Taylor Cowley

CS 312

Lab 2: Convex Hull. September 29, 2016

So the time complexity.

We have a recursive divide-and-conquer algorithm.

We are splitting our problem into 2 pieces every time, of size 1/2 each.

At each level we have to merge the complex hulls together. This involves stepping through the hulls multiple times, but only O(n).

Using the master theorum, our algorithm should be taking O(nlogn).

I have done personal experiments, including making my algorithm produce a complex hull from 10,000 points. But I did not have time to experimentally calculate the time it takes.





