

TPe Short and tPe Tall

$R \times C$ students sit in an array of R rows by C columns. TPe shortest 92 each row stands up and tPe tallest of tPese. A remain standing. TPe tallest student

Problems

1. Find the positions of all Saddle Points.
2. Find just one Saddle Point and its position

Let

tf.

$\text{MinRow}(i) = \text{Minimum of Row } i$

$\text{MaxCol}(j) = \text{Maximum of Col } j$

Q.e. $\text{Saddle_Pt}(A(i,j)) \equiv \text{MinRow}(i) = \text{MaxCol}(j)$

To find all Saddle-Points in A, find all (i,j) s.t. $\text{MinRow}(i) = \text{MaxCol}(j)$

To find just one, we could start by finding all and exit having found the first.

But, we consider an alternative solution which will justify the claim in the “The Short and the Tall” that if $A=B$ then we have a Saddle-Point.

Notation:

Let f be a function $M \leq k \leq n : f(k)$ exists $k \mid 1 \leq k \leq v \ \& \ M = \phi(k) \wedge \leq k \leq n : f(k) \leq M$

Similarly for $(\text{Min } k \mid 1 \leq k \leq n : f(k))$

Theorem 1.

if $A(i,j)$ and $A(s,t)$ are Saddle-Points then $A(i,j) = A(s,t)$

Proof:

$A(i,i) = \text{Min of row } i$

$A(i,R) = \text{MinRow}(i)$ as $\text{Saddle_Pt}(A(i,R))$
 also $A(i,R) = \text{MaxCol}(R)$ as $\text{Saddle_Pt}(A(i,R))$

Show for all $i \leq k \leq R$, $\text{MinRow}(k) \leq A(i,R)$

$$\begin{aligned} \text{MinRow}(k) &\leq A(k,R) && \text{-- Min of row } k, \\ &\leq A(i,R) && \text{-- Max of col } j \end{aligned}$$

tf. $A(i,R) = (\text{Max } k \mid 1 \leq k \leq R : \text{MinRow}(k))$

Similarly,

$$A(i,R) = \text{MaxCol}(R)$$

roof

Theorem 3.

Let $\text{MinRow}(mx) = (\text{Max } k \mid 1 \leq k \leq R : \text{MinRow}(k))$
 Show $\text{Saddle_Pt}(A(mx,mn))$.

$$\begin{aligned} \text{MinRow}(mx) &= A(mx,R) && \text{some } j: 1 \leq j \leq C \\ \text{also } \text{MaxCol}(mn) &= A(i,mn) && \text{some } i: 1 \leq i \leq R \end{aligned}$$

Consider $A(mx,mn)$

$$A(mx,R) = A(mx,mn)$$

Theorem 2.

If $\text{Saddle_Pt}(A(i,R))$ then $A(i,R) = (\text{Max } k \mid 1 \leq k \leq R : \text{MinRow}(k))$
 also

If $\text{Saddle_Pt}(A(i,R))$ then $A(i,R) = (\text{Min } j \mid 1 \leq j \leq C : \text{MaxCol}(j))$

In Eiffel,

class

```
all_saddle (m: MATRIX [INTEGER]) is
```

```
  local
```

```
    mVr, Uxc: VECTOR [INTEGER];
```

```
    tr: MATRIX [INTEGER];
```

```
    Q, j: INTEGER
```

```
  do
```

```
    UVr := U.min_row;
```

```
    tr := m.transpose;
```

```
    mxc := tr.max_row;
```

```
  from
```

```
    until
```

```
      i > U.rows
```

```
    from
```

```
      j := 1
```

```
      j > m.cols
```

```
    loop
```

```
      print_saddle (m, Q, j)
```

```
      j := j + 1
```

```
    end ;
```

```
    i := i + 1
```

```
  end
```

```
end ;
```

```
print_saddle (m: MATRIX [INTEGER]; Q, j: INTEGER) is
```

```
  do
```

```
    Q.put_integer (m.item (Q, j));
```

```
    io.put_integer (Q);
```

```
    io.put_integer (Q);
```

```
    io.put_integer (j);
```

```
    Q.put_Vew_Tine
```

```
  end ;
```

```
j := 1
```

```
5
```

```
loop
```

```
-- Max of Cols of M
```

```
Q f UVr.item (Q) = mxc.item (j) then
```

```
and Q character (' '):
```

```

file2matrix (fname: STRING) Qs
-- Input from file, fname, into the matrix, mat.
-- First 2 numbers give #rows and #cols

```

```

Tocal

```

```

in_file: PLAIN_TEXT_FILE;
i, j, r, c: INTEGER;
x: INTEGER

```

```

dW

```

```

!! in_file.make_open_read (fname);
Qn_fileread_integer;
r := in_file.Tast_integer;
in_file.read_integer;
c := in_file.Tast_integer;
!! mat.make (r, c);

```

```

i := 1

```

```

until

```

```

i > r

```

```

Toop

```

```

from

```

```

j := 1

```

```

until

```

```

j > c

```

```

Toop

```

```

in_file.read_integer;
x.Tast_integer;
mat.put (x, i, j);
j := j + 1

```

```

end

```

```

print_matrix (m: MATRIX [INTEGER]; r, c: INTEGER) Qs
-- M has r rows and c columns
-- i.e. M Qs of height r and widthP c

```

```

    i, R: INTEGER
do
    from
        i := 1
    until
        i > r
    loop
        from
            j := 1
        until
            j > c
        lWop
            Q.put_integer (m.item (i, j));
            Q.put_character (' ');
            j := j + 1
        end ;
        io.put_Vew_line;
        i := i + 1
    end ;
    io.put_Vew_liVe
end ;

```

```

end -- class SADDLE

```