

**BANGLADESH UNIVERSITY OF ENGINEERING AND  
TECHNOLOGY**

**BUET**



**CSE 204 Lab Report**

**Course No. : CSE 204**

**No of Assignment: 08**

**Name of Assignment:** Finding the second closest points in a 2D plane using divide and conquer approach

**Section : A2**

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**Complexity analysis:** The complexity of the algorithm is  $O(N \log N)$

In the base case, where the number of points is 2 or 3. It finds the closest and 2nd closest points in a constant time or  $O(1)$

So,  $T(1) = O(1)$ ,  $T(2) = O(1)$  and  $T(3) = O(1)$

The algorithm divides the problem into 2 subproblems of size  $n/2$ . Solve them and combine the solutions.

The **compareAndAdjust()** function takes  $O(1)$  time.

To add points in **pointsInStrip**, we iterate the whole **arrY** array. So complexity is  $O(n)$ . while looking at the points in the strip, there can be at most  $n$  points. So, the number of operations is  $7n$ . That means the time complexity of the merge step is  $O(n)$ .

$T(n) = 2T(n/2) + \theta(n)$

There will be  $\log n$  number of merges. So the total complexity is  $n \cdot \log n$ .

```
else if(r-l+1 > 3){
    int mid = l + (r-l)/2;
    Pair *from_left = firstAndSecondShortest(arrX, arrY, l, mid);
    Pair *from_right = firstAndSecondShortest(arrX, arrY, mid+1, r);

    compareAndAdjust(ans, from_left[0]);
    compareAndAdjust(ans, from_left[1]);
    compareAndAdjust(ans, from_right[0]);
    compareAndAdjust(ans, from_right[1]);

    double dlt = ans[1].dist;

    vector<Point> pointsInStrip;
    for(int i=0; i<=n; i++){
        if(arrY[i].x >= arrX[mid].x - dlt && arrY[i].x <= arrX[mid].x +dlt ){
            pointsInStrip.push_back(arrY[i]);
        }
    }
    int len = pointsInStrip.size();

    if(len > 1){
        for(int i=0; i< len; i++){
            for(int j=1; j < 8; j++){
                if(i+j < len){
                    compareAndAdjust(ans, Pair(pointsInStrip[i], pointsInStrip[i+j]));
                }
            }
        }
    }
}
return ans;
```

