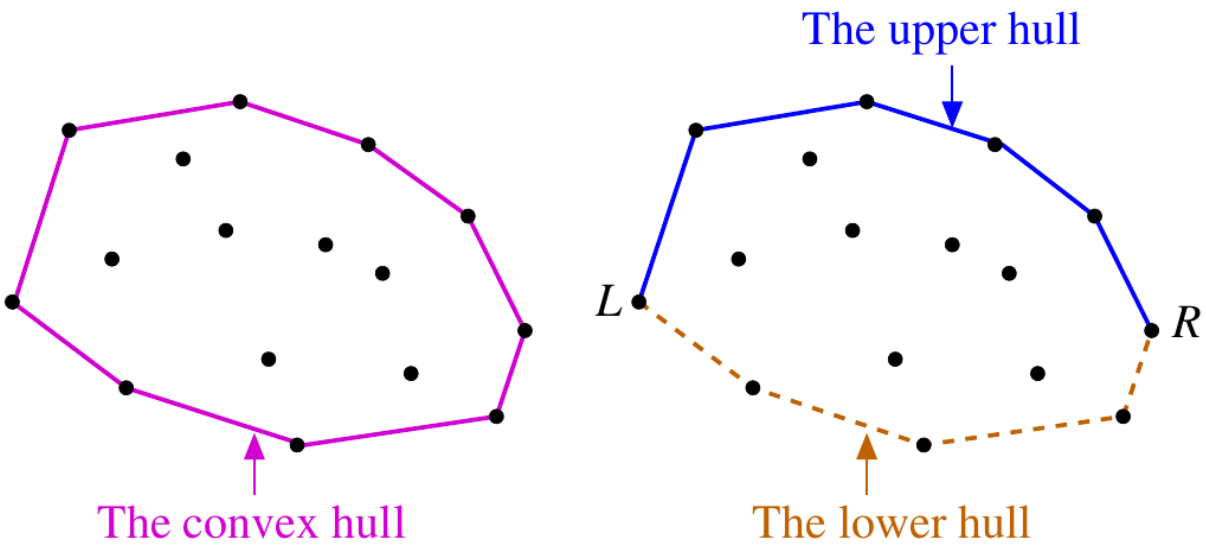
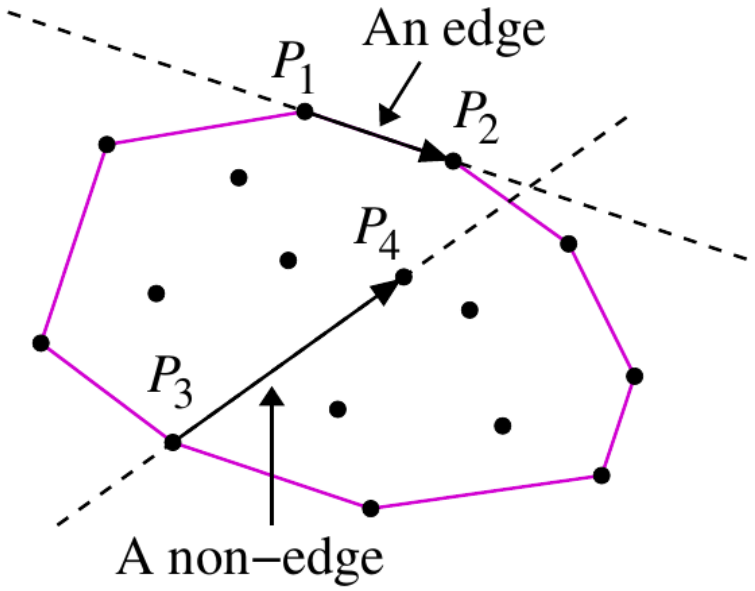
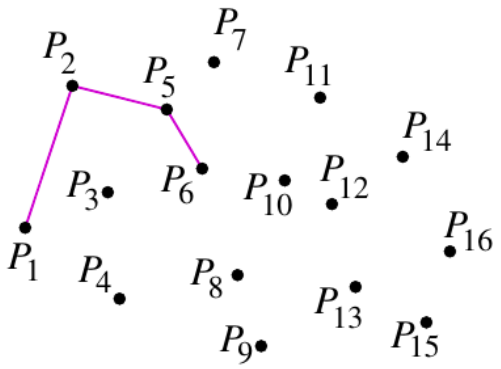
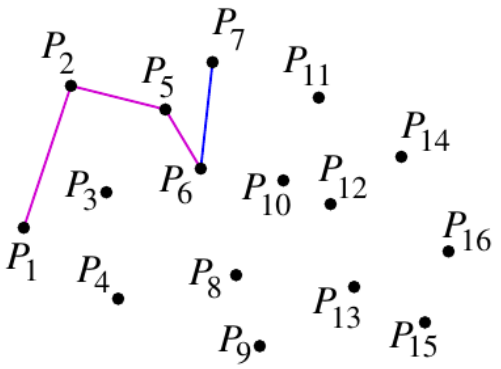

The upper hull
L
R
The convex hull
The lower hull

Explaining the naive algorithm for computing convex hulls

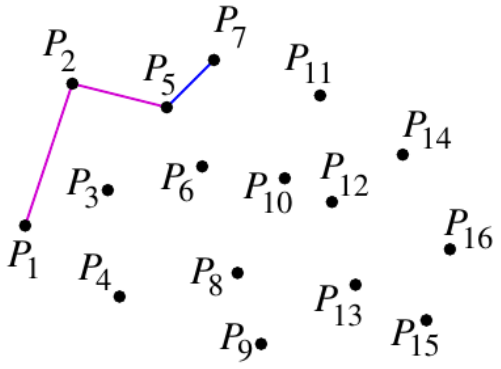




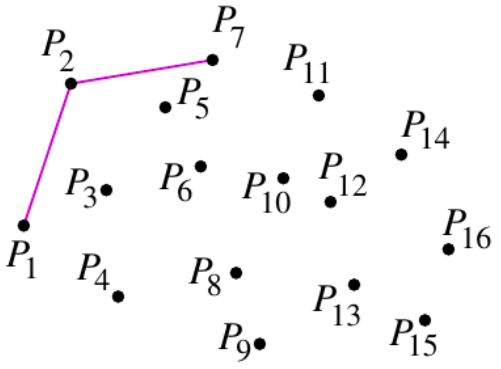
(a) Points $P_1 - P_6$ processed



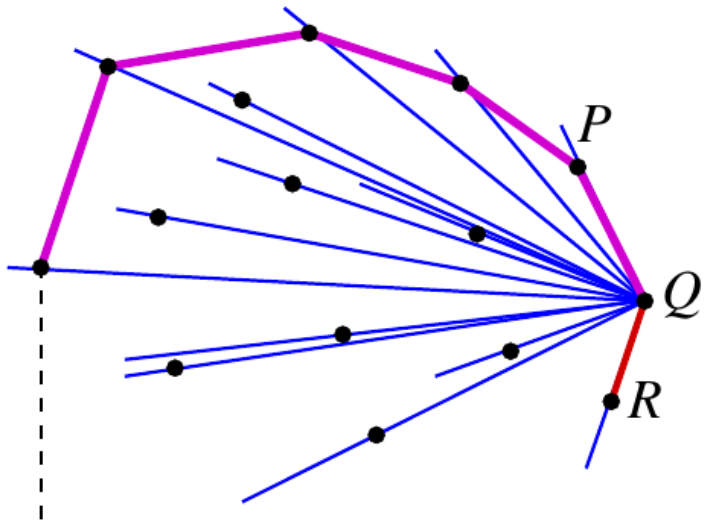
(b) P_7 added, left turn detected

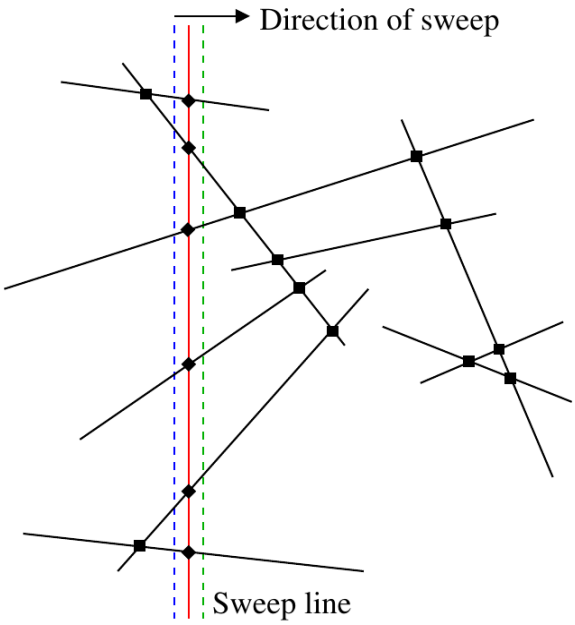


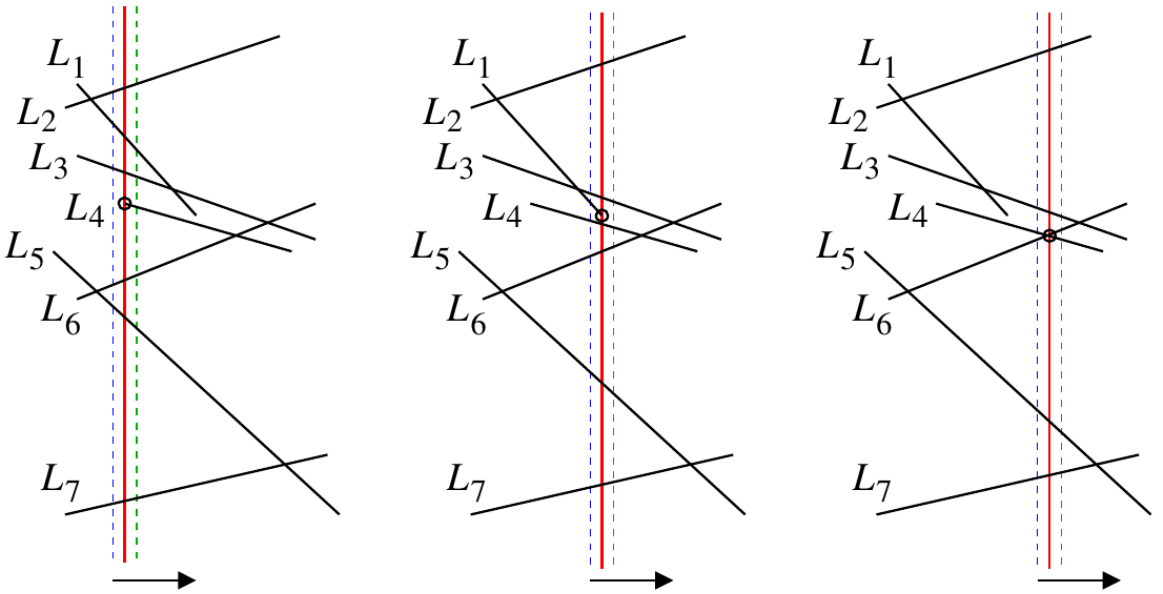
(c) P_6 deleted, left turn detected



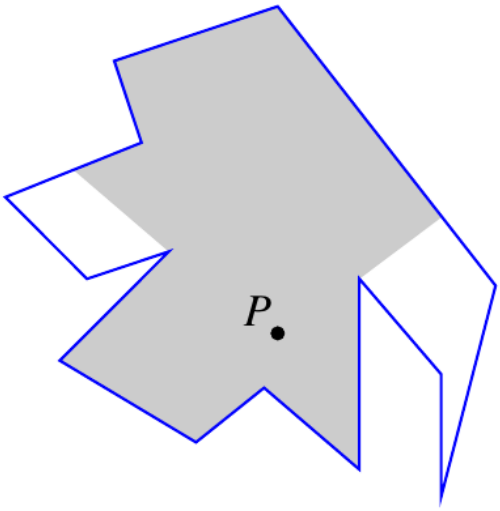
(d) P_5 deleted, iteration complete

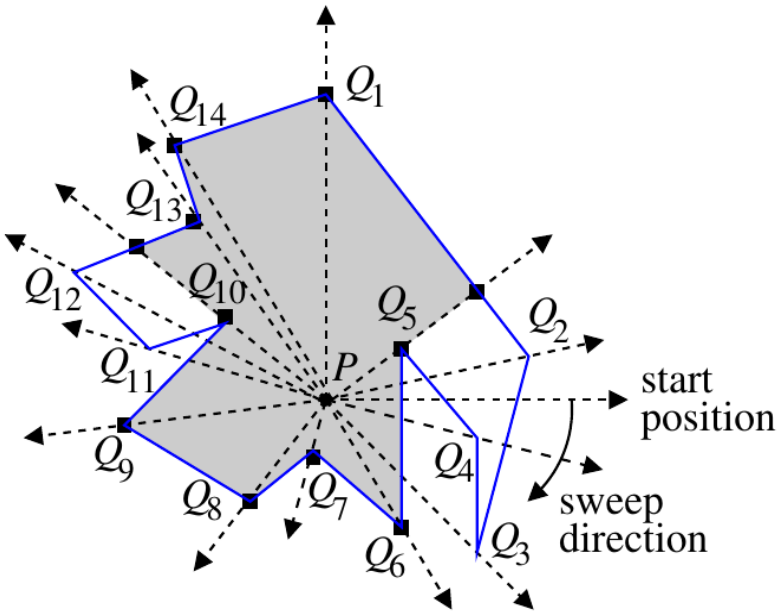

P
Q
R


Direction of sweep
Sweep line



(a) Enter segment (b) Leave segment (c) Intersection point


P


Q_1
Q_{14}
Q_{13}
Q_{12}
Q_{10}
Q_5
Q_2
Q_{11}
P
start
position
Q_9
Q_4
Q_8
Q_7
sweep
direction
Q_6
Q_3