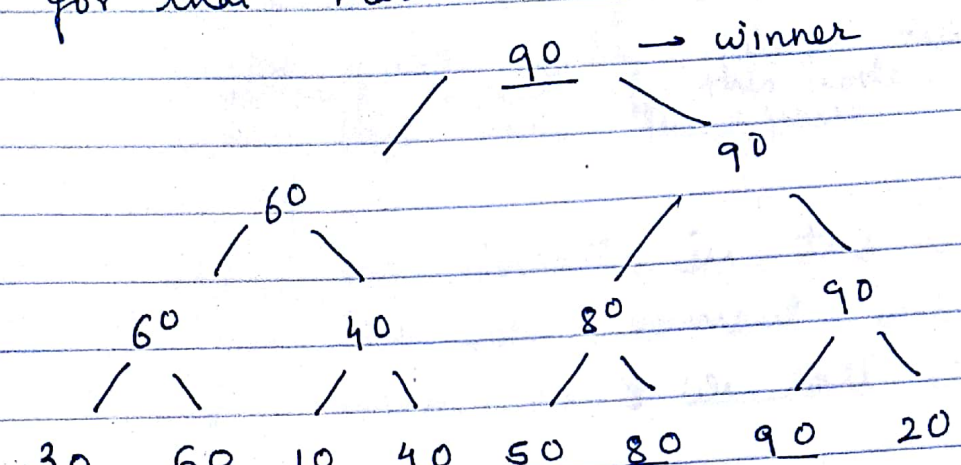
CSE 551: Homework 2

(1) Example of tournament tree:
[30, 60, 10, 40, 50, 80, 90, 20]
The node with max value will be winner for that match.



In order to get this tree, we need (n-1) comparisons since there are (n-1) matches between n players.
(n-1) represents all the internal nodes in the above tree. .. (1)

Algo to construct tree:
The logic here is to maintain a list of nodes, remove 2 nodes from the front of list & push their minimum to the end of list.

Push all the nodes in the array to a queue.
while (queue.size != 1)
{
    pop 2 nodes from queue (x & y)
    create a node with value = max(x & y)
    add x & y as child of this node.
    push this node to queue.
}

The last element in the queue will be the root element with greatest value. or I we call it best player here -

Algo to find second-best player or second max value in the tree constructed above.

Logic used:

At sometime, second best player must have played match with the best player and lost. We need to find ~~that~~ the max value of ~~the no~~ all the players that played match with best player. Other matches can be ignored. Thus, we need ~~O(1)~~ 1 comparison at every level in tree except the root node. Therefore, the

total no. of comparisons = $\log N - 1$ ..(2)

∵ We use recursion here.

```
recur( node* temp)
{
    if ( temp -> right == NULL or
         temp -> left == NULL)
        Return;
    if ( temp -> left -> value == root -> value)
    {
        mx = max( temp -> right -> value ,
                  mn)
        recur( temp -> left);
    }
    if (temp -> right -> value == root -> value)
    {
        mx = max( temp -> left -> value , mn)
        recur ( temp -> right)
    }
}
```

From the above algo, we get second best player in mx variable.

From (1) & (2), we can see that the complexity is $N - 1 + \log N - 1 = (N + \log N - 2)$