

# “Empowering Novel Geometric Algebra for Graphics & Engineering Workshop”

## Call for Papers

<http://www.cgs-network.org/cgi18/>

Since ACM SIGGRAPH2001 and 2003 conferences, there has been limited attention on the benefits of employing W. K. Clifford's geometric algebras (GA) in solving computer graphics and vision problems. In the meantime, the geometric algebra community focused on GA applications and greatly advanced it as an adequate and viable computing technology. The CGI'16 “Geometric Algebra in Computer Science and Engineering Workshop” and CGI'2017 “Empowering Novel Geometric Algebra for Graphics & Engineering” began to bridge that gap.

Under the auspices of **CGI'18, ENGAGE (Empowering Novel Geometric Algebra for Graphics & Engineering) on Monday, 11<sup>th</sup> June 2018 on Bintan Island, Indonesia**, will again engage in a novel multi-disciplinary approach from mathematics, to computer graphics, computer vision and general computer science fields where GA has strong potential to provide novel answers to existing mathematical problems.

GA is in a particularly well suited position to allow cross-disciplinary solutions in software engineering as it provides an intuitive and insightful common denominator across mathematical disciplines that have often advanced and specialized for specific application purposes; the use and knowledge of GA encourages us to overcome distinct, seemingly incompatible paths by providing a shareable mathematical base again. For example, we expect geometric algebra based contributions to GIS research, data modelling & data structures, adaptive & parallel computing, remote sensing data analysis, UAV target location and other domains.

We invite original contributors in the form of full and short papers, that advance the state-of-the-art of the application of geometric algebra as well as of its computing technology in **topics related, but not limited to:**

- GA for object description, deformations, registration, manipulation, interaction, camera system, visibility
- Feature Detection & Data Analysis
- LIDAR and Point Cloud Algorithms
- Data Models & Software Interoperability
- Scientific & Information Visualization
- Computer graphics rendering
- Computer animation
- Holographic optics & Holographic maps
- Augmented and Virtual Reality
- Application of Clifford analysis to lighting schemes
- Application of Clifford Fourier transforms and Clifford wavelets to 2D and 3D images, including color images
- Higher dimensional geometric algebras
- GA Computing
- GA integrations in programming languages
- GA hardware implementations
- Geographic Information Systems
- Building Information Modeling & Management
- Soundscape & Electromagnetic landscape Modelling
- Other engineering/applied science applications using GA, like robotics applications, graph computing etc.

Accepted **full length** ENGAGE papers will be published in the Topical Collection “Geometric Algebra for Computing, Graphics and Engineering” of the journal *Advances in Applied Clifford Algebras* (AACA), published by Springer, and have to be orally presented at the conference. See also the “Instruction for Authors” at AACA. Online paper submission at <https://www.editorialmanager.com/aaca/> **is already open**. At the time of submission, authors must indicate the Topical Collection “Geometric Algebra for Computing, Graphics and Engineering”.

All authors of accepted **short** ENGAGE papers will be invited either to an oral presentation or to a poster presentation. The accepted CGI'18 ENGAGE short papers will be published by the ACM Digital Library within its International Conference Proceedings Series. For author instructions please refer to <http://www.cgs-network.org/cgi18/#callforpapers>.

After the workshop, extended versions of the highest ranked short papers of the workshop proceedings will be invited for publication in Topical Collection “Geometric Algebra for Computing, Graphics and Engineering” of the journal *Advances in Applied Clifford Algebras* (AACA), published by Springer.

### IMPORTANT DATES

**Full Papers:** (10-15 pages, Latex using birkjour.cls)

- Abstract submission (ca. 200 words): Feb. 6<sup>th</sup> 2018 to [yuzhaoyuan@nju.edu.cn](mailto:yuzhaoyuan@nju.edu.cn)
- Paper submission: Feb. 6<sup>th</sup> 2018
- Paper notification: Mar. 10<sup>th</sup> 2018
- Camera ready papers due: Mar. 31<sup>st</sup> 2018

See “Instruction for Authors” at AACA. At the time of submission, authors must indicate the Topical Collection “Geometric Algebra for Computing, Graphics and Engineering”.

**Short Papers:** (same as the CGI'18 short papers, 4-6 pages length, ACM DL format)

- Short Paper submission: Mar. 20<sup>th</sup> 2018
- Short Paper notification: Apr. 20<sup>th</sup> 2018
- Camera ready papers due: May 04<sup>th</sup> 2018

For **further information**, please turn directly to the ENGAGE Workshop organizers:

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