

Convex Hull Optimization

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- Since $b_n = 0$ we must only cut the largest tree, at that point all cuts are free.
- We want to minimize the cost required to cut the largest tree.
- It is also quite clear that once we start cutting a tree, we should finish cutting it before starting to cut others.

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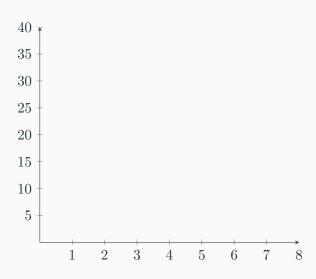
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- Now substitute c_j for y_0 , b_j for m and a_i for x. What do you get?
- A line!

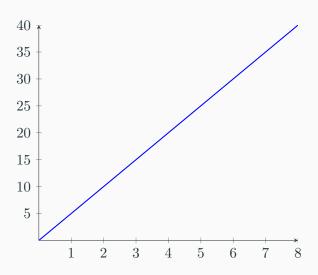
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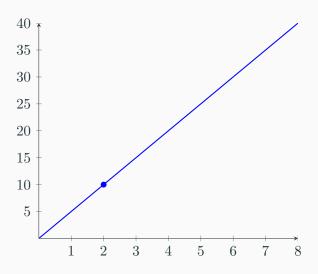
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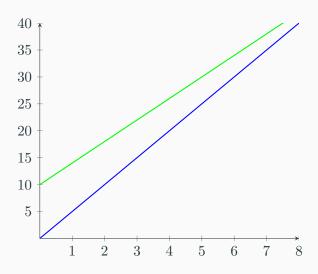
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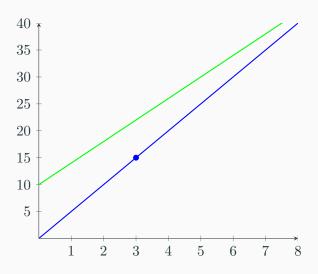
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- We need both operations to be sub-linear in time complexity.

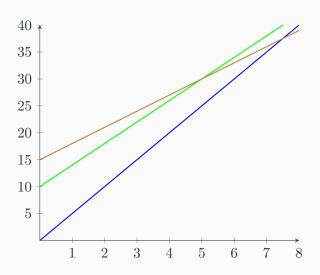


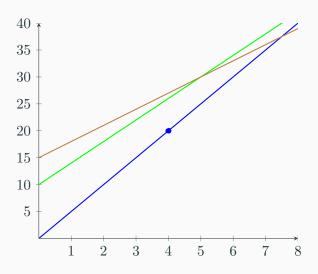


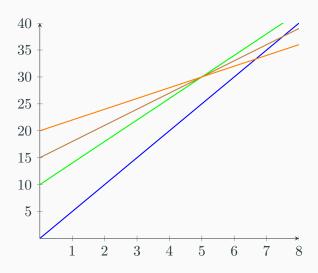


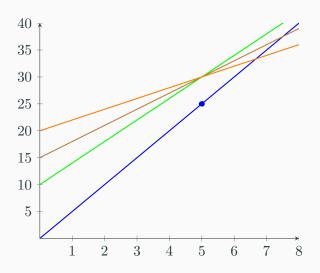


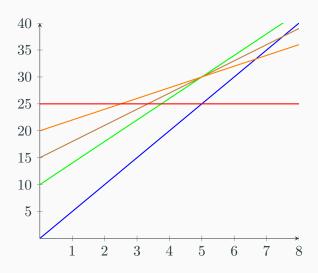


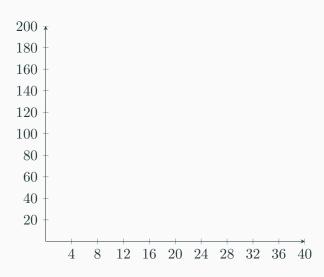


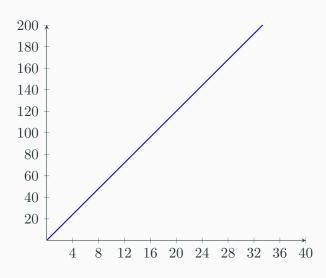


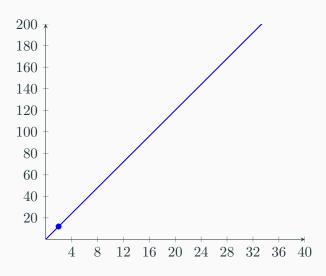


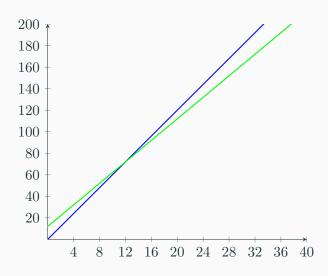


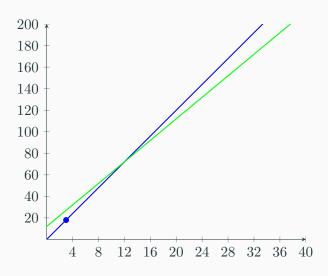


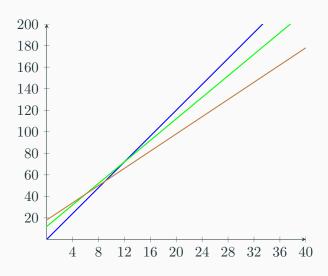


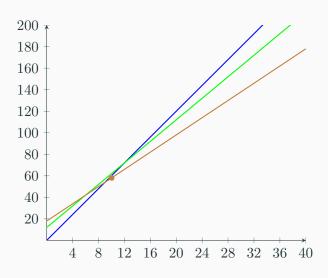


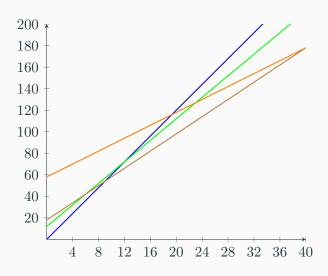


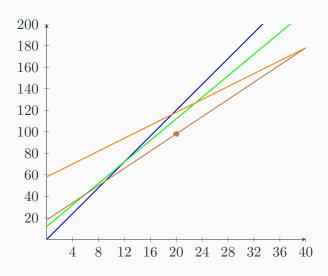


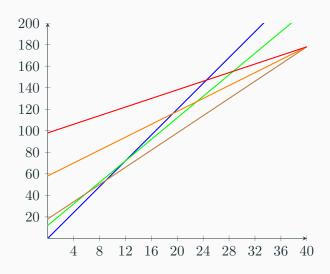


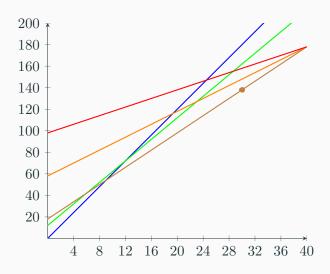


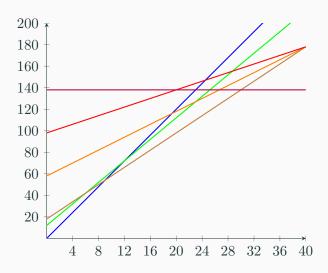












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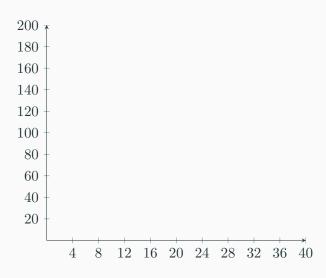
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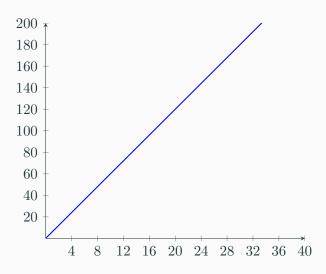
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- Let a be the intersection point of the new line and the second to last line in the data structure.

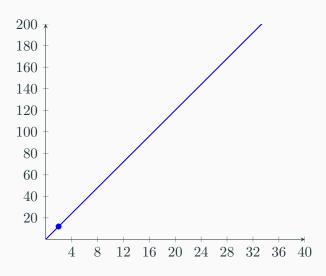
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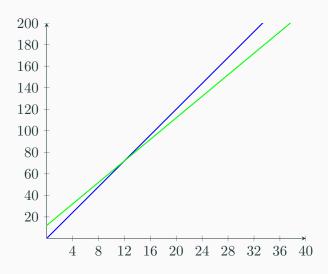
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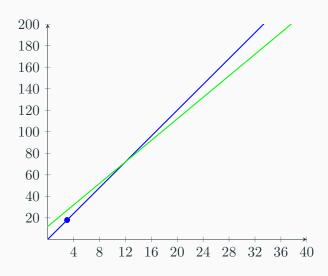
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- If the x-coordinate of a is less than that of b, then the last line is redundant.
- We can therefore iteratively pop redundant lines from the back before adding a line.

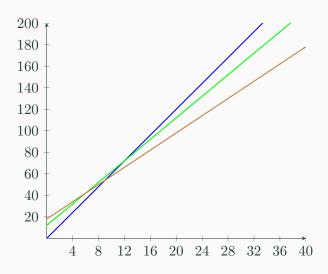


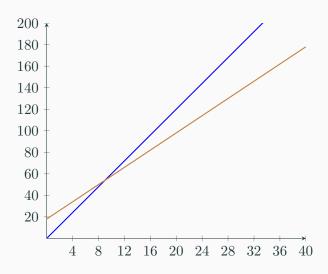


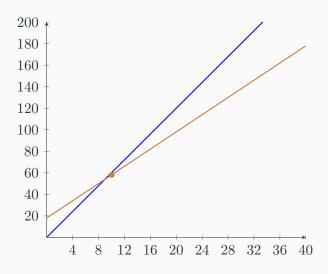


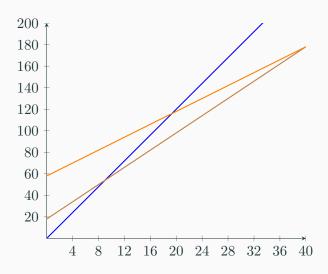


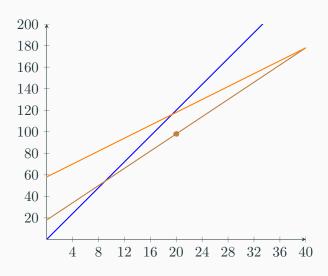


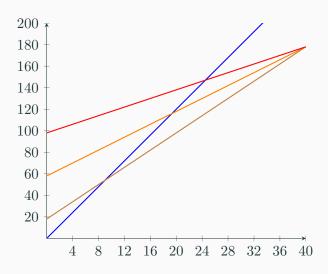


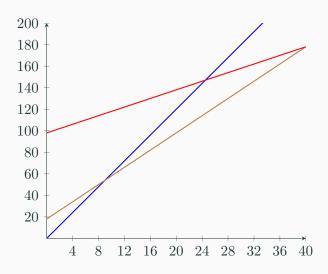


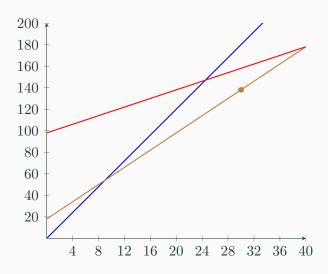


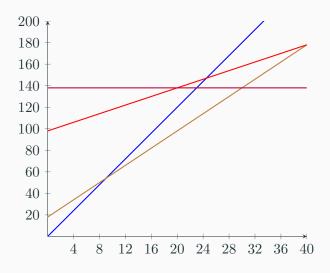


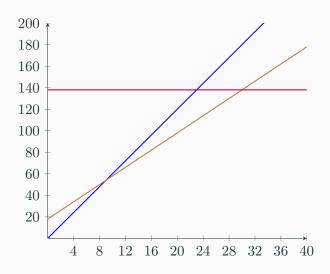












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- Use binary search to find the line in question.
- Construction takes $\mathcal{O}\left(n\right)$ time
- Each query takes $\mathcal{O}(\log n)$ time.
- We have improved the time complexity from $\mathcal{O}\left(n^2\right)$ to $\mathcal{O}\left(n\log n\right)$.

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- Use a multiset instead of a vector/array to keep track of lines and quickly find insertion point. A bit more hassle but powerful.
- Need to consider removing neighbouring lines with higher and lower slopes.

Simple Implementation

```
struct line {
    11 m, b;
    11 get(11 x) { return m*x + b; };
    11 intersect(line other) { return (other.b - b) / (m - other.m); }
};
struct convex_hull_trick {
    vector<line> lines:
    void add(line 1) {
        auto sz = lines.size();
        while (sz >= 2 && lines[sz-2].intersect(lines[sz-1]) >= lines[sz-2].int
            lines.pop_back();
            SZ--;
        lines.push_back(1);
    // to be continued...
```

Simple Implementation - Continued

```
// ...continued
    11 query(11 x) {
        int lo = 0, hi = static_cast<int>(lines.size()) - 2;
        int ind = hi+1;
        while (lo <= hi) {
            int mid = (lo+hi)/2;
            if (lines[mid].intersect(lines[mid+1]) >= x) {
                ind = mid;
                hi = mid-1;
            else {
                lo = mid+1;
        return lines[ind].get(x);
};
```

Try on these problems!

- Kalila and Dimna in the Logging Industry
- Covered Walkway (
- Commando
- Avoiding Airports