

# CS535 Design and Analysis of Algorithms - Assignment 4

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1. To find the contradiction, we need to find all pairs of patients  $(i, j)$  with  $(h_i > h_j)$  and  $(w_i < w_j)$  or  $(h_i < h_j)$  and  $(w_i > w_j)$ . A trivial approach would be comparing each of patient's weight and height with every other's. This algorithm works but not efficient and takes  $O(n^2)$ .

Instead, we can solve the problem with the following algorithm:

- Sort the patients by their heights in ascending order using algorithms like merge sort. This step takes  $O(n \log n)$ .
- Now we have list of patients ordered by their heights. If there is no contradiction here, weights should also be in ascending order. Merge sort has a really convenient pattern here to detect any contradiction in the hypothesis. When merging, everytime there when there is a  $w_i > w_j$  where  $h_i < h_j$ , it chooses  $w_j$  first and then  $w_i$ , ensuring the correct order. We can take advantage of this logic to count every contradiction pair. In short, we can sort the list again by their weights using merge sort and instead of just merging, we count the number of times when have to choose from the right list first before left list is empty. After this sort, we are left with the result. This step also takes  $O(n \log n)$ .

In total, the time complexity is  $O(n \log n + n \log n) = O(n \log n)$ .

Algorithm pseudocode:

```
merge(P, L, M, R):
    result=0
    i=L, j=M
    replacement=[]
    while i<M && j<R:
        if P[i].weight<=P[j].weight:
            replacement.add(P[i])
            i++
        else:
            result+=M-i+1
            replacement.add(P[j])
            j++
    P[L,R+1]=replacement
    return result

merge_sort(P, L, R):
    result=0
    if (L<R):
        result+=merge_sort(P,L,(L+R)/2)
        result+=merge_sort(P,(L+R)/2+1,R)
        result+=merge(P,L,(L+R)/2,R)

main(P):
```

```

sort(P) by height;
result=merge_sort(P, 0, length(P)-1)
return result;

```

2. The tree  $T$  is a perfect binary tree since it is a complete binary tree with  $n = 2^d - 1$  nodes. For a node to be a local minimum, all its neighbors' values are more than its value. Because we are given a binary tree, there are at most 3 neighbors, a parent and two children. A root has 2 children neighbors and a leaf node has 1 parent neighbor.

We can achieve  $O(\log n)$  complexity with the following approach:

- We start from the root of  $T$ .
- We check the value of each of its neighbors and compare them with the current node's value.
- Then we go to the smallest value node.
- If the current node is the smallest, we found a local minimum.

This algorithm is correct because we only go down the tree and never go back up. Going back up to a parent means  $x_{parent} < x_{child}$ . However, we are moving down the tree only when the parent's value is more than at least one of its children's value. We would never go down to the child if  $x_{parent} < x_{child}$  was the case in the first place.

This means in the worst case scenario, the length of the traversal is only the depth of the binary tree  $d$ . The time complexity of this algorithm is therefore  $O(d)$  and we know that  $n = 2^d - 1$  so  $d = \log(n+1)$ . This makes the time complexity  $O(\log(n+1)) = O(\log n)$ .

Algorithm pseudocode:

```

local_min(T):
    if (T is leaf node):
        return T
    if (T.val < T.left.val && T.val < T.right.val):
        return T

    if (T.left.val < T.val && T.left.val < T.right.val):
        return local_min(T.left)
    else:
        return local_min(T.right)

main(T):
    return local_min(T)

```

3. When  $k$  is chosen to be  $\sqrt{n}$  then the number of partition becomes  $n/(2\sqrt{n}+1)$ .

- We are given that finding a median of each group is  $O(1)$  time. So for all columns it's  $O(n)$ .
- Finding median of median recursively:  $FOUND(M, \frac{n}{2(2\sqrt{n}+1)})$ .  $T(\frac{n}{2(2\sqrt{n}+1)})$
- Use median of median to partition takes  $O(n)$ .
- The rank of  $p$  is:

$$\frac{n}{2(2k+1)}(k+1) \leq \text{rank}(p) \leq n - \frac{n}{2(2k+1)}(k+1)$$

The number of items in partitions A and B. (This is taken from lecture note). Recursive call of the function is limited by the upper limit:

$$T(n - \frac{n}{2(2\sqrt{n}+1)}\sqrt{n}+1) = T(n \frac{4\sqrt{n}+2-\sqrt{n}-1}{4\sqrt{n}+2}) = T(n \frac{3\sqrt{n}+1}{4\sqrt{n}+2})$$

The recurrence is therefore:

$$T(n) = O(n) + T\left(\frac{n}{2(2\sqrt{n}+1)}\right) + O(n) + T\left(n\frac{3\sqrt{n}+1}{4\sqrt{n}+2}\right)$$

For sufficiently large  $n$ ,  $T\left(\frac{n}{2(2\sqrt{n}+1)}\right) \approx T(\sqrt{n})$  and  $T\left(n\frac{3\sqrt{n}+1}{4\sqrt{n}+2}\right) \approx T\left(\frac{3}{4}n\right)$ . We can neglect  $T(\sqrt{n})$  for large  $n$  too. So, the recurrence becomes:

$$\begin{aligned} T(n) &= O(n) + T(\sqrt{n}) + O(n) + T\left(\frac{3}{4}n\right) \\ &= O(n) + T\left(\frac{3}{4}n\right) \end{aligned}$$

If we plug in master theorem, we get:

$$a = 3, b = 4, d = 1 \Rightarrow \log_b a = \log_4 3 < 1$$

$$T(n) = O(n^d) = O(n)$$

4. In this problem, I am assuming the greedy problem works by choosing the shortest edge first. Then we choose the next smallest edge unless it intersects the chosen edges. We keep running this until we are left with all triangles.

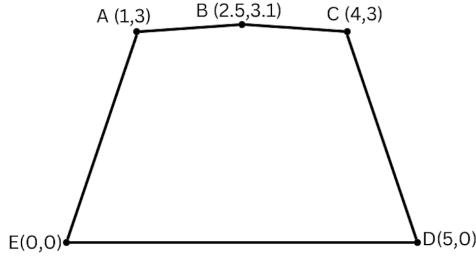


Figure 1: We have the above 5 convex polygon points and we want to find non-intersecting diagonals that divides the pentagon to triangles.

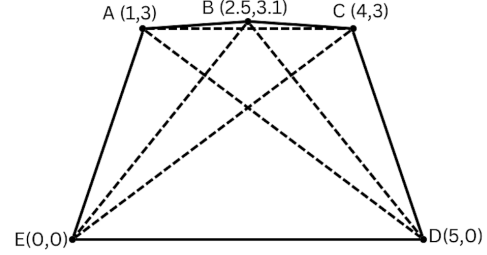


Figure 2: There are total of 5 possible diagonals. We can choose  $n - 3 = 2$  of them to solve this problem.

Let's calculate each of these diagonal's lengths.

- $l_{AC} = \sqrt{(4-1)^2 + (3-3)^2} = \sqrt{9} = 3$
- $l_{AD} = \sqrt{(5-1)^2 + (0-3)^2} = \sqrt{25} = 5$
- $l_{BD} = \sqrt{(5-2.5)^2 + (0-3.1)^2} = \sqrt{25} = 3.98$
- $l_{BE} = \sqrt{(0-2.5)^2 + (0-3.1)^2} = \sqrt{25} = 3.98$
- $l_{CE} = \sqrt{(0-4)^2 + (0-3)^2} = \sqrt{25} = 5$

The order of the length:  $l_{AC} < l_{BD} = l_{BE} < l_{AD} = l_{CE}$

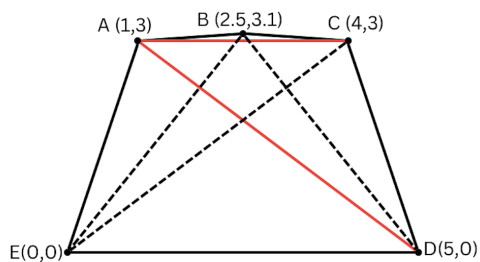


Figure 3: If we run greedy algorithm, we choose AC diagonal first because it is the shortest. Then, we can choose either BD or BE, but since they both cross AC, we skip. So, we can either choose AD or CE and let's say we choose AD. The result is, AC and AD with total length  $l_{AC} + l_{AD} = 3 + 5 = 8$ .

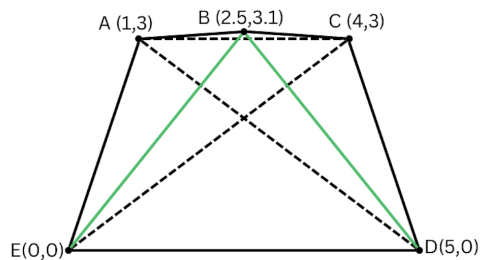


Figure 4: However, the optimal solution is not AC and AD. We actually have a better solution, that doesn't contain the shortest diagonal in this polygon. If we choose BE and BD, the total length is  $l_{BE} + l_{BD} = 3.98 + 3.98 = 7.96$ , which is less than 8. Therefore, dynamic programming will yield the optimal result and not necessarily greedy algorithm.

5.

6.