

CSA0695 – DESIGN AND ANALYSIS OF ALGORITHMS FOR OPEN ADDRESSING TECHNIQUES

# Minimum Number of Groups to Create a Valid Assignment

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## Greedy Algorithm

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# Problem statement

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- You are given a 0-indexed integer array `nums` of length `n`. We want to group the indices so for each index `i` in the range `[0, n - 1]`, it is assigned to exactly one group. A group assignment is valid if the following conditions hold: For every group `g`, all indices `i` assigned to group `g` have the same value in `nums`. For any two groups `g1` and `g2`, the difference between the number of indices assigned to `g1` and `g2` should not exceed 1.
- Return an integer denoting the minimum number of groups needed to create a valid group assignment.  
Example 1: Input: `nums = [3,2,3,2,3]` Output: 2 Explanation: One way the indices can be assigned to 2 groups is as follows, where the values in square brackets are indices: group 1 -> `[0,2,4]` group 2 -> `[1,3]` All indices are assigned to one group. In group 1, `nums[0] == nums[2] == nums[4]`, so all indices have the same value.
- In group 2, `nums[1] == nums[3]`, so all indices have the same value. The number of indices assigned to group 1 is 3, and the number of indices assigned to group 2 is 2. Their difference doesn't exceed 1. It is not possible to use fewer than 2 groups because, in order to use just 1 group, all indices assigned to that group must have the same value. Hence, the answer is 2.



# ABSTRACT

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In this problem, we are given an integer array `nums` and tasked with grouping the indices such that each group satisfies two conditions

- All indices in a group have the same value in the array.
- The difference between the number of indices in any two groups does not exceed 1.
- The objective is to determine the minimum number of such groups required to achieve a valid grouping. This problem combines elements of grouping with constraints on the balance of group sizes and uniformity of values within groups





# INTRODUCTION

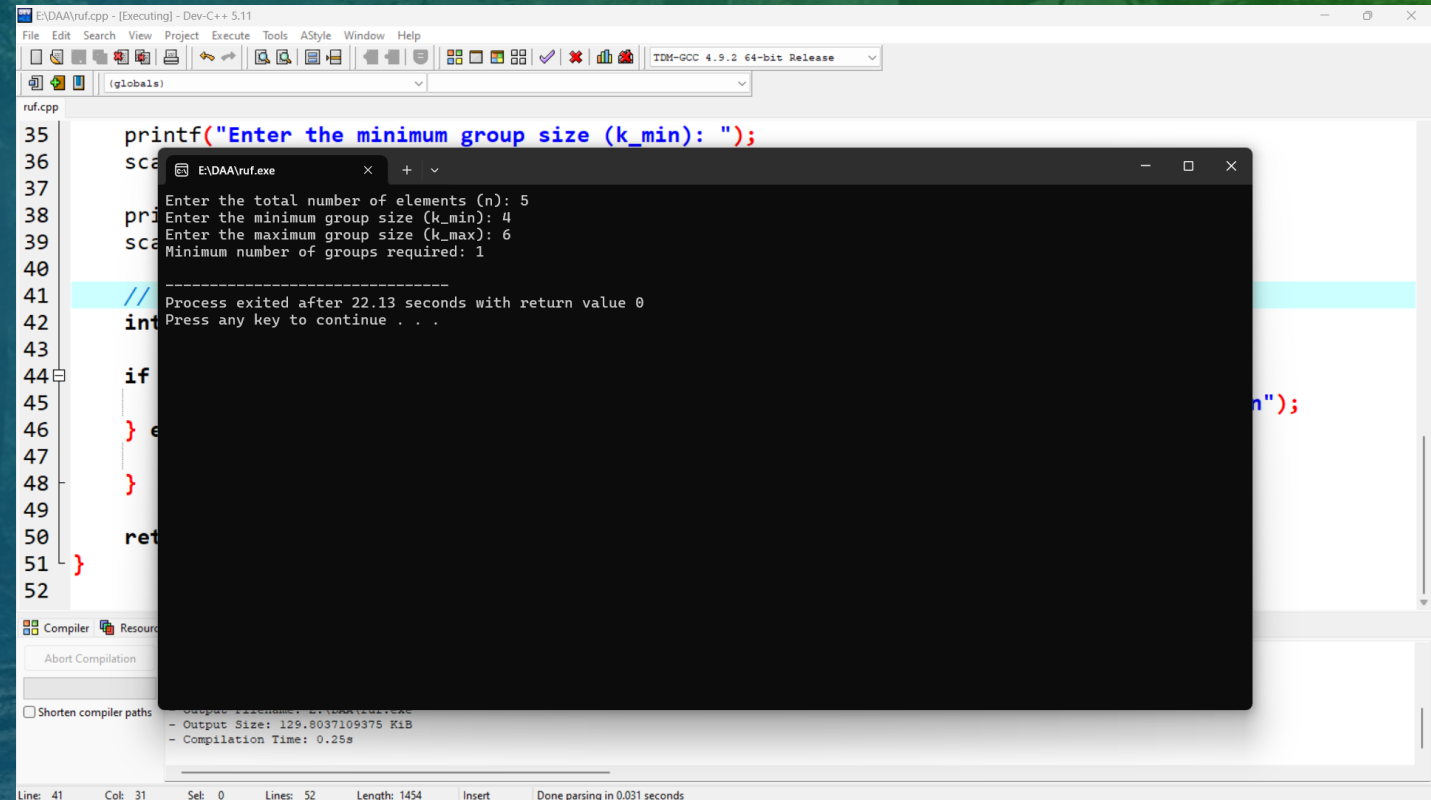
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- Grouping and partitioning problems are fundamental in various fields, such as education, resource allocation, and computational theory. In many real-world scenarios, it is often necessary to divide a set of elements into smaller groups while adhering to specific rules or constraints.
- The problem of determining the minimum number of groups for a valid assignment becomes complex when additional constraints are introduced.
- These constraints may include maintaining group sizes within a specified range, ensuring balance across groups, and preventing conflicts between incompatible elements.
- Such conditions require careful planning and a systematic approach to guarantee that all elements are appropriately assigned without violating the defined rules.
- This paper aims to address the issue by presenting a framework for finding the minimum number of groups needed for a valid assignment.



# SAMPLE OUTPUT

Sample output for Minimum Number of  
Groups to Create a Valid Assignment



```
printf("Enter the minimum group size (k_min): ");
scanf("%d", &k_min);
printf("Enter the maximum group size (k_max): ");
scanf("%d", &k_max);
Minimum number of groups required: 1

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Process exited after 22.13 seconds with return value 0
Press any key to continue . . .
```



## COMPLEXITY ANALYSIS:

- **Time Complexity:** The time complexity of the dynamic programming approach for determining the minimum number of groups required is  $O(n \cdot (K_{\max} - K_{\min} + 1))$ , where  $n$  is the total number of elements  $K_{\min}$  and  $K_{\max}$  define the range of permissible group sizes.
- **Space Complexity:** The space complexity is  $O(n)$ , which corresponds to the size of the `dp` array used to store the minimum number of groups needed for each number of elements. This approach is efficient and suitable for practical scenarios where  $n$  and the range of group sizes are manageable.



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- **BEST CASE :** In the best case scenario, the range of possible group sizes is such that the minimum number of groups required can be achieved quickly. For example, if  $k_{\max}$  is very close to  $n$  and  $k_{\min}$  is not too restrictive
  - **Worst Case:** In the worst-case scenario, the number of group sizes to evaluate is large. Specifically, if the range between  $k_{\min}$  and  $k_{\max}$  is substantial, then each element count from 1 to  $n$  requires evaluating many possible group sizes.
  - **Average Case:** The average case time complexity is influenced by the typical range of possible group sizes and the distribution of the number of elements. In practical scenarios, the group size range  $[k_{\min}, k_{\max}]$  often falls within a moderate range relative to  $n$ .



# FUTURE SCOPE

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- The future scope for improving the minimum number of groups to create a valid assignment includes exploring more efficient algorithms.
- Advancements could involve integrating parallel and distributed computing techniques to enhance scalability.
- Applying these methods to real-world case studies in fields like education, healthcare, and project management .



# CONCLUSION

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- In conclusion, the dynamic programming approach to determining the minimum number of groups required to partition  $n$  elements into groups of sizes between  $K_{min}$  and  $K_{max}$  is efficient and practical. By using a `dp` array to store intermediate results and applying a recurrence relation to update these values, the algorithm effectively handles the constraints, with a time complexity is  $O(n * (K_{max} - K_{min} + 1))$ , and a space complexity of  $O(n)$ .



A scenic landscape featuring a calm lake in the foreground, surrounded by large, dark rocks on the left and right. In the background, there are dense evergreen forests and majestic, rugged mountains under a clear sky. A small, light-colored building is visible on the far shore. The entire image is overlaid with a gradient that transitions from a deep blue on the left to a vibrant green on the right.

# THANK YOU!

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