- Captions
- Google sheet
- Assignment
- Loop invariants
- Merge sort
- Record

Closest Pair Algorithm

https://cs.pomona.edu/classes/cs140/

Notes

- Assignment due tomorrow
- Checkpoint 1 next Wednesday
- Slack, checked out pinned messages

Outline

Topics and Learning Objectives

- Learn more about Divide and Conquer paradigm
- Learn about the closest-pair problem and its O(n lg n) algorithm
    - Gain experience analyzing the run time of algorithms
    - Gain experience proving the correctness of algorithms

Exercise

- Closest Pair

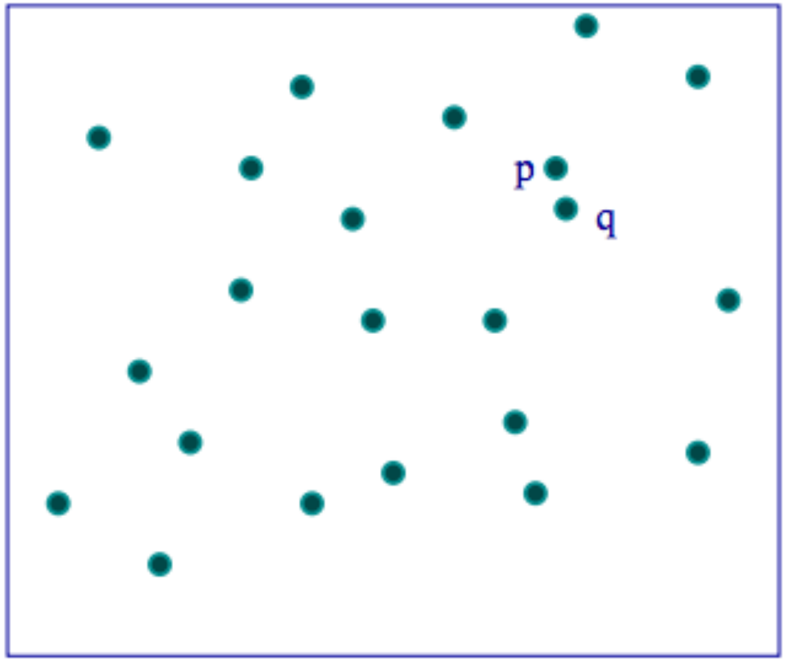
Closest Pair Problem

- Input: P, a set of n points that lie in a (two-dimensional) plane

- Output: a pair of points `(p, q)` that are the "closest"
  - Distance is measured using Euclidean distance:

$$d(p, q) = \mathrm{sqrt}((p_x - q_x)^2 + (p_y - q_y)^2)$$

Closest Pair Problem

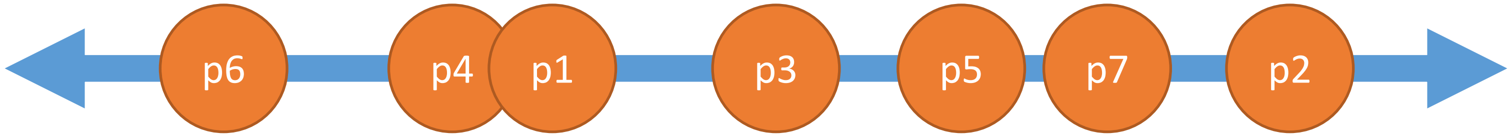


Can we do better than $O(n^2)$?

- What is the brute force method for this search?
- What is the asymptotic running time of the brute force method?

Input	p1	p2	p3	p4	p5	p6	p7

One-dimensional closest pair



How would you find the closest two points?

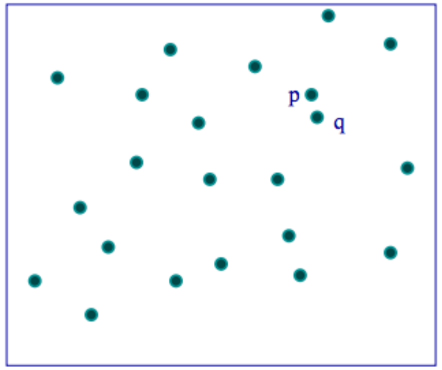
- Sort by position : O(n lg n)

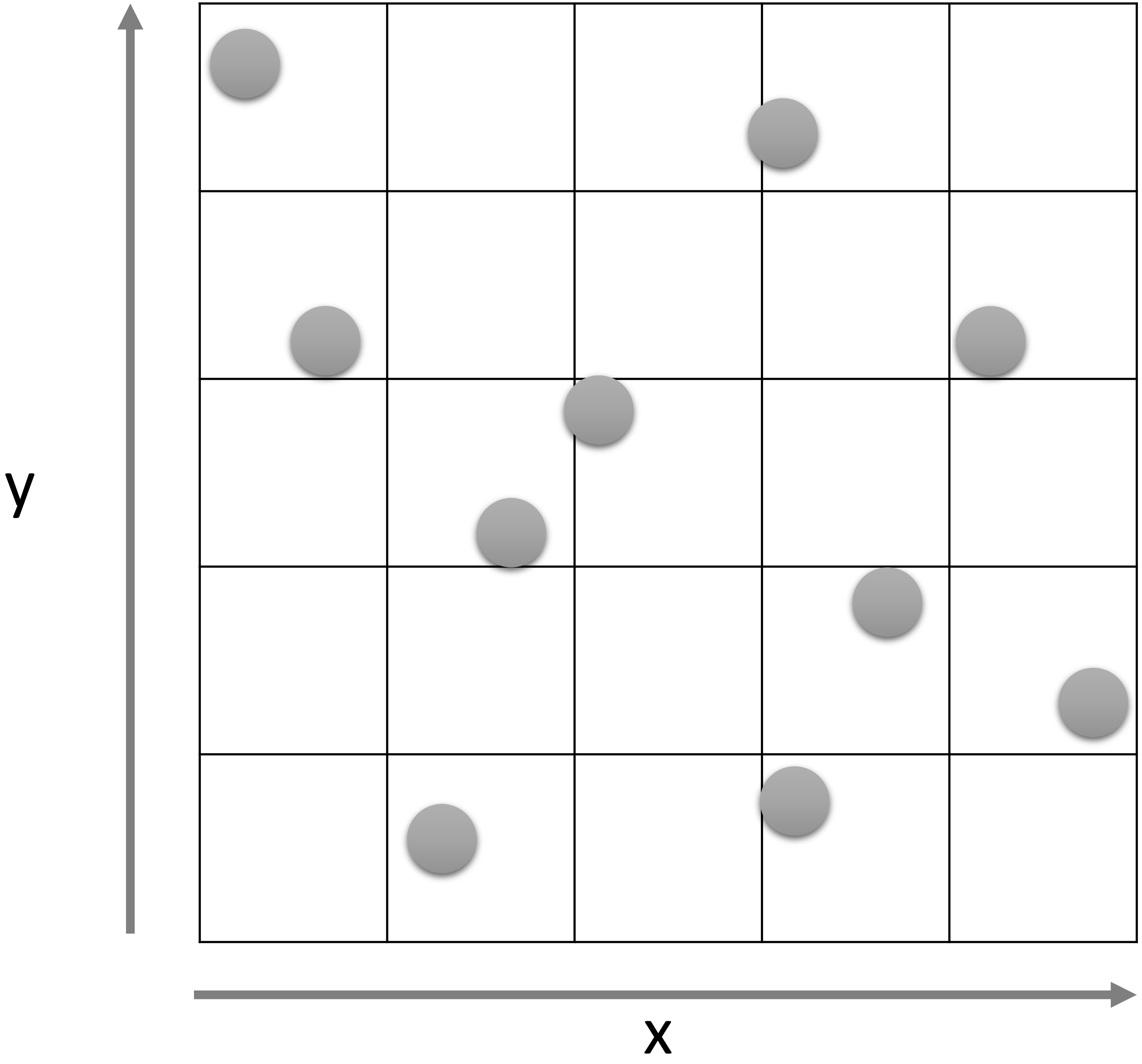
p6	p4	p1	p3	p5	p7	p2

- Return the closest two using a linear scan : O(n)
- Total time : O(n lg n) + O(n) = O(n lg n)

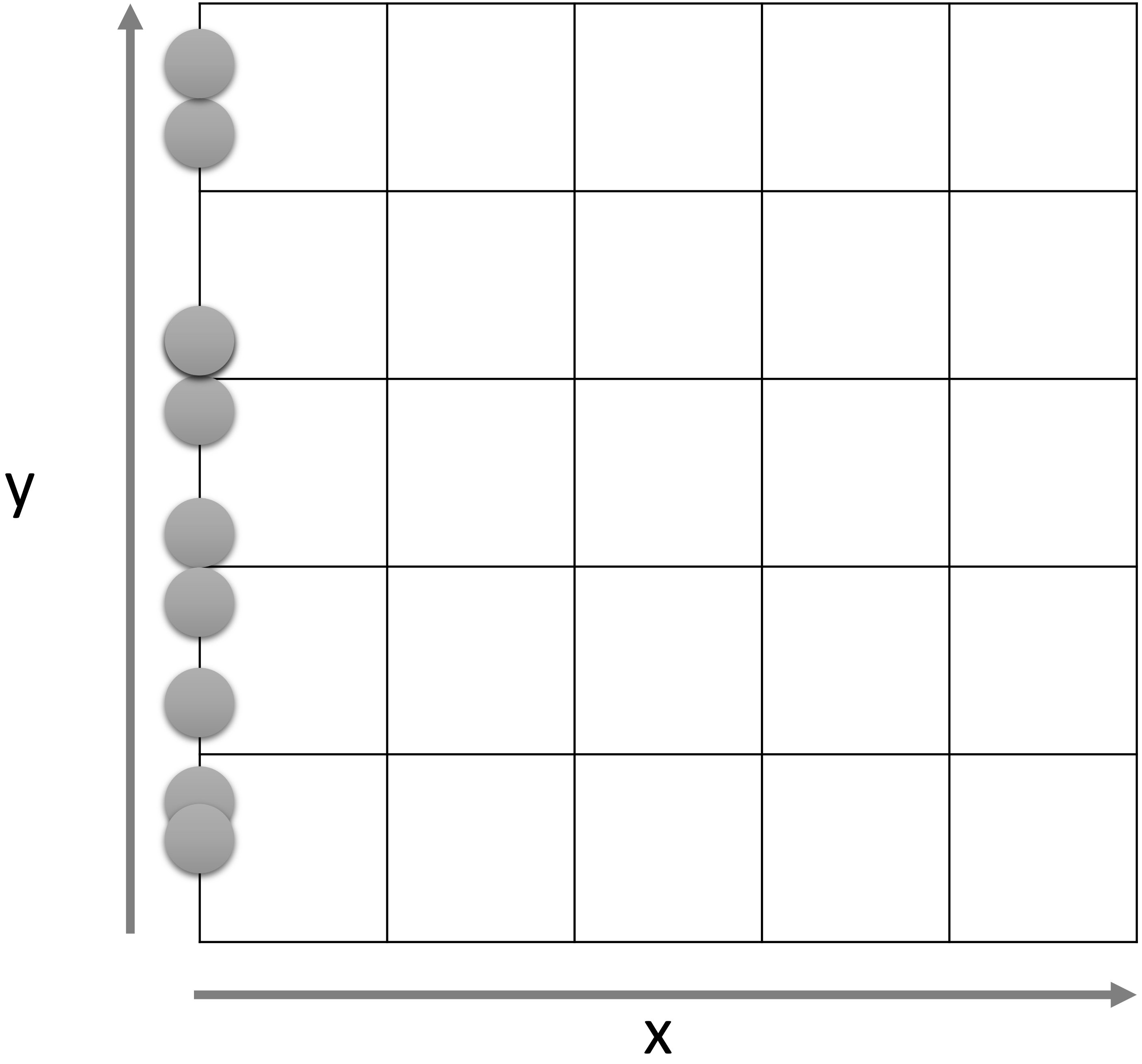
Any problems using this approach for the two-dimensional case?

- How do you sort the points?
- <u>Sorting does not generalize to higher dimensions!</u>





1. Which two are closest on the y-axis?



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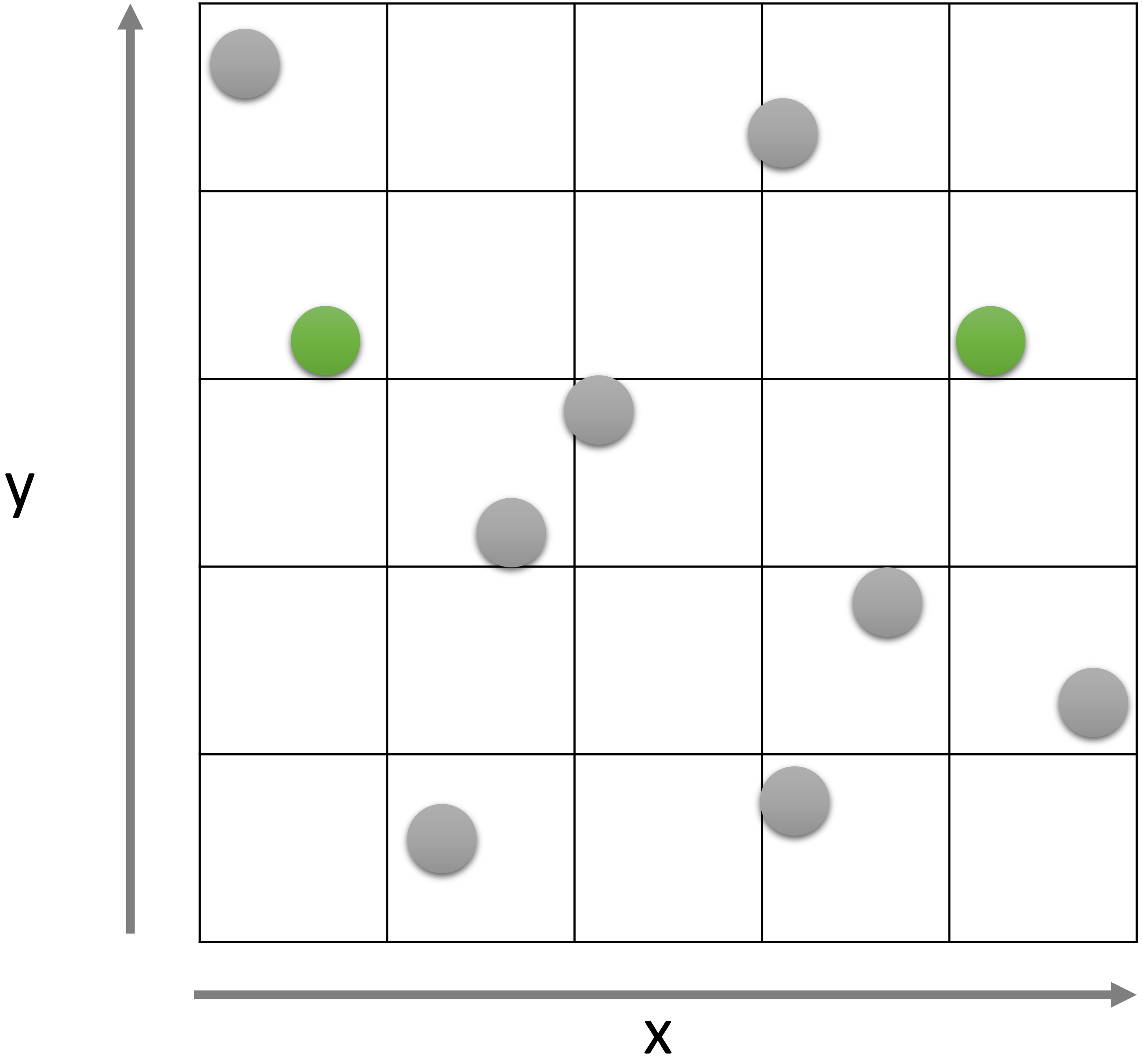

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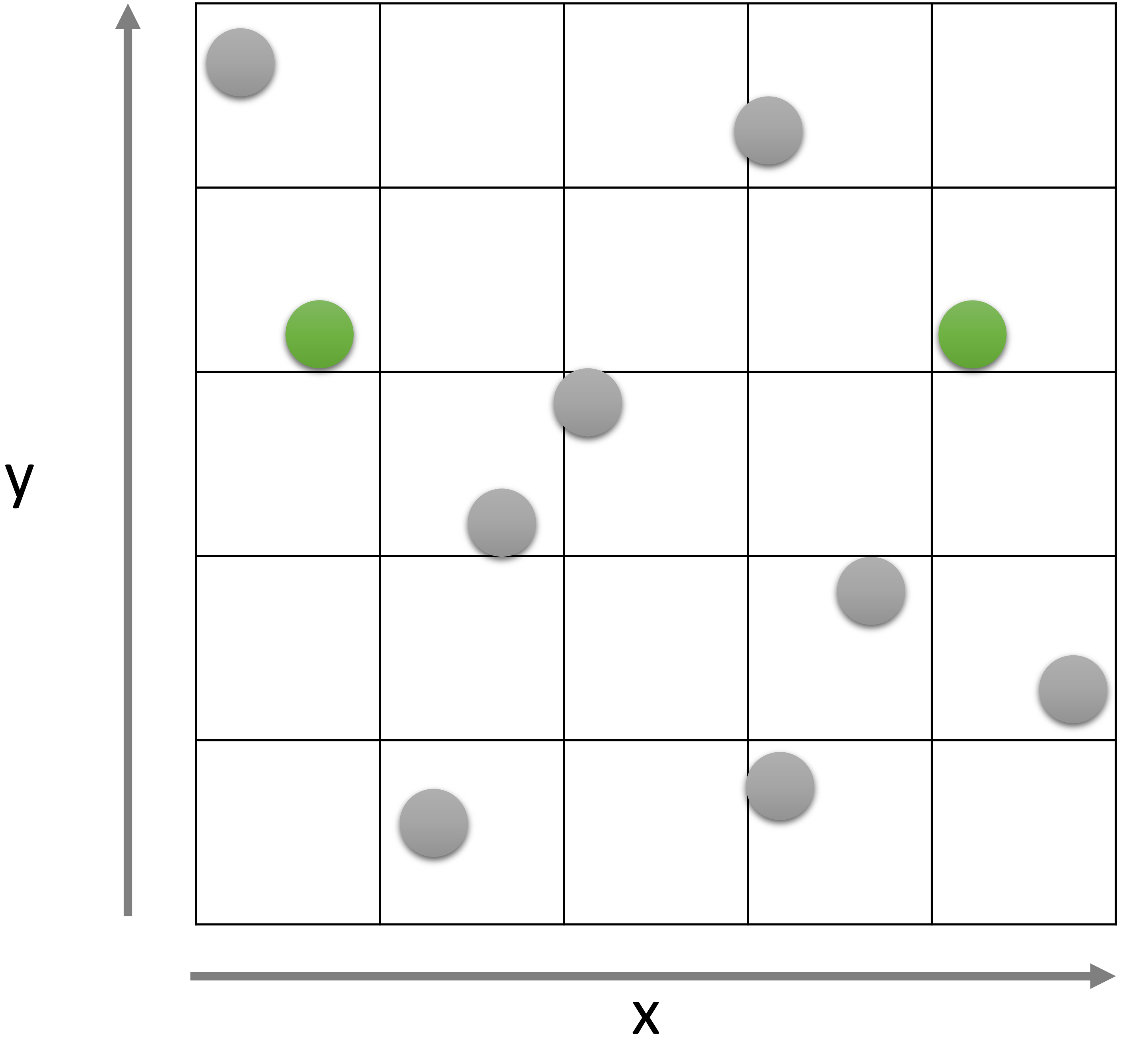
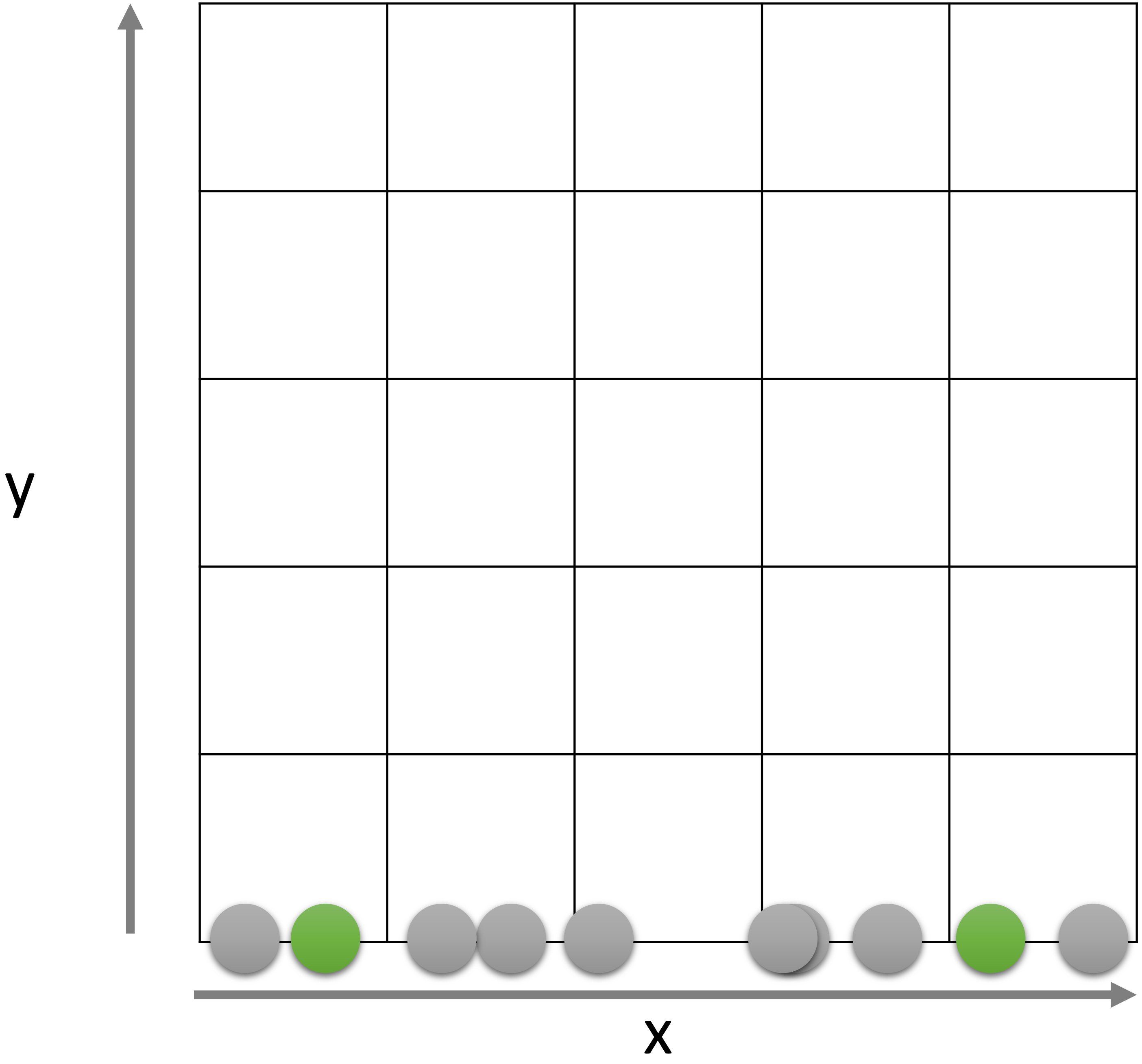


1. Which two are closest on the y-axis?

2. Which two are closest on the x-axis?



1. Which two are closest on the y-axis?
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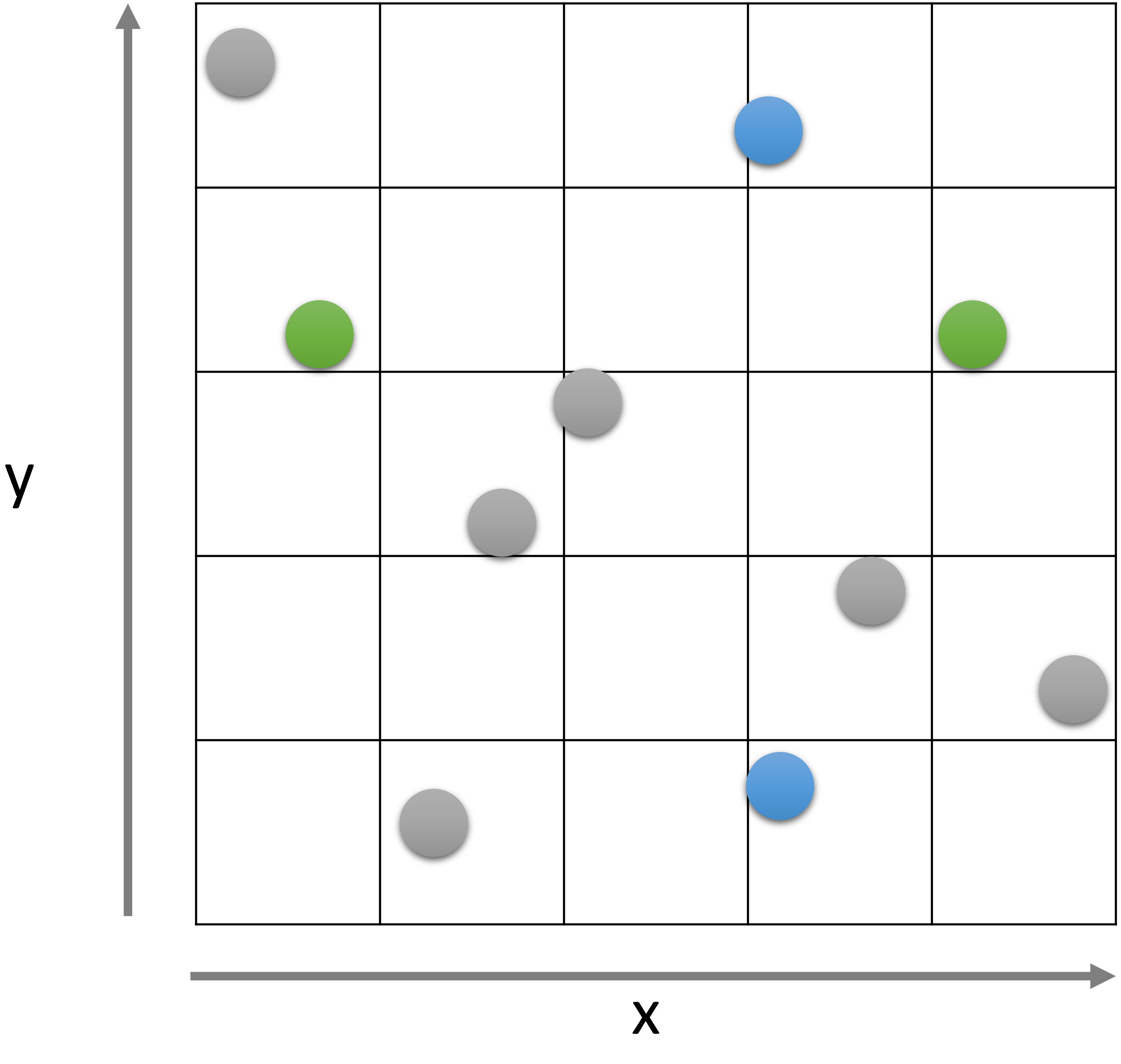

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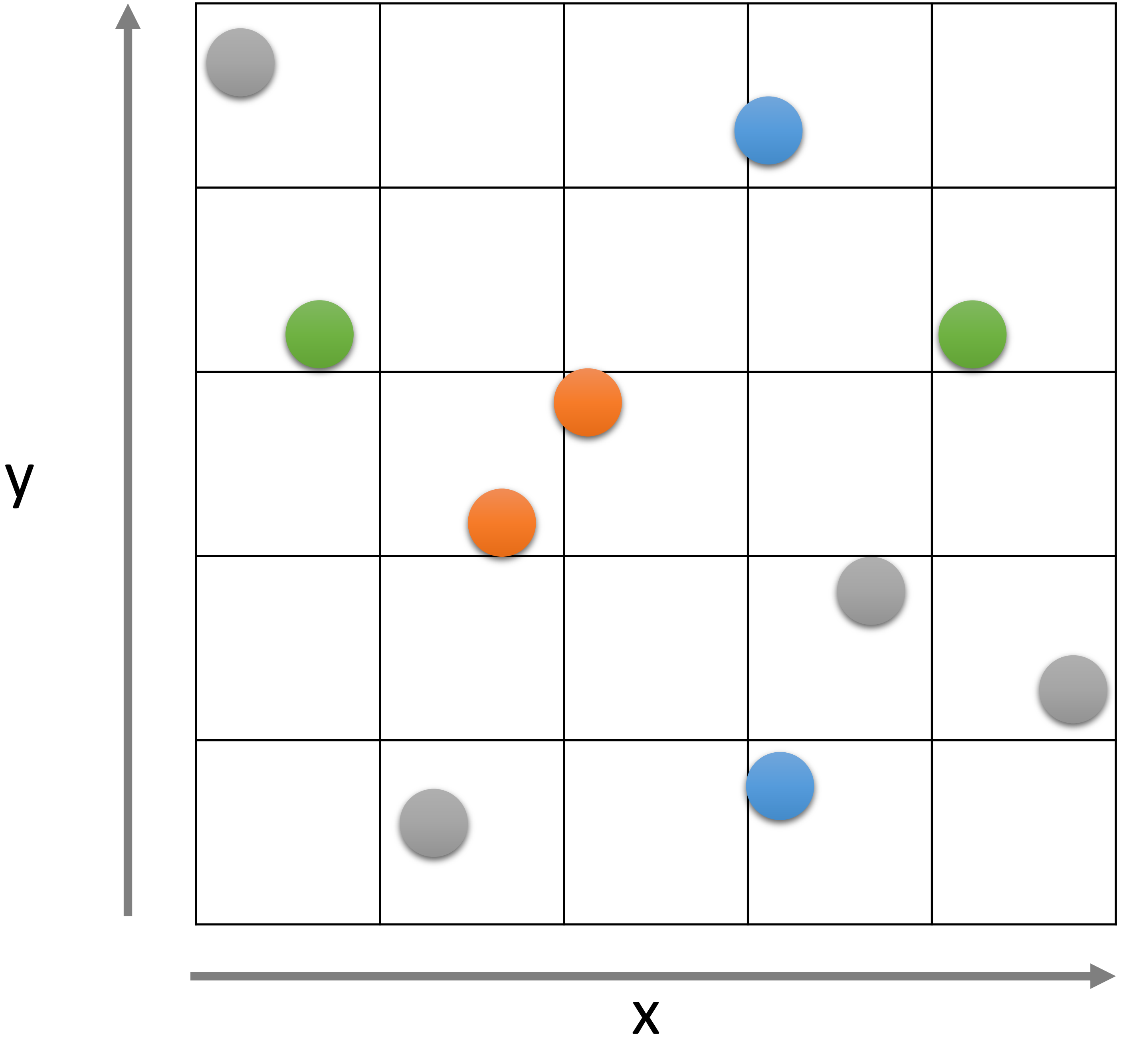
2. Which two are closest on the x-axis?

3. Which two are closest?



1. Which two are closest on the y-axis?

2. Which two are closest on the x-axis?

3. Which two are closest?

Closet Pair—Two-Dimensions

1. Create a copy of the points (we now have two separate copies of P)
    1. Sort by x-coordinate
    2. Sort other by y-coordinate

O(n lg n)

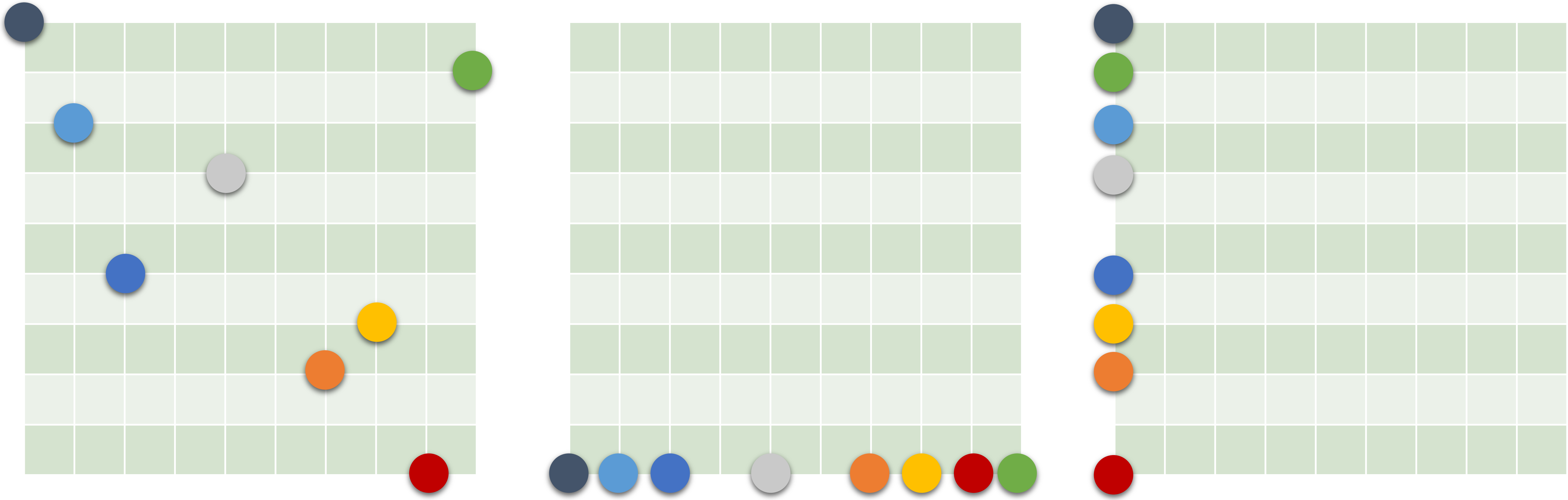
```
P  : [p0(1,10), p1(2,8), p2(7,3), p3(5,7), p4(8,4), p5(3,5), p6(10,9), p7(9,1)]
```

Sorted by x coordinate

```
Px : [p0(1,10), p1(2,8), p5(3,5), p3(5,7), p2(7,3), p4(8,4), p7(9,1), p6(10,9)]
```

Sorted by y coordinate

```
Py : [p7(9,1), p2(7,3), p4(8,4), p5(3,5), p3(5,7), p1(2,8), p6(10,9), p0(1,10)]
```



Closet Pair—Two-Dimensions

1. Create a copy of the points (we now have two separate copies of P)
    1. Sort by x-coordinate
    2. Sort other by y-coordinate

O(n lg n)

- Can we still end up with a O(n lg n) algorithm for finding the closest pair?
- Does the closeness of two points on one axis matter?

```
FUNCTION FindClosestPair(points)
    points_x = copy_and_sort_by_x(points)
    points_y = copy_and_sort_by_y(points)
    RETURN ClosestPair(points_x, points_y)
```

Closet Pair—Two-Dimensions

1. Create a copy of the points (we now have two separate copies of P)
    1. Sort by x-coordinate
    2. Sort other by y-coordinate

O(n lg n)

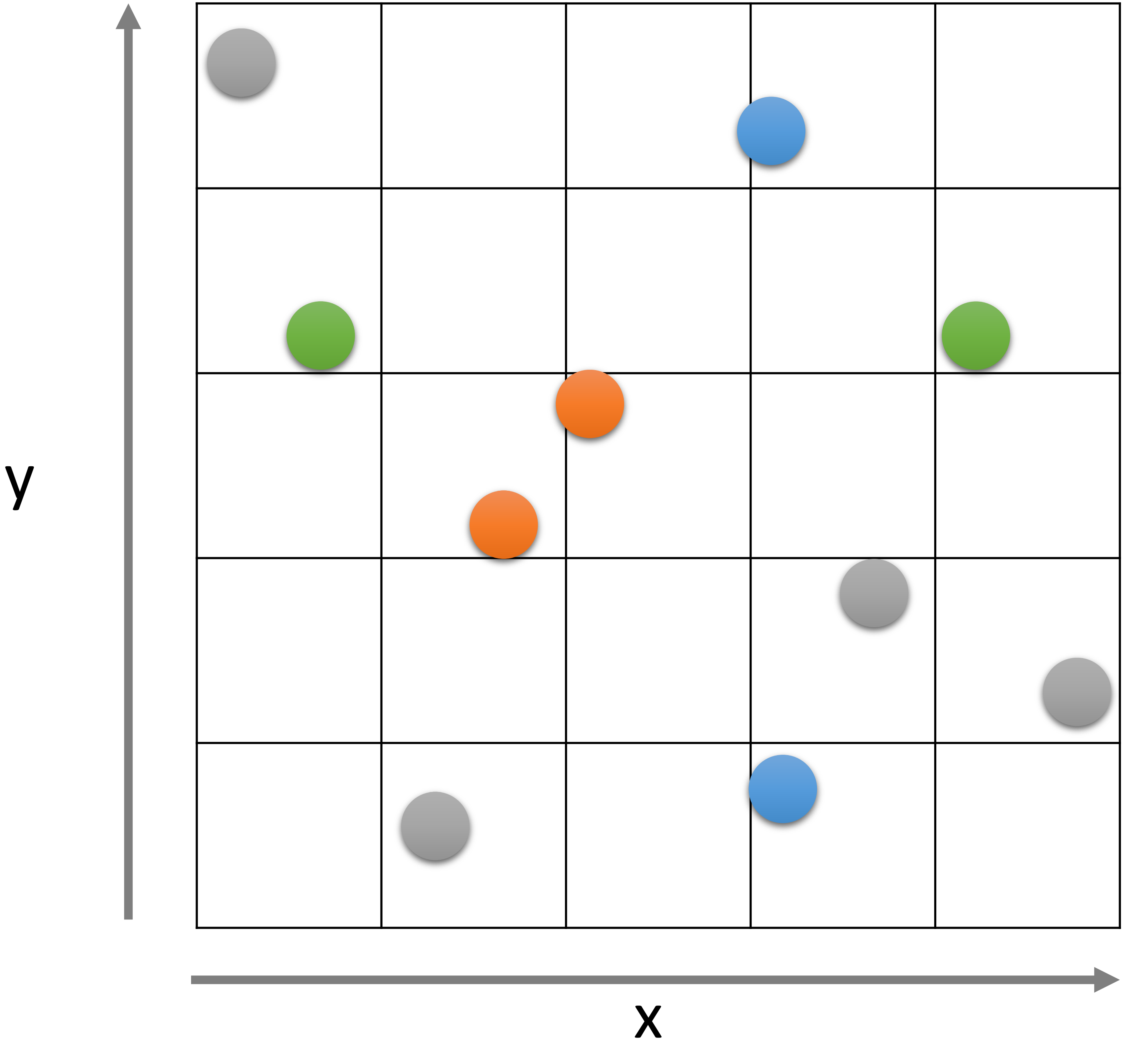
- Can we still end up with a O(n lg n) algorithm for finding the closest pair?
- Does the closeness of two points on one axis matter?

2. Apply the Divide-and-Conquer method

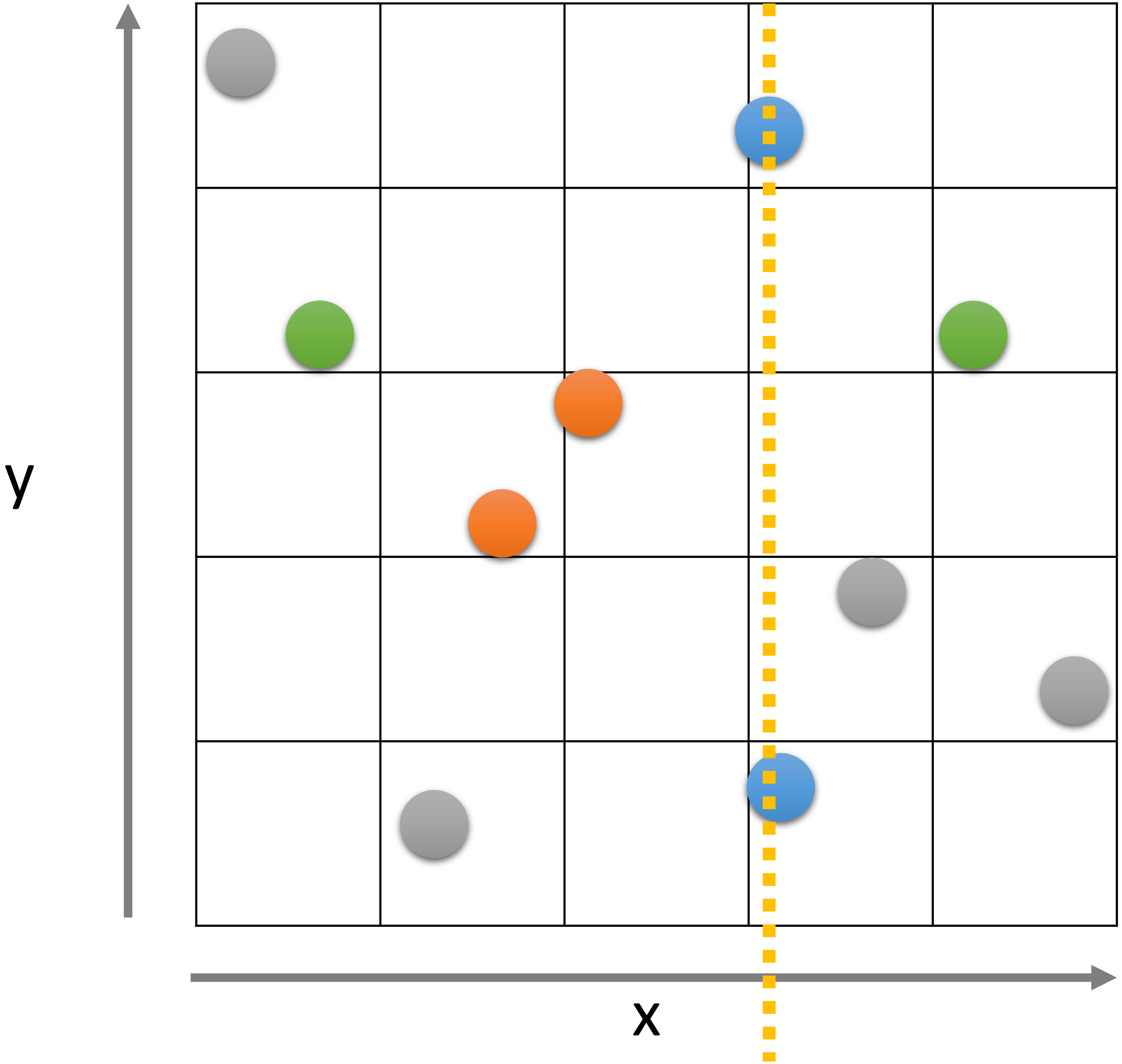
Divide-and-Conquer

1. DIVIDE into smaller subproblems
2. CONQUER the subproblems via recursive calls
3. COMBINE solutions from the subproblems

- How would you divide the problems?



1. Which two are closest on the y-axis?
2. Which two are closest on the x-axis?
3. Which two are closest?
4. How would you divide the search space?



1. Which two are closest on the y-axis?
2. Which two are closest on the x-axis?
3. Which two are closest?
4. How would you divide the search space?

This is not the average x-value

```
FUNCTION ClosestPair(px, py)
    n = px.length
    IF n == 2
        RETURN px[0], px[1], dist(px[0], px[1])

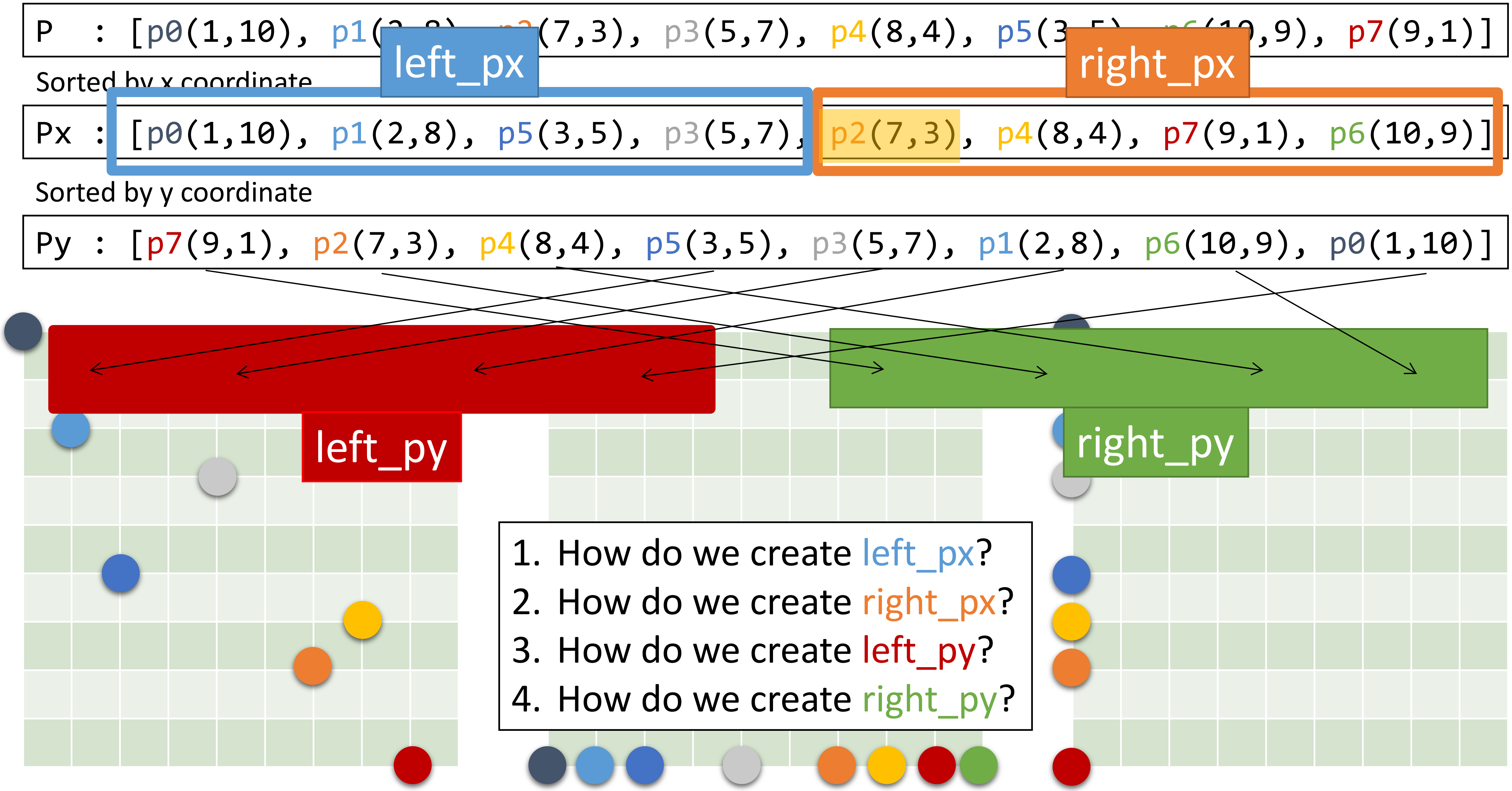


    pl, ql, dl = ClosestPair(left_px, left_py)



    pr, qr, dr = ClosestPair(right_px, right_py)
```

How do we create these arrays?



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P  : [p0(1,10), p1(2,8), p2(7,3), p3(5,7), p4(8,4), p5(3,5), p6(10,9), p7(9,1)]
```

Sorted by x coordinate

```
Px : [p0(1,10), p1(2,8), p5(3,5), p3(5,7), p2(7,3), p4(8,4), p7(9,1), p6(10,9)]
```

Sorted by y coordinate

```
Py : [p7(9,1), p2(7,3), p4(8,4), p5(3,5), p3(5,7), p1(2,8), p6(10,9), p0(1,10)]
```

1. How do we create left_px?
2. How do we create right_px?
3. How do we create left_py?
4. How do we create right_py?

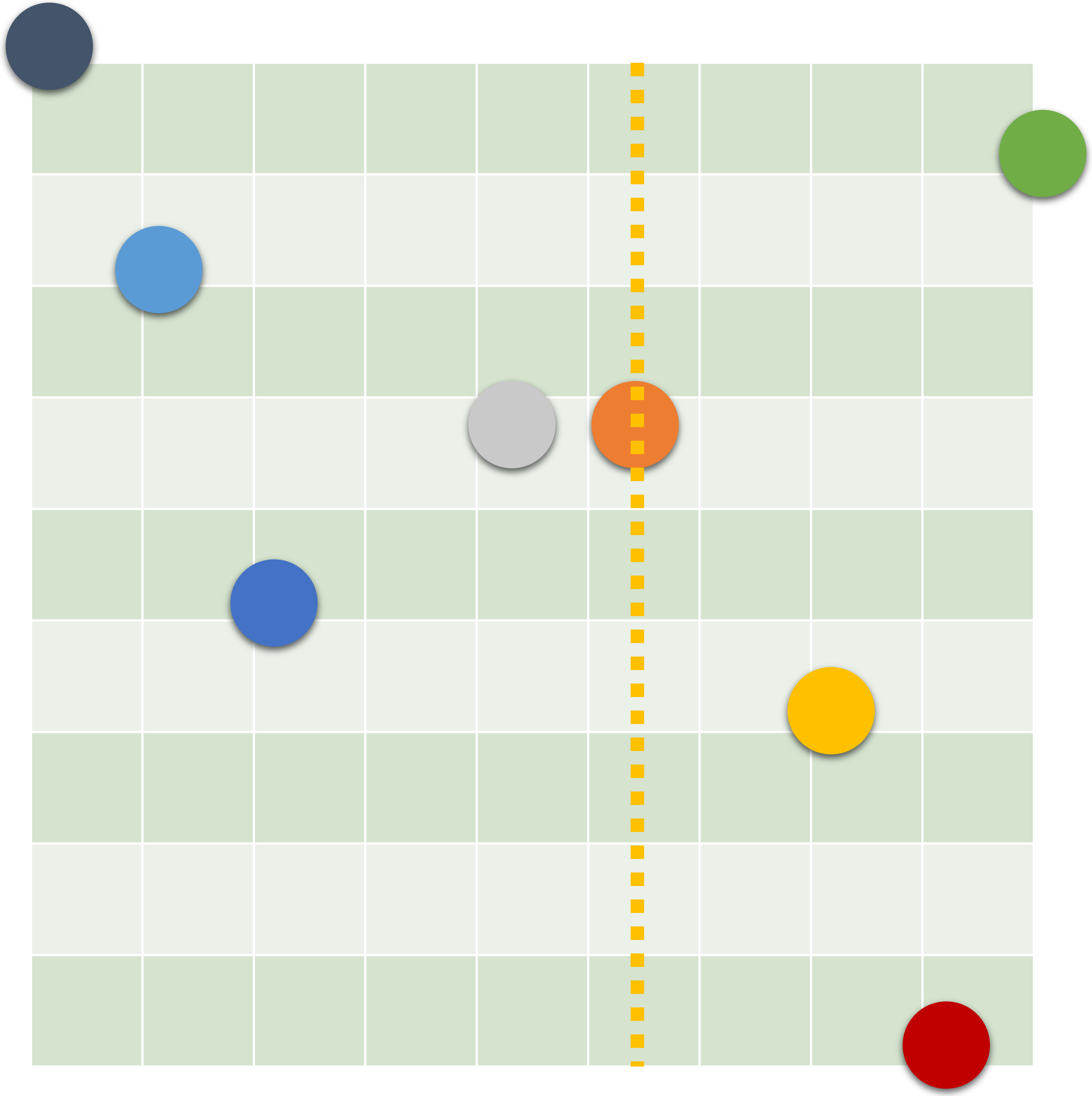
```
FUNCTION ClosestPair(px, py)
    n = px.length
    IF n == 2
        RETURN px[0], px[1], dist(px[0], px[1])

    left_px = px[0 ..< n//2]
    left_py = [p FOR p IN py IF p.x < px[n//2].x]
    pl, ql, dl = ClosestPair(left_px, left_py)

    right_px = px[n//2 ..< n]
    right_py = [p FOR p IN py IF p.x ≥ px[n//2].x]
    pr, qr, dr = ClosestPair(right_px, right_py)
```

Median x value

Any problems with our current approach?



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    left_px = px[0 ..< n//2]
    left_py = [p FOR p IN py IF p.x < px[n//2].x]
    pl, ql, dl = ClosestPair(left_px, left_py)

    right_px = px[n//2 ..< n]
    right_py = [p FOR p IN py IF p.x
    pr, qr, dr = ClosestPair(right_p

    d = min(dl, dr)
    ps, qs, ds = ClosestSplitPair(px, py, d)

    RETURN Closest(pl, ql, dl, pr, qr, dr, ps, qs, ds)
```

What time complexity does this process need such that the overall algorithm runs in O(n lg n)?
Hint: think about Merge Sort.

Exercise Question 1

Running time needed for `ClosestSplitPair`?

Merge Sort and It’s Recurrence Equation

```
FUNCTION RecursiveFunction(some_input)
   IF base_case:
      # Usually O(1)
      RETURN base_case_work(some_input)

   # Two recursive calls, each with half the data
   one = RecursiveFunction(some_input.first_half)
   two = RecursiveFunction(some_input.second_half)

   # Combine results from recursive calls (usually O(n))
   one_and_two = Combine(one, two)

   RETURN one_and_two
```

```
FUNCTION ClosestPair(px, py)
    n = px.length
    IF n == 2
        RETURN px[0], px[1], dist(px[0], px[1])

    left_px = px[0 ..< n//2]
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    pl, ql, dl = ClosestPair(left_px, left_py)

    right_px = px[n//2 ..< n]
    right_py = [p FOR p IN py IF p.x
    pr, qr, dr = ClosestPair(right_p

    d = min(dl, dr)
    ps, qs, ds = ClosestSplitPair(px, py, d)

    RETURN Closest(pl, ql, dl, pr, qr, dr, ps, qs, ds)
```

How do we find the closest pair that splits the two sides?

Key Idea

- **In** `ClosestSplitPair` **we only need to check for pairs that are closer than those found in the recursive calls to** `ClosestPair`

- This is easier (faster) than trying to find the closest split pair without any extra information!

```
δ = min[d(pl, ql), d(pr, qr)]
```

```
FUNCTION ClosestSplitPair(px, py, d)
   n = px.length
   x_median = px[n//2].x
   middle_py = [p FOR p IN py IF x_median - d < p.x < x_median + d]

   closest_d = INFINITY, closest_p = closest_q = NONE
   FOR i IN [0 ..< middle_py.length - 1]
      FOR j IN [1 ..= min(7, middle_py.length - i)]
         p = middle_py[i], q = middle_py[i + j]
         IF dist(p, q) < closest_d
            closest_d = dist(p, q)
            closest_p = p, closest_q = q

   RETURN closest_p, closest_q, closest_d
```

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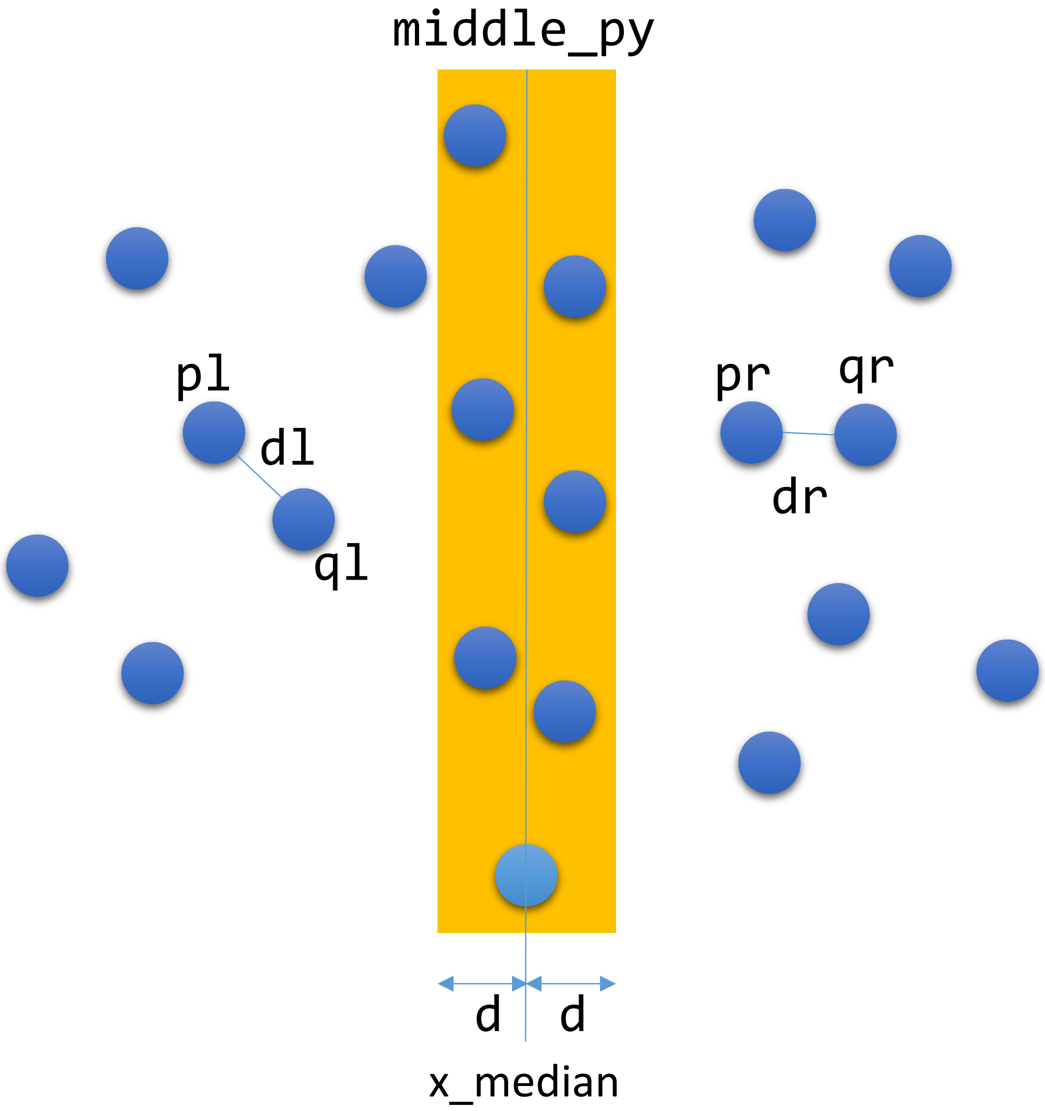

Exercise Question 2

Running Time of Nested For-Loops

```
FUNCTION ClosestSplitPair(px, py, d)
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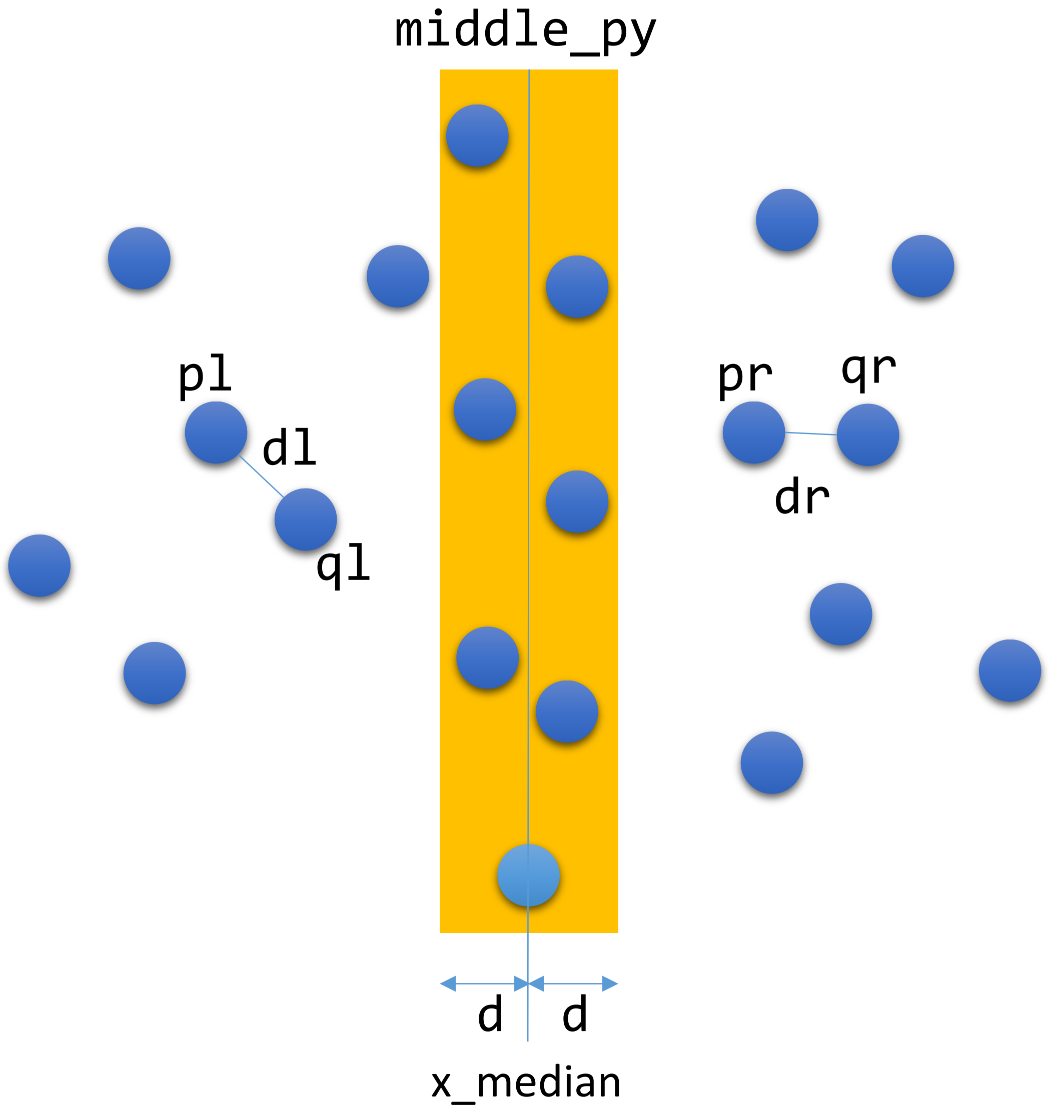
         IF dist(p, q) < closest_d
            closest_d = dist(p, q)
            closest_p = p, closest_q = q

   RETURN closest_p, closest_q, closest_d
```



Claim

Let p `∈ left, q ∈ right` be a split pair with `d(p, q) < d`
Then

A. p and q ∈ `middle_py`, and
B. p and q are at most **7** positions apart in `middle_py`

If the claim is true:

Corollary 1: If the closest pair of P is in a split pair, then our `ClosestSplitPair` procedure finds it.

Corollary 2: `ClosestPair` is correct and runs in O(n lg n)
same recursion tree as merge sort

Proof—Part A

Let p ∈ left, q ∈ right be a split pair with d(p, q) < d

Then

A. p and q ∈ middle_py, and

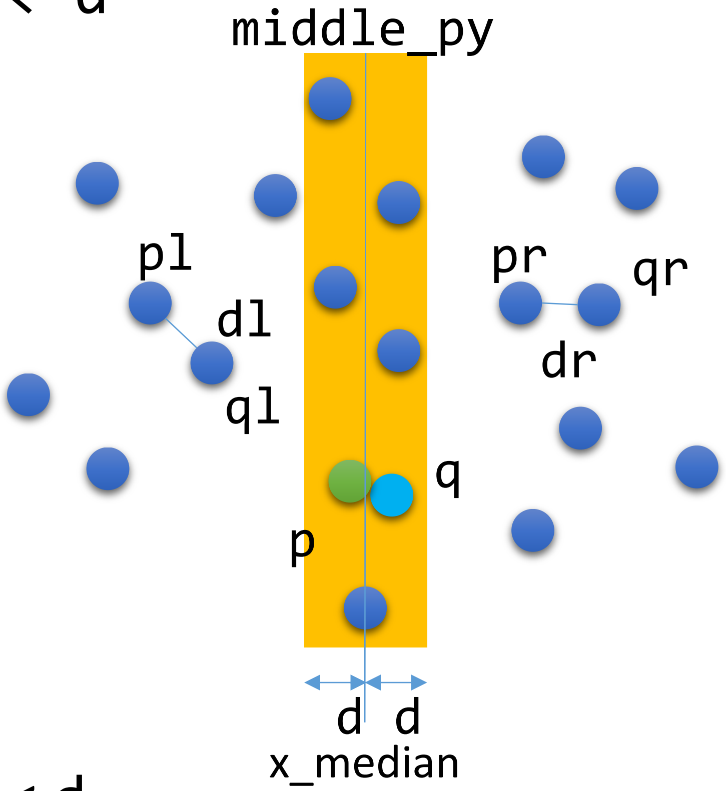
If p = (x1,y1) ∈ left AND q = (x2,y2) ∈ right AND d(p,q) < d

Then

x_median - d < x1 ≤ x_median **and**

x_median ≤ x2 < x_median + d

Otherwise, p and q would not be the closest pair with d(p, q) < d



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```
x_median - d < x1 ≤ x_median and
x_median     ≤ x2 < x_median + d
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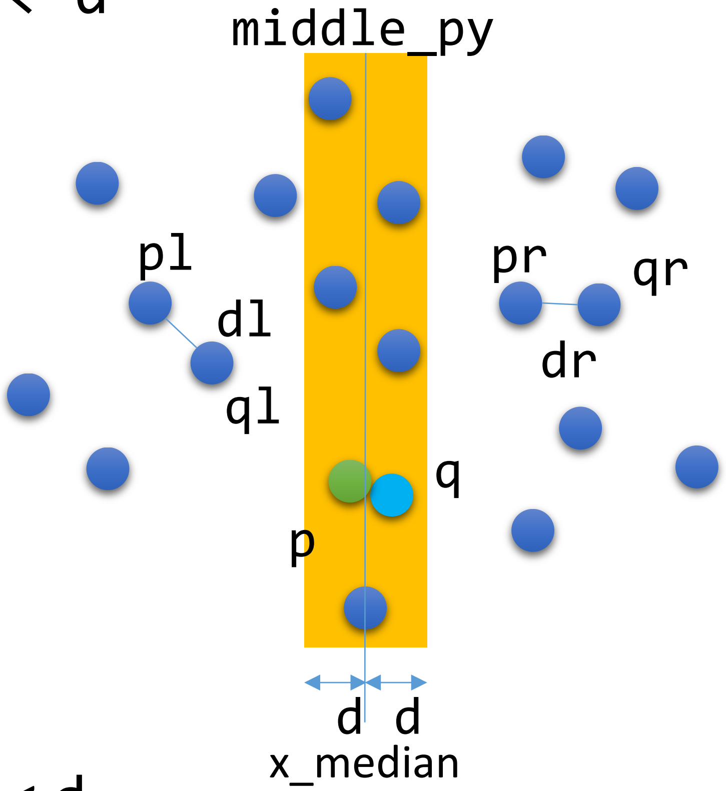

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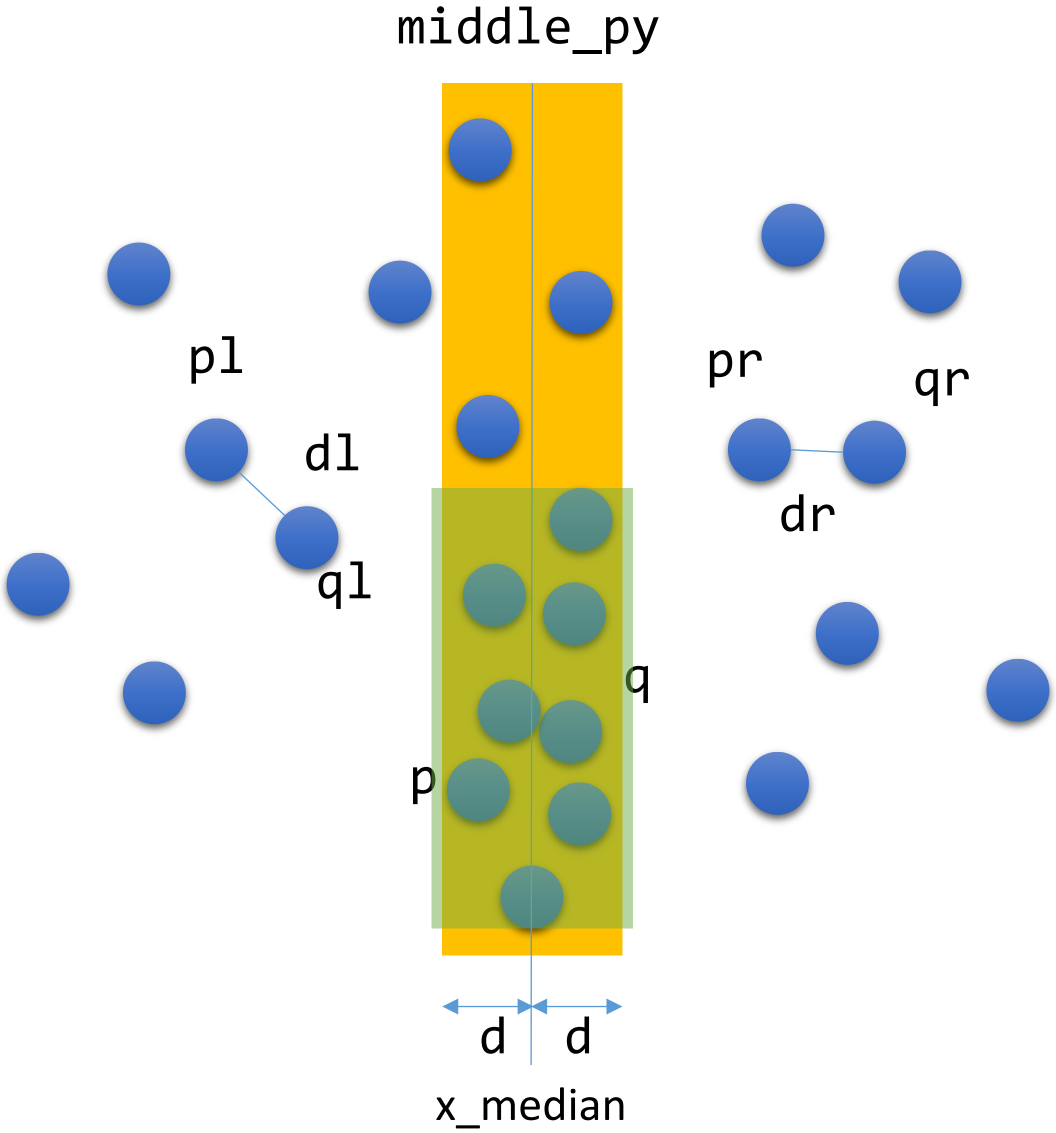
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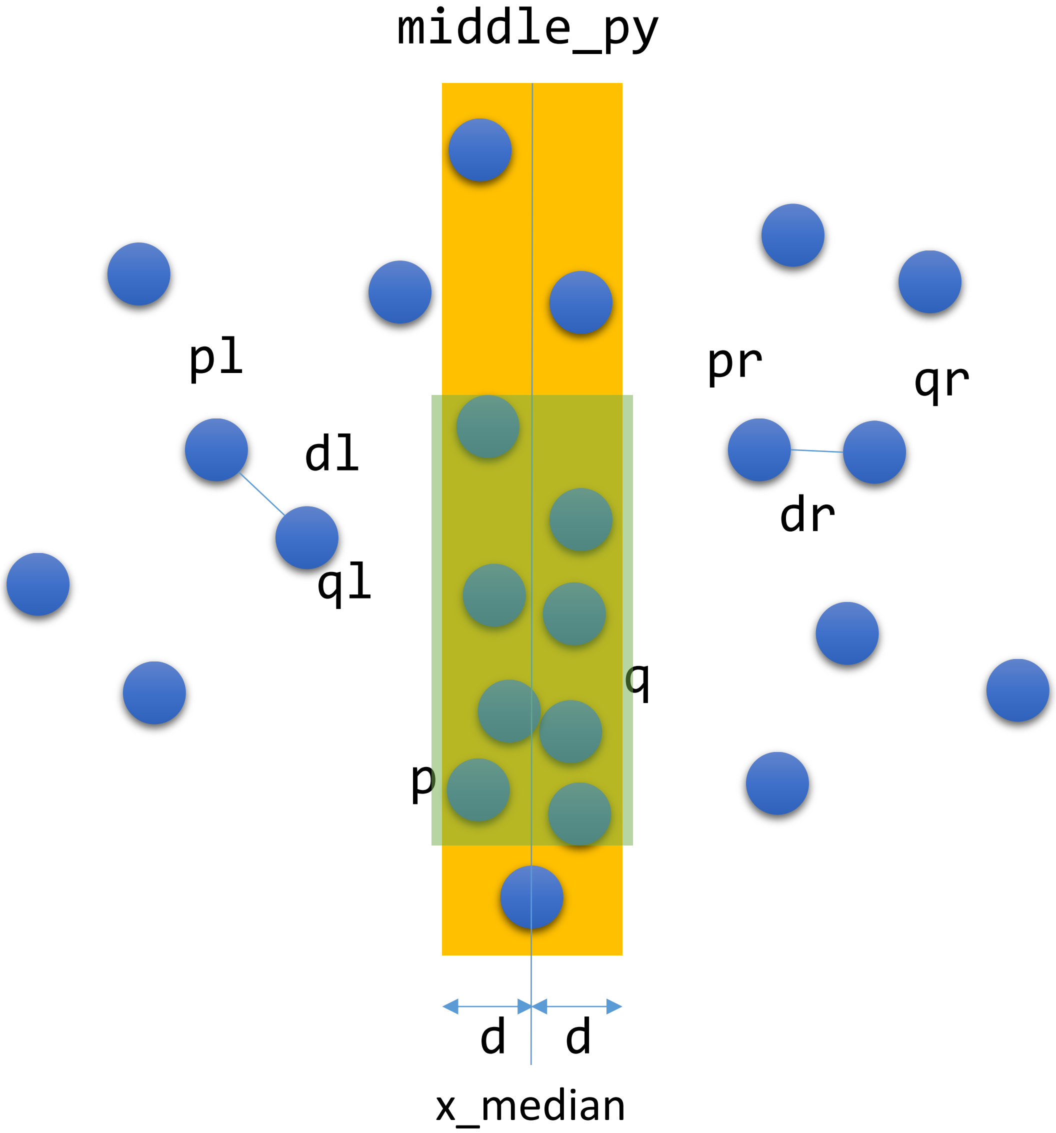
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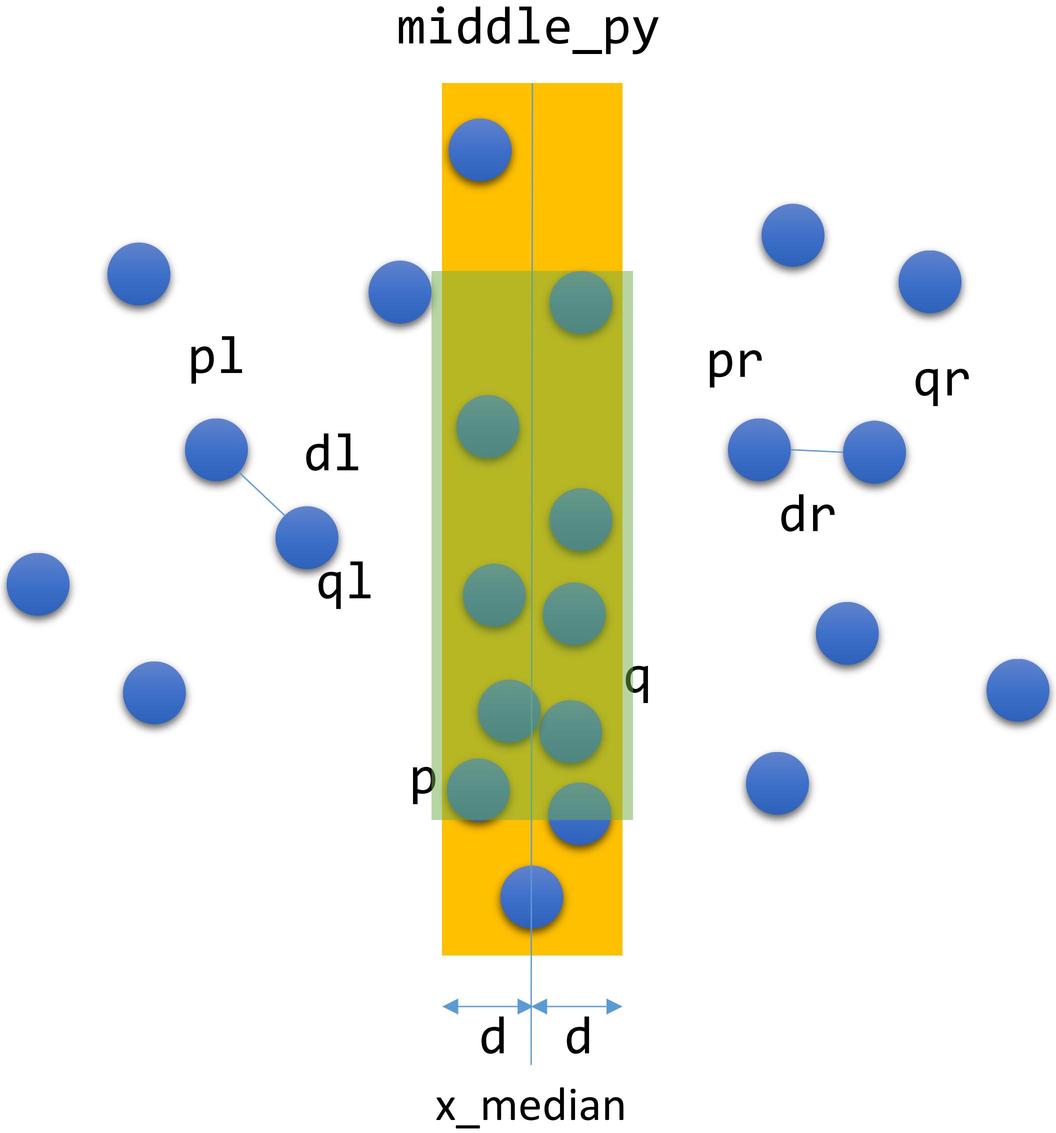
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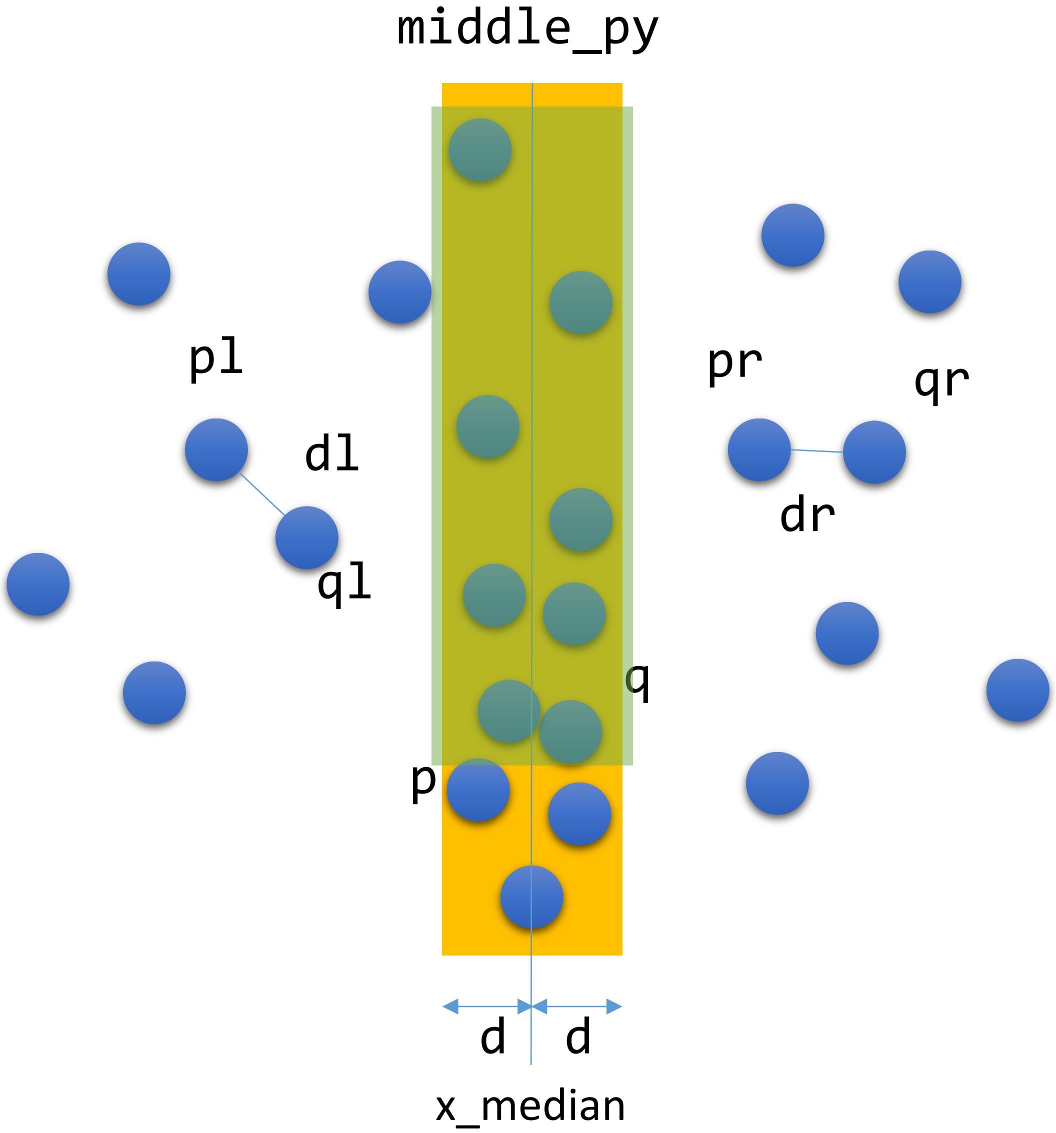
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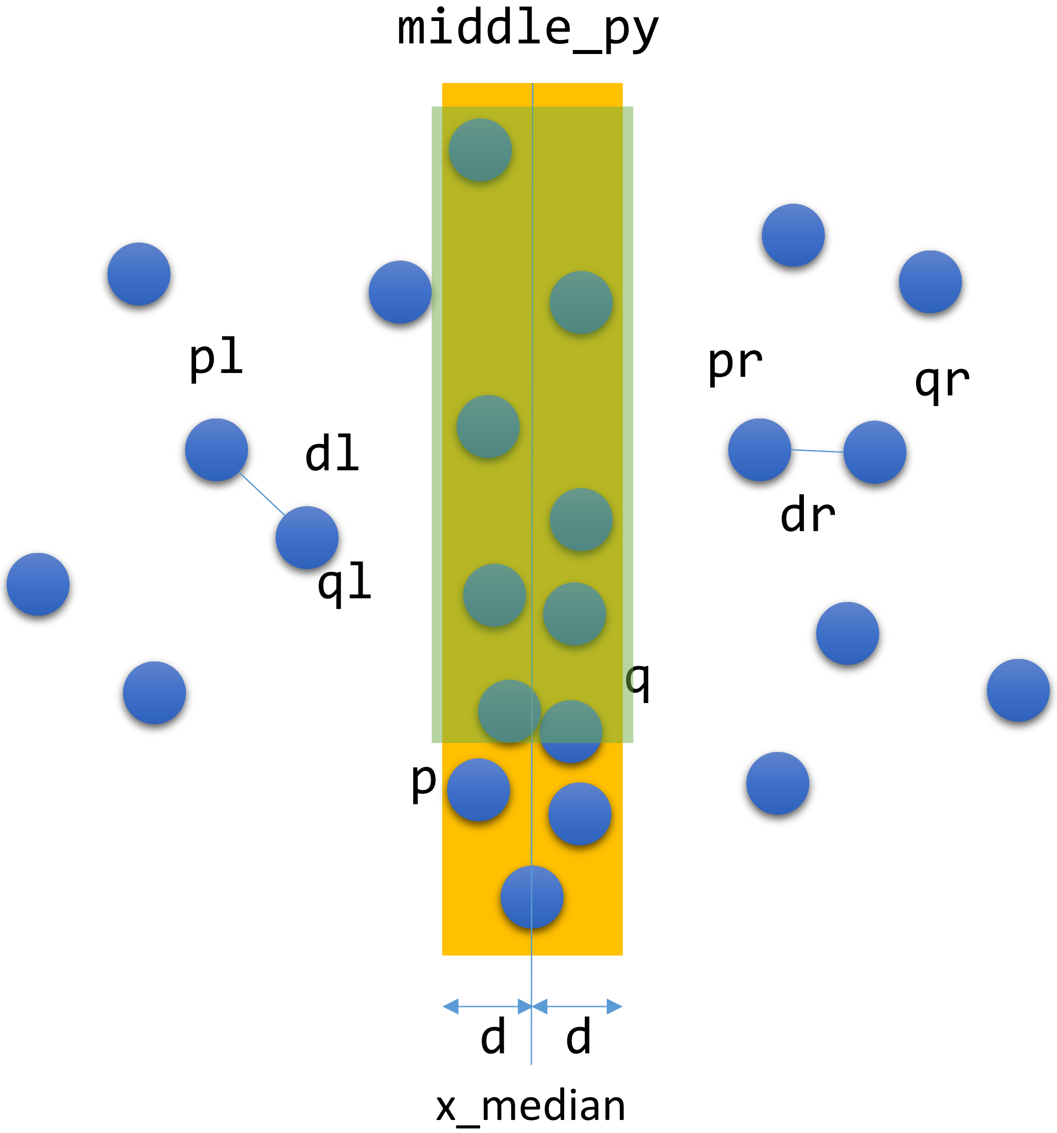
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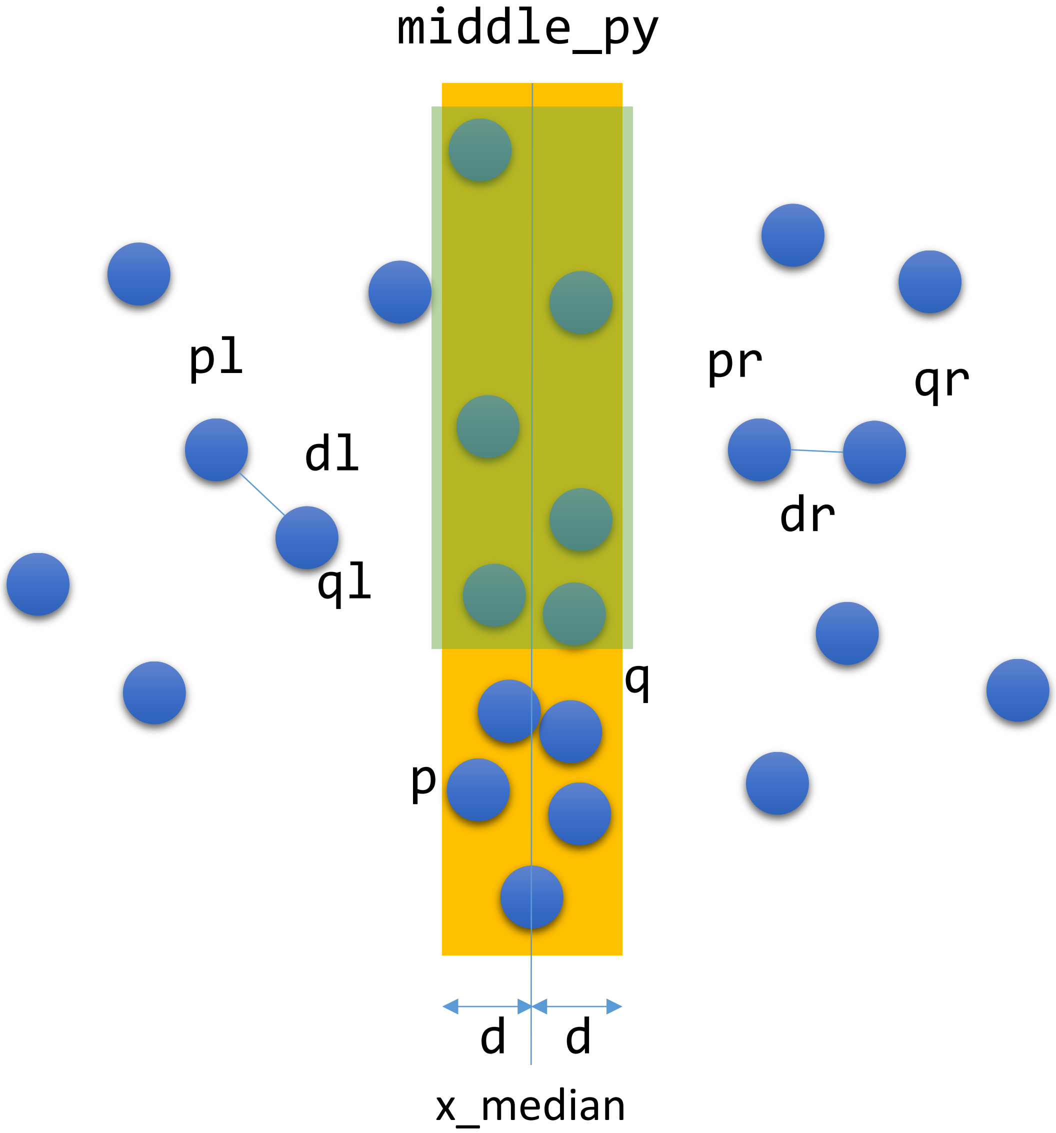
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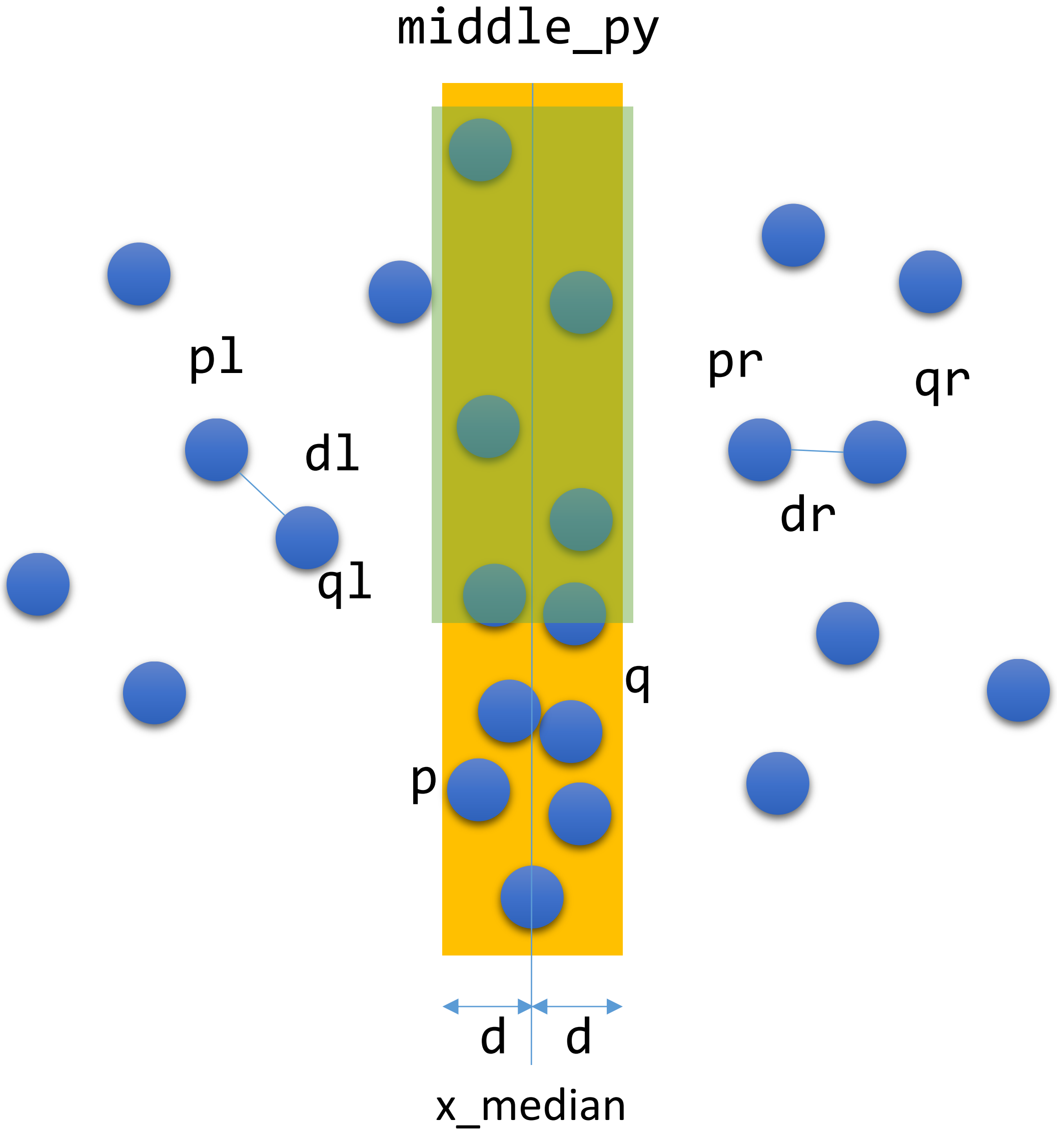
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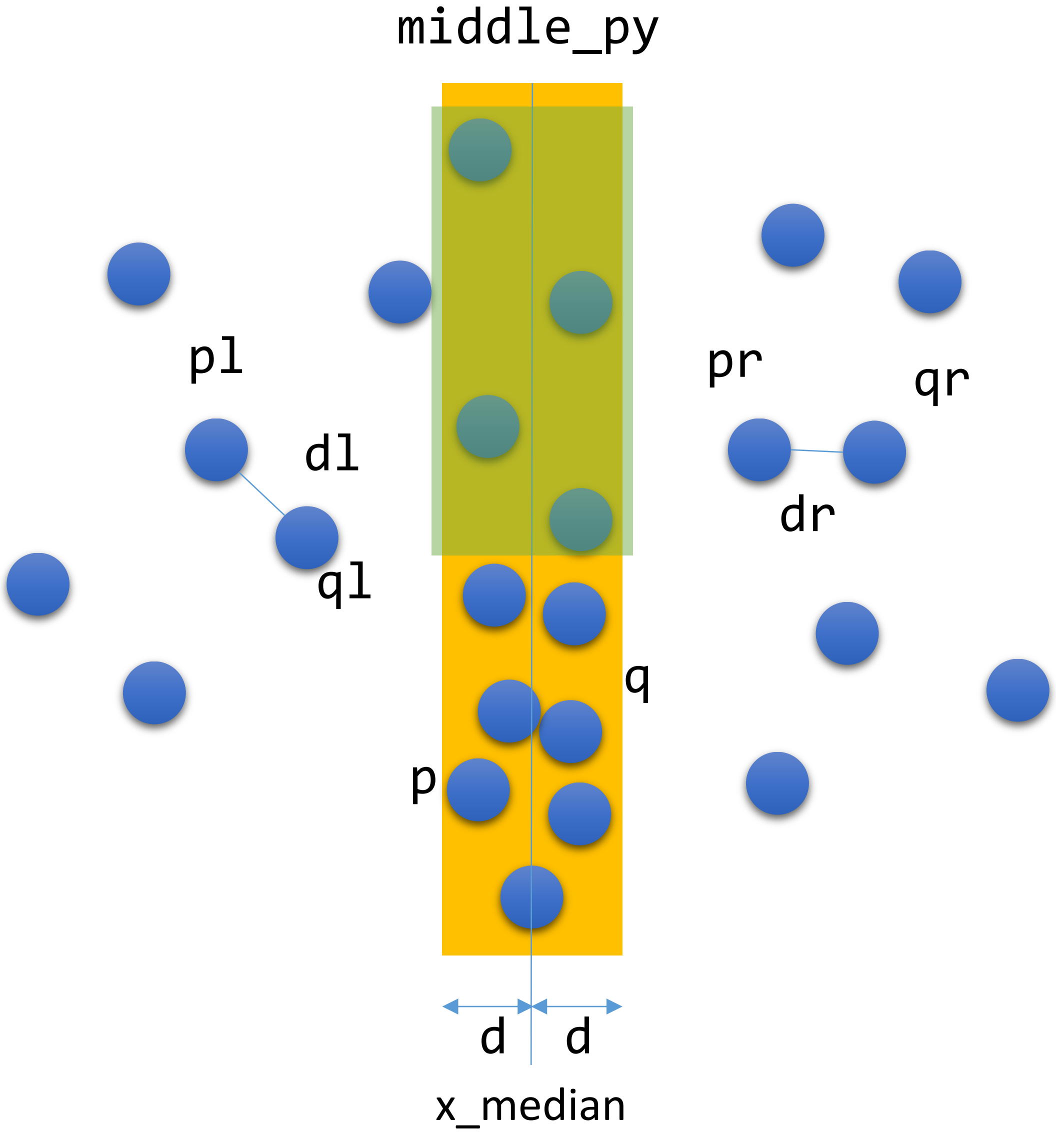
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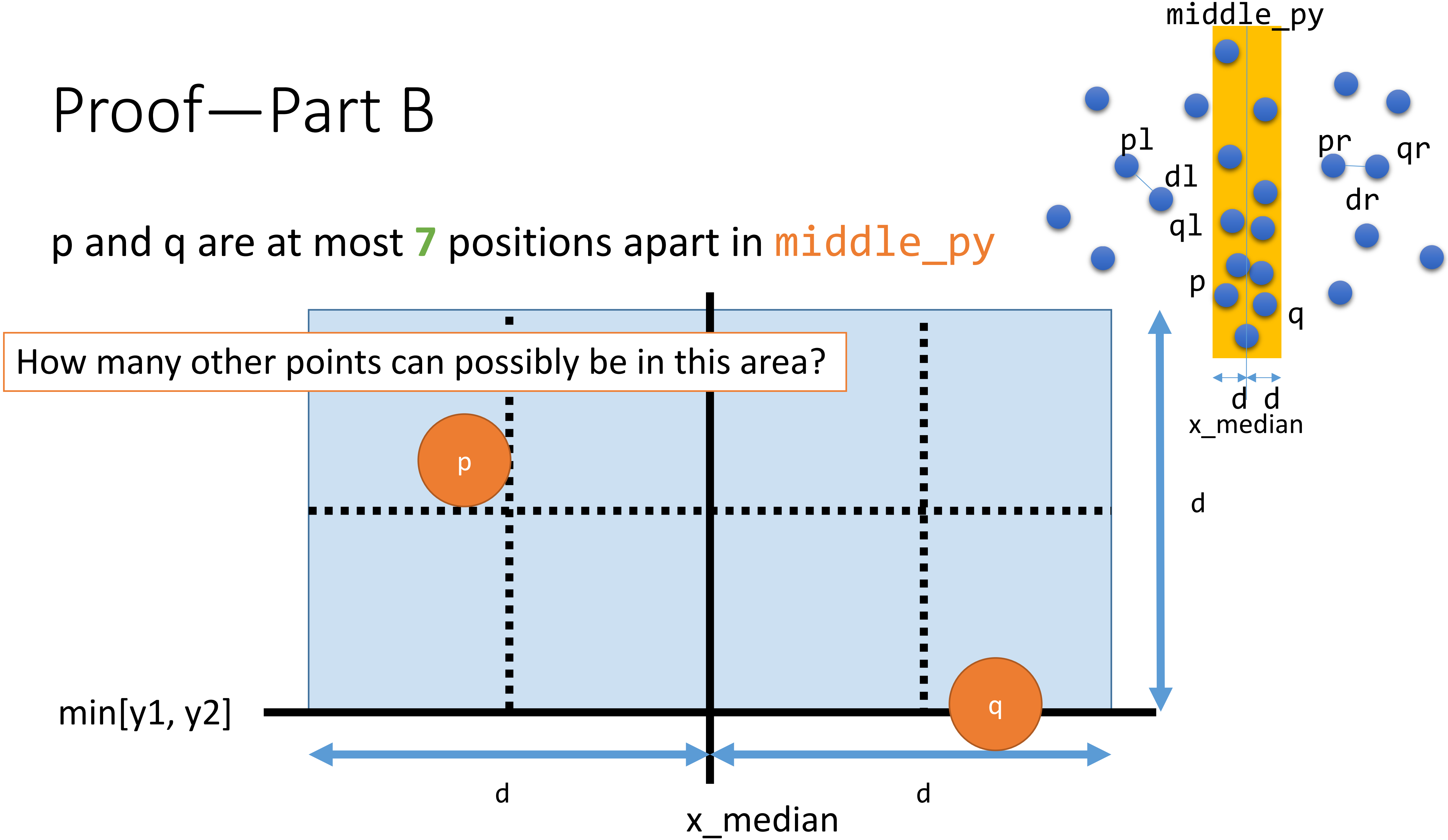
Proof—Part B

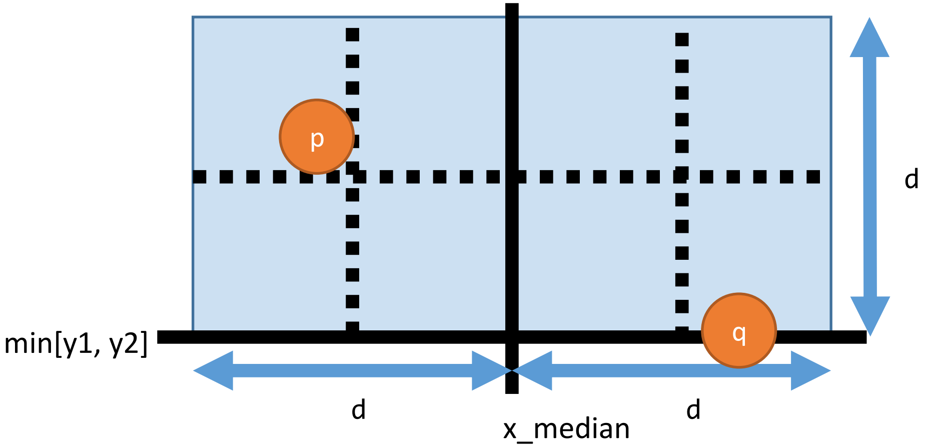
p and q are at most 7 positions apart in middle_py



How many other points can possibly be in this area?

Proof—Part B

p and q are at most 7 positions apart in `middle_py`



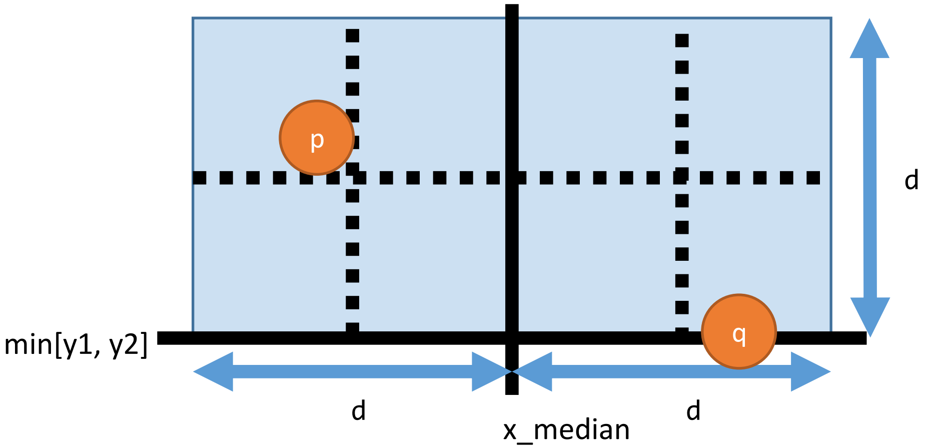
Lemma 1: All points of middle_py with a y-coordinate between those of p and q lie within those 8 boxes.

Proof:

1. First, recall that the y-coordinate of p, q differs by less than d.
2. Second, by definition of middle_py, all have an x-coordinate between x_median += δ.

Proof—Part B

p and q are at most 7 positions apart in `middle_py`



Lemma 1: All points of middle_py with a y-coordinate between those of p and q lie within those 8 boxes.

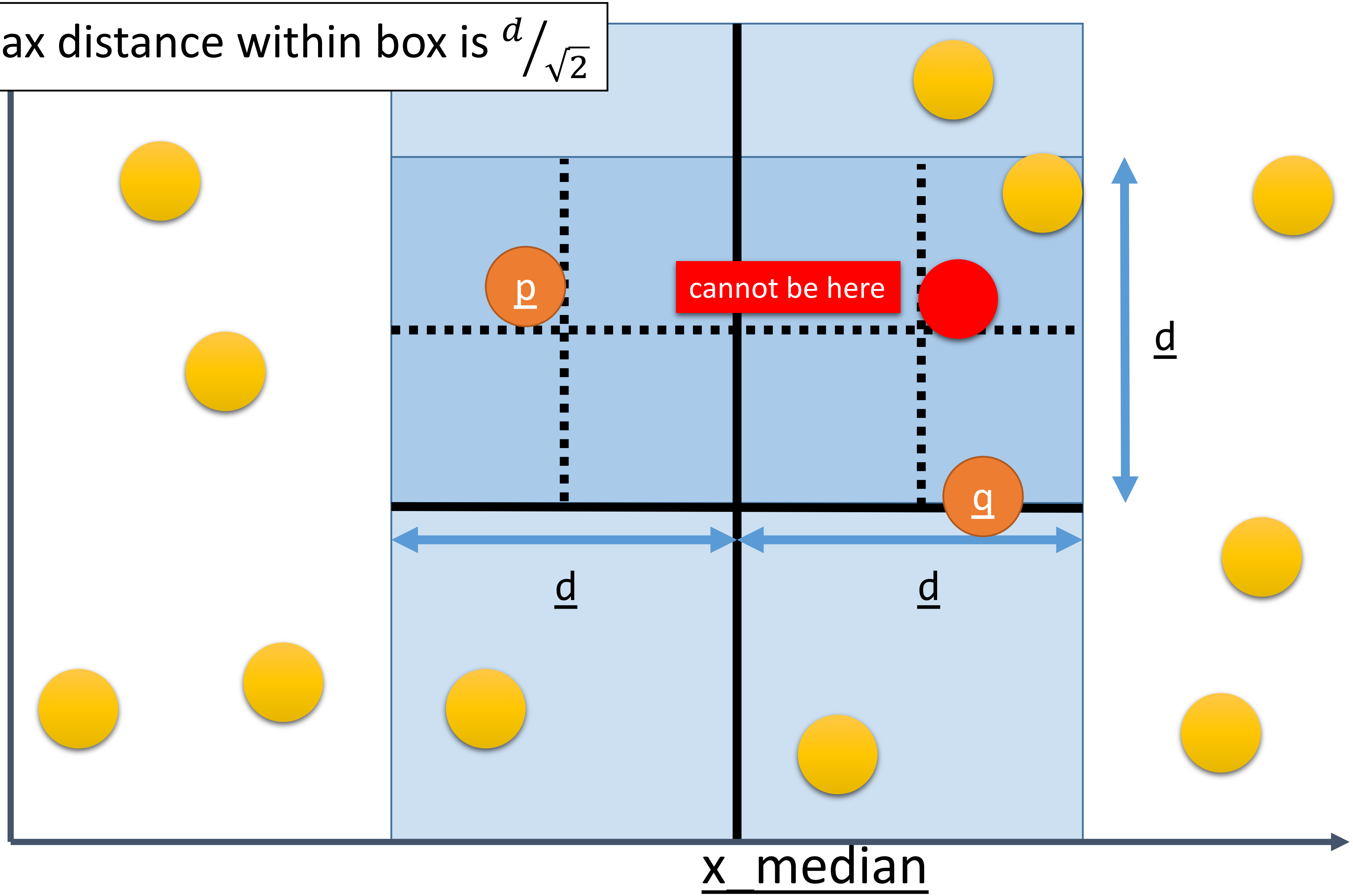
Lemma 2: At most one point of P can be in each box.

Proof: By contradiction. Suppose points a and b lie in the same box. Then

1. a and b are either both in L or both in R
2. d(a, b) <= `d/2 sqrt(2) < d`

This is a contradiction! How did we define d?

Max distance within box is ${}^{d}/_{\sqrt{2}}$



Claim

Let `p ∈ left, q ∈ right` be a split pair with `d(p, q) < d`

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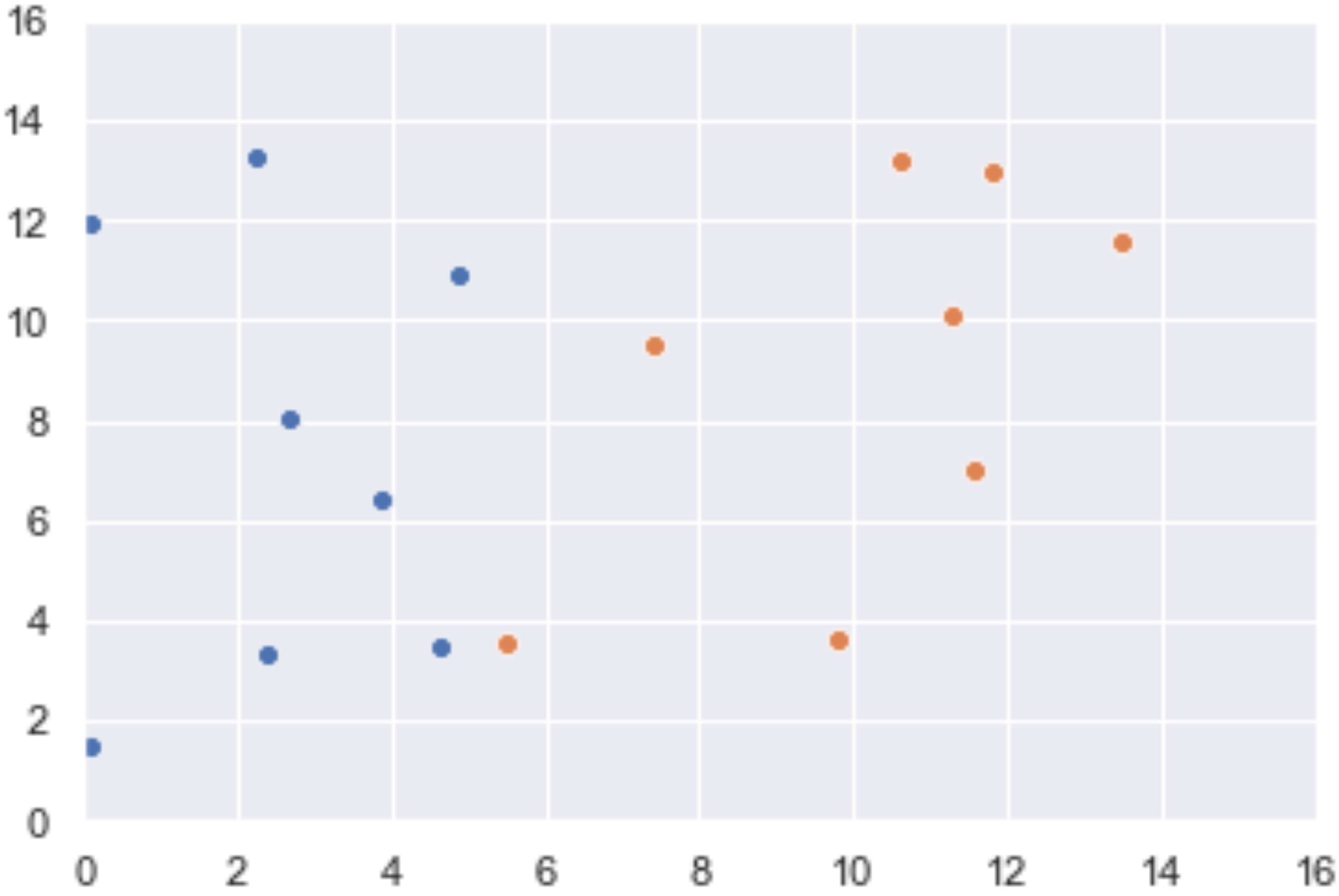
If the claim is true:

Corollary 1: If the closest pair of P is in a split pair, then `ClosestSplitPair` procedure finds it.

Corollary 2: `ClosestPair` is correct and runs in O(n lg n)
same recursion tree as merge sort

Closest Pair

1. Copy P and sort one copy by x and the other copy by y in O(n lg n)
2. Divide P into a left and right in O(n)
3. Conquer by recursively searching left and right
4. Look for the closest pair in middle_py in O(n)
    - Must filter by x
    - And scan through middle_py by looking at adjacent points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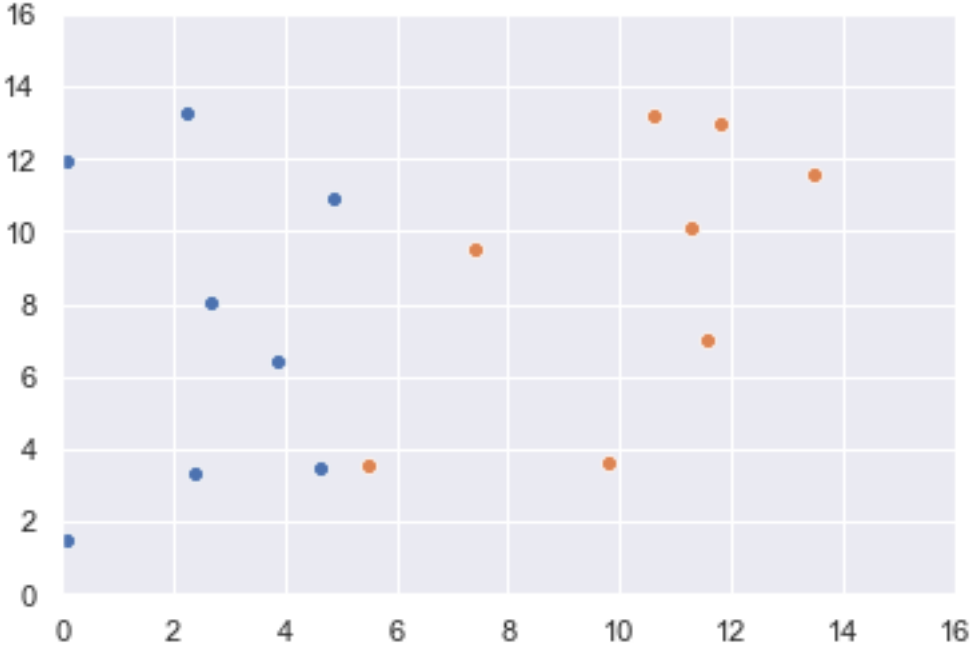
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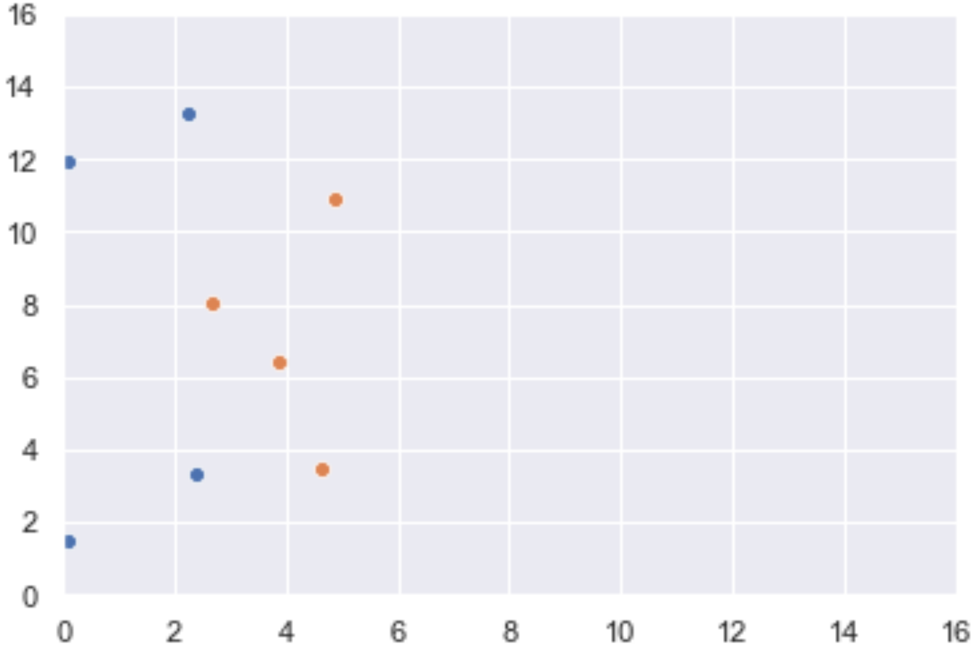
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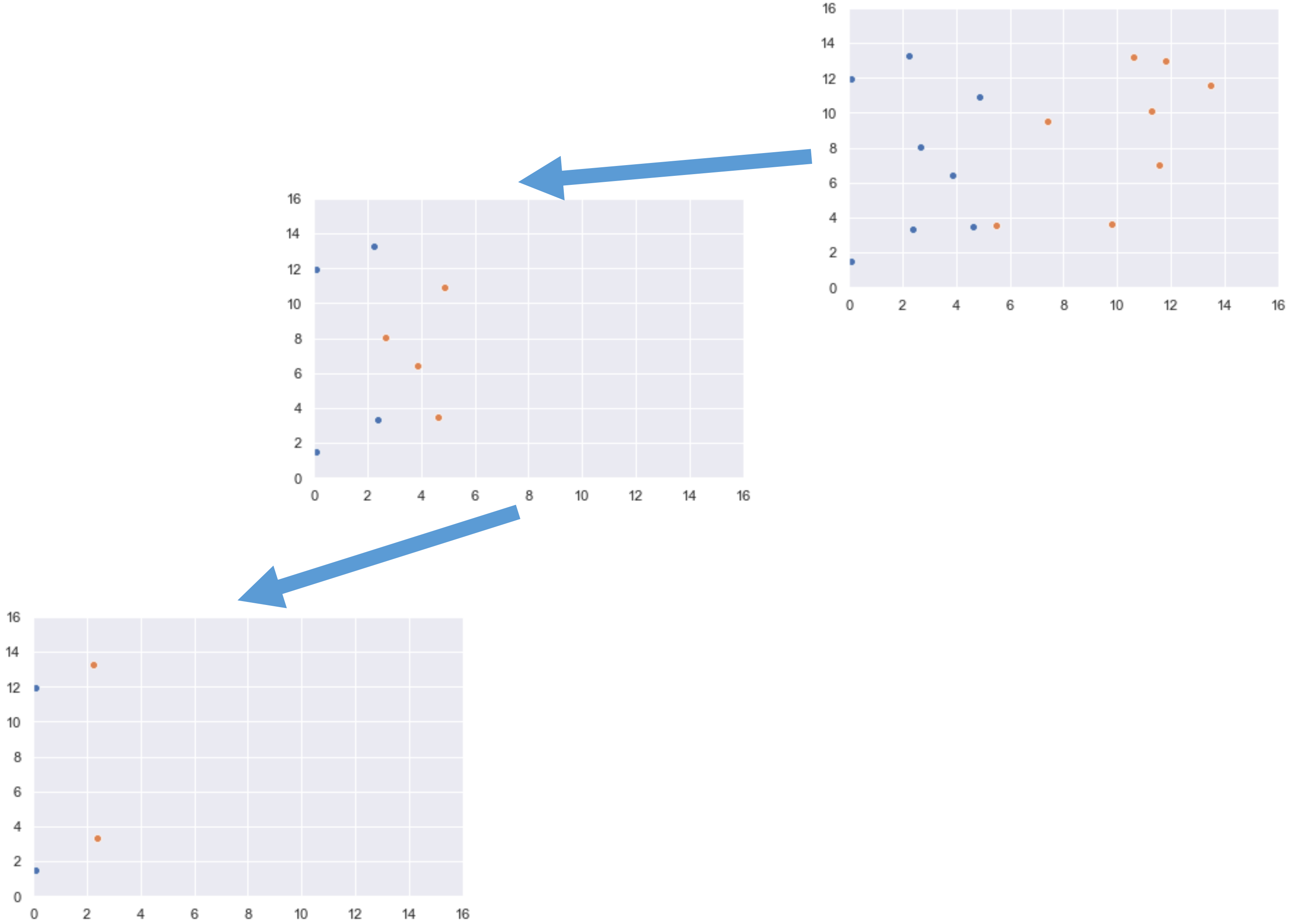

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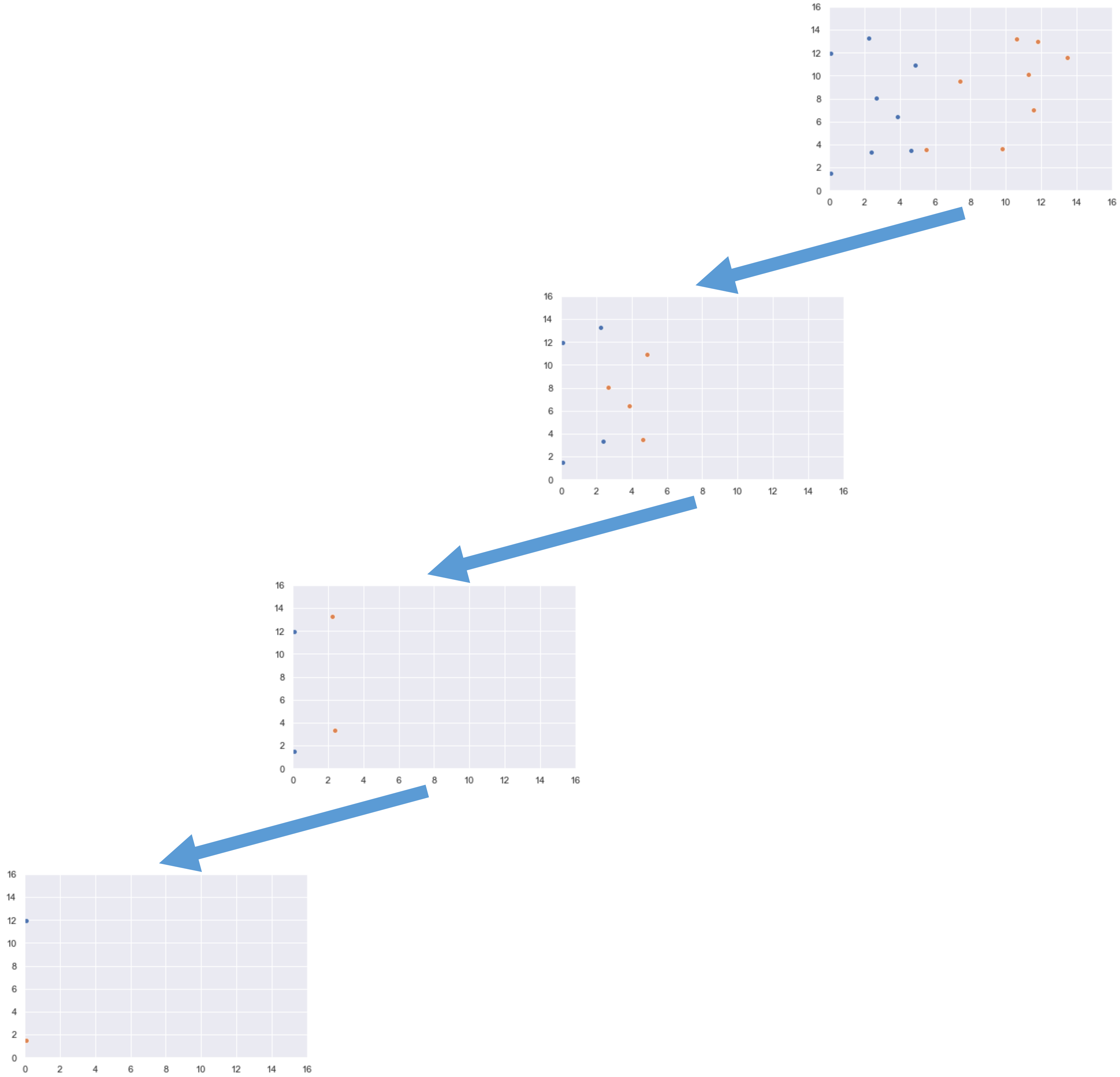
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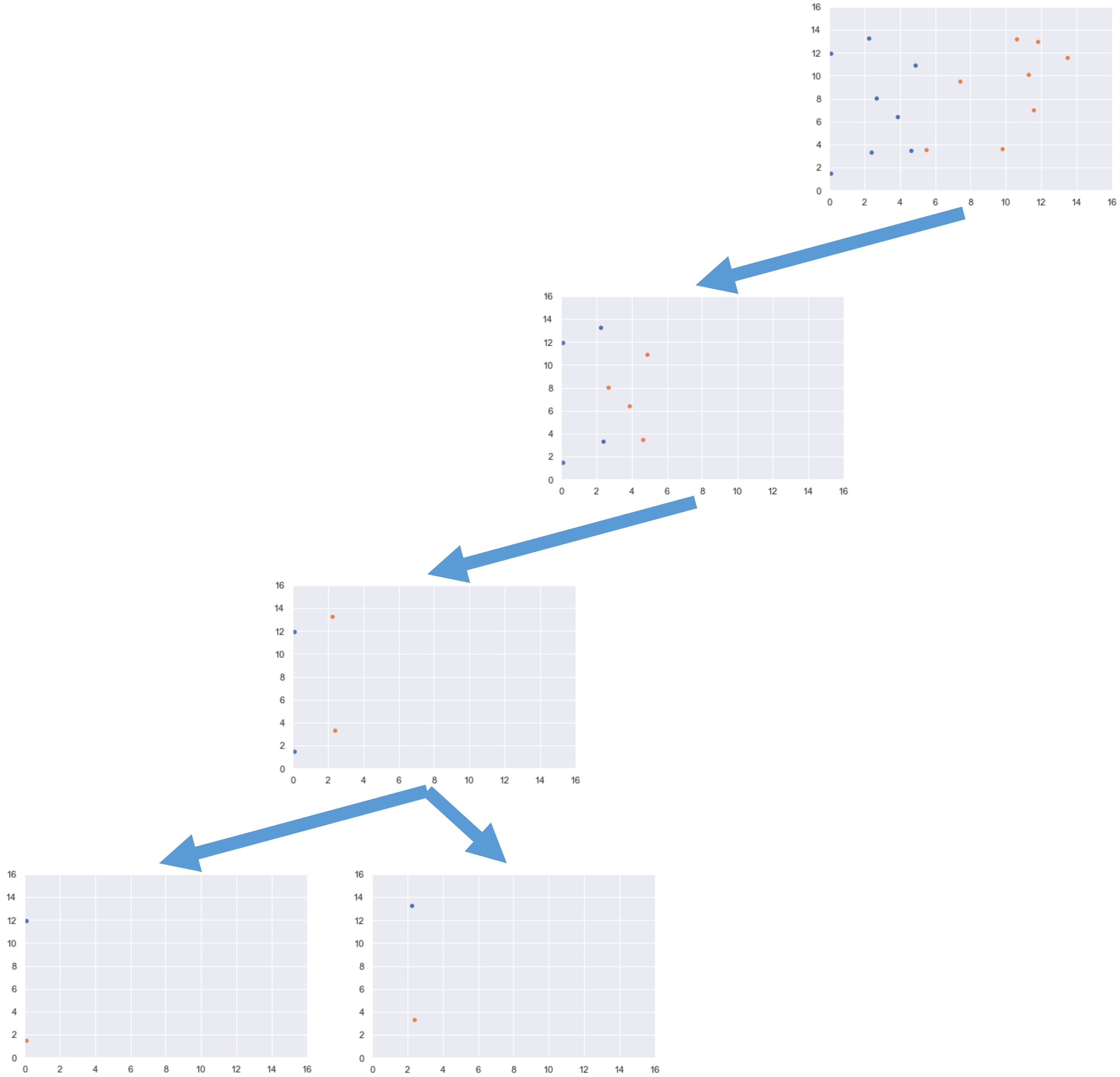
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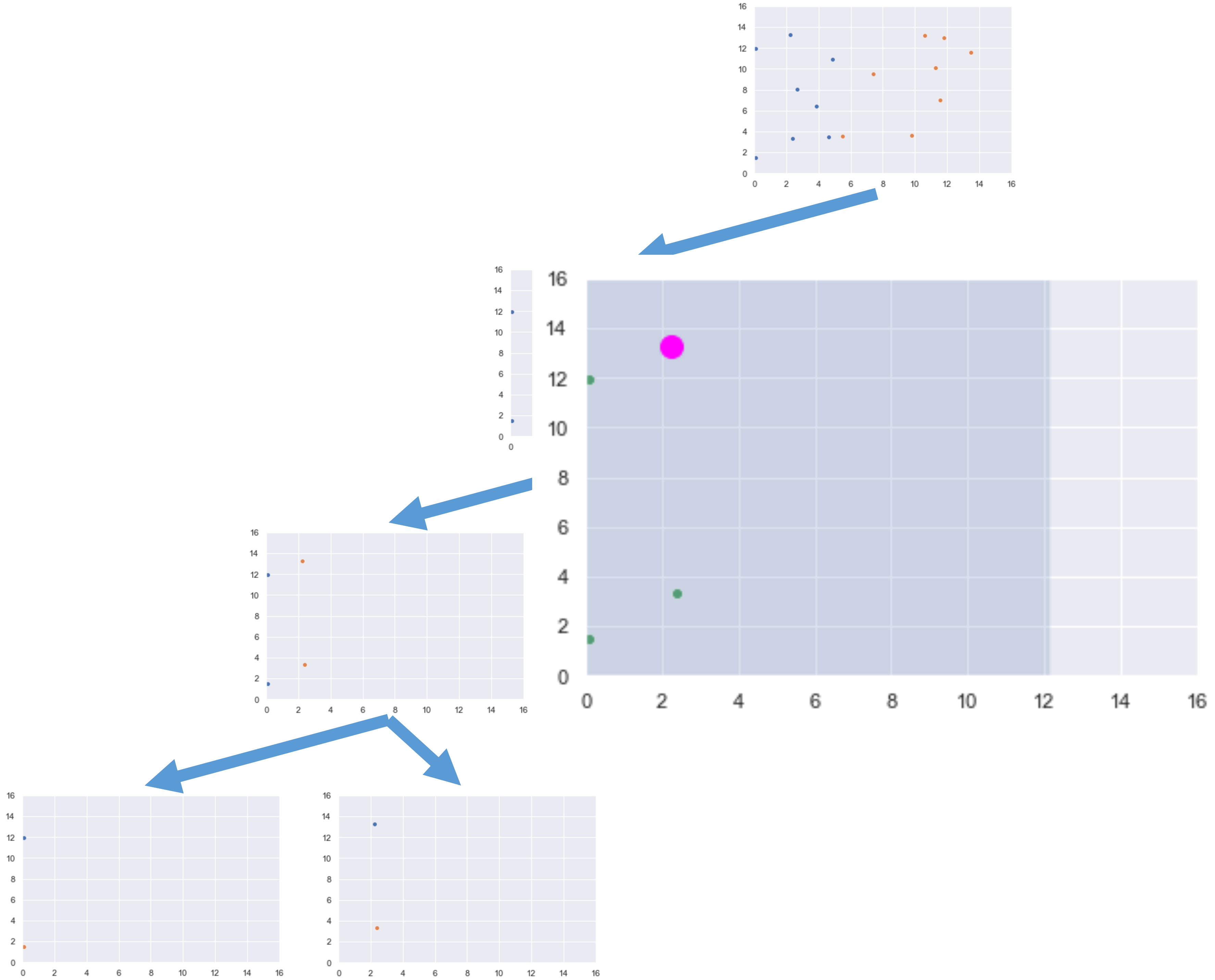
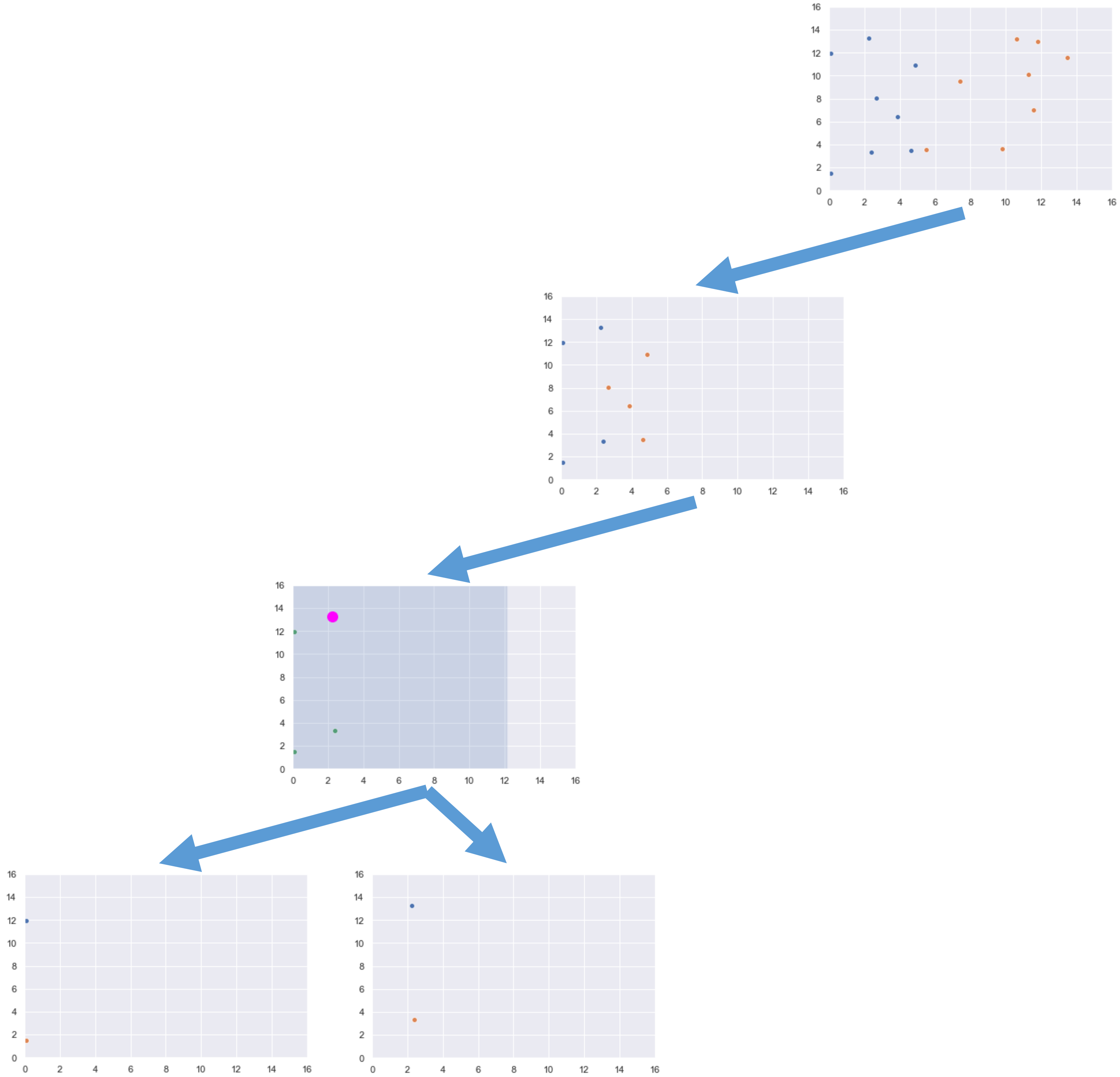


Closest Split Pair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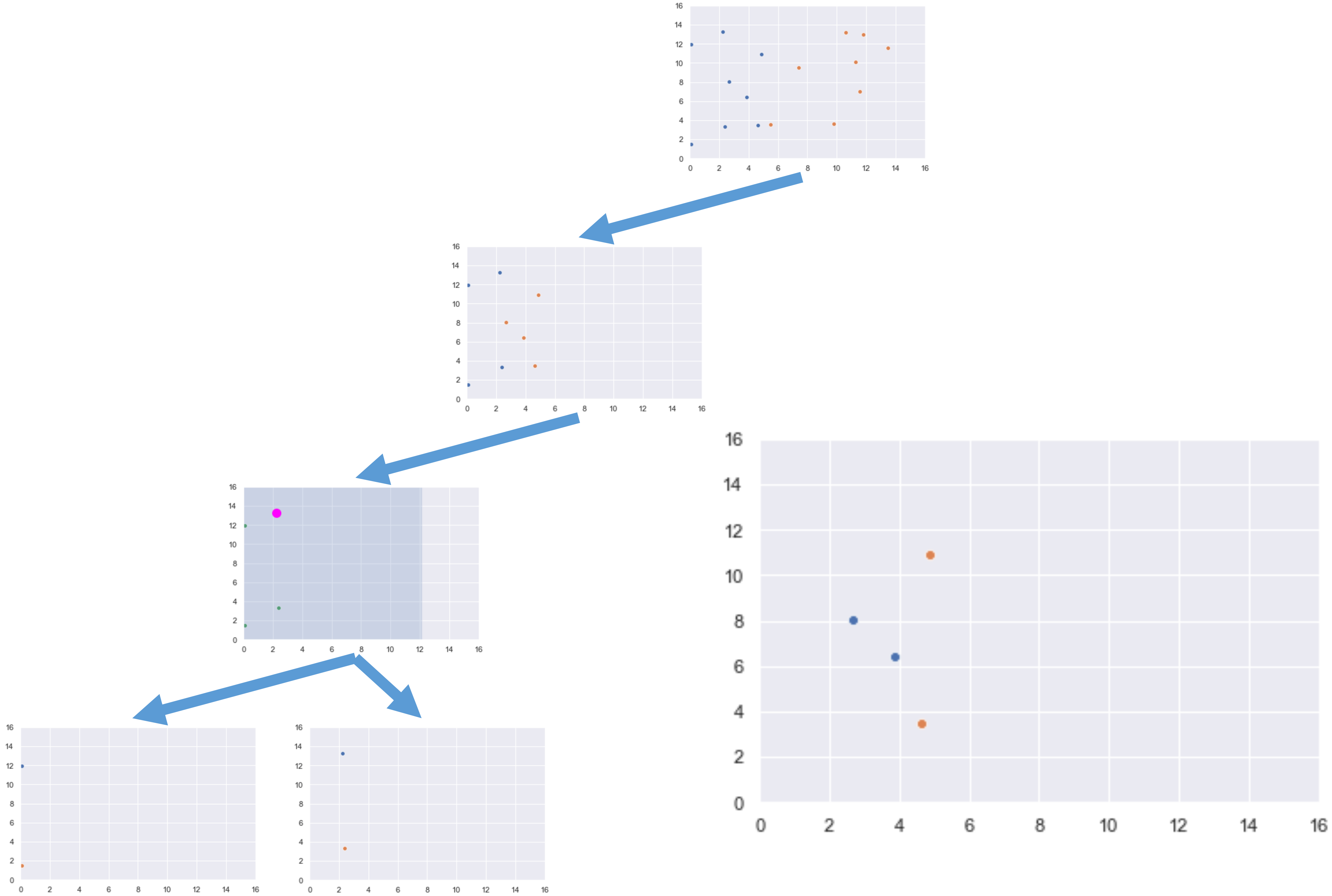
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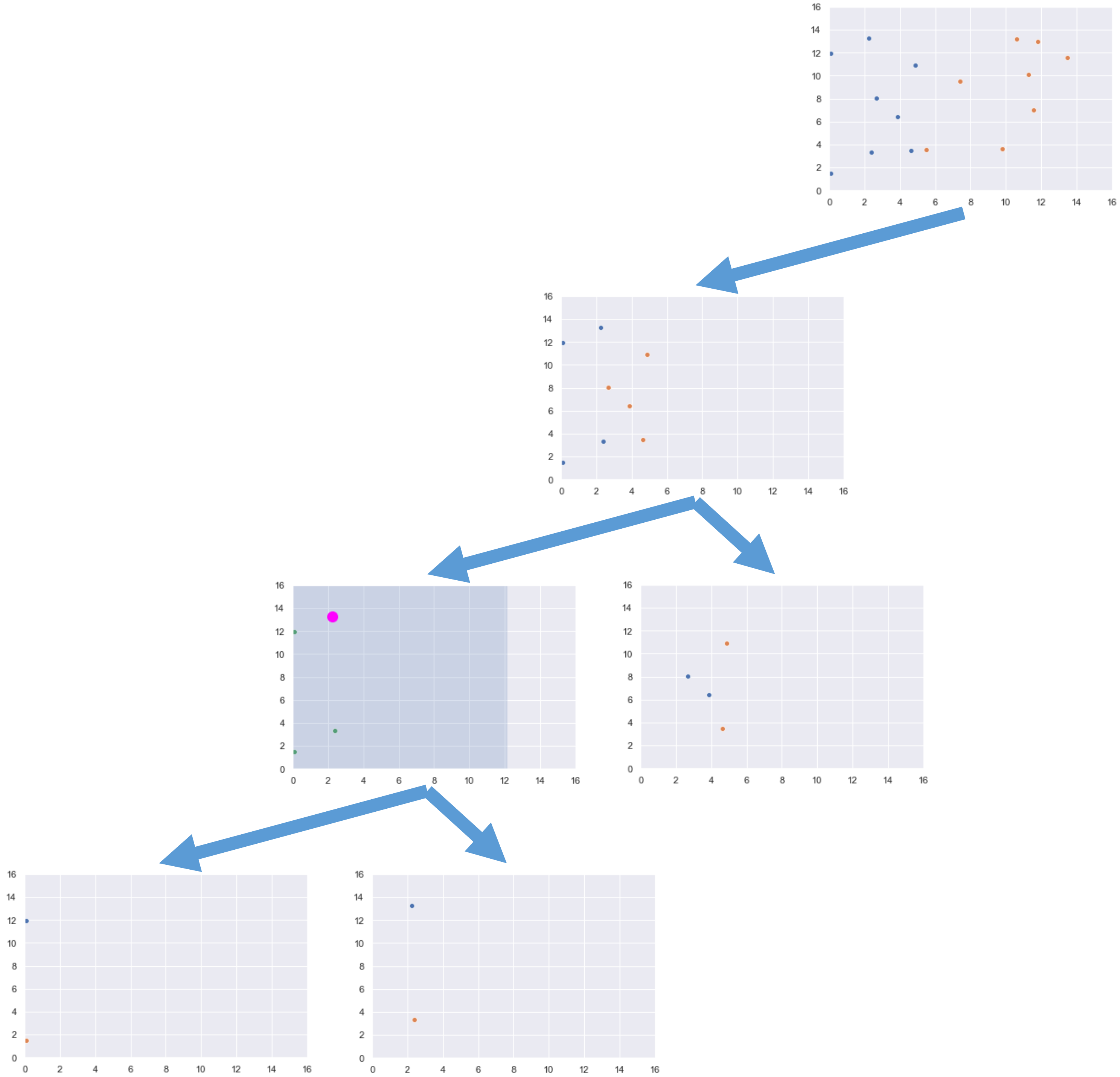
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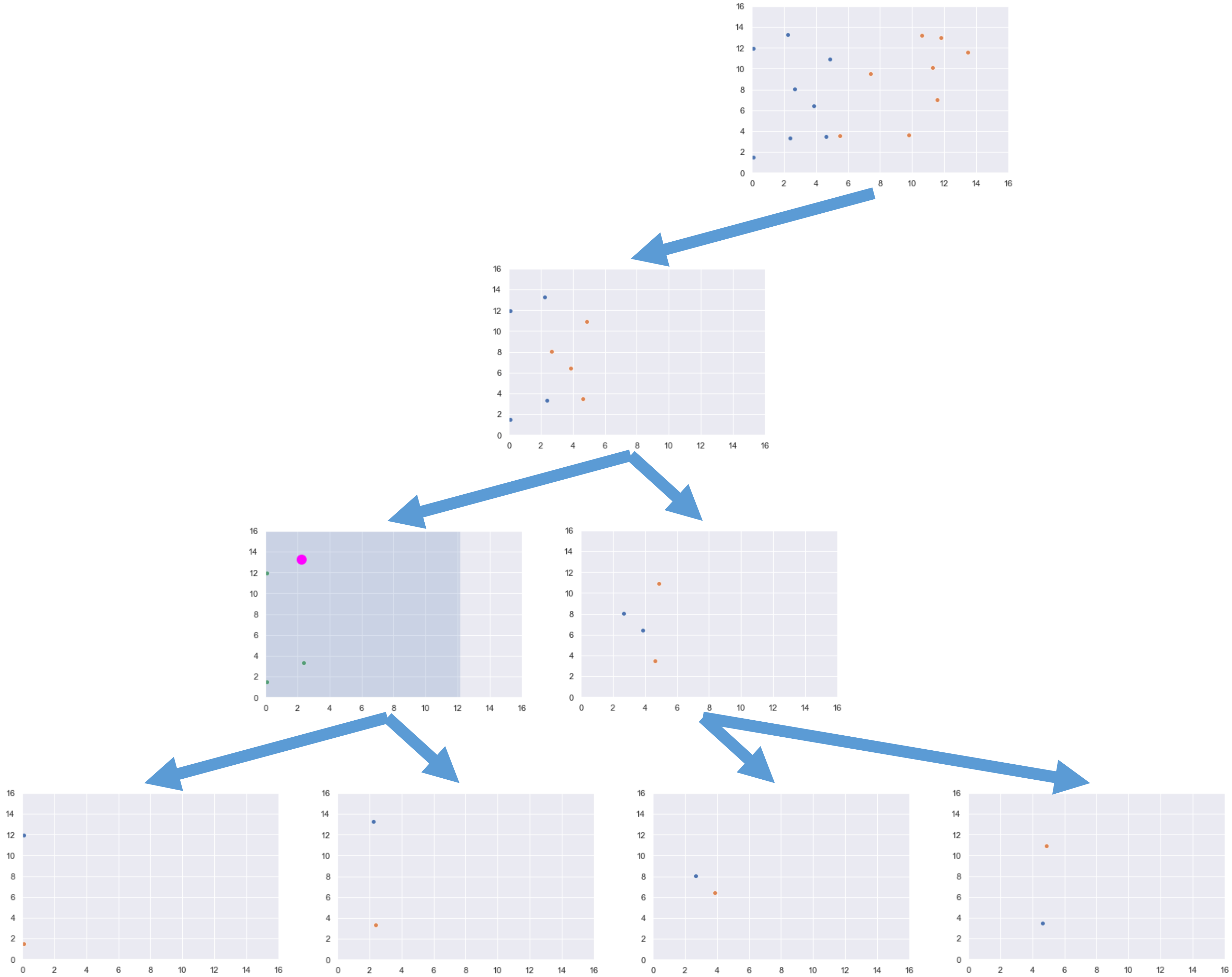
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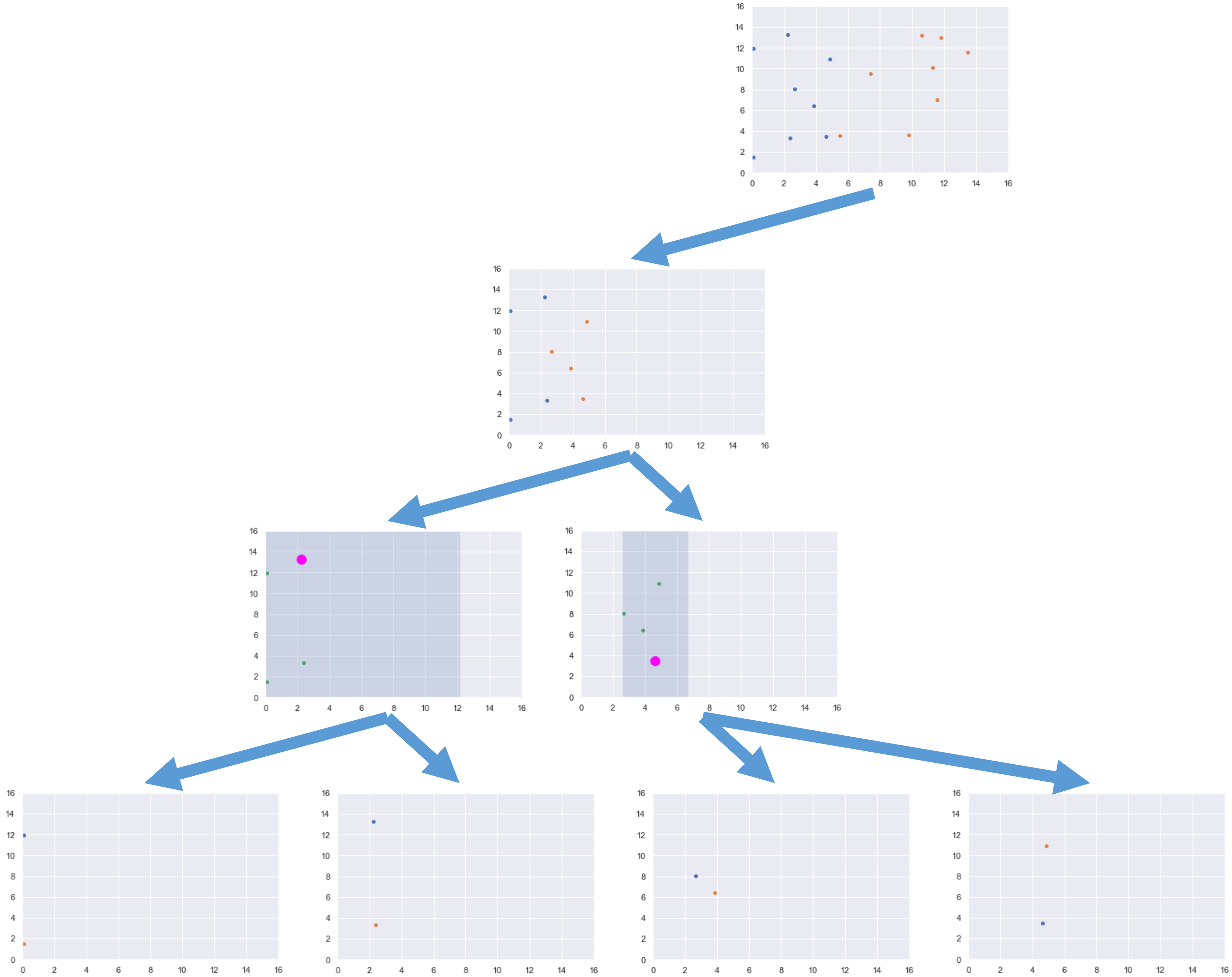

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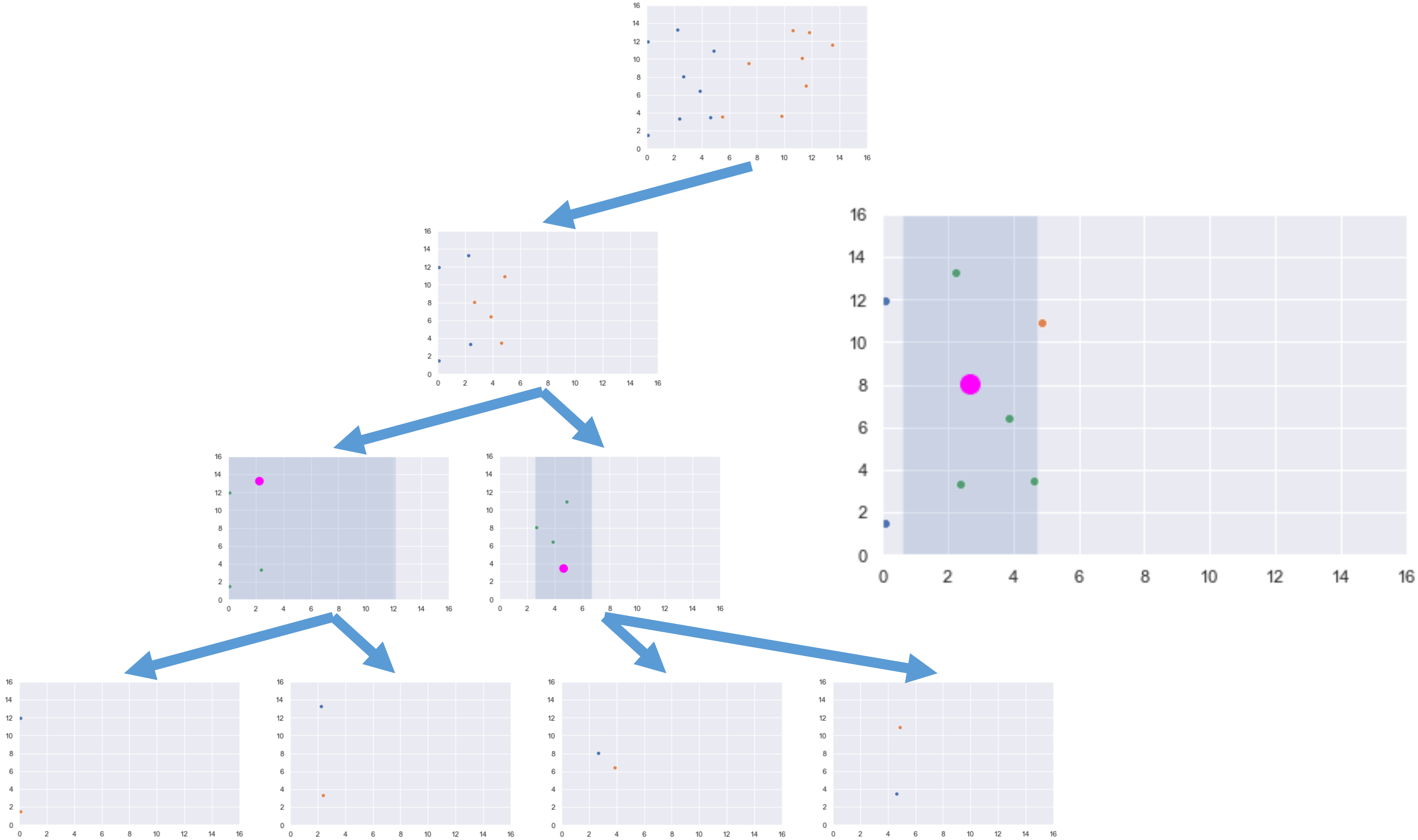
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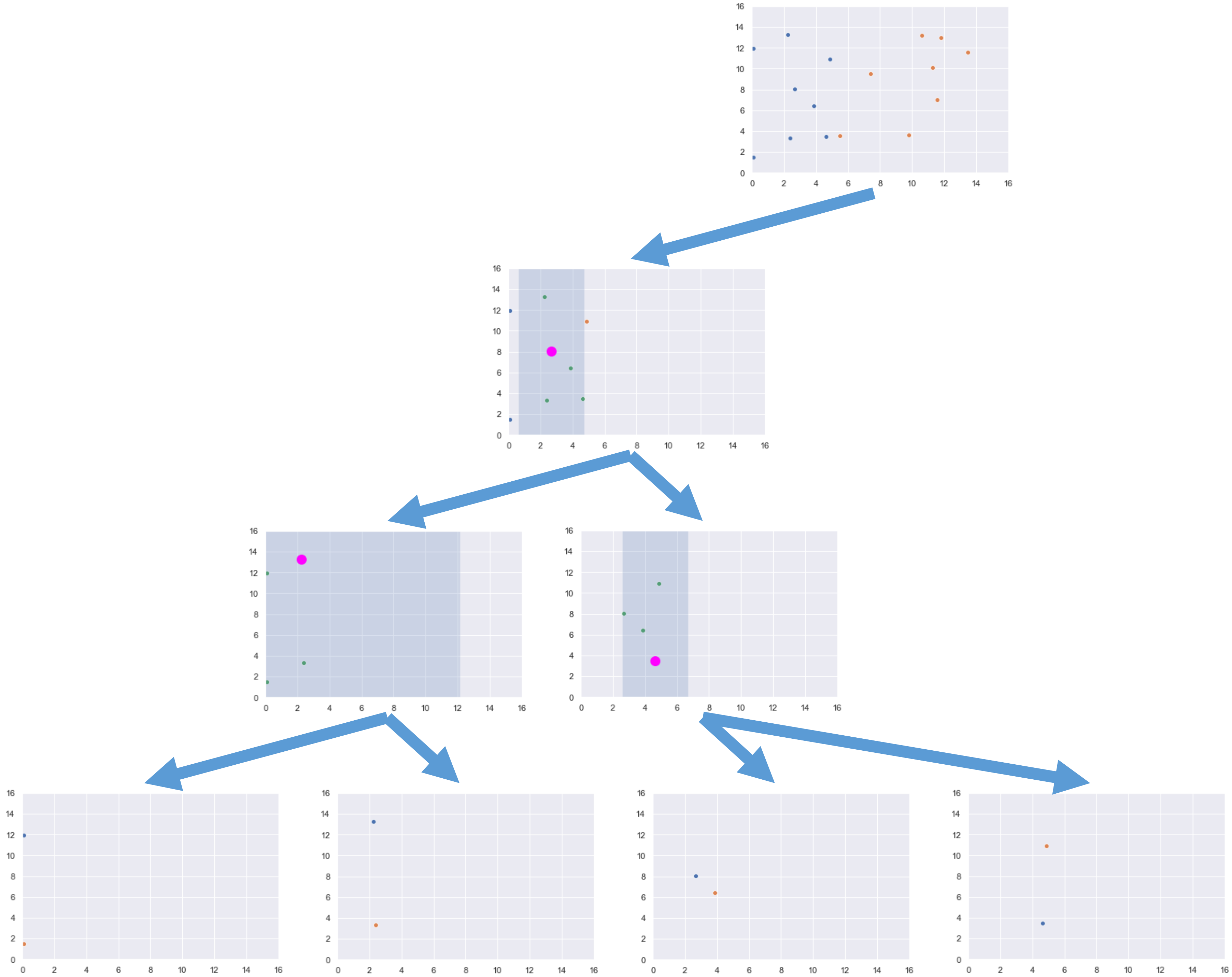
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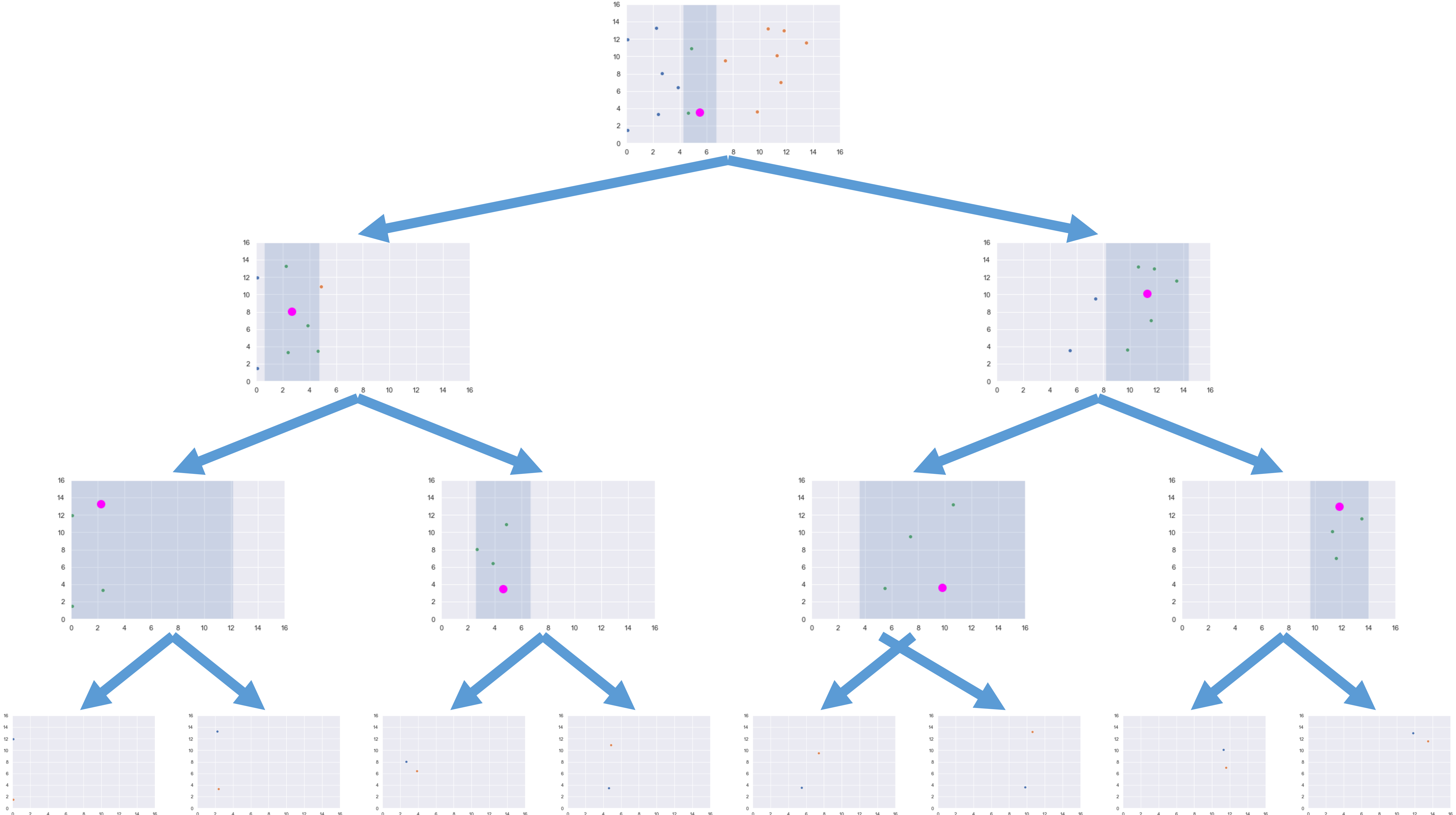
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```
T(n)    FUNCTION ClosestPair(px, py)
O(1)      n = px.length
O(1)      IF n == 2
O(1)          RETURN px[0], px[1], dist(px[0], px[1])

O(n)      left_px = px[0 ..< n//2]
O(n)      left_py = [p FOR p IN py IF p.x < px[n//2].x]
T(n/2)    pl, ql, dl = ClosestPair(left_px, left_py)

O(n)      right_px = px[n//2 ..< n]
O(n)      right_py = [p FOR p IN py IF p.x ≥ px[n//2].x]
T(n/2)    pr, qr, dr = ClosestPair(right_px, right_py)

O(1)      d = min(dl, dr)
O(n)      ps, qs, ds = ClosestSplitPair(px, py, d)

O(1)      RETURN Closest(pl, ql, dl, pr, qr, dr, ps, qs, ds)
```

```
T(n) = 2 T(n/2) + O(n)
     = O(n lg n)
```

$$
\begin{aligned}
T(n) &= 2\,T(n/2) + O(n) \\
&= O(n \lg n)
\end{aligned}
$$

```
T(n)    FUNCTION MergeSort(array)
O(1)      n = array.length
O(1)      IF n == 1
O(1)          RETURN array

T(n/2)    left_sorted = MergeSort(array[0 ..< n//2])
T(n/2)    right_sorted = MergeSort(array[n//2 ..< n])

O(n)      array_sorted = Merge(left_sorted, right_sorted)

O(1)      RETURN array_sorted
```

$$
\begin{aligned}
T(n) &= 2\ T(n/2) + O(n) \\
     &= O(n \lg n)
\end{aligned}
$$

```
T(n)    FUNCTION RecursiveFunction(some_input)
O(1)        IF base_case:
                # Usually O(1)
O(1)            RETURN base_case_work(some_input)

            # Two recursive calls, each with half the data
T(n/2)      one = RecursiveFunction(some_input.first_half)
T(n/2)      two = RecursiveFunction(some_input.second_half)

            # Combine results from recursive calls (usually O(n))
O(n)        one_and_two = Combine(one, two)

O(1)        RETURN one_and_two
```