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**Faster output-sensitive skyline computation algorithm.** (English) Zbl 1371.68294  
Inf. Process. Lett. 114, No. 12, 710-713 (2014).

Summary: We present the second output-sensitive skyline computation algorithm which is faster than the only existing output-sensitive skyline computation algorithm [*D. G. Kirkpatrick* and *R. Seidel*, “Output-size sensitive algorithms for finding maximal vectors”, in: Proceedings of the 1st annual symposium on computational geometry, SCG’85. New York, NY: Association for Computing Machinery (ACM). 89–96 (1985; doi:10.1145/323233.323246)] in worst case because our algorithm does not rely on the existence of a linear time procedure for finding medians.

**MSC:**

**68U05** Computer graphics; computational geometry (digital and algorithmic aspects)  
**68Q25** Analysis of algorithms and problem complexity

**Keywords:**

skyline; output-sensitive; time complexity; worst case; computational complexity

**Full Text:** [DOI](#)

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