

Closest Pair Report

Bjarke Brodin (bjal), Bjørnar Haugstad Jåtten (bjja), Helle Friis (hefr) and Simon Boye Jørgensen (sboj)

September 16, 2022

Problem

Given a list of points (x_i, y_i) in two-dimensional euclidean space, find a pair with the minimal distance between the two points of any pair.

Algorithm

We solve the problem using the divide-and-conquer algorithm exactly as described by Kleinberg and Tardos in [1, ch. 5.4], a short outline of the algorithm as they describe it is given below.

We first sort all the points by their x coordinate once, then we apply a mergesort-like recursion, described as follows.

Given a list of points P , if $|P| < 4$ then find the minimal distance by brute force, this is the bottom of our recursion. if $|P| \geq 4$ however, then we partition the list in halves using the median x coordinate, m_x and recursively obtain the minimum (pair) distance of each sublist $\min_{\text{left}}, \min_{\text{right}}$. Having obtained the local solutions for each list, we then apply a merge step.

In order to merge we need to consider the pairs that have a point in each partition, which we can do by examining just the sublist $(x_i, y_i) \in P$ where $m_x - \delta \leq x_i \leq m_x + \delta$ with $\delta = \min(\min_{\text{left}}, \min_{\text{right}})$. Since this list has points $O(n)$, we sort it by y coordinates, and then consider only points in proximity in this order. As shown in [1, ch. 5.4] (statement 5.10), we need only consider pairs of points within 15 positions of each other within this list.

Analysis

We give a brief asymptotic analysis of our implemented algorithm.

Initially we apply a sort, this is done using java standard library `Arrays.sort`, which is just Timsort, and thus has a worst case bound of $O(n \log n)$.

Then for each merge step in the recursion, we again apply a sort of $O(n \log n)$, then a linear scan to compute the distance, this is $O(n)$.

In order to compute the split, we perform two binary searches of $O(\log n)$. Additionally, we copy the sublists needed for the recursion $O(n)$ at each step (this can be optimized away, but we had no need).

This leaves us with $O(n \log n + \log n(n \log n + n + \log n)) = O(n \log n \log n) = O(n \log^2 n)$ since it can easily be shown that mergesort-like recursion does $\log n$ recursive steps, each amounting to n work ($n \log n$ in our case, since we apply a sort of $O(n)$ elements to obtain the y ordering).

Results

We have created a script, `run-tsp-files.sh`, that generates a `diffOutput.txt` file that shows the difference between our output (which can be found in the file `output.txt`), and the given output file from the assignment. As we can see in the `diffOutput.txt` file, there are some differences, however, these are only related to decimal rounding errors.

References

[1] John Kleinberg and Eva Tardos, *Algorithm Design*, 1st ed. ,Boston: Addison Wesley, 2006.