

Objectives

- Divide and conquer algorithms
 - Counting inversions
 - Closest pairs of points

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Review

- What is a recurrence relation?
- How can you compute D&C running times?

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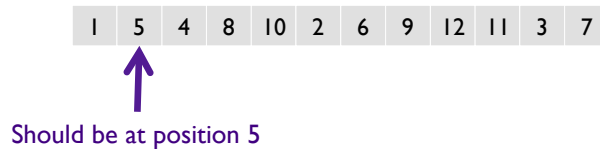
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Counting Inversions: Divide-and-Conquer

Towards a solution...

Assume number represents where item *should* be in the list, i.e., where it is in someone else's list



What was the approach so far?

Counting Inversions: Divide-and-Conquer

- Divide: separate list into two pieces
- Conquer: recursively count inversions in each half
- **Combine**: count inversions where a_i and a_j are in different halves, and return sum of three quantities



Divide: $O(1)$



Conquer: $2T(n/2)$

5 blue-blue inversions

8 green-green inversions

9 blue-green inversions

5-3, 4-3, 8-6, 8-3, 8-7, 10-6, 10-9, 10-3, 10-7

Combine: $\Theta(n^2)$

Total = 5 + 8 + 9 = 22

What would make figuring out blue-green inversions easier?

Counting Inversions: Combine

Combine: count blue-green inversions

- Assume each half is **sorted**
- Count inversions where a_i and a_j are in different halves
- **Merge** two sorted halves into sorted whole

to maintain sorted invariant

3	7	10	14	18	19	2	11	16	17	23	25
---	---	----	----	----	----	---	----	----	----	----	----

- What does sorting do for us?
- What is our algorithm for counting the inversions and merging?

Note: these lists are only subsets of the original list

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Counting Inversions: Combine

Combine: count blue-green inversions

- Assume each half is **sorted**
- Count inversions where a_i and a_j are in different halves
- **Merge** two sorted halves into sorted whole

to maintain sorted invariant

3	7	10	14	18	19	2	11	16	17	23	25
---	---	----	----	----	----	---	----	----	----	----	----

Count: $O(n)$

13 blue-green inversions: $6 + 3 + 2 + 2 + 0 + 0$

2	3	7	10	11	14	16	17	18	19	23	25
---	---	---	----	----	----	----	----	----	----	----	----

Merge: $O(n)$

We'll run through an example in a bit...

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Merge and Count

```

Merge-and-Count(A,B):
  i=0
  j=0
  inversions = 0
  output = []
  while i < A.size and j < B.size:
    output.append( min(A[i], B[j]) )
    if B[j] < A[i]:
      inversions += A.size - i
    update i or j
  Append the remainder of the non-exhausted list to
  the output
  return inversions and output

```

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Merge and Count

Precondition: A and B are sorted

```

Merge-and-Count(A,B):
  i=0 (front of list A)
  j=0 (front of list B)
  inversions = 0
  output = []
  while A not empty and B not empty:
    output.append( min(A[i], B[j]) )
    if B[j] < A[i]:
      inversions += A.size - i (remaining elements in A)
    update i or j (whichever had smaller element)
  Append the remainder of the non-exhausted list to
  the output
  return inversions and output

```

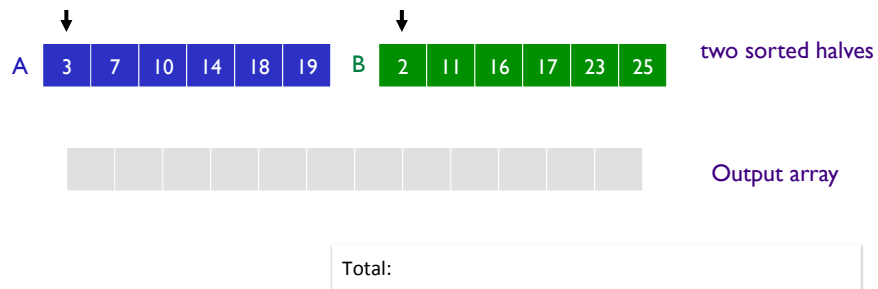
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Merge and Count Step

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves
- Combine two sorted halves into sorted whole



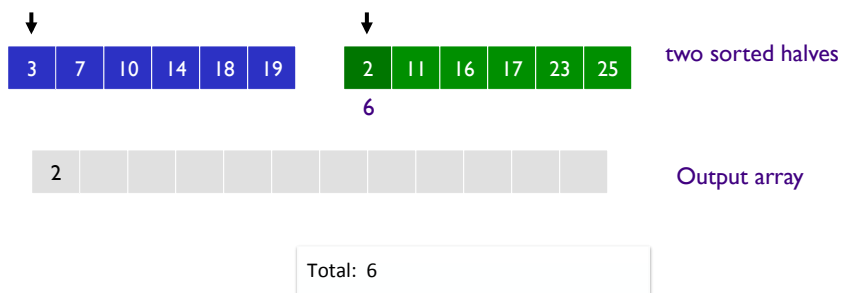
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Merge and Count

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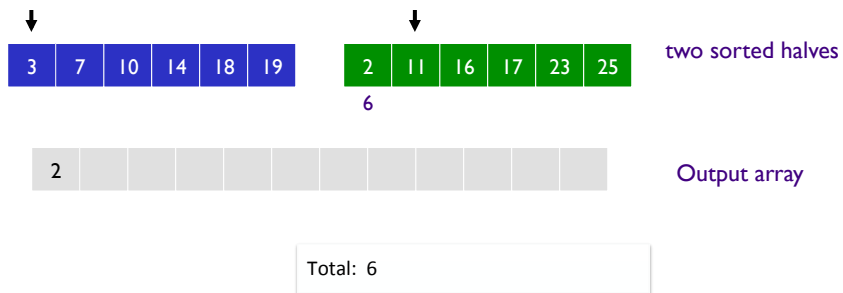
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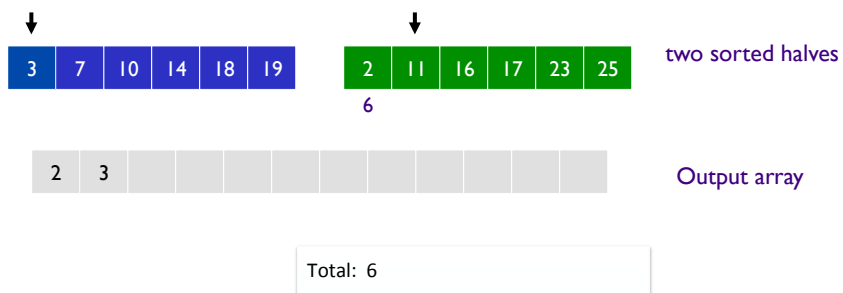
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Merge and Count

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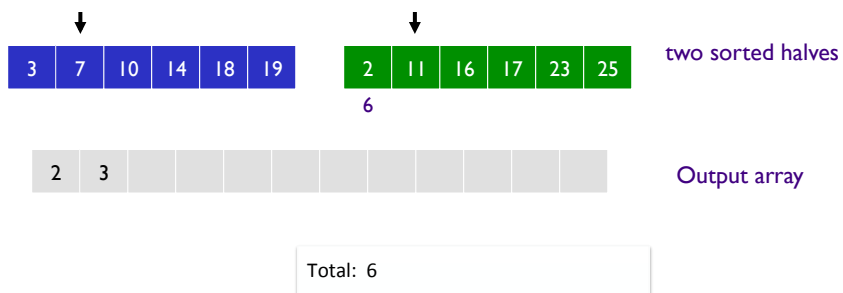
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Merge and Count

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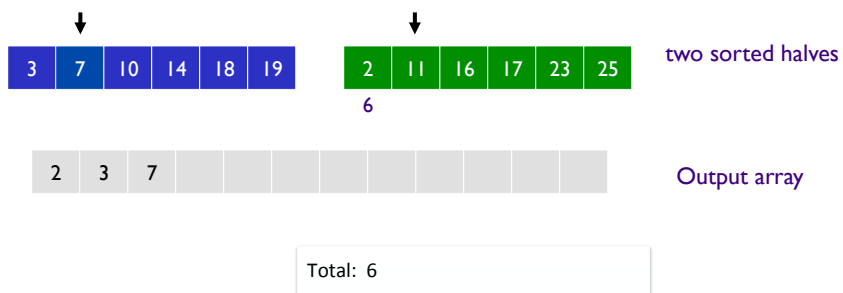
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Merge and Count

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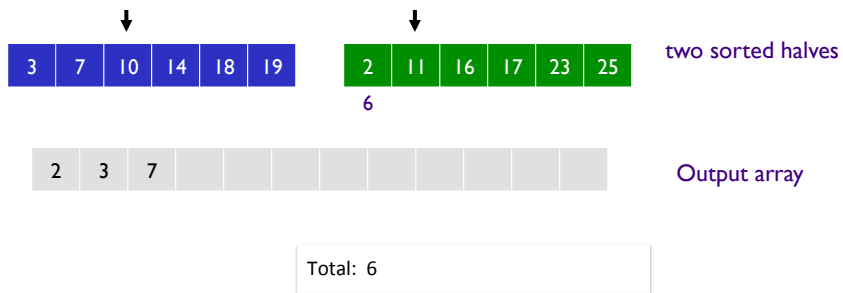
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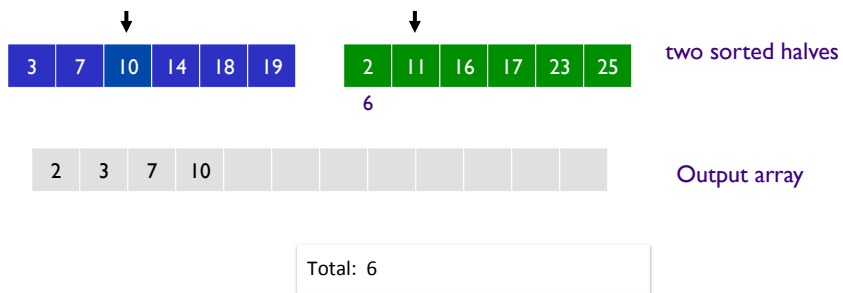
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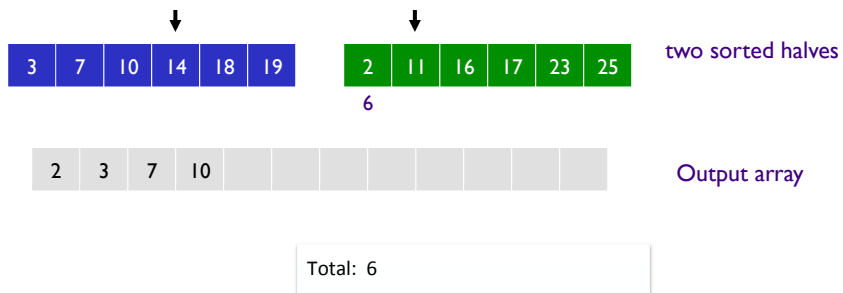
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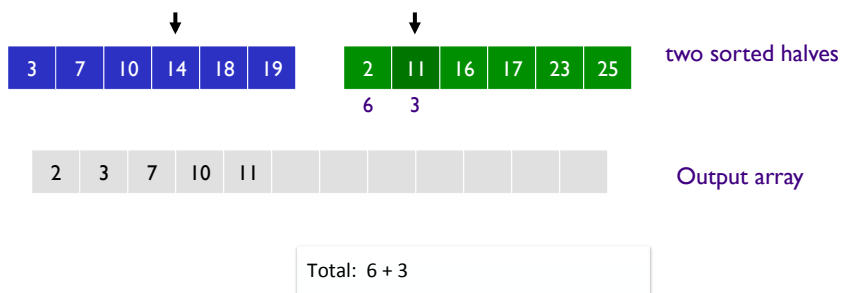
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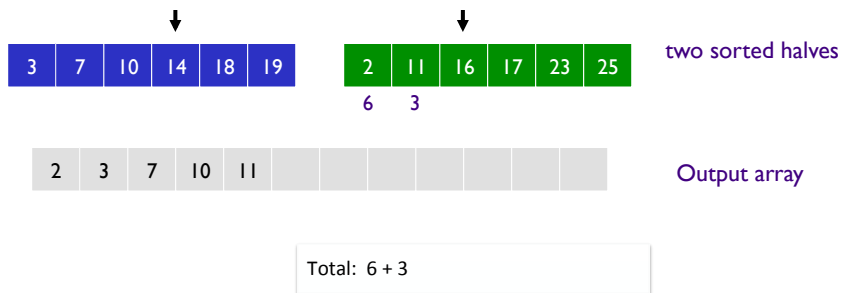
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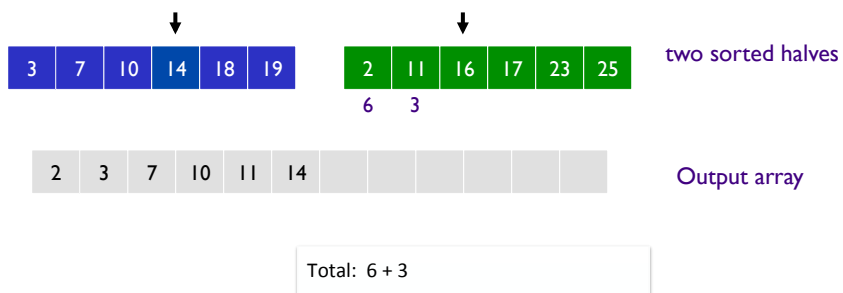
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Merge and Count

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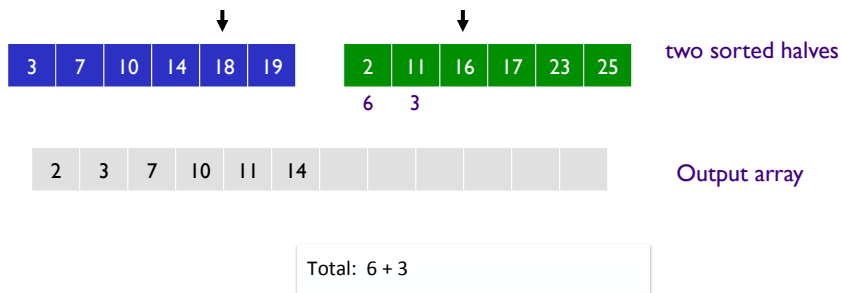
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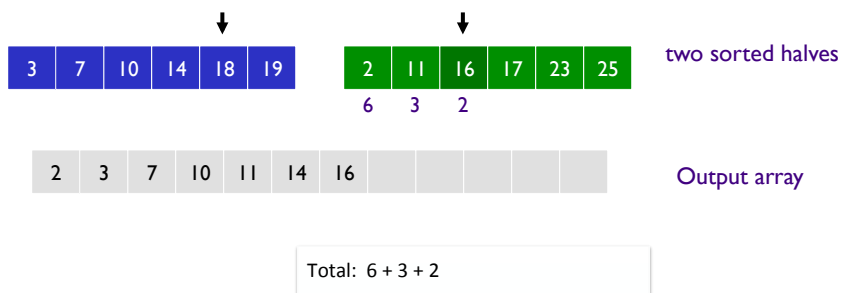
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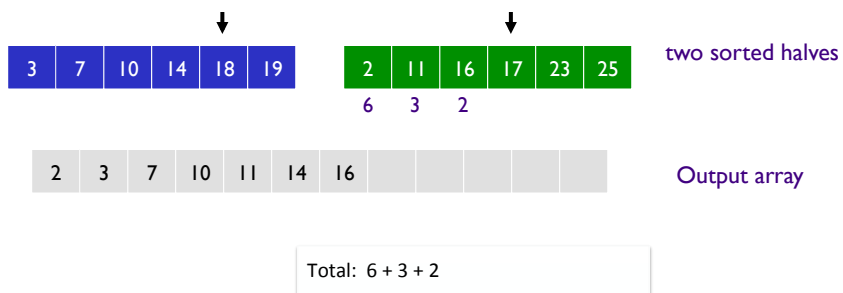
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22

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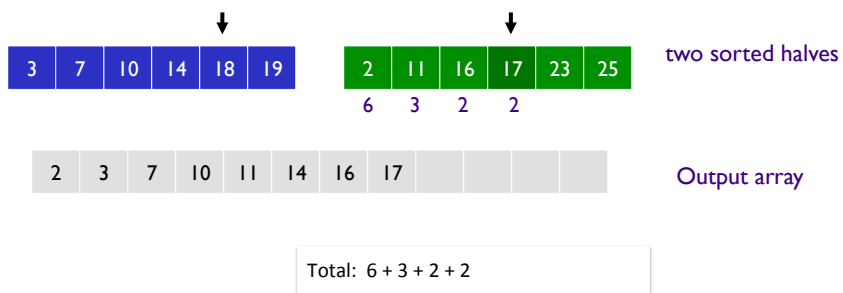
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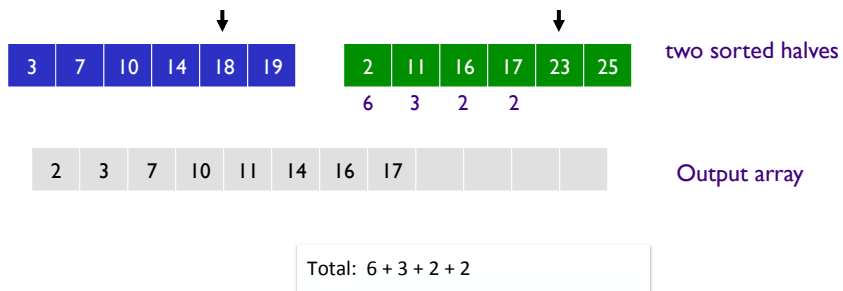
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Merge and Count

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves
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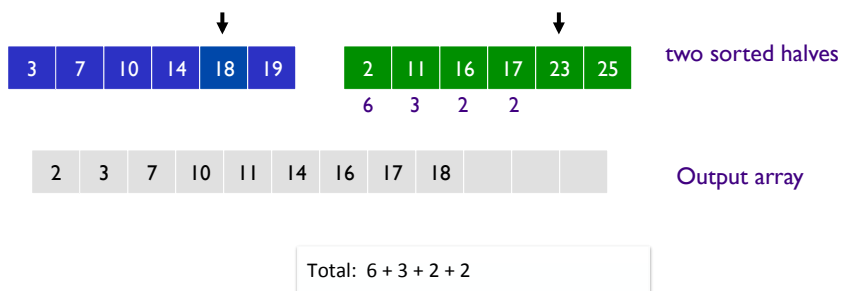
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Merge and Count

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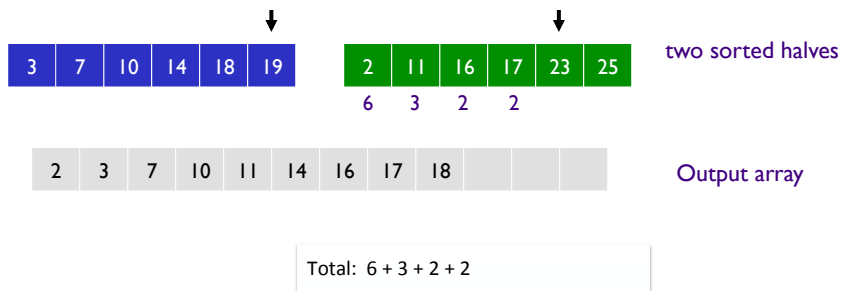
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Merge and Count

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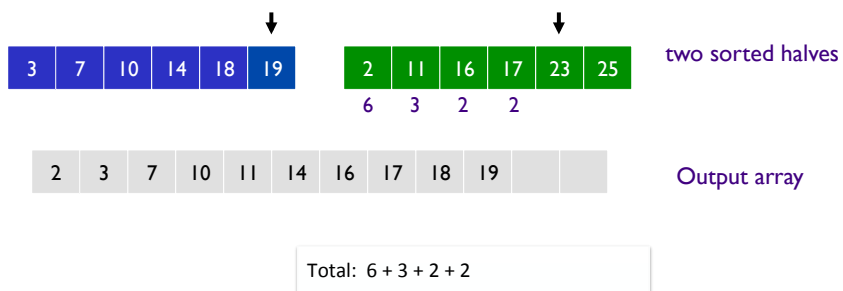
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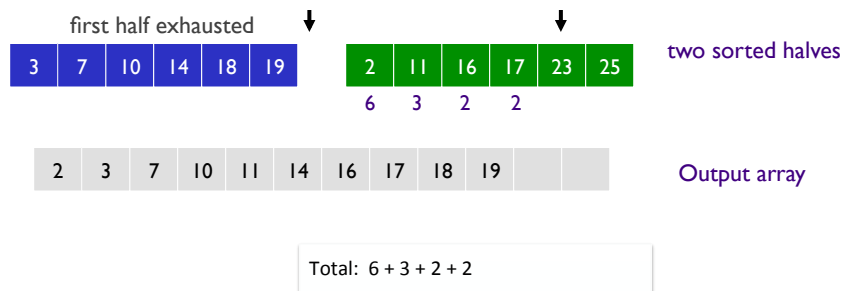
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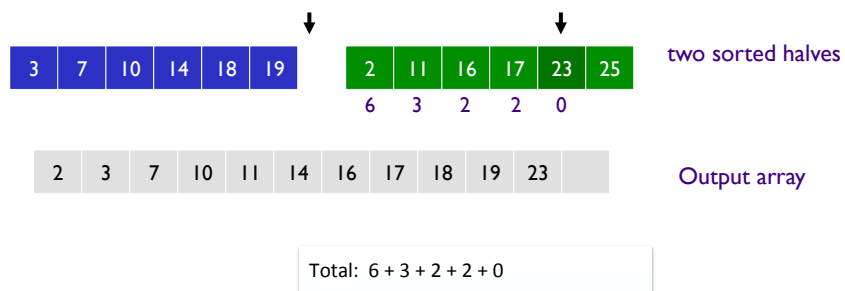
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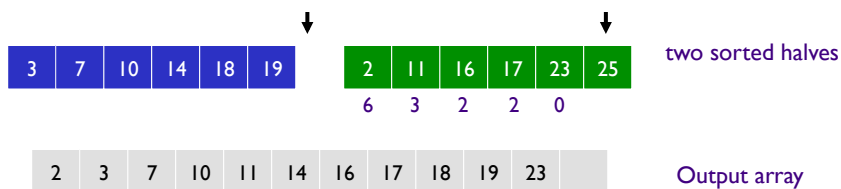
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Merge and Count

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves
- Combine two sorted halves into sorted whole



Total: 6 + 3 + 2 + 2 + 0

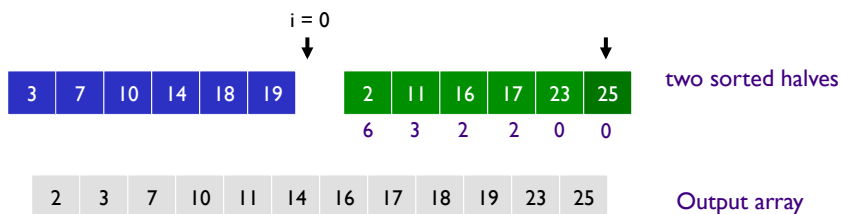
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Merge and Count

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves
- Combine two sorted halves into sorted whole



Total: 6 + 3 + 2 + 2 + 0 + 0

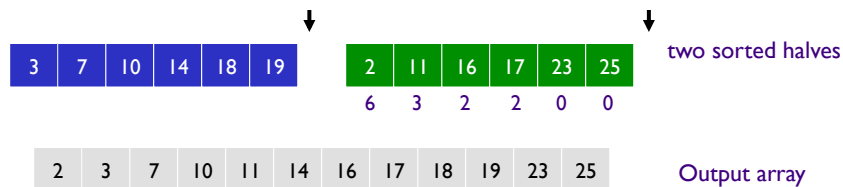
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Merge and Count

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves
- Combine two sorted halves into sorted whole



Total: $6 + 3 + 2 + 2 + 0 + 0 = 13$

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Counting Inversions: Implementation

```

Sort-and-Count(L)
  if list L has one element
    return 0 and the list L

  Divide the list into two halves A and B
  (iA, A) = Sort-and-Count(A)
  (iB, B) = Sort-and-Count(B)
  (i, L) = Merge-and-Count(A, B)

  total_inversions = iA + iB + i
  return total_inversions and the sorted list L

```

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Counting Inversions: Implementation

```

Sort-and-Count(L)
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  (i, L) = Merge-and-Count(A, B) ←
  total_inversions = iA + iB + i
  return total_inversions and the sorted list L

```

- Merge-and-Count

- Pre-condition. A and B are sorted.
- Post-condition. L is sorted.

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Counting Inversions: Implementation

```

Sort-and-Count(L)
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  total_inversions = iA + iB + i
  return total_inversions and the sorted list L

```

Recurrence relation?
Runtime of algorithm?

- Merge-and-Count

- Pre-condition. A and B are sorted.
- Post-condition. L is sorted.

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Analysis

Recurrence Relation:

$$T(n) \leq T(n/2) + T(n/2) + O(n)$$

$$\rightarrow T(n) \in O(n \log n)$$

```

Sort-and-Count(L)
  if list L has one element
    return 0 and the list L

  Divide the list into two halves A and B
  (iA, A) = Sort-and-Count(A)   T(n/2)
  (iB, B) = Sort-and-Count(B)   T(n/2)
  (i, L) = Merge-and-Count(A, B) O(n)

  total_inversions = iA + iB + i
  return total_inversions and the sorted list L

```

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CLOSEST PAIR OF POINTS

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Computational Geometry

- Algorithms and data structures for geometrical objects
 - Points, line segments, polygons, etc.
 - Common motivator: large data sets → efficiency
- Some Applications
 - Graphics
 - Robotics
 - motion planning and visibility problems
 - Geographic information systems (GIS)
 - geometrical location and search, route planning

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Closest Pair of Points

- **Closest pair.** Given n points in the plane, find a pair with smallest Euclidean distance between them.
 - Special case of nearest neighbor, Euclidean MST, Voronoi.
- **Brute force?**



fast closest pair inspired
fast algorithms for these problems

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Closest Pair of Points

- **Closest pair.** Given n points in the plane, find a pair with smallest Euclidean distance between them.
 - Special case of nearest neighbor, Euclidean MST, Voronoi.
- **Brute force.** Check all pairs of points p and q with $\Theta(n^2)$ comparisons

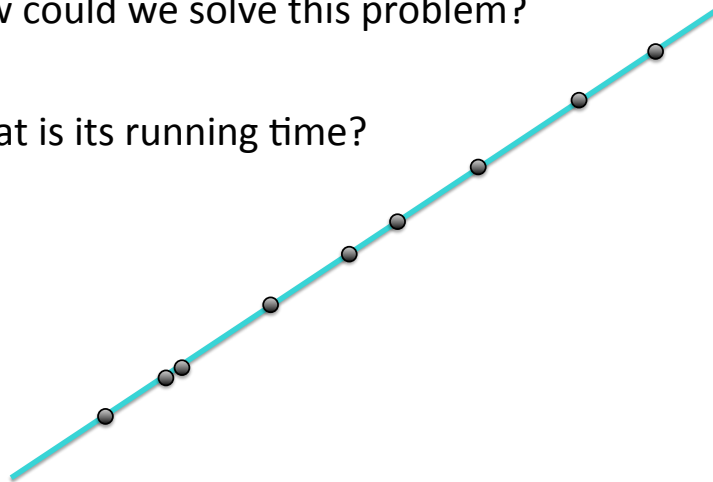
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Simplify: All Points on a Line

- How could we solve this problem?
- What is its running time?



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Simplify: All Points on a Line

- How could we solve this problem?
 - Sort the points
 - Monotonically increasing x/y coordinates
 - No closer points than neighbors in sorted list
 - Step through, looking at the distances between each pair
- What is its running time?
 - $O(n \log n)$

Why won't this work for 2D?

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Closest Pair of Points

- **Closest pair.** Given n points in the plane, find a pair with smallest Euclidean distance between them.
 - Special case of nearest neighbor, Euclidean MST, Voronoi.
- **Brute force.** Check all pairs of points p and q with $\Theta(n^2)$ comparisons
- **1-D version.** $O(n \log n)$
 - Easy if points are on a line
- **Assumption.** No two points have same x coordinate to make presentation cleaner

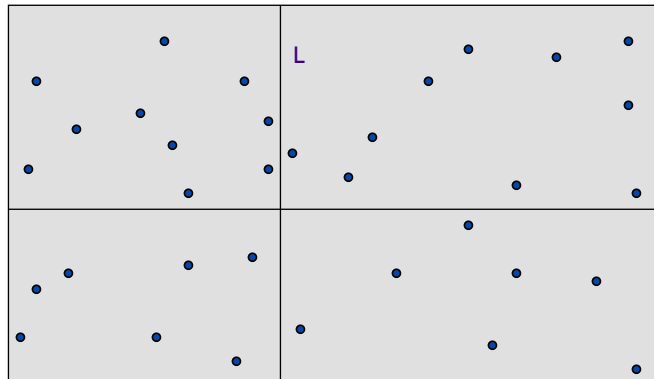
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Closest Pair of Points: First Attempt

- **Divide.** Sub-divide region into 4 quadrants

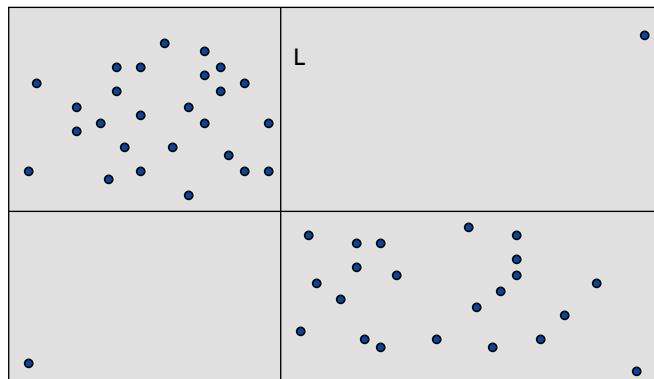


Why does this seem to be a natural first step?
Any problems with implementing this approach?

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Closest Pair of Points: First Attempt

- **Divide.** Sub-divide region into 4 quadrants
- **Obstacle.** Impossible to ensure $n/4$ points in each piece



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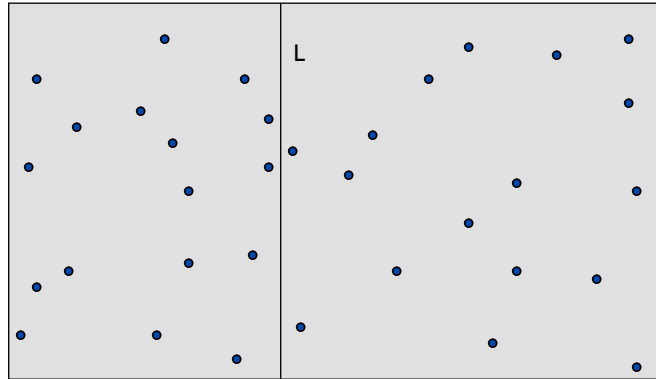
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Closest Pair of Points

- **Divide**: draw vertical line L so that roughly $\frac{1}{2}n$ points on each side

How do we implement this?



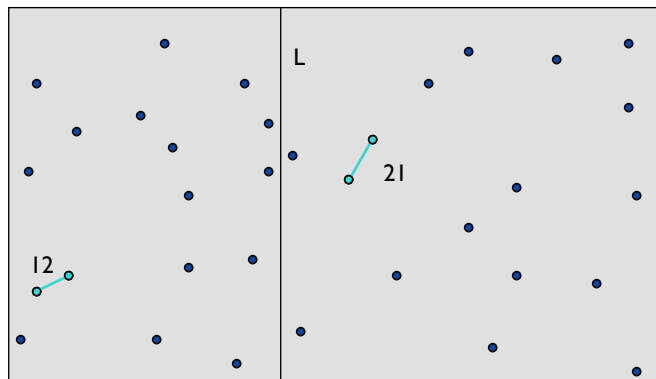
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Closest Pair of Points

- **Divide**: draw vertical line L so that roughly $\frac{1}{2}n$ points on each side
- **Conquer**: find closest pair in each side recursively



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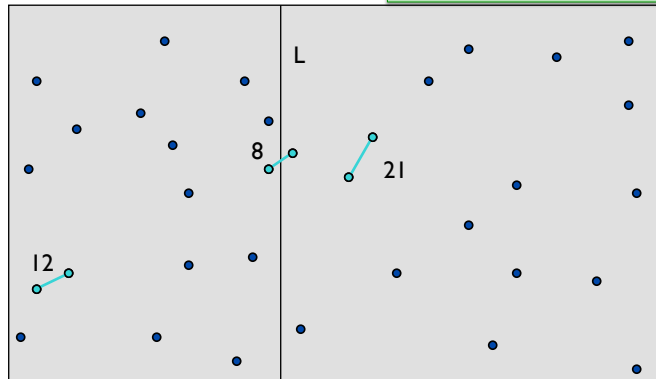
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Closest Pair of Points

- Divide: draw vertical line L so that roughly $\frac{1}{2}n$ points on each side
- Conquer: find closest pair in each side recursively
- Combine: find closest pair with one point in each side *seems like $\Theta(n^2)$*
- Return best of 3 solutions

Do we need to check all pairs?



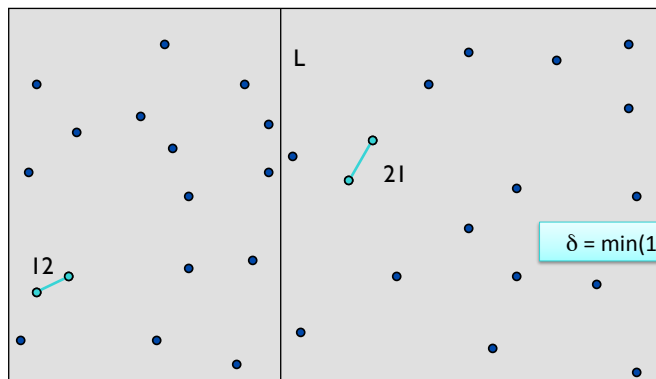
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Closest Pair of Points

- Find closest pair with one point in each side, **assuming that distance $< \delta$**
 where $\delta = \min(\text{left_min_dist}, \text{right_min_dist})$



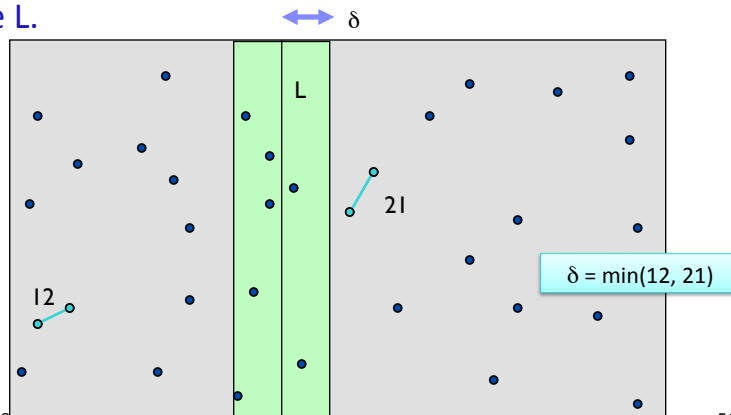
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Closest Pair of Points

- Find closest pair with one point in each side, assuming that distance $< \delta$.
 - Observation: only need to consider points within δ of line L.



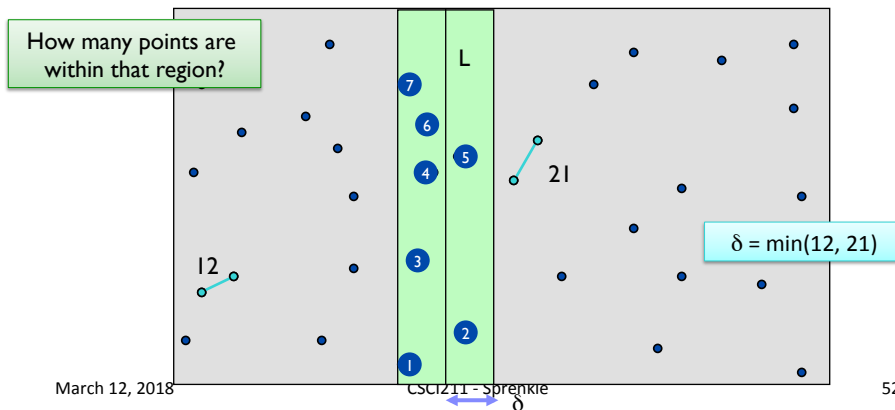
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Closest Pair of Points

- Find closest pair w/ 1 point in each side, assuming that distance $< \delta$.
 - Observation: only consider points within δ of line L
 - Sort points in 2δ -strip by their y coordinate



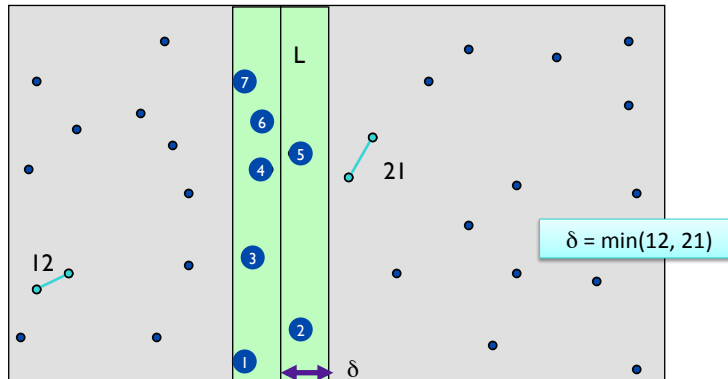
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Closest Pair of Points

- Find closest pair w/ 1 point in each side, assuming that distance $< \delta$
 - Observation: only consider points within δ of line L
 - Sort points in 2δ -strip by their y coordinate
 - Only checks distances of those within 11 positions in sorted list!



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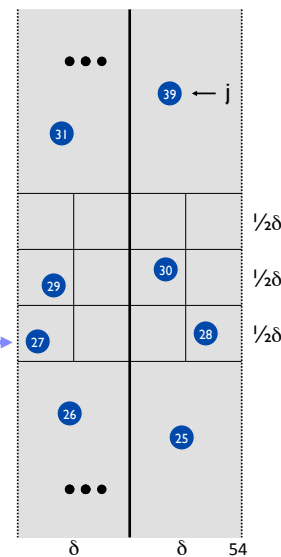
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Analyzing Cost of Combining

Prepare minds to be blown...

- Def.** Let s_i be the point in the 2δ -strip, with the i^{th} smallest y -coordinate
- Claim.** If $|i - j| \geq 12$, then the distance between s_i and s_j is at least δ
 - What is the distance of the box?
 - How many points can be in a box?
 - When do we know that points are $> \delta$ apart?



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Looking Ahead

- Wiki: 4.8, 5.1-5.3
- PS 7 due Friday
- Exam 2 handed out on Friday
 - Greedy and D&C
 - Due following Friday