

# Scientific Computing

Fri, Feb 13

## Announcements

- \* Homework 2 due tonight, 11:59pm  
pdf & zip file on D2L

Don't forget to keep track of and cite any external resources you use - friends, websites, AI, etc.

Two kinds of things to cite:

(1) A resource helped me learn about a topic

(2) A resource wrote this line of code.  
Be specific.

- \* Also, written explanations should be your own words.

Office Hours:

Mon, 9:30-10:30

Fri, 2:00-3:00

Cudahy 307

\* Homework 3 assigned, due in 2 weeks  
Covers search spaces, brute force,  
and divide-and-conquer

## Ex #4: Closest Pair of Points (hard) (70s)

Input:  $n$  points  $P = \{p_1, p_2, \dots, p_n\}$

Goal: Find the pair  $(p_i, p_j)$  such that  
 $d(p_i, p_j)$  = Euclidean Distance  
is minimized.

$$\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

(Assume distinct  $x$  and  $y$  values for simplicity.)

Step 1:- Create a version of  $P$  that is  
sorted by  $x$ -value, call it  $P_x$ .  
- Create a version of  $P$  that is sorted  
by  $y$ -value, call it  $P_y$ .  $O(n \log(n))$

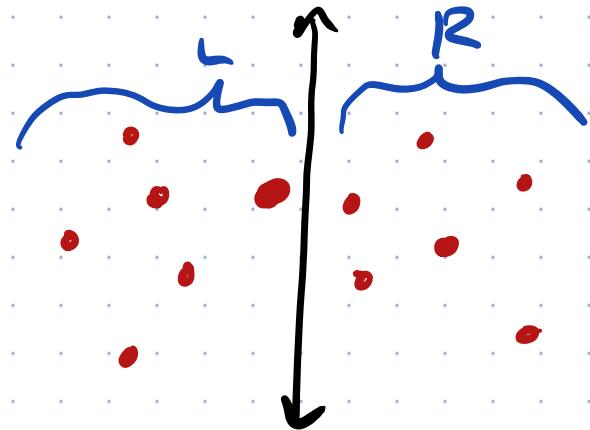
Step 2: Begin divide-and-conquer.

- Split  $P$  into left half  $L$  and right half  $R$   
using  $P_x$ .  $O(1)$

- Form  $L_x, L_y, R_x, R_y$  using  $P_x$   
and  $P_y$ .  $O(n)$

- Find closest pair in  $L: \{l_1, l_2\}$   
and closest pair in  $R: \{r_1, r_2\}$  recursion.

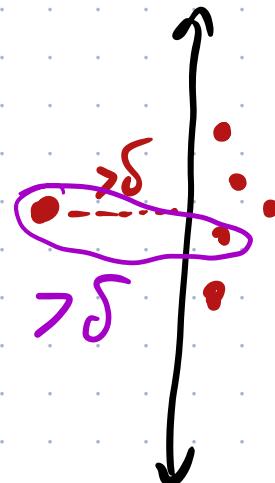
- Set  $\delta = \min(d(l_1, l_2), d(r_1, r_2))$ .  $O(1)$



- Now the hard part: how do we combine?

Closest pair could be in L, in R, or have one point in each.

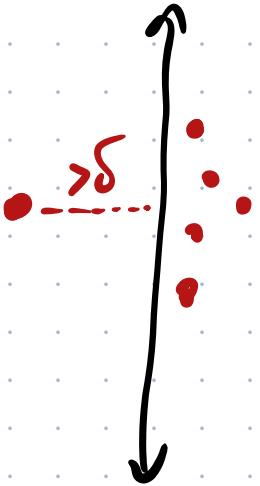
Fact 1: If the closest pair is split across the middle line, then each point has to be within  $\gamma$  of the line



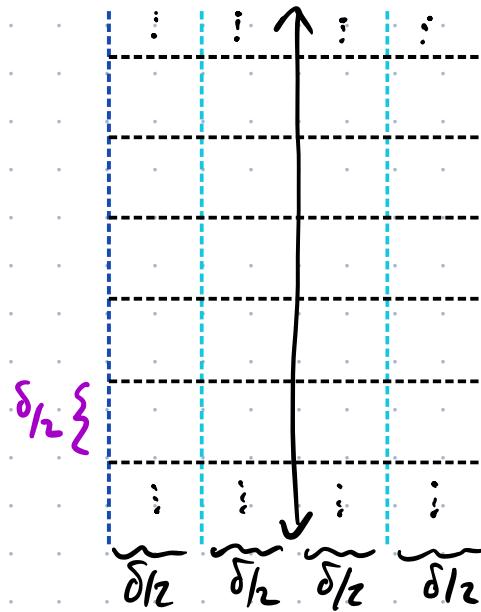
Define  $S$  to be just the points within  $\delta$  of the line.  $O(n)$

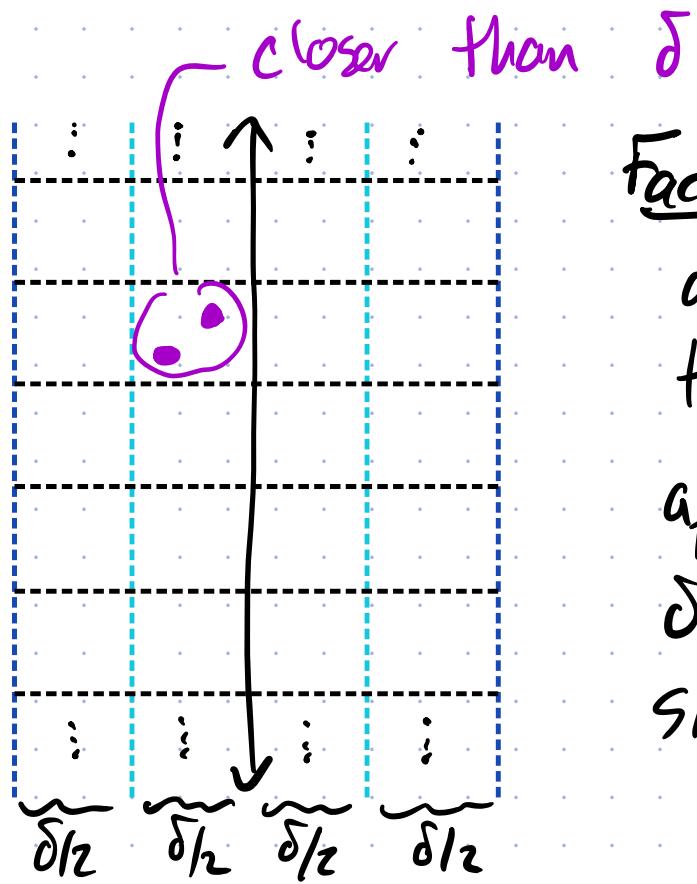
Note that  $S = P$  is possible!

Form  $S_x$  and  $S_y$  using  $P_x$  and  $P_y$ .  $O(n)$



Here's where it gets really weird! Split up the  $2\delta$ -wide vertical strip centered on the middle line into  $\delta/2 \times \delta/2$  boxes.





Fact 2: Each box contains at most a single point of  $S$ . (Otherwise, those points would be  $< \frac{\delta}{2}\sqrt{2} < \delta$  apart, contradicting the fact that  $\delta$  is min. distance on either side of the line.)

Let's think about  $S_y$ , the points in  $S$  ordered by y-value.

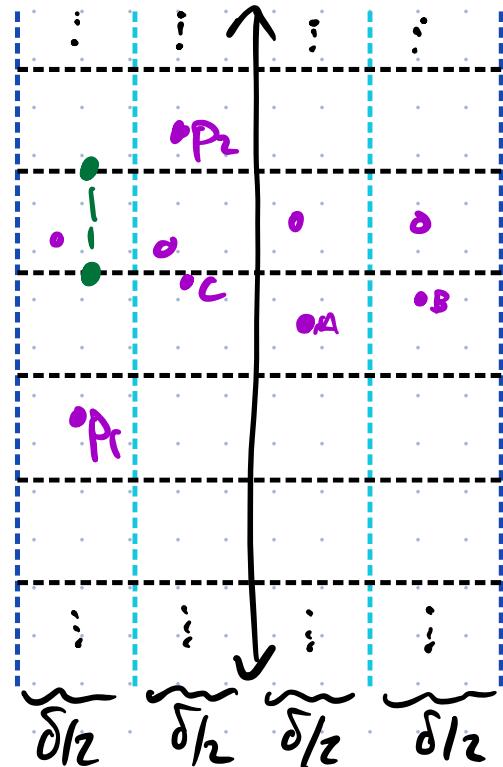
If you have two points in  $S_y$  that are 4 positions apart (e.g., the 10<sup>th</sup> and 14<sup>th</sup>), they have to be on different rows.

$$S_y = [\dots, P_1, A, B, C, P_2, \dots]$$

8 apart  $\rightarrow$  ~~empty~~ row between them  $\rightarrow \geq \delta/2$  apart

12 apart  $\rightarrow$  2 ~~empty~~ rows between them  $\rightarrow \geq 2 \delta$  apart

Fact 3: If two points in  $S$  are  $\leq \delta$  apart, their positions in  $S_y$  differ by at most 11.



So, to find the closest pair in  $S$ , we don't have to check every pair ( $O(|S|^2)$ ), only the pairs at most  $11$  apart in the list

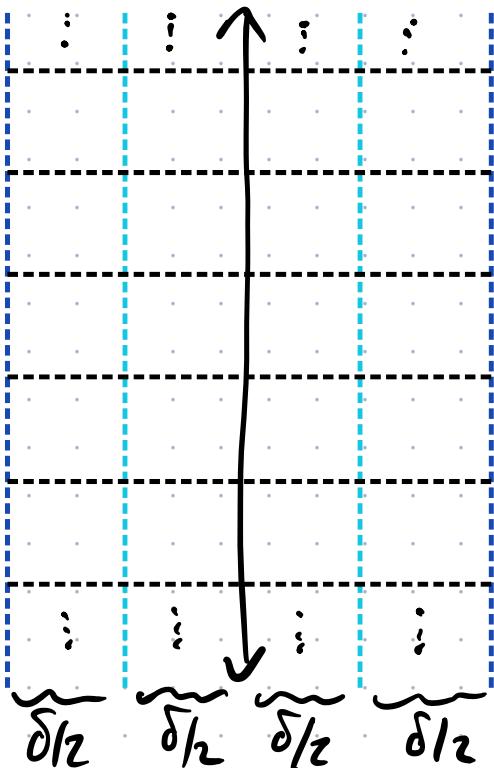
$(s_1, s_2), (s_1, s_3), \dots (s_1, s_{12})$        $11$

$(s_2, s_3), (s_2, s_4), \dots (s_2, s_{13})$        $+ 11$

$\vdots$

$\vdots$

$11 \cdot n$  things to check  
 $= O(n)$



## Summary:

- Presort to get  $P_x, P_y$   $O(n \log(n))$
- Split in half and form  $L_x, L_y, R_x, R_y$   $O(n)$
- Recursively solve on  $L$  and  $R$
- Find  $S, S_x, S_y$   $O(n)$
- Check pairs in  $S$  at most  $11$  apart  $O(n)$

$$T(n) = O(n \cdot \log(n)) + S(n)$$

$$S(n) = O(n) + 2 \cdot S(n/2) + O(n) + O(n)$$

$$\Rightarrow S(n) = O(n \cdot \log(n))$$

$$\Rightarrow T(n) = O(n \cdot \log(n)).$$

Other famous divide-and-conquer examples.

### Integer Multiplication

Input: Two  $n$ -digit numbers  $x$  and  $y$

Output:  $x \cdot y$

Simple algorithm:

$$\begin{array}{r} 172 \\ \times 424 \\ \hline 688 \\ 3440 \\ \hline 72928 \end{array}$$

$\mathcal{O}(n^2)$

$$\begin{aligned} D+C: \quad T(n) &\leq 3T\left(\frac{n}{2}\right) + O(n) \\ \Rightarrow T(n) &= O(n^{\log_2(3)}) = O(n^{1.59...}) \end{aligned}$$

Kind of crazy!

## Summary:

- Split in two
- Solve each half recursively
- Combine into a big solution faster than brute force.

## Topic 8 - Backtracking

Like Divide + Conquer, Backtracking is a framework for finding the optimal solution in a search space without checking every candidate one-by-one.

Very simple idea: Build solutions one part at a time, and give up when a partial solution violates the constraints.

## Ex #1: Knapsack

Capacity = 10

item	weight	value
1	8	13
2	3	7
3	5	10
4	5	10
5	2	1
6	2	1
7	2	1

With brute force:

Possibilities:  $\emptyset, \{1\}, \{2\}, \dots$   
 $\{1, 3, 4, 5, 7\}, \dots$

not just too heavy, but  
still too heavy if you  
remove any single item,  
so this is silly to even try!  
128 possibilities

$w/v$	1	2	3	4	5	6	7	$C=10$
	$8/13$	$3/7$	$5/10$	$5/10$	$2/1$	$2/1$	$2/1$	

