebra Computing* Dietmar Hildenbrand, 2020-12-30 From the Foreword: Dietmar Hildenbrand's new book, *Introduction to Geometric Algebra Computing*, in my view, fills an important gap in Clifford's geometric algebra literature...I can only congratulate the author for the daring simplicity of his novel educational approach taken in this book, consequently combined with hands on computer based exploration. Without noticing, the active reader will thus educate himself in elementary geometric algebra algorithm development, geometrically intuitive, highly comprehensible, and fully optimized. --Eckhard Hitzer, International Christian University, Tokyo, Japan Geometric Algebra is a very powerful mathematical system for an easy and intuitive treatment of geometry, but the community working with it is still very small. The main goal of this book is to close this gap with an introduction to Geometric Algebra from an engineering/computing perspective. This book is intended to give a rapid introduction to computing with Geometric Algebra and its power for geometric modeling. From the geometric objects point of view, it focuses on the most basic ones, namely points, lines and circles. This algebra is called Compass Ruler Algebra, since it is comparable to working with a compass and ruler. The book explores how to compute with these geometric objects, and their geometric operations and transformations, in a very intuitive way. The book follows a top-down approach, and while it focuses on 2D, it is also easily expandable to 3D computations. Algebra in engineering applications such as computer graphics, computer vision and robotics are also covered.

geometric algebra books: *Geometric Algebra for Computer Science* Leo Dorst, Daniel Fontijne, Stephen Mann, 2010-07-26 Until recently, almost all of the interactions between objects in virtual 3D worlds have been based on calculations performed using linear algebra. Linear algebra relies heavily on coordinates, however, which can make many geometric programming tasks very specific and complex-often a lot of effort is required to bring about even modest performance enhancements. Although linear algebra is an efficient way to specify low-level computations, it is not a suitable high-level language for geometric programming. *Geometric Algebra for Computer Science* presents a compelling alternative to the limitations of linear algebra. Geometric algebra, or GA, is a compact, time-effective, and performance-enhancing way to represent the geometry of 3D objects in computer programs. In this book you will find an introduction to GA that will give you a strong grasp of its relationship to linear algebra and its significance for your work. You will learn how to use GA to represent objects and perform geometric operations on them. And you will begin mastering proven techniques for making GA an integral part of your applications in a way that simplifies your code without slowing it down. * The first book on Geometric Algebra for programmers in computer

graphics and entertainment computing* Written by leaders in the field providing essential information on this new technique for 3D graphics* This full colour book includes a website with GAViewer, a program to experiment with GA

geometric algebra books: *Classical Groups and Geometric Algebra* Larry C. Grove, 2002 A graduate-level text on the classical groups: groups of matrices, or (more often) quotients of matrix groups by small normal subgroups. It pulls together into a single source the basic facts about classical groups defined over fields, together with the required geometrical background information, from first principles. The chief prerequisites are basic linear algebra and abstract algebra, including fundamentals of group theory and some Galois Theory. The author teaches at the U. of Arizona. c. Book News Inc.

geometric algebra books: Geometric Algebra with Applications in Engineering Christian Perwass, 2009-02-11 The application of geometric algebra to the engineering sciences is a young, active subject of research. The promise of this field is that the mathematical structure of geometric algebra together with its descriptive power will result in intuitive and more robust algorithms. This book examines all aspects essential for a successful application of geometric algebra: the theoretical foundations, the representation of geometric constraints, and the numerical estimation from uncertain data. Formally, the book consists of two parts: theoretical foundations and applications. The first part includes chapters on random variables in geometric algebra, linear estimation methods that incorporate the uncertainty of algebraic elements, and the representation of geometry in Euclidean, projective, conformal and conic space. The second part is dedicated to applications of geometric algebra, which include uncertain geometry and transformations, a generalized camera model, and pose estimation. Graduate students, scientists, researchers and practitioners will benefit from this book. The examples given in the text are mostly recent research results, so practitioners can see how to apply geometric algebra to real tasks, while researchers note starting points for future investigations. Students will profit from the detailed introduction to geometric algebra, while the text is supported by the author's visualization software, CLUCalc, freely available online, and a website that includes downloadable exercises, slides and tutorials.

geometric algebra books: Geometric Algebra and Applications to Physics Venzo de Sabbata, Bidyut Kumar Datta, 2006-12-07 Bringing geometric algebra to the mainstream of physics pedagogy, *Geometric Algebra and Applications to Physics* not only presents geometric algebra as a discipline within mathematical physics, but the book also shows how geometric algebra can be applied to numerous fundamental problems in physics, especially in experimental situations. This

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geometric algebra books: Clifford (Geometric) Algebras William E. Baylis, 2012-12-06 This volume is an outgrowth of the 1995 Summer School on Theoretical Physics of the Canadian Association of Physicists (CAP), held in Banff, Alberta, in the Canadian Rockies, from July 30 to August 12, 1995. The chapters, based on lectures given at the School, are designed to be tutorial in nature, and many include exercises to assist the learning process. Most lecturers gave three or four fifty-minute lectures aimed at relative novices in the field. More emphasis is therefore placed on pedagogy and establishing comprehension than on erudition and superior scholarship. Of course, new and exciting results are presented in applications of Clifford algebras, but in a coherent and user-friendly way to the nonspecialist. The subject area of the volume is Clifford algebra and its applications. Through the geometric language of the Clifford-algebra approach, many concepts in physics are clarified, united, and extended in new and sometimes surprising directions. In particular, the approach eliminates the formal gaps that traditionally separate classical, quantum, and relativistic physics. It thereby makes the study of physics more efficient and the research more penetrating, and it suggests resolutions to a major physics problem of the twentieth century, namely how to unite quantum theory and gravity. The term geometric algebra was used by Clifford himself, and David Hestenes has suggested its use in order to emphasize its wide applicability, and because the developments by Clifford were themselves based heavily on previous work by Grassmann, Hamilton, Rodrigues, Gauss, and others.

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Understanding Geometric Algebra: Hamilton, Grassmann, and Clifford for Computer Vision and Graphics introduces geometric algebra with an emphasis on the background mathematics of Hamilton, Grassmann, and Clifford. It shows how to describe and compute geometry for 3D modeling applications in computer graphics and computer vision. Unlike similar texts

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The goal of the Volume I Geometric Algebra for Computer Vision, Graphics and Neural Computing is to present a unified mathematical treatment of diverse problems in the general domain of artificial intelligence and associated fields using Clifford, or geometric, algebra. Geometric algebra provides a rich and general mathematical framework for Geometric Cybernetics in order to develop solutions, concepts and computer algorithms without losing geometric insight of the problem in question. Current mathematical subjects can be treated in a unified manner without abandoning the mathematical system of geometric algebra for instance: multilinear algebra, projective and affine geometry, calculus on manifolds, Riemann geometry, the representation of Lie algebras and Lie groups using bivector algebras and conformal geometry. By treating a wide spectrum of problems in a common language, this Volume I offers both new insights and new solutions that should be useful to scientists, and engineers working in different areas related with the development and building of intelligent machines. Each chapter is written in accessible terms accompanied by numerous examples, figures and a complementary appendix on Clifford algebras, all to clarify the theory and the crucial aspects of the application of geometric algebra to problems in graphics engineering, image processing, pattern recognition, computer vision, machine learning, neural computing and cognitive systems.

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The goal of this book is to present a unified mathematical treatment of diverse problems in mathematics, physics, computer science, and engineering using geometric algebra. Geometric algebra was invented by William Kingdon Clifford in 1878 as a unification and generalization of the works of Grassmann and Hamilton, which came more than a quarter of a century before. Whereas the algebras of Clifford and Grassmann are well known in advanced mathematics and physics, they have never made an impact in elementary textbooks where the vector algebra of Gibbs-Heaviside still predominates. The approach to Clifford algebra adopted in most of the articles here was pioneered in the 1960s by David Hestenes. Later, together with Garret Sobczyk, he developed it into a unified language for mathematics and physics. Sobczyk first learned about the power of geometric algebra in classes in electrodynamics and relativity taught by Hestenes at Arizona State University from 1966 to 1967. He still vividly remembers a feeling of disbelief that the fundamental geometric product of vectors could have been left out of his undergraduate mathematics education. Geometric algebra provides a rich, general mathematical framework for the development of multilinear algebra, projective and affine geometry, calculus on a manifold, the representation of Lie groups and Lie algebras, the use of the horosphere and many other areas. This book is addressed to a broad audience of applied mathematicians, physicists, computer scientists, and engineers.

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This book enables the reader to discover elementary concepts of geometric algebra and its applications with lucid and direct explanations. Why would one want to explore geometric algebra? What if there existed a universal mathematical language that allowed one: to make rotations in any dimension with simple formulas, to see spinors or the Pauli matrices and their products, to solve problems of the special theory of relativity in three-dimensional Euclidean space, to formulate quantum mechanics without the imaginary unit, to easily solve difficult problems of electromagnetism, to treat the Kepler problem with the formulas for a harmonic oscillator, to eliminate unintuitive matrices and tensors, to unite many branches of mathematical physics? What if it were possible to use that same framework to generalize the complex numbers or fractals to any dimension, to play with geometry on a computer, as well as to make calculations in robotics,

ray-tracing and brain science? In addition, what if such a language provided a clear, geometric interpretation of mathematical objects, even for the imaginary unit in quantum mechanics? Such a mathematical language exists and it is called geometric algebra. High school students have the potential to explore it, and undergraduate students can master it. The universality, the clear geometric interpretation, the power of generalizations to any dimension, the new insights into known theories, and the possibility of computer implementations make geometric algebra a thrilling field to unearth.

geometric algebra books: The Power of Geometric Algebra Computing Dietmar

Hildenbrand, 2021-09-30 Geometric Algebra is a very powerful mathematical system for an easy and intuitive treatment of geometry, but the community working with it is still very small. The main goal of this book is to close this gap from a computing perspective in presenting the power of Geometric Algebra Computing for engineering applications and quantum computing. The Power of Geometric Algebra Computing is based on GAALOPWeb, a new user-friendly, web-based tool for the generation of optimized code for different programming languages as well as for the visualization of Geometric Algebra algorithms for a wide range of engineering applications. Key Features: Introduces a new web-based optimizer for Geometric Algebra algorithms Supports many programming languages as well as hardware Covers the advantages of high-dimensional algebras Includes geometrically intuitive support of quantum computing This book includes applications from the fields of computer graphics, robotics and quantum computing and will help students, engineers and researchers interested in really computing with Geometric Algebra.

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Bayro-Corrochano, 2020-06-19 This book presents a unified mathematical treatment of diverse problems in the general domain of robotics and associated fields using Clifford or geometric algebra. By addressing a wide spectrum of problems in a common language, it offers both fresh insights and new solutions that are useful to scientists and engineers working in areas related with robotics. It introduces non-specialists to Clifford and geometric algebra, and provides examples to help readers learn how to compute using geometric entities and geometric formulations. It also includes an in-depth study of applications of Lie group theory, Lie algebra, spinors and versors and the algebra of incidence using the universal geometric algebra generated by reciprocal null cones. Featuring a detailed study of kinematics, differential kinematics and dynamics using geometric algebra, the book also develops Euler Lagrange and Hamiltonians equations for dynamics using conformal geometric algebra, and the recursive Newton-Euler using screw theory in the motor algebra framework. Further, it comprehensively explores robot modeling and nonlinear controllers, and discusses several applications in computer vision, graphics, neurocomputing, quantum computing, robotics and control engineering using the geometric algebra framework. The book also includes over 200 exercises and tips for the development of future computer software packages for extensive calculations in geometric algebra, and an entire section focusing on how to write the subroutines in C++, Matlab and Maple to carry out efficient geometric computations in the geometric algebra framework. Lastly, it shows how program code can be optimized for real-time computations. An essential resource for applied physicists, computer scientists, AI researchers, roboticists and mechanical and electrical engineers, the book clarifies and demonstrates the importance of geometric computing for building autonomous systems to advance cognitive systems research.

geometric algebra books: Geometric Algebra for Computer Graphics John Vince, 2008-02-10

Geometric algebra (a Clifford Algebra) has been applied to different branches of physics for a long time but is now being adopted by the computer graphics community and is providing exciting new ways of solving 3D geometric problems. John Vince (author of numerous books including 'Geometry for Computer Graphics' and 'Vector Analysis for Computer Graphics') has tackled this complex subject in his usual inimitable style, and provided an accessible and very readable introduction. As well as putting geometric algebra into its historical context, John tackles complex numbers and quaternions; the nature of wedge product and geometric product; reflections and rotations (showing

how geometric algebra can offer a powerful way of describing orientations of objects and virtual cameras); and how to implement lines, planes, volumes and intersections. Introductory chapters also look at algebraic axioms, vector algebra and geometric conventions and the book closes with a chapter on how the algebra is applied to computer graphics.

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