Lecture 24

CSE 331 Oct 29, 2021

Please have a face mask on

Masking requirement



UB_requires all students, employees and visitors – regardless of their vaccination status – to wear face coverings while inside campus buildings.

https://www.buffalo.edu/coronavirus/health-and-safety/health-safety-guidelines.html

Coding P1 due TODAY!

Fri, Oct 29	Counting Inversions P ^{F19} P ^{F18} P ^{F17} x ³	[KT, Sec 5.3] (Project (Problem 1 Coding) in)	
Mon, Nov 1	Multiplying large integers C ^{F19} C ^{F18} C ^{F17} x ²	[KT, Sec 5.5] (Project (Problem 1 Reflection) in) Reading Assignment: Unraveling the mystery behind the identity	
Wed, Nov 3	Closest Pair of Points P ^{F19} ^{F18} ^{F17} x ²	[KT, Sec 5.4]	
Fri, Nov 5	Kickass Property Lemma P19 P18 P17 x2	[KT, Sec 5.4] (Project (Problem 2 Coding) in)	
Mon, Nov 8	Weighted Interval Scheduling DF19 DF17 x2	[KT, Sec 6.1] (Project (Problem 2 Reflection) in)	

Group formation instructions

Autolab group submission for CSE 331 Project

The lowdown on submitting your project (especially the coding and reflection) problems as a group on Autolab.

Follow instructions **EXACTLY** as they are stated

The instruction below are for Coding Problem 1

You will have to repeat the instructions below for EACH coding AND reflection problem on project on Autolab (with the appropriate changes to the actual problem).

Form your group on Autolab

Groups on Autolab will NOT be automatically created

You will have to form a group on Autolab by yourself (as a group). Read on for instructions on how to go about this.

Preliminary grading rubric

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Preliminary rubrics for reflections problems up

We have added preliminary grading rubrics for each reflection question:

http://www-atudent.cse.buffaio.edu/-atri/cse/331/fait21/project/reflection.html

As noted in the page above, please keep in mind that in actual grading, we will use a grading rubric that expands on the preliminary grading rubric, i.e. you are NOT seeing the final rubric that will be used to grade your submissions.

We hope this preliminary grading rubric helps as y'all start working on the reflection questions.

propert.

Preliminary Grading Guidelines

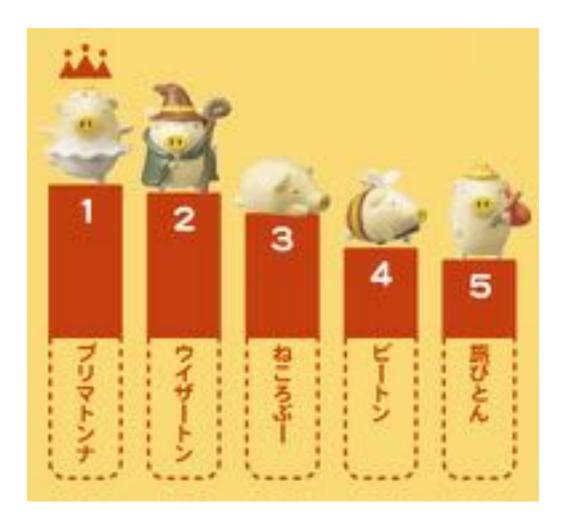
Below is a preliminary instantiation of the generic grading rubric above for (all ten parts of) Problem 1. In actual grading, we will use a grading rubric that expands on the preliminary grading rubric below.

- · Level 0
 - 1. The authors did not respond with all 10 stakes; OR
 - 2. Answers may not be entirely relevant to the assignment.
- Level 1
 - 1. The authors did respond with all 10 stakes. Although, the responses may be underdeveloped; AND
 - The authors clearly understand the questions, but have not demonstrated much effort in thinking through the different interests each stakeholder would have. Answers may seem perfunctory.
- Level 2
 - 1. The authors respond with all 10 stakes thoroughly and thoughtfully; AND
 - 2. The authors clearly demonstrate their grasp of the questions and the various perspectives each stakeholder might have on the same design; AND
 - They demonstrate that what stakeholders' value differs depending on their own contaxt.

Questions/Comments?



Rankings



How close are two rankings?

		Web Images Videos Shopping News Maps More MSN Hotmail		
COOSIC compare rankings	Search Atancel Sach	bing	compare rankings	2 <mark>9</mark> (
🕹 🛞 Shew spliens	Results 1 - 10 of about 23,700,000 for compare rankings. (0.30 seconds)	ALL RESULTS	ALL RESULTS	1-10 of 8.810,000 results - <u>Advanced</u>
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Rest of today's agenda

Formal problem: Counting inversions

Divide and Conquer algorithm

Problem definition on the board...



Solve a harder problem

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Input: a<sub>1</sub>, .., a<sub>n</sub>
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Output: LIST of all inversions

 $L = \phi$ for i in 1 to n-1 for j in i+1 to n If $a_i > a_j$ add (i,j) to L return L



Example 1: All inversions-- (2i-1,2i) 2 1 3 4 6 5 7 8 Only check (i,i+1) pairs Q1: Solve listing problem in O(n) time?

Q2: Recursive divide and conquer algorithm to count the number of inversions?

CountInv (a,n)

if n = 1 return 0

if n = 2 return $a_1 > a_2$

 $a_L = a_1$, ..., $a_{[n/2]}$

 $a_{R} = a_{[n/2]+1}$, .., a_{n}

return CountInv(a_L , [n/2]) + CountInv(a_R , n- [n/2])

Can be horribly wrong in general

CountInv (a,n)

if n = 1 return 0

if n = 2 return $a_1 > a_2$

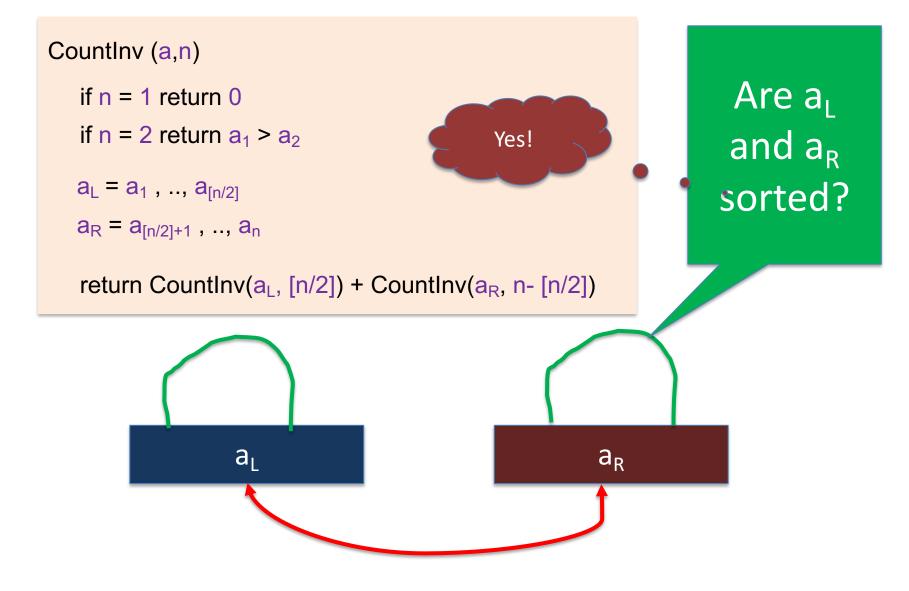
 $a_L = a_1$, ..., $a_{[n/2]}$

 $a_{R} = a_{[n/2]+1}$, .., a_{n}

return CountInv(a_L, [n/2]) + CountInv(a_R, n- [n/2])

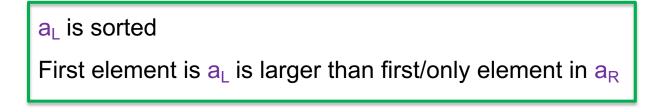
Example where instance has non-zero (can be $\Omega(n^2)$) inversions and algo returns 0?

Bad case: "crossing inversions"

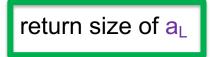


Example 2: Solving the bad case

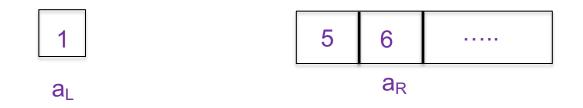




O(1) algorithm to count number of inversions?



Example 3: Solving the bad case



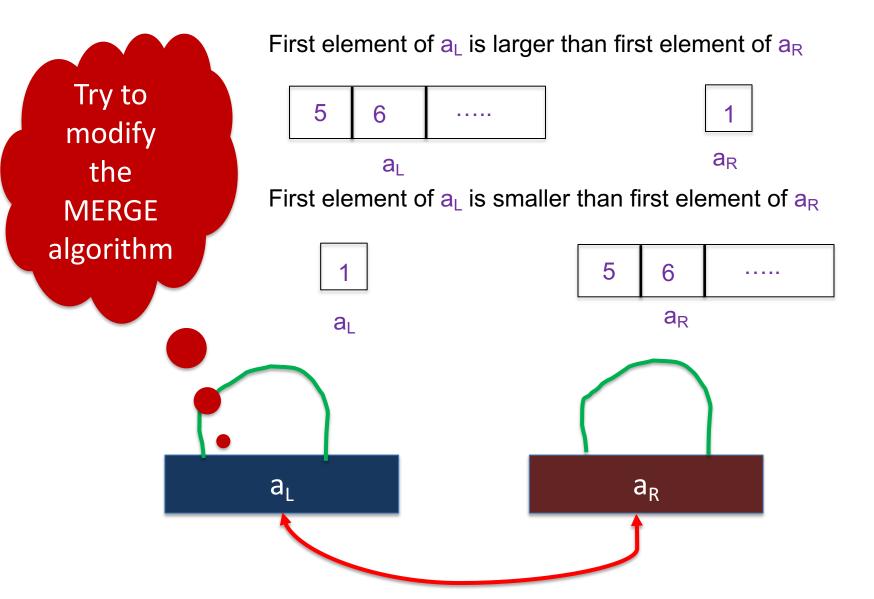
 a_R is sorted

First/only element is a_L is smaller than first element in a_R

O(1) algorithm to count number of inversions?



Solving the bad case



Divide and Conquer

Divide up the problem into at least two sub-problems

Solve all sub-problems: Mergesort

Recursively solve the sub-problems

Solve stronger sub-problems: Inversions

"Patch up" the solutions to the sub-problems for the final solution

MergeSortCount algorithm

Input: a₁, a₂, ..., a_n

Output: Numbers in sorted order+ #inversion

T(2) = cMergeSortCount(a, n) T(n) = 2T(n/2) + cnIf n = 1 return (0, a_1) If n = 2 return (a1 > a2, min(a₁,a₂); max(a₁,a₂)) O(n log n) time $a_L = a_1, ..., a_{n/2}$ $a_R = a_{n/2+1}, ..., a_n$ $(c_1, a_1) = MergeSortCount(a_1, n/2)$ O(n) $(c_R, a_R) = MergeSortCount(a_R, n/2)$ Counts #crossing-inversions+ $(c, a) = MERGE-COUNT(a_{L}, a_{R})$ MERGE return ($c+c_1+c_R,a$)

MERGE-COUNT(a_L,a_R)

 $a_{L} = I_{1}, ..., I_{n'}$ $a_{R} = r_{1}, ..., r_{m}$

c = 0i,j = 1 while $i \leq n'$ and $j \leq m$ if $I_i \leq r_i$ i ++ add l_i to output else add r_i to output i ++ c += n'- i +1 Output any remaining items return c

