

# DSK814: Algorithms and Data Structures

SDU - Kolding

**Analysis of algorithms for swap puzzles**

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Try the swap puzzle on the website.

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What score did you get on your third attempt?

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What score did you get on your third attempt?

- ▶ What algorithm do you use?
- ▶ Can you say something about the best and worst running time of your algorithm for puzzles with  $n$  pieces?
- ▶ Is the running time related to the number of pieces that are correctly aligned to start with?

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- ▶ More generally, can we accurately describe all best possible algorithms?



# Model of puzzle

We model the pieces of a puzzle as the numbers  $1, 2, 3, \dots, n$ , numbered according to the layout when the puzzle is solved:

5	10	14	3
1	11	9	15
8	7	2	12
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Note: this can also be seen as an array/list:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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A list of numbers  $1, 2, 3, \dots, n$  in an array of length  $n$  also called a **permutation**

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For a puzzle with  $n$  pieces, of which  $t$  already in place, what is the maximum number of swaps?

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For a puzzle with  $n$  pieces, of which  $t$  already in place, what is the minimum number of swaps?

For each swap: at most two pieces will be in place.

Therefore at least  $(n - t)/2$  swaps.

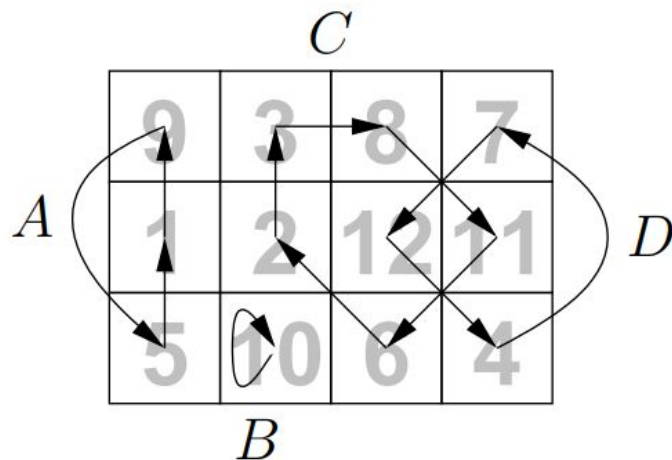
# Cycles

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**Observation:** a permutation naturally gives rise to a collection of cycles:  
A number (a piece) $t$  points to the place where it should be, namely the place with number  $t$ .

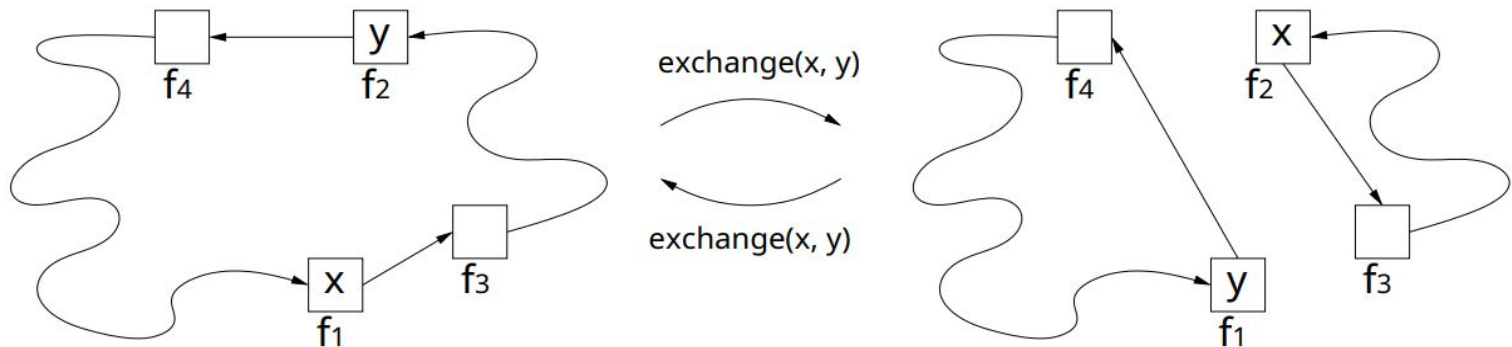




# Cycles and swaps

## Observation:

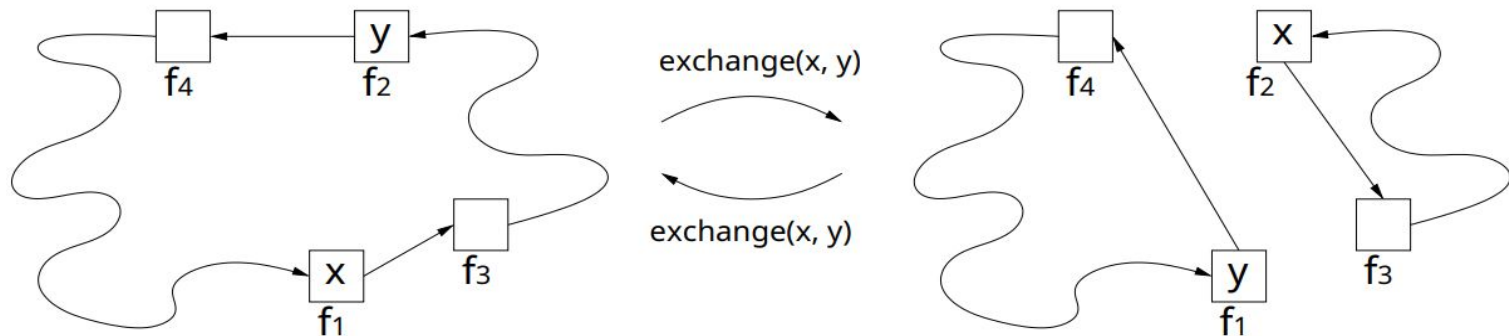
Swapping two pieces in the same cycles increases the number of cycles by exactly one. Swapping two pieces in different cycles decreases the number of cycles by exactly one:



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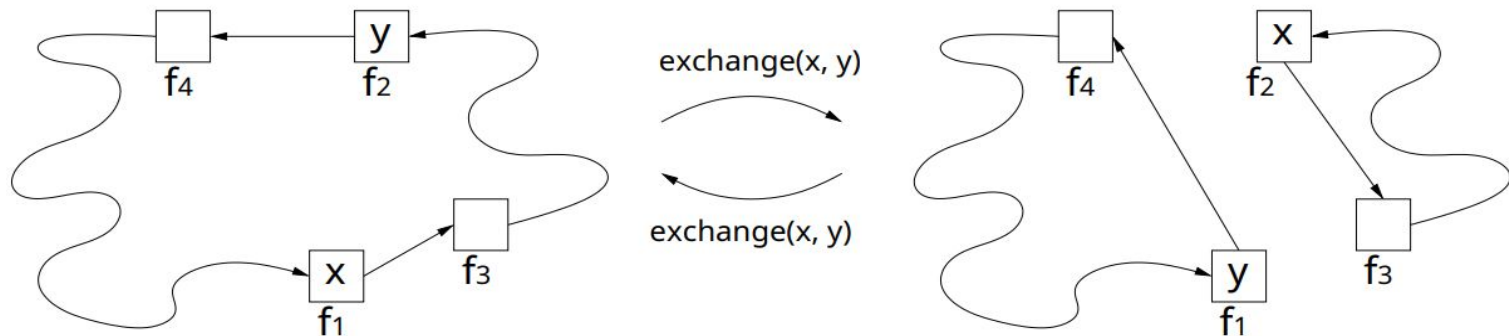


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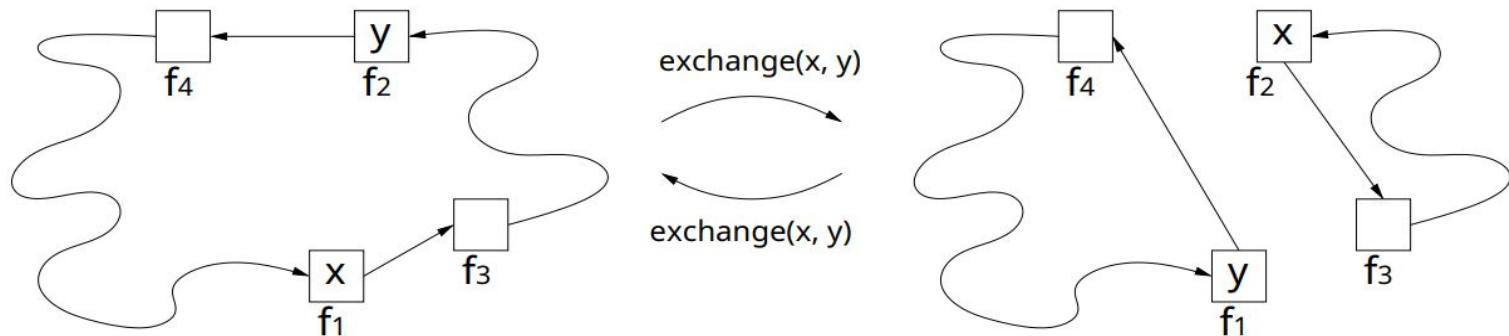
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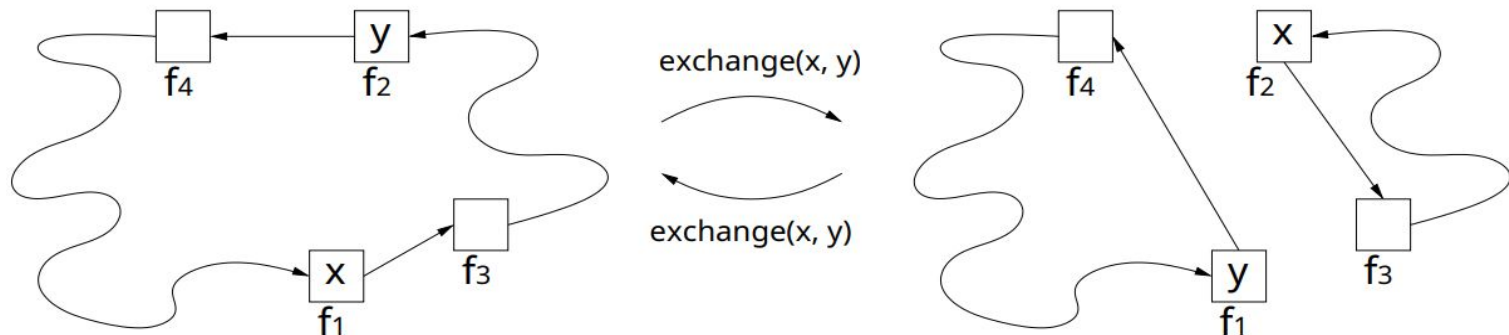
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**Conclusion:** A puzzle with  $n$  pieces and  $k$  cycles in the initial setup requires at least  $n - k$  swaps, and it can always be done with  $n - k$  swaps (for example, using the greedy algorithm, which at each step splits a cycle of length  $t$  into two cycles of length  $t - 1$  and  $1$ ).

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**Conclusion:** An algorithm uses the optimal number of swaps ( $n - k$ ) if and only if each swap is with two pieces that are in the same cycles.

# Expected number of cycles

Theorem (without proof here): The expected number of cycles in a random permutation is

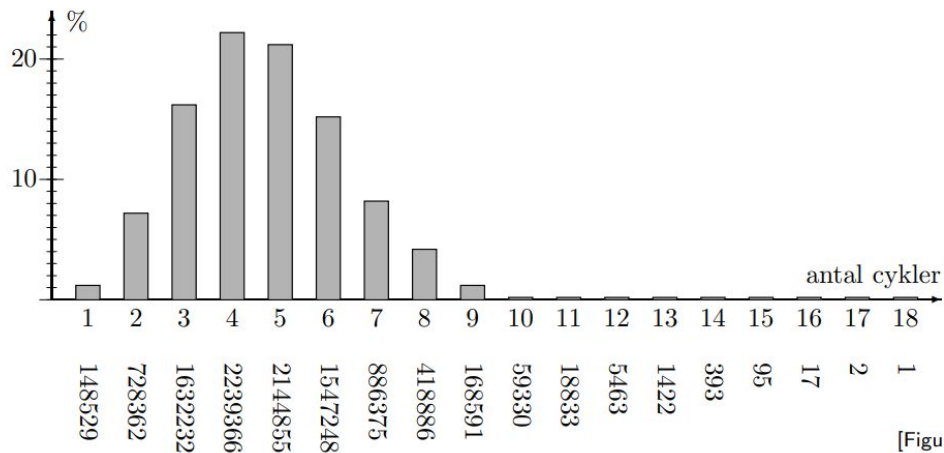
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With simulation (testing, 10,000,000 random permutations) for  $n = 64$ , the following distribution of the number of permutations is observed:



[Figur: Gerth Brodal]