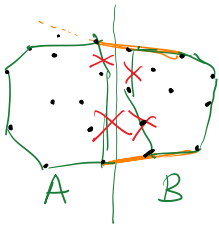


# DIVIDE AND CONQUER ALGORITHM

(recursive algorithm — alg. that calls itself)

**Pseudocode:** Sort the points by x-coordinate  
let: A = left half of the points  
B = right half of the points

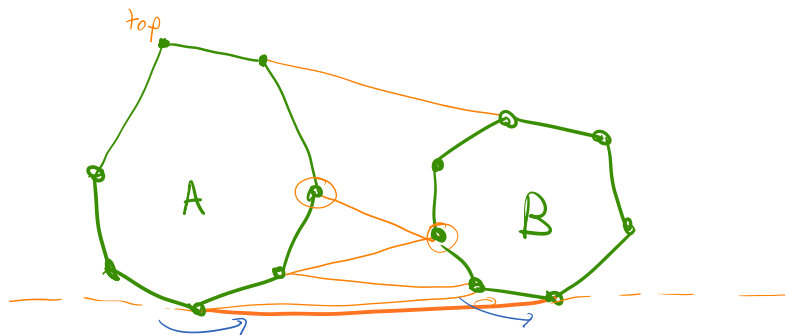


Find the convex hulls of A and B — use the divide-and-conquer alg.  
- If I get down to 3 points or less, then return those points in CCW order.

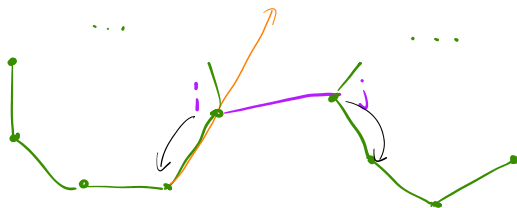
Merge the convex hulls of A and B.

↪ this is the tricky part.

**IDEA:**



**Pseudocode:**



While right turn at i or right turn at j:

If right turn at i:

decrement i

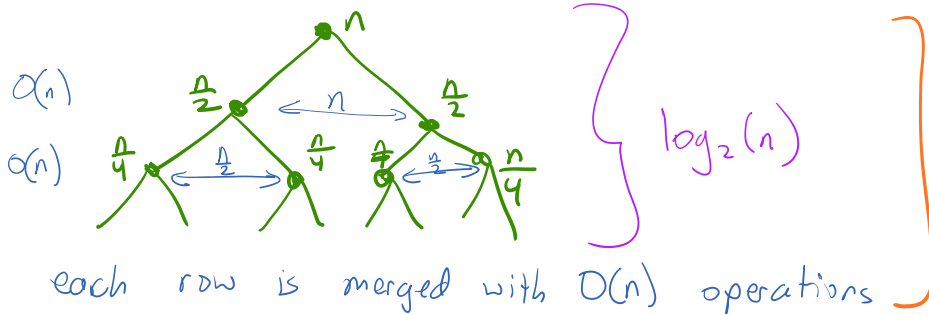
Else:

increment j

## COMPLEXITY OF RECURSIVE HULL ALG:

start with  $n$  points

we can divide  $n$  points in half  $\log_2(n)$  times



total complexity:

$$O(n \cdot \log_2 n)$$

$$= O(n \log n)$$

$$\log_2^n = \frac{\log_b n}{\log_b 2}$$

## OPTIMAL COMPLEXITY FOR 2D HULL ALGORITHMS

Sorting a list of  $n$  points: optimal algorithms require  $\Omega(n \cdot \log n)$  operations  
 at least proportional to  $n \cdot \log n$

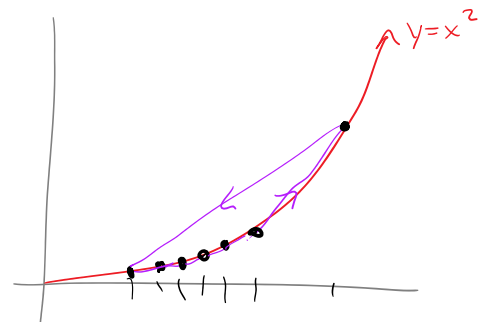
Convex hull algorithms also require  $n \cdot \log n$  operations, since if we could find a hull faster, then we could sort faster, which would be a contradiction.

Let  $(x_1, x_2, \dots, x_n)$  be a list of numbers (unsorted).

Construct a list of points  $\{(x_1, x_1^2), (x_2, x_2^2), \dots, (x_n, x_n^2)\}$

Find the convex hull of these points.

This returns a list of the hull vertices, which correspond to my original points, in order.



## 3D Convex Hulls

We need to consider points, edges, and faces.

in memory: list of points, specified by xyz-coordinates  
list of triangular faces, each specified by 3  
indexes of points

If I have a set  $S$  of  $n$  points in 3D:  
then  $\text{conv}(S)$  includes less than  $3n$  edges  
and less than  $2n$  faces.

Combinatorial  
complexity  
of a  
3D convex  
hull is  $O(n)$

## ALGORITHMS FOR 3D CONVEX HULLS

- Incremental alg: generalizes to 3D  $O(n^2)$
- Gift wrapping alg: generalizes to 3D  $O(n \cdot f)$
- Graham scan alg: ???
- Divide and conquer: generalize to 3D  $O(n \cdot \log n)$