

**1. Introduction.** This is a hastily written implementation of the daghull algorithm.

```

format Graph int      /* gb_graph defines the Graph type and a few others */
format Vertex int
format Arc int
format Area int
#include "gb_graph.h"
#include "gb_miles.h"
int n = 128;
⟨Global variables 2⟩
⟨Procedures 13⟩
main()
{
    ⟨Local variables 7⟩
    Graph *g = miles(128, 0, 0, 0, 0, 0, 0);
    mems = ccs = 0;
    ⟨Find convex hull of g 8⟩;
    printf("Total_of_%d_mems_and_%d_calls_on_ccw.\n", mems, ccs);
}

```

**2.** I'm instrumenting this in a simple way.

```

#define o mems++
#define oo mems += 2
⟨Global variables 2⟩ ≡
int mems;    /* memory accesses */
int ccs;     /* calls on ccw */

```

See also section 5.

This code is used in section 1.

**3. Data structures.** For now, each vertex is represented by two coordinates stored in the utility fields  $x.I$  and  $y.I$ . I'm also putting a serial number into  $z.I$ , so that I can check whether different algorithms generate identical hulls.

A vertex  $v$  in the convex hull also has a successor  $v\text{-succ}$  and predecessor  $v\text{-pred}$ , stored in utility fields  $u$  and  $v$ . There's also a pointer to an "instruction,"  $v\text{-inst}$ , for which I'm using an arc record although I need only two fields; that one goes in utility field  $w$ .

An instruction has two parts. Its  $tip$  is a vertex to be used in counterclockwise testing. Its  $next$  is another instruction to be followed; or, if  $\Lambda$ , there's no next instruction; or, if a pointer to the smallest possible instruction, we will do something special to update the current convex hull.

```
#define succ u.V
#define pred v.V
#define inst w.A
```

4.  $\langle$  Initialize the array of instructions 4  $\rangle \equiv$   
`first_inst = (Arc *) gb_alloc((4 * g-n - 2) * sizeof(Arc), working_storage);`  
`if (first_inst  $\equiv$   $\Lambda$ ) return (1); /* fixthis */`  
`next_inst = first_inst;`

This code is used in section 6.

5.  $\langle$  Global variables 2  $\rangle + \equiv$   
`Arc *first_inst; /* beginning of the array of instructions */`  
`Arc *next_inst; /* first unused slot in that array */`  
`Vertex *rover; /* one of the vertices in the convex hull */`  
`Area working_storage;`  
`int serial_no = 1; /* used to disambiguate entries with equal coordinates */`

6. We assume that the vertices have been given to us in a GraphBase-type graph. The algorithm begins with a trivial hull that contains only the first two vertices.

$\langle$  Initialize the data structures 6  $\rangle \equiv$   
`init_area(working_storage);`  
 $\langle$  Initialize the array of instructions 4  $\rangle$ ;  
`o, u = g-vertices;`  
`v = u + 1;`  
`u-z.I = 0;`  
`v-z.I = 1;`  
`oo, u-succ = u-pred = v;`  
`oo, v-succ = v-pred = u;`  
`oo, first_inst-tip = u; first_inst-next = first_inst;`  
`oo, (++next_inst)-tip = v; next_inst-next = first_inst;`  
`o, u-inst = first_inst;`  
`o, v-inst = next_inst++;`  
`rover = u;`  
`if (n < 150) printf("Beginning with (%s,%s)\n", u-name, v-name);`

This code is used in section 8.

7. We'll probably need a bunch of local variables to do elementary operations on data structures.

$\langle$  Local variables 7  $\rangle \equiv$   
`Vertex *u, *v, *vv, *w;`  
`Arc *p, *q, *r, *s;`

This code is used in section 1.

**8. Hull updating.** The main loop of the algorithm updates the data structure incrementally by adding one new vertex at a time. If the new vertex lies outside the current convex hull, we put it into the cycle and possibly delete some vertices that were previously part of the hull.

```

⟨ Find convex hull of g 8 ⟩ ≡
  ⟨ Initialize the data structures 6 ⟩;
  for (oo, vv = g-vertices + 2; vv < g-vertices + g-n; vv++) {
    vv→z.I = ++serial_no;
    ⟨ Follow the instructions; continue if vv is inside the current hull 10 ⟩;
    ⟨ Update the convex hull, knowing that vv lies outside the consecutive hull vertices u and v 11 ⟩;
  }
  ⟨ Print the convex hull 9 ⟩;

```

This code is used in section 1.

**9.** Let me do the easy part first, since it's bedtime and I can worry about the rest tomorrow.

```

⟨ Print the convex hull 9 ⟩ ≡
  u = rover;
  printf("The convex hull is:\n");
  do {
    printf("%s\n", u-name);
    u = u-succ;
  } while (u ≠ rover);

```

This code is used in section 8.

```

10. ⟨ Follow the instructions; continue if vv is inside the current hull 10 ⟩ ≡
  p = first_inst;
  do {
    if (oo, ccw(p-tip, vv, (p + 1)-tip)) p++;
    q = p;
    o, p = p-next;
  } while (p > first_inst);
  if (p ≡  $\Lambda$ ) continue;
  o, v = q-tip;
  o, u = v-pred;

```

This code is used in section 8.

**11.**  $\langle$  Update the convex hull, knowing that  $vv$  lies outside the consecutive hull vertices  $u$  and  $v$  [11](#)  $\rangle \equiv$

```

o, q→next = next_inst;
while (1) {
  o, w = u→pred;
  if (w ≡ v) break;
  if (ccw(vv, w, u)) break;
  o, u→inst→next = next_inst;
  if (rover ≡ u) rover = w;
  u = w;
}
while (1) {
  o, w = v→succ;
  if (w ≡ u) break;
  if (ccw(w, vv, v)) break;
  if (rover ≡ v) rover = w;
  v = w;
  o, v→inst→next = next_inst;
}
oo, u→succ = v→pred = vv;
oo, vv→pred = u; vv→succ = v;
 $\langle$  Compile two new instructions, for  $(u, vv)$  and  $(vv, v)$  12  $\rangle$ ;

```

This code is used in section [8](#).

**12.**  $\langle$  Compile two new instructions, for  $(u, vv)$  and  $(vv, v)$  [12](#)  $\rangle \equiv$

```

o, next_inst→tip = vv;
o, next_inst→next = first_inst;
o, vv→inst = next_inst;
next_inst++;
o, next_inst→tip = u;
o, next_inst→next = next_inst + 1;
next_inst++;
o, next_inst→tip = v;
o, next_inst→next = first_inst;
o, v→inst = next_inst;
next_inst++;
o, next_inst→tip = vv;
o, next_inst→next =  $\Lambda$ ;
next_inst++;
if (n < 150) printf("New_hull_sequence_(%s;_%s;_%s)\n", u→name, vv→name, v→name);

```

This code is used in section [11](#).

**13. Determinants.** I need code for the primitive function *ccw*. Floating-point arithmetic suffices for my purposes.

We want to evaluate the determinant

$$ccw(u, v, w) = \begin{vmatrix} u(x) & u(y) & 1 \\ v(x) & v(y) & 1 \\ w(x) & w(y) & 1 \end{vmatrix} = \begin{vmatrix} u(x) - w(x) & u(y) - w(y) \\ v(x) - w(x) & v(y) - w(y) \end{vmatrix}.$$

⟨Procedures 13⟩ ≡

```

int ccw(u, v, w)
    Vertex *u, *v, *w;
    { register double wx = (double) w-x.I, wy = (double) w-y.I;
      register double det = ((double) u-x.I - wx) * ((double) v-y.I - wy) - ((double)
        u-y.I - wy) * ((double) v-x.I - wx);
      Vertex *uu = u, *vv = v, *ww = w, *t;
      if (det ≡ 0) {
        det = 1;
        if (u-x.I > v-x.I ∨ (u-x.I ≡ v-x.I ∧ (u-y.I > v-y.I ∨ (u-y.I ≡ v-y.I ∧ u-z.I > v-z.I)))) {
          t = u; u = v; v = t; det = -det;
        }
        if (v-x.I > w-x.I ∨ (v-x.I ≡ w-x.I ∧ (v-y.I > w-y.I ∨ (v-y.I ≡ w-y.I ∧ v-z.I > w-z.I)))) {
          t = v; v = w; w = t; det = -det;
        }
        if (u-x.I > v-x.I ∨ (u-x.I ≡ v-x.I ∧ (u-y.I > v-y.I ∨ (u-y.I ≡ v-y.I ∧ u-z.I < v-z.I)))) {
          det = -det;
        }
      }
      if (n < 150)
        printf("cc(%s; %s; %s) is %s\n", uu-name, vv-name, ww-name, det > 0 ? "true" : "false");
        ccs++;
      return (det > 0);
    }

```

This code is used in section 1.

**Arc:** 4, 5, 7.

**Area:** 5.

*ccs*: 1, 2, 13.

*ccw*: 2, 10, 11, 13.

*det*: 13.

*first\_inst*: 4, 5, 6, 10, 12.

*g*: 1.

*gb\_alloc*: 4.

*gb\_graph*: 1.

**Graph:** 1.

*init\_area*: 6.

*inst*: 3, 6, 11, 12.

*main*: 1.

*mems*: 1, 2.

*miles*: 1.

*n*: 1.

*name*: 6, 9, 12, 13.

*next*: 3, 6, 10, 11, 12.

*next\_inst*: 4, 5, 6, 11, 12.

*o*: 2.

*oo*: 2, 6, 8, 10, 11.

*p*: 7.

*pred*: 3, 6, 10, 11.

*printf*: 1, 6, 9, 12, 13.

*q*: 7.

*r*: 7.

*rover*: 5, 6, 9, 11.

*s*: 7.

*serial\_no*: 5, 8.

*succ*: 3, 6, 9, 11.

*t*: 13.

*tip*: 3, 6, 10, 12.

*u*: 7, 13.

*uu*: 13.

*v*: 7, 13.

**Vertex**: 5, 7, 13.

*vertices:* 6, 8.

*vv:* 7, 8, 10, 11, 12, 13.

*w:* 7, 13.

*working\_storage:* 4, 5, 6.

*ww:* 13.

*wx:* 13.

*wy:* 13.

- ⟨ Compile two new instructions, for  $(u, vv)$  and  $(vv, v)$  12 ⟩ Used in section 11.
- ⟨ Find convex hull of  $g$  8 ⟩ Used in section 1.
- ⟨ Follow the instructions; **continue** if  $vv$  is inside the current hull 10 ⟩ Used in section 8.
- ⟨ Global variables 2, 5 ⟩ Used in section 1.
- ⟨ Initialize the array of instructions 4 ⟩ Used in section 6.
- ⟨ Initialize the data structures 6 ⟩ Used in section 8.
- ⟨ Local variables 7 ⟩ Used in section 1.
- ⟨ Print the convex hull 9 ⟩ Used in section 8.
- ⟨ Procedures 13 ⟩ Used in section 1.
- ⟨ Update the convex hull, knowing that  $vv$  lies outside the consecutive hull vertices  $u$  and  $v$  11 ⟩ Used in section 8.