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Geometric intersection models on the plane and the 3D-space

Some intersection models provide a natural and intuitive understanding of the structure of a class of graphs. In particular, they are very helpful in the design of efficient algorithms that solve optimization problems, as well as in proving hardness results. In this talk we provide a survey of recent algorithmic and structural results on several old and new intersection models on the plane and the 3D-space, namely for tolerance, multitolerance, trapezoid, and triangle graphs.