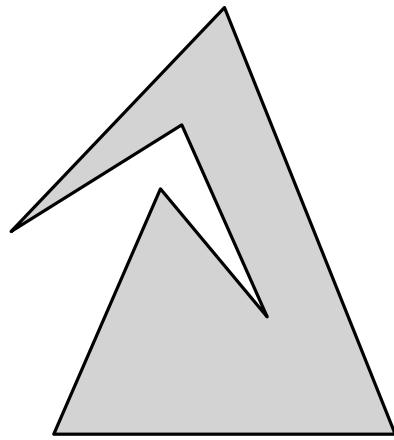
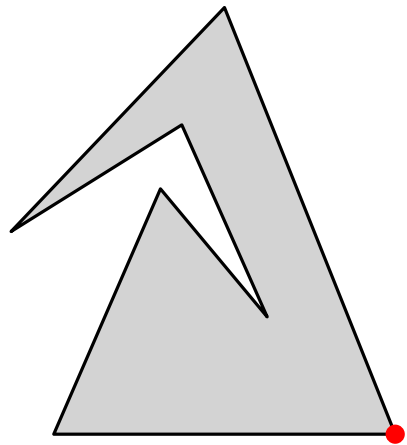
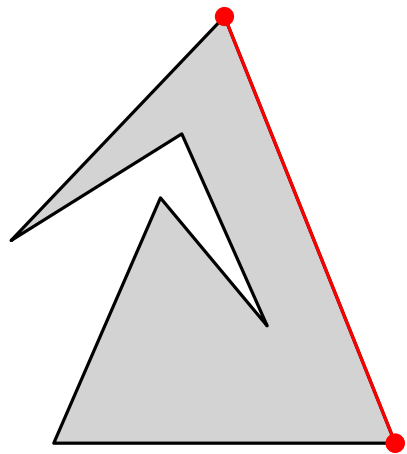
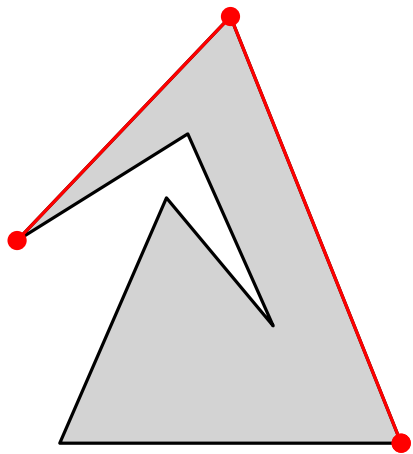


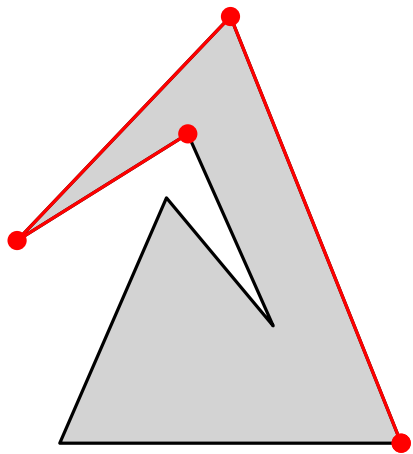
Applying Graham's algorithm to a simple polygon,
using the order of its vertices

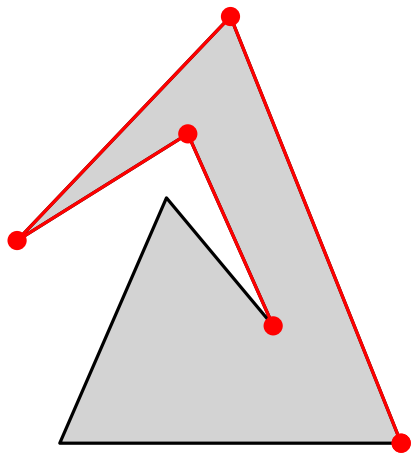


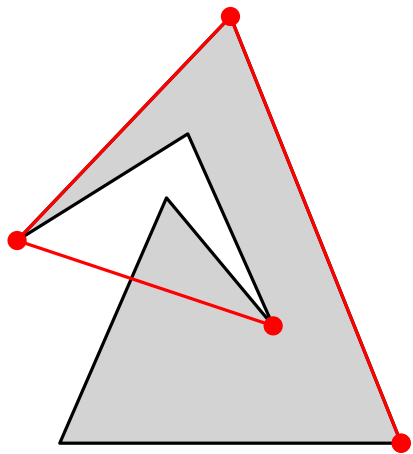


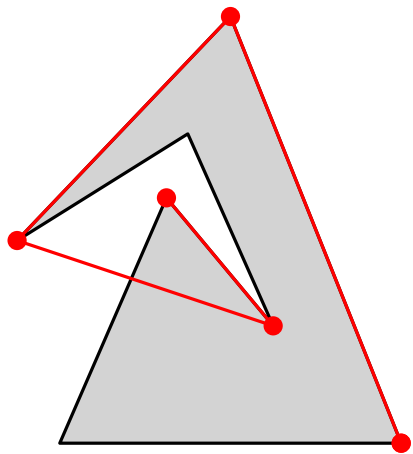


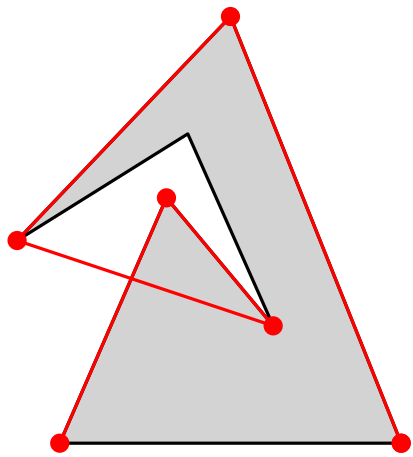


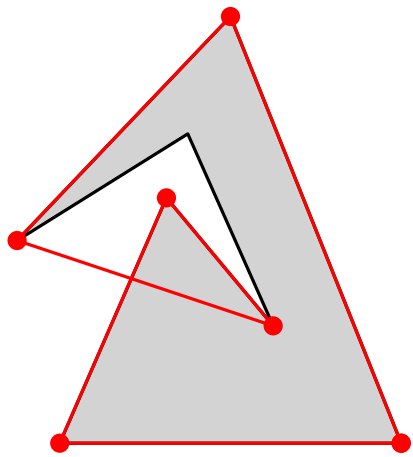


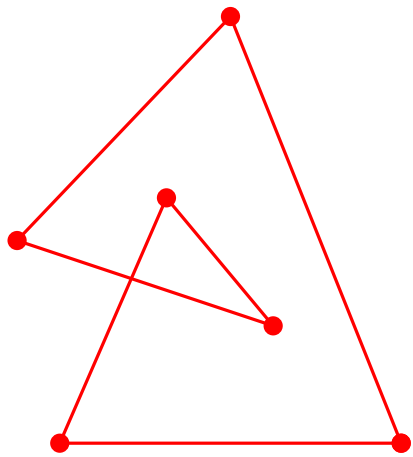




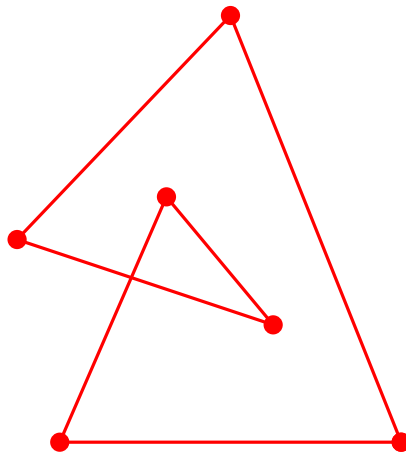






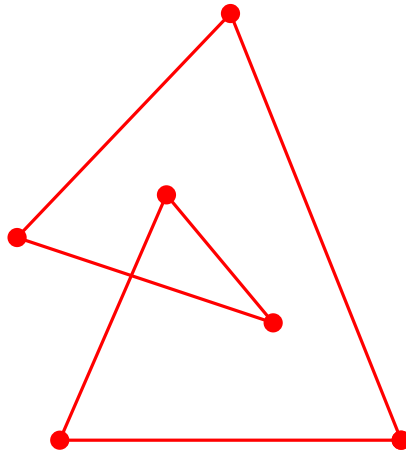


This is certainly not the convex hull of the polygon



This is certainly not the convex hull of the polygon

It is not simple!



An unusual reference

Greg Aloupis

A History of Linear-time Convex Hull Algorithms for Simple Polygons

<http://cgm.cs.mcgill.ca/~athens/cs601/>