```
// compute the anchor point and remove it from hull together with all the coincident points
private static void anchorPointSearchAndRemove () {
    Enumeration pe = hull.positions();
    Position anchor = (Position)pe.nextElement();
    anchorPoint = (Point2D)anchor.element();
    // hull contains at least three elements
    while (pe.hasMoreElements()) {
        Position pos = (Position)pe.nextElement();
        Point2D p = (Point2D)pos.element();
        int aboveBelow = geomTester.aboveBelow(anchorPoint,p);
        int leftRight = geomTester.leftRight(anchorPoint,p);
        if (aboveBelow == GeomTester2D.BELOW ||
            aboveBelow == GeomTester2D.ON && leftRight == GeomTester2D.LEFT) {
            anchor = pos;
            anchorPoint = p;
        }
        else
            if (aboveBelow == GeomTester2D.ON && leftRight == GeomTester2D.ON)
                hull.remove(pos);
    }
    hull.remove(anchor);
}

// remove the (possible) initial collinear points in hull except the farthest one from the anchor point
private static void removeInitialIntermediatePoints() {
    boolean collinear = true;
    while (hull.size() > 1 && collinear) {
        Position pos1 = hull.first();
        Position pos2 = hull.after(pos1);
        Point2D p1 = (Point2D)pos1.element();
        Point2D p2 = (Point2D)pos2.element();
        if (geomTester.leftRightTurn(anchorPoint,p1,p2) == GeomTester2D.COLLINEAR)
            if (geomSelector.closer(anchorPoint,p1,p2) == p1)
                hull.remove(pos1);
            else
                hull.remove(pos2);
        else
            collinear = false;
    }
}

// Graham's scan
private static void scan() {
    Position first = hull.first();
    Position last = hull.last();
    Position prev = hull.first();
    Position curr = hull.after(prev);
    do {
        Position next = hull.after(curr);
        Point2D prevPoint = (Point2D)prev.element();
        Point2D currPoint = (Point2D)curr.element();
        Point2D nextPoint = (Point2D)next.element();
        if (geomTester.leftRightTurn(prevPoint,currPoint,nextPoint) == GeomTester2D.LEFT_TURN)
            prev = curr;
        else {
            hull.remove(curr);
            prev = hull.before(prev);
        }
        curr = hull.after(prev);
    }
    while (!hull.isLast(curr));
```

A Case Study In Algorithm Engineering For Geometric Computing

Patrick Vollmar

A Case Study In Algorithm Engineering For Geometric Computing:

Algorithm Engineering Jeffrey S. Vitter,Christos D. Zaroliagis,1999-08-18 This book constitutes the refereed proceedings of the Third International Workshop on Algorithm Engineering WAE 99 held in London UK in July 1999 The 24 revised full papers presented were carefully reviewed and selected from a total of 46 submissions The papers present original research results in all aspects of algorithm engineering including implementation experimental testing fine tuning of discrete algorithms development of repositories of software methodological issues such as standards for empirical research on algorithms and data structures and issues in the process of converting user requirements into efficient algorithmic solutions and implementations   **Algorithms and Computation** Kyung-Yong Chwa,Oscar H. Ibarra,2003-06-29 This book constitutes the refereed proceedings of the 9th International Symposium on Algorithms and Computation ISAAC 98 held in Taejon Korea in December 1998 The 47 revised full papers presented were carefully reviewed and selected from a total of 102 submissions The book is divided in topical sections on computational geometry complexity graph drawing online algorithms and scheduling CAD CAM and graphics graph algorithms randomized algorithms combinatorial problems computational biology approximation algorithms and parallel and distributed algorithms   *Symbolic Algebraic Methods and Verification Methods* Götz Alefeld,Jiri Rohn,Siegfried M. Rump,Tetsuro Yamamoto,2001-02-12 The usual implementation of real numbers as floating point numbers on existing computers has the well known disadvantage that most of the real numbers are not exactly representable in floating point Also the four basic arithmetic operations can usually not be performed exactly During the last years research in different areas has been intensified in order to overcome these problems LEDA Library by K Mehlhorn et al Exact arithmetic with real numbers by A Edalat et al Symbolic algebraic methods verification methods The latest development is the combination of symbolic algebraic methods and verification methods to so called hybrid methods This book contains a collection of worked out talks on these subjects given during a Dagstuhl seminar at the Forschungszentrum f r Informatik Schlo Dagstuhl Germany presenting the state of the art   *Algorithms and Computation* ,1999   *Algorithm Engineering* ,2001   **Geometric Data Structures for Computer Graphics** Elmar Langetepe,Gabriel Zachmann,2006 This book focuses on algorithms and geometric data structures that have proven to be versatile efficient and fundamental It endows practitioners in the computer graphics field with a working knowledge of a wide range of geometric data structures from computational geometry   **STACS 2007** Wolfgang Thomas,2007-02-08 This book constitutes the refereed proceedings of the 24th Annual Symposium on Theoretical Aspects of Computer Science STACS 2007 held in Aachen Germany in February 2007 The 56 revised full papers presented together with 3 invited papers were carefully reviewed and selected from about 400 submissions The papers address the whole range of theoretical computer science including algorithms and data structures automata and formal languages complexity theory logic in computer science semantics specification and verification of programs rewriting and deduction as well as current challenges

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