

#### Question 4

##### 4.1

Go through every player and calculate  $S$ , taking  $O(n)$  total time.

Since all  $s_i$  are either 0 or 1,  $S$  will equal the number of players that have a 1 as a rating and  $2n - S$  will equal the number of players that have a 0 as a rating. Once we sort players by order of skill taking  $O(n \log n)$ , we will know the indexes of where the 0-rated players start and the 1-rated players start.

Begin matching 0-rated players with 1-rated players until  $m$  is reached, keeping track of how many pairs have been matched, taking at most  $O(n)$  time, since at most there will be  $n$  pairs formed.

If  $m$  is not reached and there are only 1-rated or only 0-rated players remaining, it is not possible, as further pairings will not increase total imbalance, making  $m$  unreachable.

Once  $m$  is reached:

If the number of remaining 0-rated players is odd and 1-rated players is odd, it is not possible. This is because additional imbalances must be made in further pairings as at least 1 0-rated player must be matched with a 1-rated player, making total imbalance equal at least  $m + 1$ .

If the number of remaining 0-rated players is even and 1-rated players is even, it is possible, as further pairings can keep total imbalances at  $m$ , if each 0-rated player is matched with another 0-rated player with the same for 1-rated players.

Time complexity is  $O(n \log n)$  as sorting dominates all other steps.

##### 4.2

Subproblem:

$$0 \leq i, j \leq 2n$$

$$0 \leq T \leq S$$

$$s_i + s_{i-1} \leq 2s_i$$

Recurrence:

$$m(i) = m(i-2) + |s_{i-1} - s_i|$$

1. Both people play each other
2. Each person plays another person and those displaced people play each other
3. Each person plays

Algorithm relies on 3 things, necessitating a 3d array to store values.

Sum of all  $2 * \max(s_i, s_j)$  must be less than  $T$ , where  $1 \leq T \leq S$ .

Two cases:

1. If  $m$  is reached and there are pairs still left, the pairings thereafter must have a difference of 0
2. If  $m$  is not reached and there are no pairs left, discard the current pairings and begin again

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Base case:

If  $T = 0, i = 0, j = 0$

Order of computation:

Final answer:

Time Complexity:

Time is in  $O(n^2S)$   $2n$  things iterated over  $2n$  times  $S$  times.