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68 S. Boyd et al. Keywords Convex optimization Geometric programming Generalized geometric programming Interior-point methods 1 The GP modeling approach A geometric program (GP) is a type of mathematical optimization problem characterized by objective and constraint functions that have a special form.

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CVXOPT is an open-source solver for convex optimization problems. GPKit is a Python package for cleanly defining and manipulating geometric programming models. There are a number of example GP models written with this package here. GGPLAB is a MATLAB toolbox for specifying and solving geometric programs (GPs)

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Generalized geometric programming. Some geometric programs, although not given in standard form, can still be solved using a standard geometric programming solver after some additional variables and constraints have been introduced. YALMIP has built-in support for some of these conversion.

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Geometry shaders. So far we've used vertex and fragment shaders to manipulate our input vertices into pixels on the screen. Since OpenGL 3.2 there is a third optional type of shader that sits between the vertex and fragment shaders, known as the geometry shader. This shader has the unique ability to create new geometry on the fly using the output of the vertex shader as input.

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This book is about graphics programming using Open GL. It presents both a programming course that emphasizes object-oriented thinking and a well-documented, versatile, and robust geometry library. All the source code is provided on the accompanying diskette so that readers may use and study the library without having to worry too much about

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