## Closest Pair Report

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## Results

Addison-Wesley 2005. Our implementation produces the correct result, for all of the provided input/output examples (closest-pair-out.txt). The of calculated results, and given example outputs, is made when the program is run without parameters.

## *Implementation*

The implementation follows the pseudo code from page 230 in Kleinberg and Tardos, *Algorithms Design* closely.

For input sizes  $n \le 3$ , we run a naive, pairwise  $O(n^2)$  comparison algorithm. For larger inputs, we recursively divide the plane into two parts, each with  $n/2 \pm 1$  points and find the closest point-pair in the left half, the right half and the pairs who's connecting edges cross the partition – the result of course, being The recursive function has a cutoff to the  $O(n^2)$  solution, as mentioned above.

## Performance

The running time is  $n \log(n)$ . This is illustrated in the following, by use of the master theorem.

The running time is an instance of the equation

$$T(n) = aT\left(\frac{n}{b}\right) + f(n)$$

Which means we can analyse it using the master theorem: As we recursively divide the input into two parts of O(n/2) size, we have a=b=2 in the above equation, which gives us

$$k = \log_h(a) = \log_2(2) = 1$$

At each level of recursion:

- The four lists (named  $Q_x$ ,  $Q_y$ ,  $R_x$ , and  $R_y$  in both the book and our implementation) containing the points of each partition, in increasing order by x and y coordinate respectively, are constructed at O(n) cost.
- The set of points within  $\delta$  distance of the partitioning line is found at O(n) cost.

• Each point in that set is compared to the 15 following points, at  $O(n*15) \in O(n)$  cost.

In summary:  $f(n) \in O(n)$ 

Returning to the master theorem, we observe that as  $n = n^1 = n^k$ :

$$f(n) \in O\left(n^k \log^0(n)\right)$$

which, according to the  ${\tt master}\,$  theorem, means that the recursive algorithm runs in

$$O(n\log(n))$$

Before the recursion, the input is ordered by both x and y coordinates, giving  $O(n\log(n))$  preprocessing cost, which leaves the total running time as

$$O(n\log(n))$$