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## Source Code - Geometric Algebra For Computer Science

Daniel Fontijne is a post-doc at the University of Amsterdam, currently working to apply conformal geometric algebra to markerless motion capture. He



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holds a Master's degree in Artificial Intelligence and a Ph.D. in Computer Science, both from the University of Amsterdam.

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for the dot product of two vectors (in a metric vector space) this corresponds simply to:  $(x+y)(x-y) = xx-yy$ .

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