

Convex Hull

Convexity

- Convex Hull

Junhui DENG

deng@tsinghua.edu.cn

Convex Combination

❖ Given a point set $S = \{p_1, \dots, p_n\} \subseteq \mathcal{E}^2$

❖ Let $\lambda = \langle \lambda_1, \dots, \lambda_n \rangle^T \in \mathbb{R}^n$,

$$\lambda_1 + \dots + \lambda_n = 1, \text{ and}$$

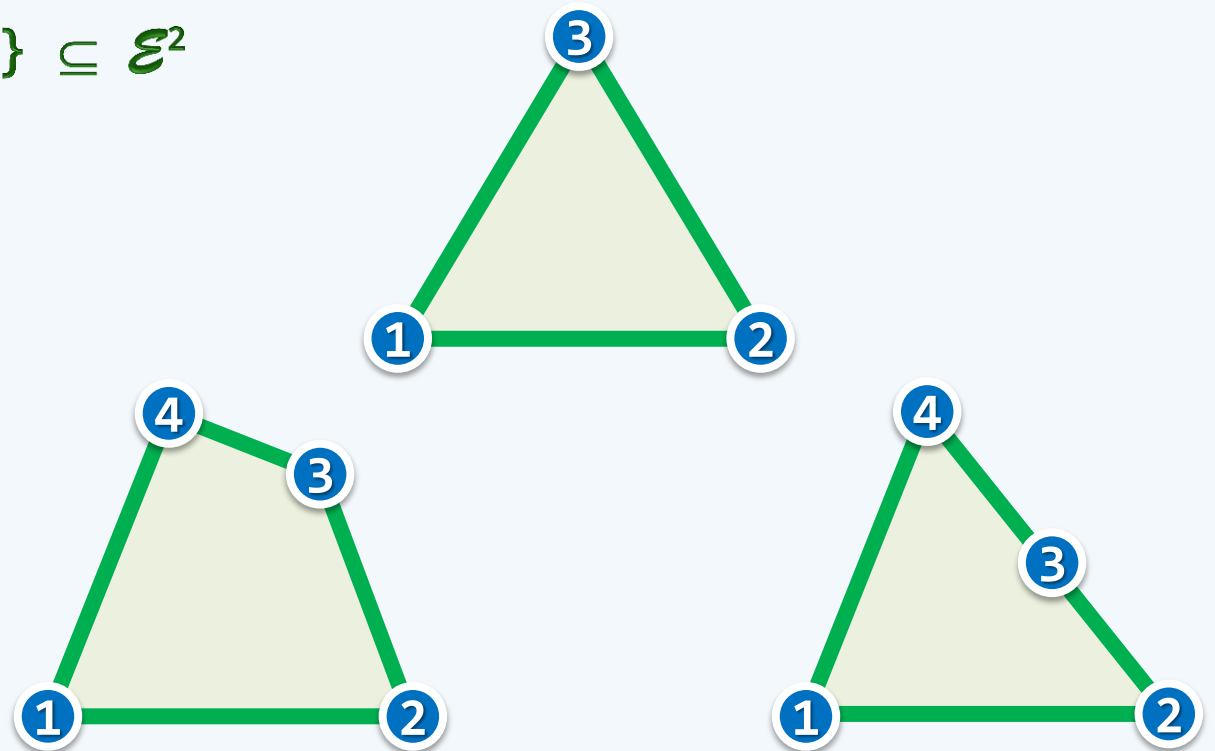
$$\min\{\lambda_1, \dots, \lambda_n\} \geq 0$$

❖ The point

$$p = [p_1, \dots, p_n] \lambda$$

$$= \lambda_1 p_1 + \dots + \lambda_n p_n$$

is called a convex combination of S



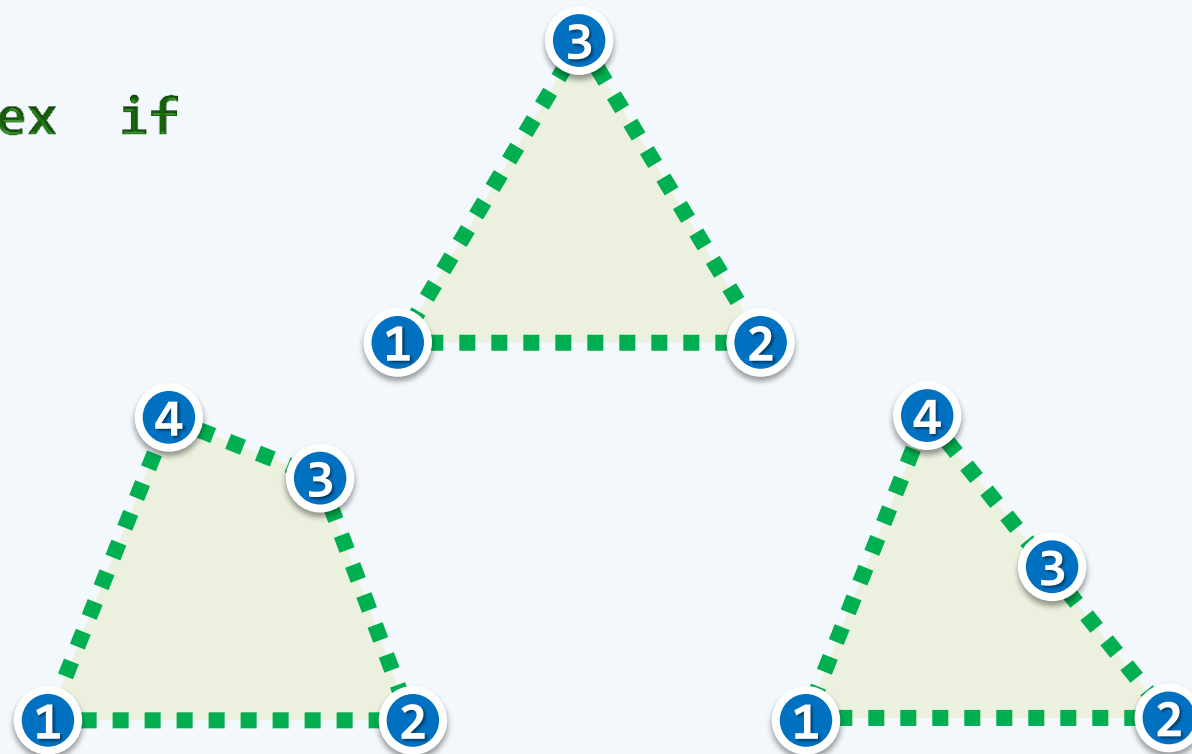
Convex Set

❖ A point set $P \subseteq \mathcal{E}^2$ is called convex if

the convex combination

of each subset of P

is still a subset of P



Convex Hull

❖ The convex hull of a point set $P \subseteq \mathcal{E}^2$, denoted as $\text{conv}(P)$, consists of **all** convex combinations of **all** its subsets

❖ e.g.

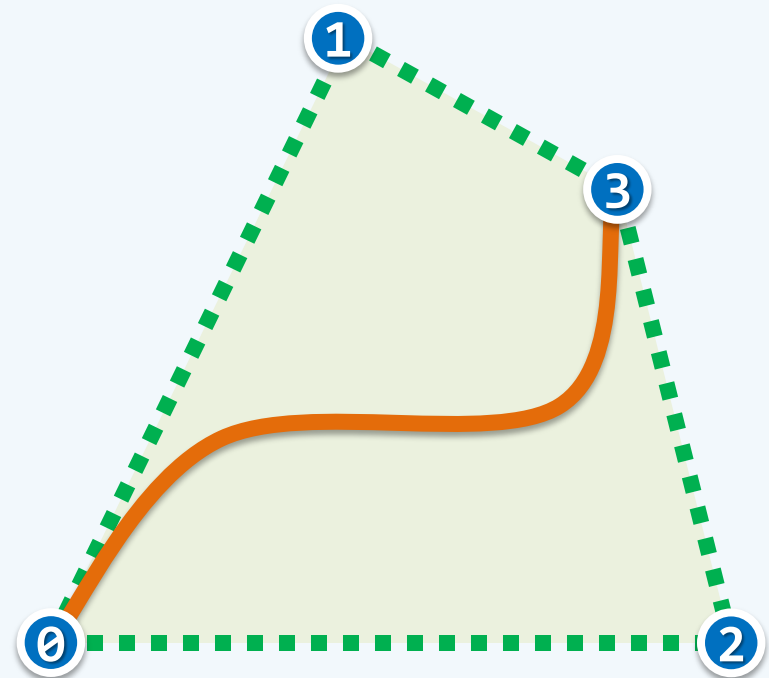
Bezier curve is contained within the convex hull of the control points

- non-negativity:

$$B_{i,n}(u) \geq 0 \quad \text{for all } i$$

- partition of unity:

$$B_{0,n}(u) + B_{1,n}(u) + \dots + B_{n,n}(u) = 1$$



Convex Hull

❖ $\text{conv}(P)$ is

- the intersection of all convex sets containing P
- the minimum convex set containing P
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- a **polygon** for a **finite** planar set P

❖ From the computational point of view,
we consider only

- a finite point set P and
- the **boundary** of **$\text{conv}(P)$** ,

denoted as **$\text{CH}(P)$**

