Convex Hull

Divide-and-conquer (1)

- Common Kernel

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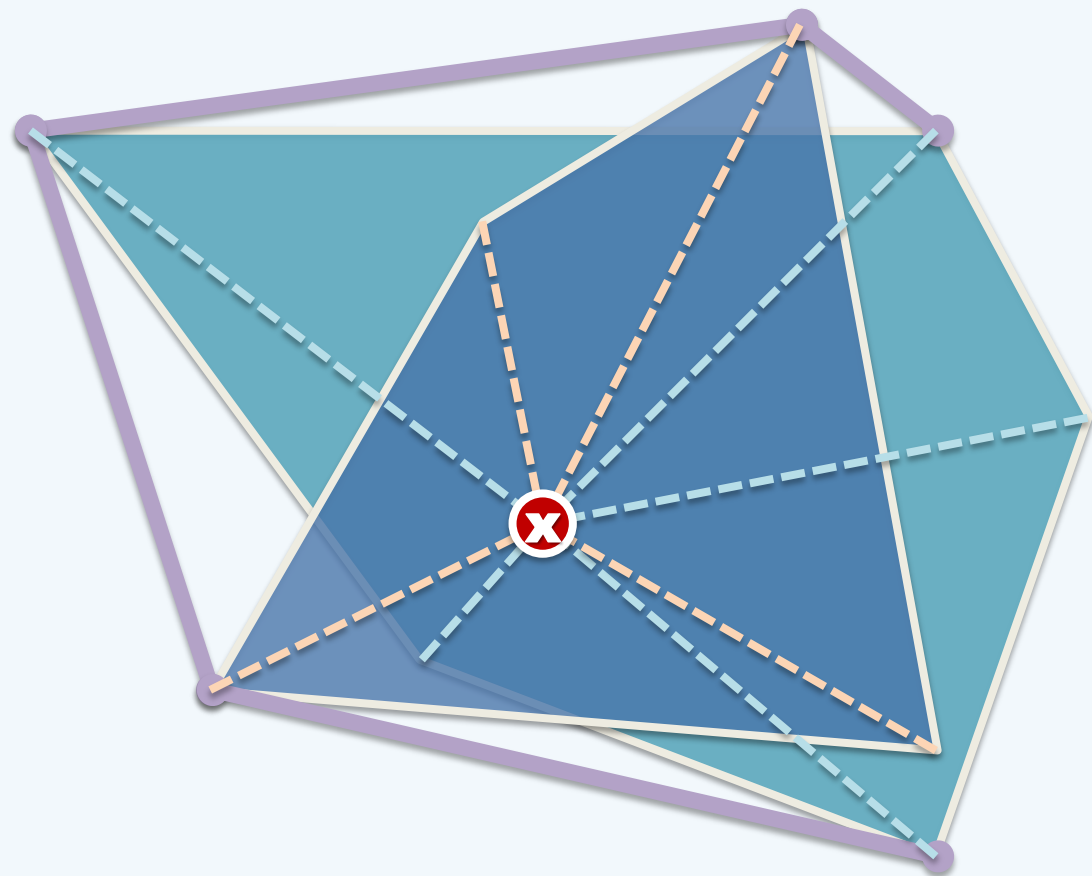deng@tsinghua.edu.cn

θ1-κ-θ2

❖ **The idea behind this algorithm is**

 - to merge the subhulls into

 a star-shaped polygon before

 - applying Graham Scan

❖ **That's why**

 we need a kernel point ...

Kernel

❖ We have known that

- every convex hull is a star and

- each | interior | point is a kernel point

❖ Consider | x |, the | centroid | of P_1

❖ Does | x | lie inside P_2 either?