

Submissions instructions: As in previous homework.

4 (100 PTS.) Smallest square

Let P be a set of n points in the plane, and let k be a parameter. Describe a divide and conquer algorithm that computes the smallest (axis-parallel) square containing k points of P . Your algorithm should have running time $O(n \log n)$ if $k = O(1)$. What is the running time of your algorithm? Prove that your algorithm indeed outputs the smallest such square.

(Hint: Extend the divide-and-conquer algorithm for closest pair.)

5 (100 PTS.) Evaluate this.

You are given a sequence $P = \{p_1 < p_2 < \dots < p_n\}$ of n distinct real numbers. You are also given a set $L = \{f_i(x) = \alpha_i x + \beta_i \mid i = 1, \dots, n\}$ of n linear functions. Consider the max function $f(x) = \max_i f_i(x)$. Describe a direct (i.e., without computing other structures first) divide-and-conquer algorithm, as fast as possible, that computes the values $y_i = f(p_i)$, for $i = 1, \dots, n$.

[Hint: (I) Draw an example of how the functions f_i and f look like in the xy plane. (II) Compute the function f_i realizing $f(p_{n/2})$.]

6 (100 PTS.) Sorting network for k -nice inputs.

A sequence of n numbers x_1, \dots, x_n is ***k-nice*** if there is a permutation $\pi : [n] \rightarrow [n]$ such that $x_{\pi(1)}, x_{\pi(2)}, \dots, x_{\pi(n)}$ is sorted (say in increasing order), and $|\pi(i) - i| \leq k$, for all $i \in [n] = \{1, 2, \dots, n\}$.

Describe a sorting network, using the construction seen in class, that sorts such k -nice inputs, where k and n are provided in advance (you can assume both are powers of two). How many gates does your network use? What is the depth of your sorting network?