As a graph search! - verts are core parts
- edges when 2 core points are win & of eachter Find connected components
- each component is a cluster Finally - add in border pts wy in & for each part time proportional midden

(n) in high

O(log n) login

O(1)

O(1) Computational complexity High level 1. A 5 € D - compute NE (2) - clack if z is a core paint - init z as not in a clask O(n) of nut
going to domicate 2. Vicare point

Find all cleasly connected points Total five. - O(n²) in high dim - or O(nlyn) in low din

