

# UNIVERSITY OF SOUTH FLORIDA

## *Major Research Area Paper Presentation*

*Viewshed computing and visibility analysis is the problem of finding visible areas on the map to a certain point-of-interest. Viewshed algorithms are widely used in GIS applications, games development, and in creating communication networks. However, current viewshed algorithms with high accuracy are suffering from poor performance compared to other algorithms that approximate the visibility ~~CBU~~ for efficient viewshed computing.*

### THE PUBLIC IS INVITED

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