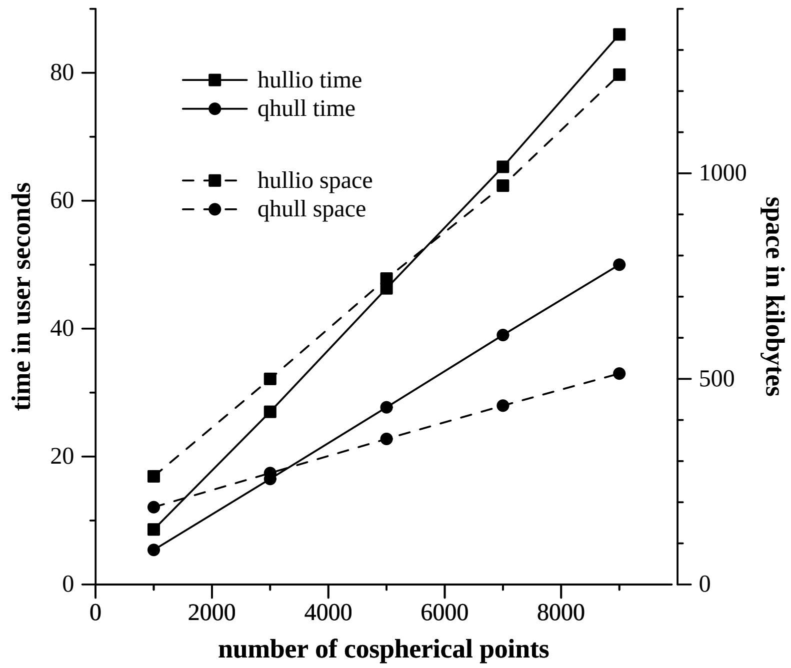

Table 1. Convex hull of random, 3-d cospherical points.
There are 1,996 facets for 1,000 vertices and 17,996 facets for 9,000 vertices.

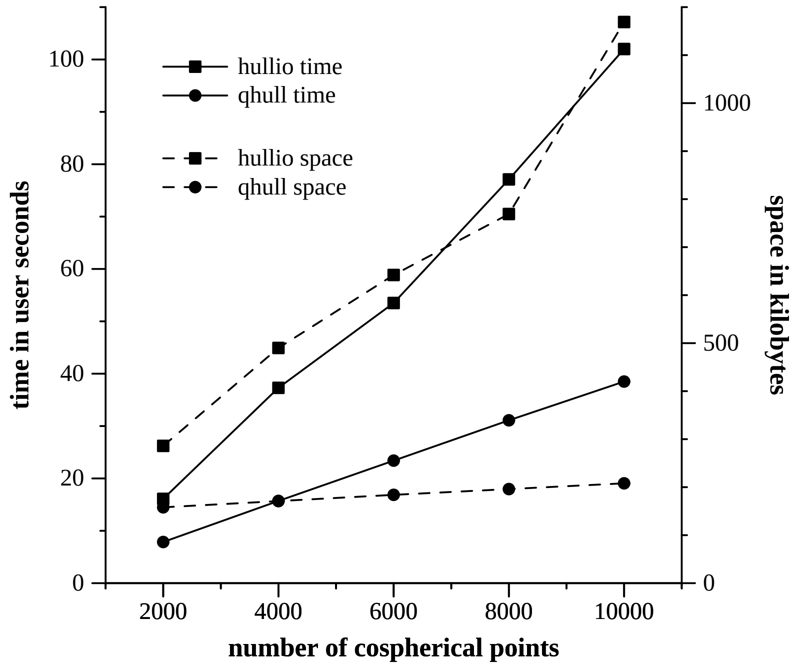

Table 2. Convex hull of random, 3-d cospherical points plus a cube
The output is 24 facets and 14 vertices.

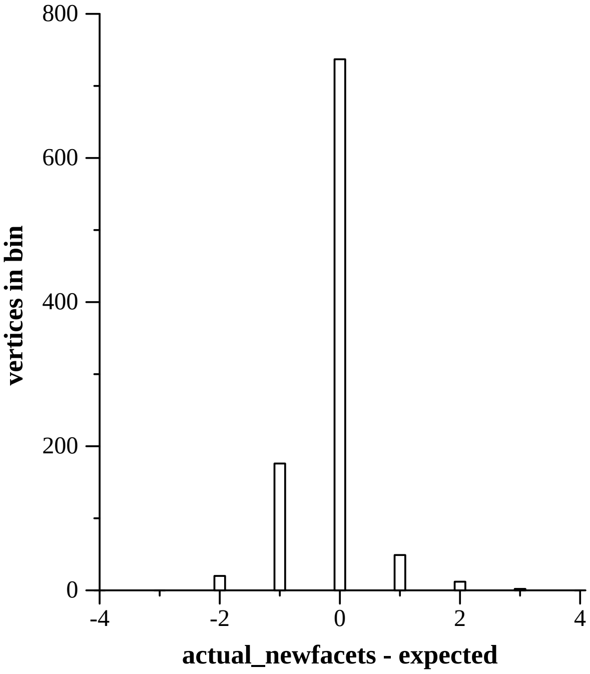

Table 3a. Balance condition for new facets.
Convex hull of 1000 points in 3-d. 1996 facets created.
Average difference is -0.5

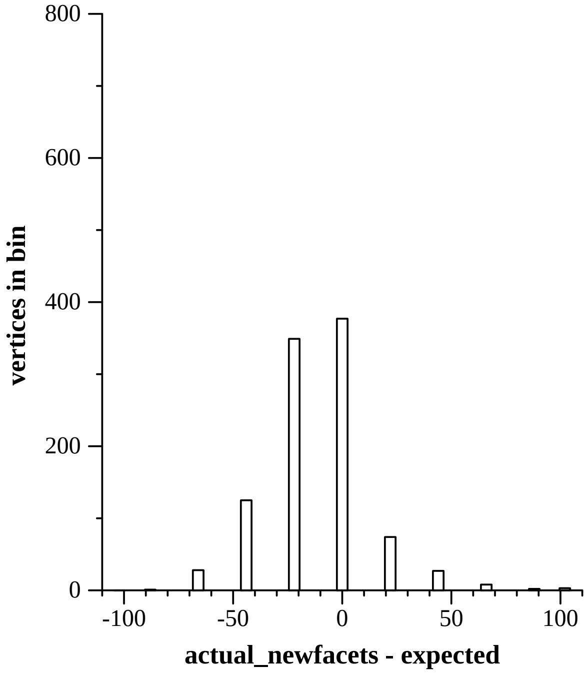

Table 3b. Balance condition for new facets.
Convex hull of 1000 points in 5-d. 27,210 facets created
Average difference is -3.3

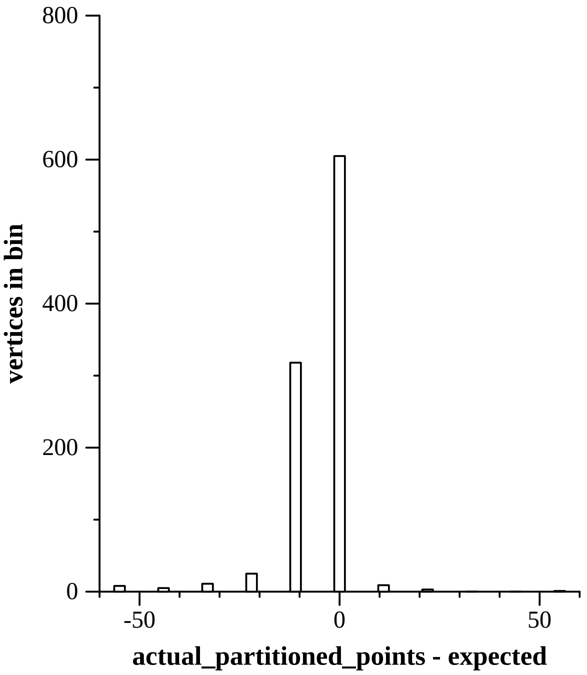

Table 4a. Balance condition for partitioned points.
Convex hull of 1000 points in 3-d.
Average difference is -2.6 and 7 vertices fall below -60

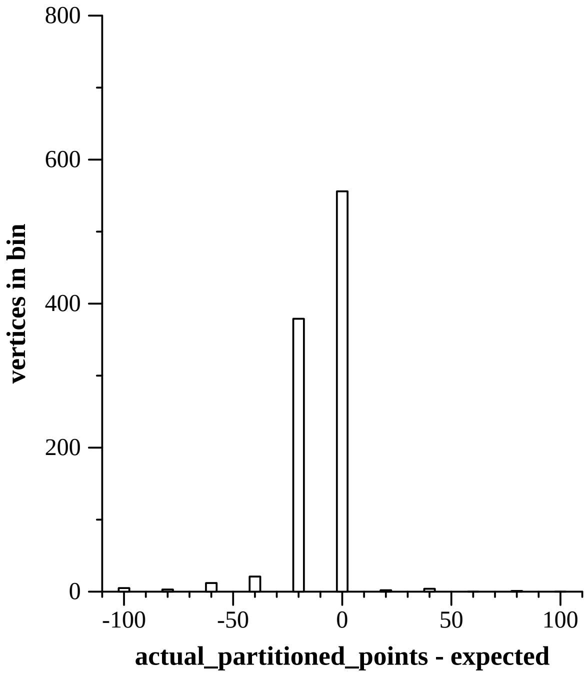

Table 4b. Balance condition for partitioned points.
Convex hull of 1000 points in 5-d.
Average difference is -3.9 and 5 vertices fall below -110

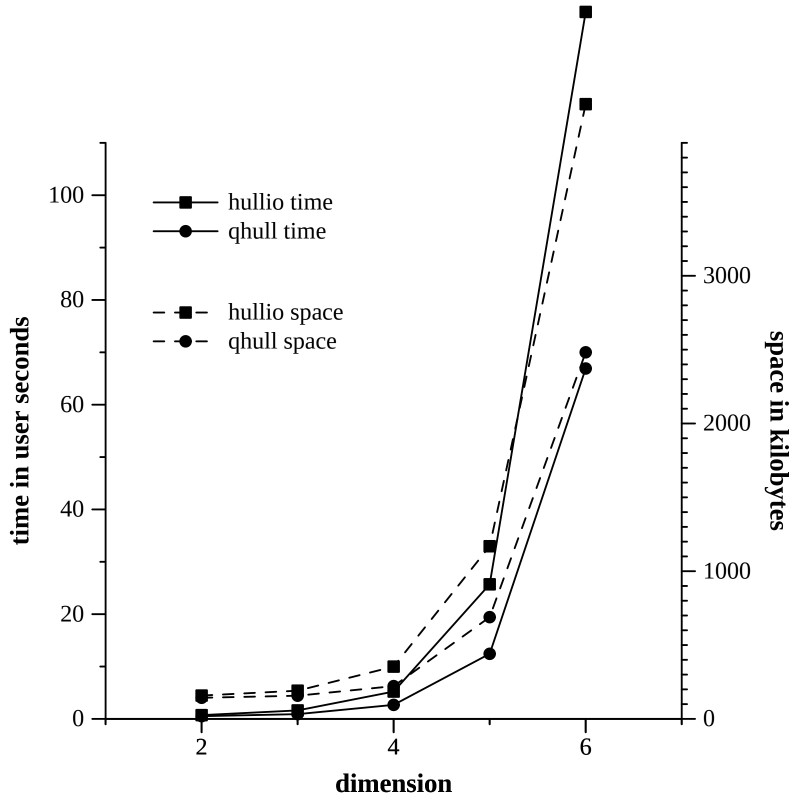

Table 5. Convex hull of 300 cospherical points
In 6-d, there are 30,310 facets and hullio ran out of memory

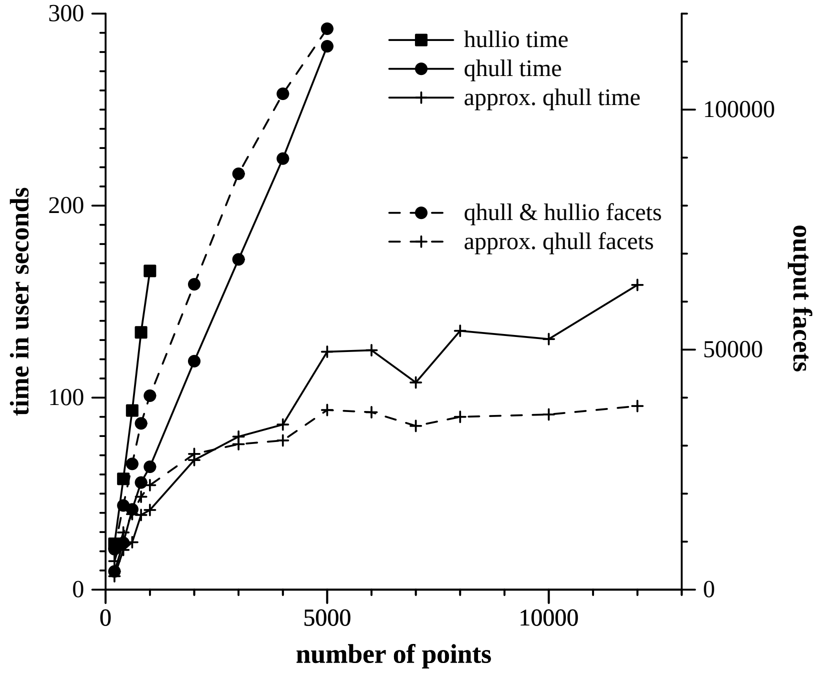

Table 6. Convex hull in 6-d of random points in a cube
Approximate qhull used ’f A0.1’