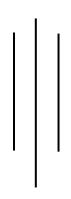
# TRIBHUVAN UNIVERSITY INSTITUTE OF SCIENCE AND TECHNOLOGY



Central Department of Computer Science and Information Technology Kirtipur, Kathmandu 2022



Lab Report: V

"Implementation of Convex Hull"

Submitted By:	Submitted To:
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Semester: 2 <sup>nd</sup>	
Roll no. 2	

#### 1. Write a program for finding convex hull using extreme point elimination

```
import matplotlib.pyplot as plt
import numpy as np
class Node:
  def __init__(self,data):
     self.data = data;
     self.previous = None;
     self.next = None;
class DoublyLinkedList:
  def __init__(self):
     self.head = None;
     self.tail = None;
  def addNode(self, data):
     newNode = Node(data);
     if(self.head == None):
       self.head = self.tail = newNode;
       self.head.previous = None;
       self.tail.next = None;
     else:
       self.tail.next = newNode;
       newNode.previous = self.tail;
       self.tail = newNode;
       self.tail.next = None;
  def deleteAllNodes(self):
      while (self.head != None):
       temp = self.head
       self.head = self.head.next
```

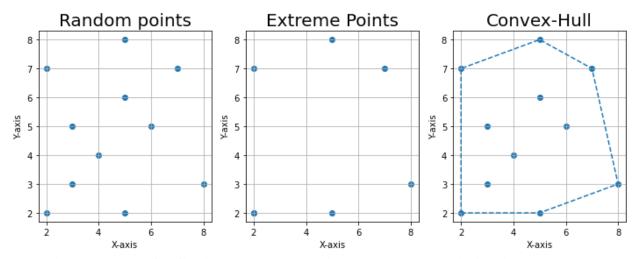
```
temp = None
class ExtremePoint(DoublyLinkedList):
  vertices_set=[]
  def __init__(self):
     super(ExtremePoint, self).__init__()
     a=int(input("Enter Number of Vertices"))
     for i in range(a):
       x,y=input("Please Enter X and Y Cordinates").split(',')
       x=float(x)
       y=float(y)
       self.vertices_set.append([x,y])
  def turntest(self,points):
     area=(points[1][0]-points[0][0])*(points[2][1]-points[0][1])-(points[2][0]-
points[0][0])*(points[1][1]-points[0][1])
     if area>0:
       return "Left"
     elif area<0:
       return "Right"
  def pointinclusion(self,I):
     cur=self.head
     turn=[]
     while cur:
       a=cur.data
       cur=cur.next
       if cur==None:
          cur1=self.head
          while cur1:
```

```
b=cur1.data
           break
     else:
        b=cur.data
     points=[a,b,l]
     turn.append(self.turntest(points))
  return turn
def pointelimination(self):
  vertices=[]
  n=len(self.vertices_set)
  for i in range(n-1):
     for j in range(n-2):
        if j != i:
          for k in range(n-3):
             if k != i and k != j:
                for I in range(n-4):
                   if I != i and I != j and I != k:
                     self.addNode(self.vertices_set[i])
                     self.addNode(self.vertices_set[j])
                     self.addNode(self.vertices_set[k])
                     turn=self.pointinclusion(self.vertices_set[l])
                     result = all(element == turn[0] for element in turn)
                      if (result):
                        if self.vertices_set[l] in vertices:
                           pass
                        else:
                           vertices.append(self.vertices_set[l])
```

```
self.deleteAllNodes()
  nonextreme=vertices
  points=list(self.vertices_set)
  for i in nonextreme:
    points.remove(i)
  return points
def sorting(self):
  Point=list(self.pointelimination())
  n=len(Point)
  X=[]
  y=[]
  for i in Point:
    x.append(i[0])
    y.append(i[1])
  centroid=[sum(x)/n,sum(y)/n]
  angle=[]
  for i in Point:
    ag=np.degrees(np.arctan2(i[1]-centroid[1], i[0]-centroid[0]))
    angle.append(ag)
  list1, list2 = zip(*sorted(zip(angle, Point)))
  return list2
def dislpay(self):
  print("\n....")
  print("Name: Sudhan Kandel","\nRoll No: 2","\nSection: A")
  print("\n....")
  print("Given random points of the polygon is:\n",self.vertices_set)
  print("\n....")
```

```
print("Extreme points are:\n",self. pointelimination())
  print("\n....")
  print("Sorted vertices are:\n",self.sorting())
def visualization(self):
  X=[]
  y=[]
  points=self.sorting()
  a=[]
  b=∏
  for i in range(len(self.vertices_set)):
     x.append(self.vertices_set[i][0])
     y.append(self.vertices_set[i][1])
  for i in points:
     a.append(i[0])
     b.append(i[1])
  a.append(a[0])
  b.append(b[0])
  fig, axes = plt.subplots(1,3, figsize = (12,4))
  axes[0].scatter(x,y)
  axes[0].grid(True)
  axes[0].set_title("Random points",fontdict={'fontsize':20})
  axes[0].set_xlabel("X-axis")
  axes[0].set_ylabel("Y-axis")
  axes[1].scatter(a,b)
  axes[1].grid(True)
  axes[1].set_title("Extreme Points",fontdict={'fontsize':20})
  axes[1].set_xlabel("X-axis")
```

```
axes[1].set_ylabel("Y-axis")
    axes[2].plot(a,b,linestyle="--")
    axes[2].scatter(x,y)
    axes[2].grid(True)
    axes[2].set_title("Convex-Hull",fontdict={'fontsize':20})
    axes[2].set_xlabel("X-axis")
    axes[2].set_ylabel("Y-axis")
    extremepoint=ExtremePoint()
    extremepoint.dislpay()
    extremepoint.visualization()
OUTPUT:
Enter Number of Vertices11
Please Enter X and Y Cordinates 5,8
Please Enter X and Y Cordinates 2,7
Please Enter X and Y Cordinates 5, 6
Please Enter X and Y Cordinates 3, 5
Please Enter X and Y Cordinates 6, 5
Please Enter X and Y Cordinates 4, 4
Please Enter X and Y Cordinates 3, 3
Please Enter X and Y Cordinates 2, 2
Please Enter X and Y Cordinates 5, 2
Please Enter X and Y Cordinates8,3
Please Enter X and Y Cordinates 7,7
Name: Sudhan Kandel
Roll No: 2
Section: A
Given random points of the polygon is:
[[5.0, 8.0], [2.0, 7.0], [5.0, 6.0], [3.0, 5.0], [6.0, 5.0], [4.0, 4.0],
[3.0, 3.0], [2.0, 2.0], [5.0, 2.0], [8.0, 3.0], [7.0, 7.0]]
Extreme points are:
 [[5.0, 8.0], [2.0, 7.0], [2.0, 2.0], [5.0, 2.0], [8.0, 3.0], [7.0, 7.0]]
Sorted vertices are:
 ([2.0, 2.0], [5.0, 2.0], [8.0, 3.0], [7.0, 7.0], [5.0, 8.0], [2.0, 7.0])
```



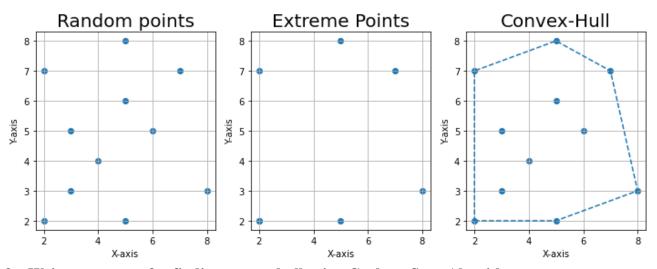
## 2. Write a program for finding convex hull using extreme edge elimination.

```
import matplotlib.pyplot as plt
import numpy as np
class Node:
  def __init__(self,data):
     self.data = data;
     self.previous = None;
     self.next = None;
class DoublyLinkedList:
  def __init__(self):
     self.head = None;
     self.tail = None;
  def addNode(self, data):
     newNode = Node(data);
     if(self.head == None):
       self.head = self.tail = newNode;
       self.head.previous = None;
       self.tail.next = None;
     else:
       self.tail.next = newNode;
       newNode.previous = self.tail;
       self.tail = newNode;
       self.tail.next = None;
  def deleteAllNodes(self):
      while (self.head != None):
```

```
temp = self.head
                       self.head = self.head.next
                       temp = None
class ExtremeEdge(DoublyLinkedList):
       vertices_set=[]
        def __init__(self):
               super(ExtremeEdge, self).__init__()
               a=int(input("Enter Number of Vertices"))
               for i in range(a):
                      x,y=input("Please Enter X and Y Cordinates").split(',')
                      x=float(x)
                      y=float(y)
                      self.vertices_set.append([x,y])
        def turntest(self,points):
               area = (points[1][0]-points[0][0])*(points[2][1]-points[0][1]) - (points[2][0]-points[0][0])*(points[1][1]-points[0][1]) - (points[2][0]-points[0][0])*(points[1][1]-points[0][1]) - (points[1][0]-points[0][0])*(points[1][1]-points[0][1]) - (points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1]-points[1][1]-points[1]-points[1]-points[1]-points[1]-points[1]-po
               if area>0:
                       return "Left"
               elif area<0:
                       return "Right"
               else:
                       return "Colinear"
        def extremedge(self):
               extreme_edges=[]
               n=len(self.vertices_set)
               for i in range(n):
                      for j in range(n):
                              if j != i:
                                      res = [None] * n
                                     line = [self.vertices_set[i], self.vertices_set[j]]
                                     for k in range(n):
                                             p=[self.vertices_set[i], self.vertices_set[j], self.vertices_set[k]]
                                              res[k] = self.turntest(p)=='Left' or self.turntest(p)=="Colinear"
                                     if set(res) == {True}:
                                              extreme_edges.append(line)
               return extreme_edges
        def extremvertex(self):
               extreme_vertex=[]
```

```
extreme_edges=list(self.extremedge())
  for i in extreme_edges:
    if i[0] in extreme_vertex:
       pass
    elif i[1] in extreme_vertex:
       pass
    else:
       extreme_vertex.append(i[0])
       extreme_vertex.append(i[1])
  return extreme_vertex
def sorting(self):
  extreme_vertex=self.extremvertex()
  n=len(extreme_vertex)
  x=[]
  y=[]
  for i in extreme_vertex:
    x.append(i[0])
    y.append(i[1])
  centroid=[sum(x)/n,sum(y)/n]
  angle=[]
  for i in extreme_vertex:
    ag=np.degrees(np.arctan2(i[1]-centroid[1], i[0]-centroid[0]))
    angle.append(ag)
  list1, list2 = zip(*sorted(zip(angle, extreme_vertex)))
  return list2
def dislpay(self):
  print("\n....")
  print("Name: Sudhan Kandel","\nRoll No: 2","\nSection: A")
  print("\n....")
  print("Given random points of the polygon is:\n",self.vertices_set)
  print("\n....")
  print("Extreme points are:\n",self. extremvertex())
  print("\n....")
  print("Sorted vertices are:\n",self.sorting())
def visualization(self):
  x=[]
  y=[]
```

```
points=self.sorting()
    a=[]
    b=[]
    for i in range(len(self.vertices_set)):
      x.append(self.vertices_set[i][0])
      y.append(self.vertices_set[i][1])
    for i in points:
      a.append(i[0])
      b.append(i[1])
    a.append(a[0])
    b.append(b[0])
    fig, axes = plt.subplots(1,3, figsize = (12,4))
    axes[0].scatter(x,y)
    axes[0].grid(True)
    axes[0].set_title("Random points",fontdict={'fontsize':20})
    axes[0].set_xlabel("X-axis")
    axes[0].set_ylabel("Y-axis")
    axes[1].scatter(a,b)
    axes[1].grid(True)
    axes[1].set_title("Extreme Points",fontdict={'fontsize':20})
    axes[1].set_xlabel("X-axis")
    axes[1].set_ylabel("Y-axis")
    axes[2].plot(a,b,linestyle="--")
    axes[2].scatter(x,y)
    axes[2].grid(True)
    axes[2].set_title("Convex-Hull",fontdict={'fontsize':20})
    axes[2].set_xlabel("X-axis")
    axes[2].set_ylabel("Y-axis")
extremeedge=ExtremeEdge()
extremeedge.visualization()
extremeedge.dislpay()
OUTPUT:
Enter Number of Vertices11
Please Enter X and Y Cordinates 5, 8
Please Enter X and Y Cordinates 7,7
Please Enter X and Y Cordinates 2,7
Please Enter X and Y Cordinates 5, 6
Please Enter X and Y Cordinates 3, 5
Please Enter X and Y Cordinates 6, 5
```



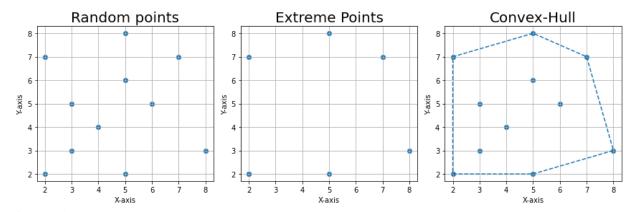
### 3. Write a program for finding convex hull using Graham Scan Algorithm.

```
import matplotlib.pyplot as plt
import numpy as np
class GrahmScan:
    vertices_set=[]
    def __init__(self):
        a=int(input("Enter Number of Vertices"))
    for i in range(a):
        x,y=input("Please Enter X and Y Cordinates").split(',')
```

```
x=float(x)
                y=float(y)
                 self.vertices_set.append([x,y])
def sorting(self):
         min_xy=min(self.vertices_set,key=lambda x:(x[1]))
         angle=[]
         for i in self.vertices_set:
                ag=np.degrees(np.arctan2(i[1]-min_xy[1], i[0]-min_xy[0]))
                 angle.append(ag)
         list1, list2 = zip(*sorted(zip(angle, self.vertices_set)))
         return list2
def turntest(self,points):
         area = (points[1][0]-points[0][0])*(points[2][1]-points[0][1]) - (points[2][0]-points[0][0])*(points[1][1]-points[0][1]) - (points[2][0]-points[0][0])*(points[1][1]-points[0][1]) - (points[1][0]-points[0][0])*(points[1][1]-points[0][1]) - (points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1][1]-points[1]-points[1][1]-points[1]-points[1]-points[1]-points[1]-points[1]-po
         if area>0:
                return "Left"
         elif area<0:
                 return "Right"
         else:
                 return "Colinear"
def extrem(self):
         stack=[]
        list2=self.sorting()
         stack.append(list2[0])
         stack.append(list2[1])
         i=2
        n=len(self.vertices_set)
         a=len(stack)
         while(i<n):
                          points=[stack[-2],stack[-1],list2[i]]
                         if self.turntest(points)=="Left":
                                  stack.append(list2[i])
                                 i+=1
                          else:
                                  stack.pop()
                                  points=[stack[-2],stack[-1],list2[i]]
                                  turn=self.turntest(points)
                                  while turn=="left":
```

```
stack.append(list2[i])
  return stack
def dislpay(self):
  print("\n....")
  print("Name: Sudhan Kandel","\nRoll No: 2","\nSection: A")
  print("\n....")
  print("Given random points of the polygon is:\n",self.vertices_set)
  print("\n....")
  print("Sorted vertices are:\n",self.sorting())
  print("\n....")
  print("Extreme points are:\n",self.extrem())
def visualization(self):
  x=[]
  y=[]
  points=self.extrem()
  a=[]
  b=[]
  for i in range(len(self.vertices_set)):
    x.append(self.vertices_set[i][0])
    y.append(self.vertices_set[i][1])
  for i in points:
    a.append(i[0])
    b.append(i[1])
  a.append(a[0])
  b.append(b[0])
  fig, axes = plt.subplots(1,3, figsize = (12,4))
  axes[0].scatter(x,y)
  axes[0].grid(True)
  axes[0].set_title("Random points",fontdict={'fontsize':20})
  axes[0].set_xlabel("X-axis")
  axes[0].set_ylabel("Y-axis")
  axes[1].scatter(a,b)
  axes[1].grid(True)
  axes[1].set_title("Extreme Points",fontdict={'fontsize':20})
  axes[1].set_xlabel("X-axis")
  axes[1].set_ylabel("Y-axis")
```

```
axes[2].plot(a,b,linestyle="--")
   axes[2].scatter(x,y)
   axes[2].grid(True)
   axes[2].set_title("Convex-Hull",fontdict={'fontsize':20})
   axes[2].set_xlabel("X-axis")
   axes[2].set_ylabel("Y-axis")
   fig.tight_layout()
   plt.show()
grahmscan=GrahmScan()
grahmscan.dislpay()
grahmscan.visualization()
OUTPUT:
Enter Number of Vertices11
Please Enter X and Y Cordinates 5, 8
Please Enter X and Y Cordinates2,7
Please Enter X and Y Cordinates 7,7
Please Enter X and Y Cordinates 5, 6
Please Enter X and Y Cordinates 3,5
Please Enter X and Y Cordinates 6, 5
Please Enter X and Y Cordinates 4, 4
Please Enter X and Y Cordinates 3, 3
Please Enter X and Y Cordinates 2, 2
Please Enter X and Y Cordinates 5, 2
Please Enter X and Y Cordinates 8, 3
Name: Sudhan Kandel
Roll No: 2
Section: A
Given random points of the polygon is:
[[5.0, 8.0], [2.0, 7.0], [7.0, 7.0], [5.0, 6.0], [3.0, 5.0], [6.0, 5.0],
[4.0, 4.0], [3.0, 3.0], [2.0, 2.0], [5.0, 2.0], [8.0, 3.0]]
Sorted vertices are:
([2.0, 2.0], [5.0, 2.0], [8.0, 3.0], [6.0, 5.0], [3.0, 3.0], [4.0, 4.0],
[7.0, 7.0], [5.0, 6.0], [5.0, 8.0], [3.0, 5.0], [2.0, 7.0])
Extreme points are:
 [[2.0, 2.0], [5.0, 2.0], [8.0, 3.0], [7.0, 7.0], [5.0, 8.0], [2.0, 7.0]]
```



## **Code Link:**

 $\underline{https://github.com/sudhankandel/CG-lab/blob/main/SUDHAN\_KANDEL\_2\_Lab5.ipynb}$