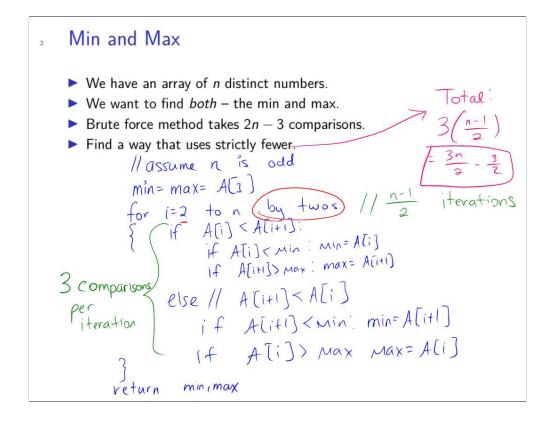
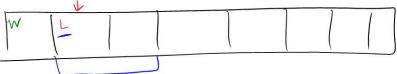
CompSci 161
Spring 2021 Lecture 11:
Divide and Conquer VI:
Min and Max Concurrently



Could anyone do better?

- Adversary argument:
 - All queries are made to an adversary (opponent)
 - Adversary is allowed to make up answers
 - But answers must be consistent with some input
- ▶ If we compare and find a < b, we say:
 - a lost the competition
 - b won the competition
- Every non-max loses at least one heed to find
- Every non-min wins at least one
- This is 2n-2 units of information.



What should the adversary do?

We compare a and b to gain information.

- ▶ If a, b never compared (to ANY key) before? User gains two units of information
- ▶ If exactly one of them compared before?

▶ Both compared before, one won at least once?

Both compared before, both lost before? < 1 Whit

How many comparisons can be forced?

- ▶ We need to gain 2n-2 units of information.
- $\frac{3n}{2} \frac{3}{2}$
- $ightharpoonup c_1 = \#$ comparisons that gave us one unit.
- $ightharpoonup c_2 = \#$ comparisons that gave us two units.
- ▶ Total units of info available is at least 2n-2

$$C_1$$
 $t2C_2 \ge 2n-2$ (x)

At most n/2 comparisons give us two units

comparisons give us two units
$$\begin{array}{ccc}
C_2 &\leq & n/2 \\
-C_2 &\geq & -n/2
\end{array}$$

$$\begin{array}{cccc}
C_1 + C_2 &\geq & 2n - n/2 - 2 \\
C_1 + C_2 &\geq & \frac{3}{2}n - 2
\end{array}$$

$$\begin{array}{cccc}
(x+y)$$

Total Comparisons