Tutorial 4 08 4 21 (563004 20 BCELOOTT fira Siddiqui Find convex hull Points way Graham Scan method & Savis March method. 1) {0,33, {1,13, {2,23, {4,4}, {0,0}, {1,23, {3,13, {3,3} Solution o By Galaham Scan Method: Smollest y coordinate in O · Po = (0,0) dis (2,2) -5 4 -3 -2 -1 (0,0) 1 2 3 4 5 Donted list based on polar angle:

= (0,0), (3,1), (1,1), (2,2), (3,3), (4,4), (1,2), (0,3)

Now, we can see that;

(1,1), (2,2), (3,3), (4,4) are collineae 4 fauther is (4,4)

:- Rest all are discarded.

-: list

(0,0), (3,1), (4,4), (1,2), (0,3) P_0, P_1, P_2, P_3, P_4

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Considering (3,1) & (1,4). The next point is (1,2).

alasty from point (3,1) & 4,4); (1,2) turn left

Therefore, (1,2) is pushed in stack.

1,2 4,4 3,1 0,0

Vector (3,1) to (4,4)

 $\overrightarrow{P_0P_1} = (-1, -3)$

Vector (0,0) to (1,2) $P_{2}P_{3} = (1,2)$

Therefore, $P_0P_1 \times P_2P_3 = \begin{vmatrix} -1 & 1 \\ 3 & 2 \end{vmatrix}$ = 170 (greater turn 2010)

Now from points (4,4) + (1,2), the point (0,3) turns night.

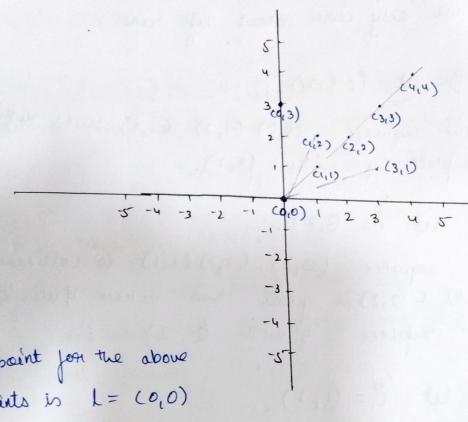
· . Pop (1,2) from stack.

Now, (0,3) is the last point. Hence we push it ig Stack & stop.

(0,0), (3,1), (4,4), (0,3).

By Januis Naide method

(0,3) (1,1)(2,2) (4,4), (0,0), (1,2), (3,1), (3,3)



The leftmost point for the above set of points is L = (0,0)

· Now, we insert the point (0,0) into the convex hull vertices.

Now, we wave to find the left most paint from L=(0,0)

Let q be the point (1,1)

aid othe points except 149 sare i

(2,1,2)

3) let (2 (3,1).

> The sequence (0,0),(3,1),(1,11) turns left.

we only core about left turns.

·) 4) Let 1= (12)

> the sequence (0,0) (1,2), (1,1) turns right me replace q with (1,2).

4) let i= (2,2).

The sequence (0,0), (2,2) (1,1) is collinear. In this case (0,0) & (2,2) is greater than distance $\forall w (0,0)$ & (3,3) so we replace q with (2,2)

s) let i = (1,2)

The sequence (0,0) (1,2)(2,2) towns night. We suplace q by point (1,2)

6) let i=(0,3)

the sequence (0,0) (0,3) (1,2) turns signer, me replace q by paint (0,3).

E) i= 3,3

The sequence (0,0) (3,3) (0,3) turns left,50 nous on.

8) = 4,4) finally let (= (4,4)

The sequence (0,0)(4,4)(0,3) turns left. So we do nothing we went through all paints + now q = (0,3) to the left max paint.

oue add (0,3) to the convex hull.

> Now we find the leftmost point from the point (0,3). Repeating all two steps we (4,4) as leftmost paint.

-> using the same procedure, me find the set left most Paint pom (4,4) 4 get (3,1) as the

lestmost point.

Now from (31) the left most paint is (0,0) which is abready in which is convex hull so us stop.



80 tue corvex hull paints are: =>(0,0), (0,3), (4,4) (3,1), (0,0).

