#include <stdio.h>

#include <float.h>

#include <stdlib.h>

#include <math.h>

struct Point

{

int x, y;

};

int compareX(const void\* a, const void\* b)

{

Point \*p1 = (Point \*)a, \*p2 = (Point \*)b;

return (p1->x - p2->x);

}

int compareY(const void\* a, const void\* b)

{

Point \*p1 = (Point \*)a, \*p2 = (Point \*)b;

return (p1->y - p2->y);

}

float dist(Point p1, Point p2)

{

return sqrt( (p1.x - p2.x)\*(p1.x - p2.x) +

(p1.y - p2.y)\*(p1.y - p2.y)

);

}

float bruteForce(Point P[], int n)

{

float min = FLT\_MAX;

for (int i = 0; i < n; ++i)

for (int j = i+1; j < n; ++j)

if (dist(P[i], P[j]) < min)

min = dist(P[i], P[j]);

return min;

}

float min(float x, float y)

{

return (x < y)? x : y;

}

float stripClosest(Point strip[], int size, float d)

{

float min = d; // Initialize the minimum distance as d

qsort(strip, size, sizeof(Point), compareY);

for (int i = 0; i < size; ++i)

for (int j = i+1; j < size && (strip[j].y - strip[i].y) < min; ++j)

if (dist(strip[i],strip[j]) < min)

min = dist(strip[i], strip[j]);

return min;

}

float closestUtil(Point P[], int n)

{

if (n <= 3)

return bruteForce(P, n);

int mid = n/2;

Point midPoint = P[mid];

float dl = closestUtil(P, mid);

float dr = closestUtil(P + mid, n-mid);

float d = min(dl, dr);

Point strip[n];

int j = 0;

for (int i = 0; i < n; i++)

if (abs(P[i].x - midPoint.x) < d)

strip[j] = P[i], j++;

return min(d, stripClosest(strip, j, d) );

}

float closest(Point P[], int n)

{

qsort(P, n, sizeof(Point), compareX);

return closestUtil(P, n);

}

int main()

{

Point P[] = {{2, 3}, {12, 30}, {40, 50}, {5, 1}, {12, 10}, {3, 4}};

int n = sizeof(P) / sizeof(P[0]);

printf("The smallest distance is %f ", closest(P, n));

return 0;

}