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Trading - Description

The Trading solution requires a means by which to visualize the problem in three dimensions. The objective of the problem was to find the minimum three-dimensional distance, between two stars, among up to 100,000 stars in the Milky Way galaxy for one or more test cases. I approached this problem by recursively narrowing down a continuous interval of planes (a three dimensional region bounded on the left and right by variables l and r , respectively, along the x-axis) within which the solution could be found. I accomplished this by **first** sorting the vector of coordinates by monotonically increasing x-coordinate $\Theta(n \log(n))$. **Then**, the method *routes()* recursively, via $\Theta(\log(n))$ time, split the interval of the range within which the solution may be until $l - r \leq 1000$, **at which point** the algorithm would check every possible combination of points via a brute force $\Theta(n^2)$ method to find the smallest distance only within those intervals, *delta*. However, since the base case was only 1,000 elements, the brute force method can be simplified to $\Theta(1)$ because those approximate $1,000^2$ iterations were all but a large **constant**. Thus, the time to find *delta* is $\Theta(n \log(n))$ because sorting asymptotically grows faster than recursion. **Once** *delta* was found, the algorithm inserts every coordinate triplet within the range $[-\text{delta}, +\text{delta}]$ along the x-axis to a new vector of coordinates, xD . **Finally**, the algorithm calls the method *trading()* to narrow down the set of possible solutions. The method *trading()* sorts the new vector of coordinates, xD , by both the y-direction and and z-direction $\Theta(n \log(n))$. The algorithm will **subsequently** utilize brute force to find all coordinates along the y and z axes that are less than *delta* away from each other to return the **smallest** distance. Since the list is already sorted, the second inner-loop will terminate after a constant number of comparisons, once a distance is found that exceeds *delta*, hence the search is $\Theta(n)$. Therefore, the overall time complexity of this algorithm is **$\Theta(n \log n)$** , which can be represented by the recurrence $T(n) = 2T(n/2) + O(n \log n) + O(n)$ *Note the use of sequential terms that indicate run time complexities that add together rather than multiply together.

No pseudocode is required, as the code is available via Gradescope.