(algorithms)

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This issue's installment of (algorithms) is an article by Philip Greenspun and James J. Little from MIT on an elegant little recursive algorithm for rendering infinite surfaces with hidden-line removal. The source code for the algorithm appears on two pages at the end of the article. It is written in Symbolics Common Lisp, but uses almost nothing that is not also in standard Common Lisp, so it should be easy to get it running on any convenient implementation.

This is the first example of an article in (algorithms) written by people other than myself. Remember that I'll accept material either as Philip and Jim gave it to me, a complete article ready for publication, or in a rougher state, as source code even, ready for me to work with you to create a complete column.

As an example of the latter, I currently have material for about half of a column on interesting uses of the Common Lisp setf and get-setf-method facility. If you've ever made non-trivial use of this mechanism or of similar functionality in other Lisp dialects (such as the setter facility in Yale's T dialect of Scheme), please send me a note at either of the addresses above. I'd love to be able to complete the article and publish it next time. Of course, I won't turn down reasonable material on any topic, so feel free to send it along.

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