

# COT 6936: Topics in Algorithms

Giri Narasimhan

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# Presentation Outline

COT 6936:  
Topics in  
Algorithms

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Narasimhan

# Applications

COT 6936:  
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- Graphics

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- Graphics
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# Convex Hull Problem

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- This is a fundamental problem in Computational Geometry.
- There are many algorithms for solving this problem . . .



# Convexity

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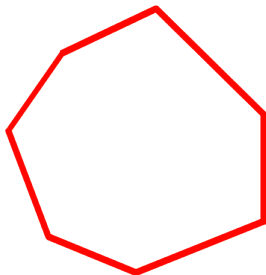
- **Convex Regions** A region in space is called *convex* if line joining any two points in the region is completely contained in the region.

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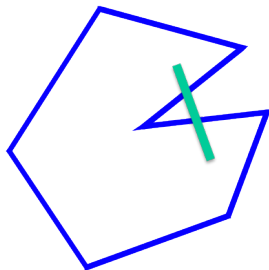
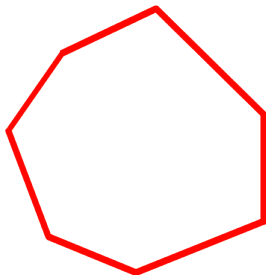


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# Convex Hulls

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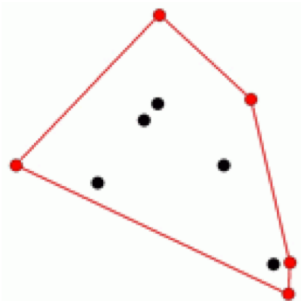
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# Convex Hulls – Rubber Band Analogy

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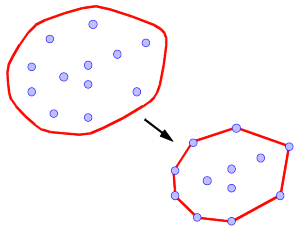
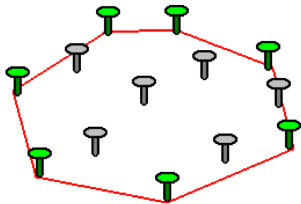
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# 3-D Convex Hulls

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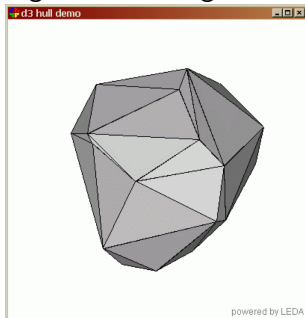


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# Convex Hulls

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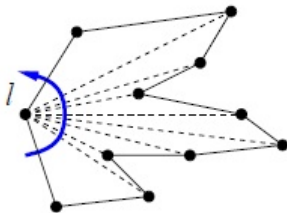
- Graham Scan algorithm:

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- Graham Scan algorithm:

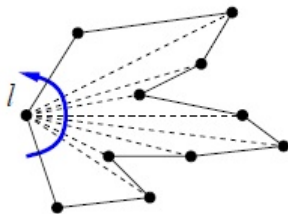


# Convex Hulls

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## ■ Graham Scan algorithm:



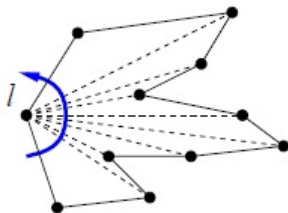
<http://www.personal.kent.edu/~rmuhamma/Compgeometry/MyCG/ConvexHull/GrahamScan/grahamScan.htm>

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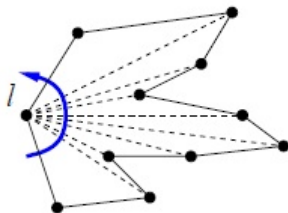
Also shows proof of correctness;

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Also shows proof of correctness;  
 $O(n \log n)$  time, mainly for sorting

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- Jarvis March algorithm:

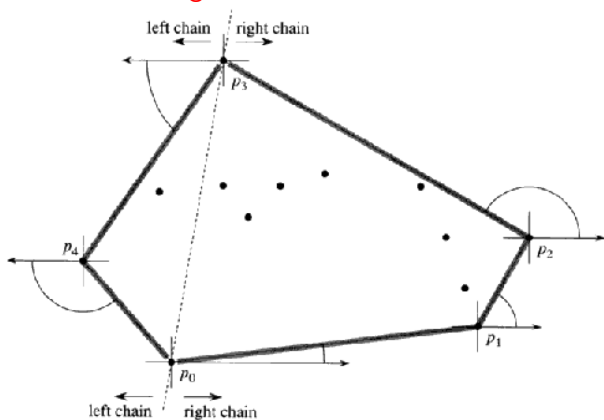


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# Package Wrapping – Jarvis March

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  - It is really  $O(h)$ , where  $h$  = number of points on hull

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- Lower bound

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$$O((n/m)(\log m)(h))$$

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- Time Complexity

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- If  $m = h$ , then Time

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  - Linear Search:  $O(nh \log h)$

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- Another idea:

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- Analysis:

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- Another idea: What if  $m = h^2$ ?
- Then  $O(n \log m) = O(n \log h)$
- Try  $m = 2, 4, 16, 256, \dots$
- Analysis:

$$\sum_{t=1}^{\lg \lg h} n2^t = n \sum_{t=1}^{\lg \lg h} 2^t \leq n2^{1+\lg \lg h} = 2n \lg h = O(n \log h)$$