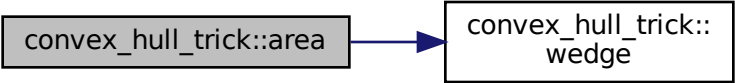


convex_hull_trick::area



```
graph LR; A[convex_hull_trick::area] --> B[convex_hull_trick::wedge]
```

convex_hull_trick::
wedge