№4 - Алгоритм определения принадлежности точки $x \in \mathbb{R}^4$

14, 3, 1], [5, 14, 1, 2], [12, 14, 16, 5], [14, 6, 3, 2], [6, 14, 16, 2], [12, 14, 5, 2], [14, 12, 16, 2], [16, 14, 9, 11], [10, 14, 16, 11], [14, 6, 16, 9], [14, 10, 9, 11], [7, 14, 10, 9], [14, 6, 6, 10], [14, 10, 11], [15, 14, 10, 11], [15, 14, 10, 11], [15, 14, 10, 11], [15, 14, 10, 11], [15, 14, 10, 11], [15, 14, 10, 14], [15, 14, 10, 14], [15, 14, 10, 14], [15, 14, 10, 14], [15, 14, 10, 14], [15, 14, 10, 14], [15, 14, 10, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 14], [15, 14, 16, 16], [15, 14, 16, 14], [15, 15, 14], [15, 15, 14], [15, 15, 15], [15, 15, 15], [15, 15, 15], [15, 15], [15, 15], [15, 15], [15, 15], [15, 15], [15, 15], [15

```
9, 3], [7, 14, 9, 3], [14, 7, 10, 3], [4, 8, 1, 2], [8, 5, 1, 2], [13, 8, 4, 2], [8, 13, 15, 2], [8,
         12, 5, 2], [12, 8, 15, 2], [4, 8, 3, 1], [8, 5, 3, 1], [8, 7, 4, 3], [7, 8, 10, 3], [14, 8, 5, 3], [8,
         14, 10, 3], [8, 15, 9, 11], [10, 8, 9, 11], [13, 8, 15, 9], [8, 7, 10, 9], [13, 8, 9, 4], [8, 7, 9,
         4], [15, 8, 16, 11], [8, 10, 16, 11], [8, 12, 15, 16], [14, 8, 10, 16], [8, 12, 16, 5], [14, 8, 16,
         5]]
 hvec := convert(hull, Vector):
 hset := convert(hvec, set)
                                            hset := \{1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16\}
                                                                                                                                                                                                                                  (4)
                                      1 7
                                                         1 8
 with(ArrayTools):
 with(LinearAlgebra) :
with(Optimization):
ZLP := \mathbf{proc}(X \ vec, bx)
local lambdas, sumlam, n, constraint, solved, bds, lam;
lambdas := Vector(numelems(X vec), symbol = \lambda):
bds := \{ \} :
sumlam := add(lambdas(n), n = 1 ...numelems(X vec)):
 constraint := simplify(VectorMatrixMultiply(Transpose(lambdas), X vec)):
 bds := bds  union \{constraint(1) = bx[1], constraint(2) = bx[2], constraint(3) = bx[3], constraint(4) \}
         =bx[4]:
  solved := LPSolve(sumlam, bds, assume = nonnegative)
 end proc
ZLP := \mathbf{proc}(X \ vec, bx)
                                                                                                                                                                                                                                  (5)
         local lambdas, sumlam, n, constraint, solved, bds, lam;
         lambdas := Vector(numelems(X vec), symbol = \lambda);
         bds := \{ \};
         sumlam := add(lambdas(n), n = 1 ..numelems(X vec));
         constraint := simplify(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(LinearAlgebra:-VectorMatrixMultiply(Linea
         Transpose(lambdas), X vec);
         bds := bds union {constraint(1) = bx[1], constraint(2) = bx[2], constraint(3) = bx[3],
         constraint(4) = bx[4];
         solved := Optimization:-LPSolve(sumlam, bds, assume = nonnegative)
end proc
X \ vec := Vector():
for xi in x list do
Append(X vec, convert(xi, Vector))
 end do:
```