DAA Tutorial 3 Solution

?: Algorithm: Sort both the sets A and B in inchessing order. You can also sort both the sets A and B in developing order. (4) complexity of the above algorithm is O(n by m). (2)

Proof of Correctness: Cose 1: m=1 Payoff = a,b' is the only choice, hence it is manimum.

Cose 2: n=2:

Let $a_1 \leq a_2$ and $b_1 \leq b_2$.

We can have only two possibilities for payoff: According to our algorithm:

 $P_1 = a_1^{51} + a_2^{52} \longrightarrow 0$

Another possibility corresponding to $P_2 = a_1^{b_2} + a_2^{b_1} \longrightarrow (2)$

From () and (), we get:

 $P_1 - P_2 = (a_1^{b_1} + a_2^{b_2}) - (a_1^{b_2} + a_2^{b_1}) = (a_1^{b_1} - a_1^{b_2}) + (a_2^{b_2} - a_2^{b_1})$ $= a_{2}^{b_{1}}(a_{2}^{b_{2}-b_{1}}) - a_{1}^{b_{1}}(a_{1}^{b_{2}-b_{1}}) \longrightarrow 3$

Now $a_{2} \geq a_{1} \Rightarrow a_{2}^{b_{1}} \geq a_{1}^{b_{1}} \longrightarrow G$ and also $a_{2} \geq a_{1} \xrightarrow{b_{2} - b_{1}} G$

(4) +(5-1) gives:

 $a_{2}(a_{2}^{b_{1}}(a_{1}^{b_{2}-b_{1}}) \geq a_{1}^{b_{1}}(a_{1}^{b_{2}-b_{1}}) \longrightarrow 6$

From @ and 6 we get.

 $P_1 - P_2 \ge 0 \implies P_1 \ge P_2 \implies \text{The algorithm is}$ Correct for n=2. (6)

Cose 3: M>2:

Given any ordering of A and B, we will show that the payoff is upper bounded by our algorithm. Consider any "out of order" sequence

(a! ai -- a; ai+1 -- an b! bi -- b; bi+1 -- bn

We apply "Bubble Sort" on this sequence to finally get the numbers in sorted order. Now any step in Bubble Sort applies transformation to adjacent "out of order" numbers. For example, suppose in a particular step, the transformation is for

Now we apply the result of n=2 for this step, and we find that any step of Bribble Sort will inverse the payoff (or at least it will not deveose the payoff). The payoff in the final step of Bribble Sort is identical to the payoff of our algorithm.

Domy sequence of A and B will have payoff less than a equal to the payoff when both A and B are sorted in the same order.

Dur algorithm fines the manimum payoff for n >2 (6)

5: Everything is identical to @ encept for cosez. $P_1 = a_1^{b_1} a_1^{b_2} \longrightarrow 0$ $P_2 = a_1^{b_2} a_1^{b_1} \longrightarrow 0$

From (D) and (D) we get:

 $\frac{P_1}{P_2} = \frac{a_1b_1 a_2b_2}{a_1b_2 a_2b_3} = \left(\frac{a_1}{a_1}\right)^{b_2-b_3} \ge 1 \text{ be conse}$ $\frac{a_1}{a_1} \ge 1 \text{ and } b_2-b_3 \ge 0 \implies P_1 \ge P_2.$