additional prac

1



```
1
#include <bits/stdc++.h>
using namespace std;
void print(vector<int> a)
{
    for(int i = 0; i < a.size(); ++i)</pre>
        printf("%d ", a[i]);
    printf("\n");
}
int cmp_dec(int i, int j)
{/* sort in decreasing order */
    return i > j;
}
int max_ball(vector<int> diameter, vector<int> length)
{
    sort(diameter.begin(), diameter.end(), cmp_dec); print(diameter);
    sort(length.begin(), length.end(), cmp_dec); print(length);
    int i = 0, j = 0, count = 0;
    while(i < diameter.size())</pre>
    {
        if(diameter[i] <= length[j])</pre>
        {
            ++count; ++i; ++j;
        }
        else
            ++i;
    }
```

```
return count;
}
int main()
{
    vector<int> diameter = {4, 5, 5, 9, 1, 10, 2, 7};
    vector<int> length = {9, 9, 10, 5, 3, 1, 1, 1, 2};
    printf("max_ball = %d\n", max_ball(diameter, length));
}
2
graham(set q of points):
vector<point> p
p[0] = point with min y-coordinate
p[1], p[2], ..., p[m] are remaining points
sorted by polar angle in counterclockwise order around p[0]
stack<point> s
s.push(p[0])
s.push(p[1])
s.push(p[2])
for i = 3 to m
      while angle formed by points
      s.next_to_top(), s.top(), p[i] /* next_to_top() returns the point one
entry below the top of stack s */
      make a nonleft (counterclockwise) turn
            s.pop()
            s.push(p[i])
return s
```

```
operations in graham:
```

- 1. sort n 1 points
- 2. add each point once to stack

else

3. remove points at most once from stack

max if

- 1. input points are given in reversely sorted order
- 2. n operations cannot be increased or decreased
- 3. # removals becomes maximized when almost all points are removed, need at least 3 points to remain in stack since at least 3 points on boundary of convex hull

worst case for graham: set of n points whose convex hull consists of 3 points

```
/* split all edges of weight 2 into two edges of weight 1 each */
new_graph(G)
    G' = (V', E')
    for vertex u in V(G)
        u' = u
        V'.add(u')
    for edge e(u, v) in E(G)
        if weight(e) == 2
        V'.add(vertex uv)
        E'.add(e'(u', uv))
```

```
E'.add(e'(u', v'))
      return G'
G' = new_graph(G)
bfs(G', src vertex s')
4
/* prim tc = O(E lg V) since
|V| * extract min() = V lg V
|E| * decrease_key() = E lg V */
instead of min priority queue q using heap
consider set of edges whose weight is 1, 10, then 25
in extract min(), extract element from 1-set, 10-set, 25-set take O(1) each
time
O(|V| + |E|)
mst_prim(G, source vertex s)
      s.key = 0
      min heap queue Q := G.V
      vector<edge> T
      while Q is not empty
            r = Q.extract_min()
            T.push_back(edge (v, v.parent))
                  for each vertex u in adj[v] /* O(|E|) */
                        if u is in Q & u.key > weight(u, v)
                              u.key = weight(u, v)
                              u.parent = v
```