

(1), (2), (3) → Giftwrap link updated.

(4) Compare Graham scan and Giftwrap Algorithm along with QuickHull for finding Convex Hull of n random inputs

(a) For $n \leq 10^5$ points taken time for check - $\text{min}(\text{min} \times 1000, \text{avg case})$

n	Gift-wrap $O(n^2)$	Graham-scan $O(n \log n)$	QuickHull $O(n \log n)$
100	$1/1000 = 0.001$	$1/1000 = 0.001$	$1/100000$
1000	$3/1000 = 0.003$	$1/1000 = 0.001$	$1/1000$
2000	$7/1000 = 0.007$	$1/1000 = 0.001$	$4/1000$
5000	$17/1000 = 0.017$	$1/1000 = 0.001$	$4/1000$
10000	$21/1000 = 0.021$	$1/1000 = 0.001$	$4/1000$

$O(n \log n)$ for worst case, actually $O(n \log^2 n)$, otherwise QuickHull is best for avg cases through $O(n \log n)$.

(b) For QuickHull \rightarrow diffⁿ v's. $n = 10^5$
 $n = 10^6$
 $n = 10^7$

n	Time
10^5	$4/1000 = 0.004$
10^6	$40/1000 = 0.040$
10^7	$520/1000 = 0.520$

* All the codes for these three random inputs of size n^2 were stored on diff. storage device, copy on them for this copy QuickHull - diff. copy

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4) (B) Comparison for diffⁿ number of points
in the Hull (h) with total input points (n)
Note! → Time complexity for giftwrap is $O(nh)$ & Graham-Scan is $O(n \log n)$

	n	h	Gift wrap	Graham scan	
all points 10 ⁴ ← 10 ⁴ 10 ⁴ 10 ⁵	10 ⁴	29	3/1000 = 0.003	14/1000 = 0.014	} → almost same
	10 ⁴	10 ⁴	29/1000 = 0.029	17/1000 = 0.017	
	10 ⁵	107	17/1000	21/1000	

The comparison for $n=10^4$ for Gift Wrap & Graham scan shows that if $n=h$ then Gift Wrap time complexity increases quite evidently.