

Lecture 25

CSE 331

Oct 31, 2022

Response to feedback up!

note #3271

stop following [View](#)

Actions

Reponse to feedback

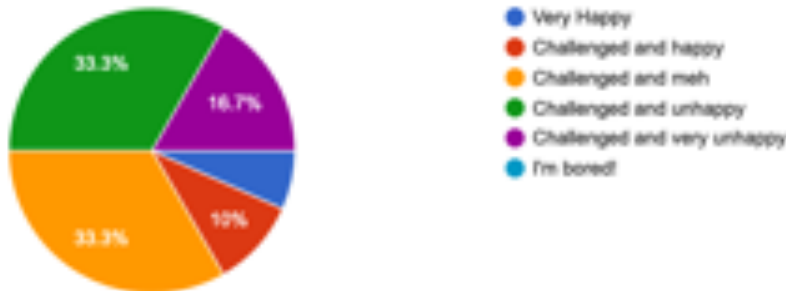
Thanks to everyone who give feedback (#3271)

Below, I will post some pie-charts that I think give some interesting overall picture of how y'all feel about the course and then some responses to the written comments. I apologize for the delay in doing this and I understand that some of this feedback could have been useful if given earlier-- sorry about that :-)

First some pie-charts:

Overall your feeling about CSE 331

30 responses



While of course having unhappy/very unhappy students is not ideal, at least the fraction of students who are very unhappy are (comfortably larger) than those that are not very unhappy. This was *not* the case in the few couple of offerings so I'm glad to see the "tide turn" time around. Also 50% of the respondents are not unhappy. Again not ideal but better than where this was few course offerings ago.

Reflection P1 due TODAY!

Fri, Oct 28	Counting Inversions  ^{F21}  ^{F19}  ^{F18}  ^{F17} x^2	[KT, Sec 5.3] (Project (Problem 1 Coding) in)
Mon, Oct 31	Multiplying large Integers  ^{F21}  ^{F19}  ^{F18}  ^{F17} x^2	[KT, Sec 5.5] (Project (Problem 1 Reflection) in) <i>Reading Assignment: Unraveling the mystery behind the identity</i>
Wed, Nov 2	Closest Pair of Points  ^{F21}  ^{F19}  ^{F18}  ^{F17} x^2	[KT, Sec 5.4]
Fri, Nov 4	Kickass Property Lemma  ^{F21}  ^{F19}  ^{F18}  ^{F17} x^2	[KT, Sec 5.4] (Project (Problem 2 Coding) in)
Mon, Nov 7	Weighted Interval Scheduling  ^{F21}  ^{F19}  ^{F17} x^2	[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 instructions 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.

Make sure you are in your group

note #386   

stop following **2 views** [Actions](#)

Coding P1 due today


A gentle reminder that the [first coding problem](#) is due by 11:58pm tonight!

Finally, make sure that you are officially included in your group on Autolab for the coding problem 1 before your group submits its code. If you are not included in the group on Autolab, you will get a ZERO on coding problem 1.

Please make sure that you verify that you see a submission for yourself on Autolab. It is your **PERSONAL RESPONSIBILITY** to make sure that this is the case. If your group forgets to do this is it your responsibility to remind them that you need to be included.

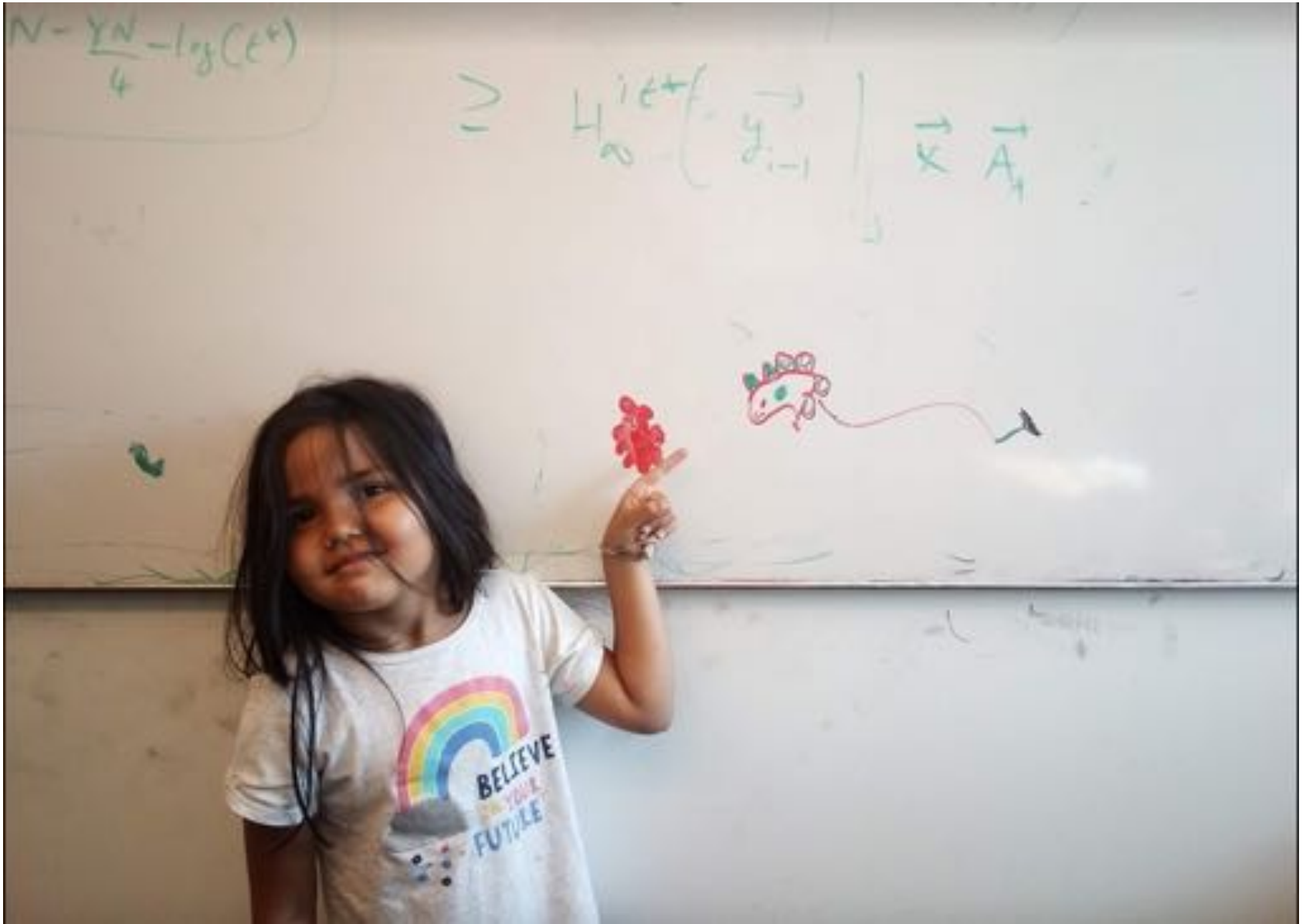
If your group has already submitted without you, make sure you are included in the group on Autolab and then someone from your group should re-submit.

[project](#)

[Edit](#) good note 

Updated 2 minutes ago by Art Rude

Questions/Comments?



Solving the bad case

First element of a_L is larger than first element of a_R



a_L



a_R

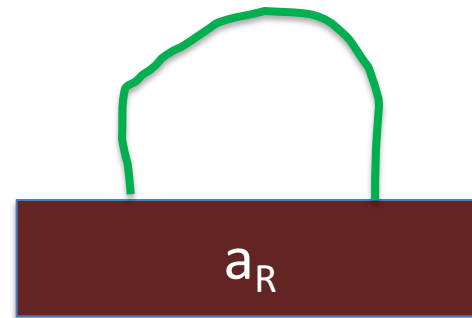
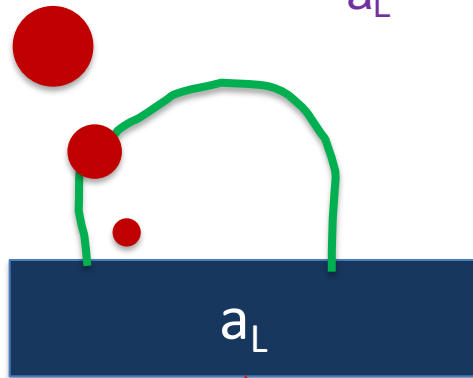
First element of a_L is smaller than first element of a_R



a_L



a_R



Try to
modify
the
MERGE
algorithm

MERGE-COUNT(a_L, a_R)

$a_L = l_1, \dots, l_{n'}$

$a_R = r_1, \dots, r_m$

```
c = 0
```

```
i, j = 1
```

```
while i ≤ n' and j ≤ m
```

```
    if  $l_i \leq r_j$ 
```

```
        i ++
```

```
        add  $l_i$  to output
```

```
    else
```

```
        add  $r_j$  to output
```

```
        j ++
```

```
        c += n' - i + 1
```

```
Output any remaining items
```

```
return c
```



a_L



a_R



a_L



a_R

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: a_1, a_2, \dots, a_n

Output: Numbers in sorted order+ #inversion

MergeSortCount(a, n)

If $n = 1$ return (0 , a_1)

If $n = 2$ return ($a_1 > a_2$, $\min(a_1, a_2)$; $\max(a_1, a_2)$)

$a_L = a_1, \dots, a_{n/2}$ $a_R = a_{n/2+1}, \dots, a_n$

(c_L, a_L) = MergeSortCount($a_L, n/2$)

(c_R, a_R) = MergeSortCount($a_R, n/2$)

(c, a) = MERGE-COUNT(a_L, a_R)

return ($c+c_L+c_R, a$)

$$T(2) = c$$

$$T(n) = 2T(n/2) + cn$$

$O(n \log n)$ time

$O(n)$

Counts #crossing-inversions+
MERGE

Questions/Comments?



Divide and Conquer

Divide up the problem into at least two sub-problems

Recursively solve the sub-problems

“Patch up” the solutions to the sub-problems for the final solution

Improvements on a smaller scale

Greedy algorithms: exponential \rightarrow poly time

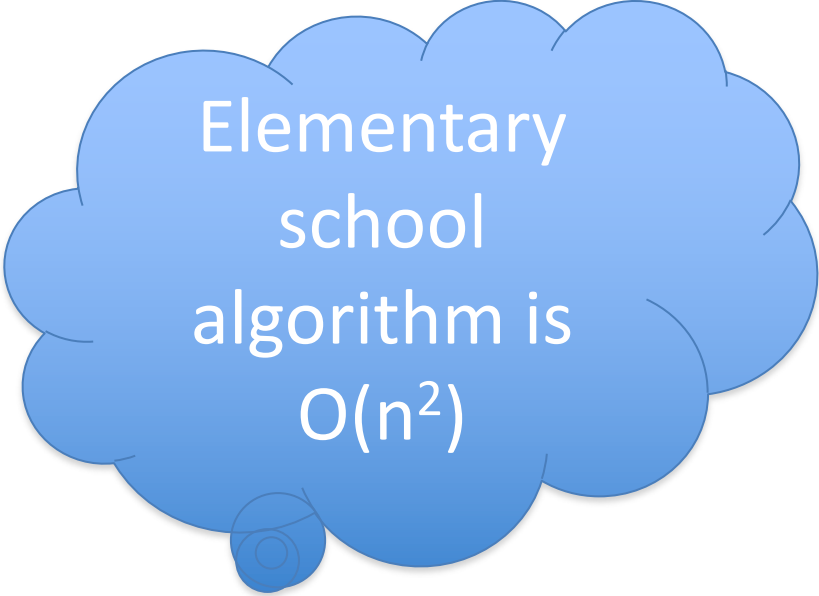
(Typical) Divide and Conquer: $O(n^2)$ \rightarrow asymptotically smaller running time

Multiplying two numbers

Given two numbers a and b in binary

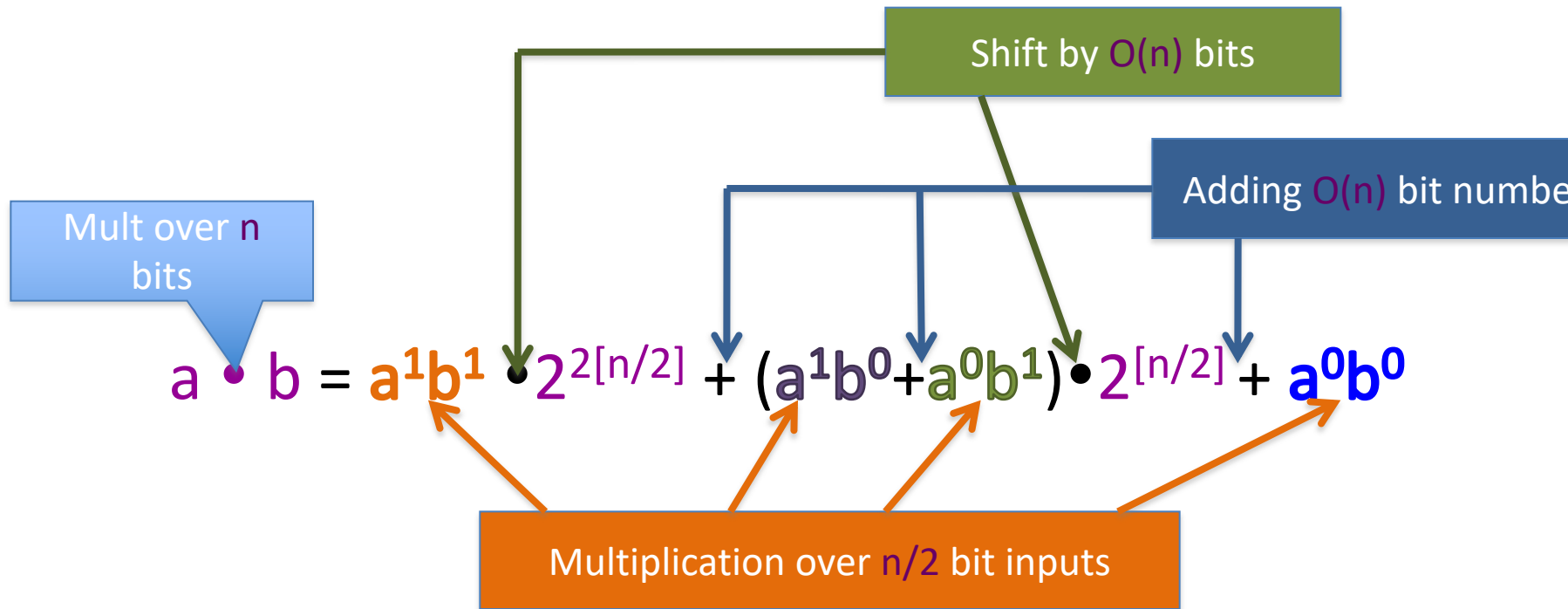
$$a = (a_{n-1}, \dots, a_0) \text{ and } b = (b_{n-1}, \dots, b_0)$$

Compute $c = a \times b$



Elementary
school
algorithm is
 $O(n^2)$

The current algorithm scheme



$$T(n) \leq 4T(n/2) + cn \dots$$

$$T(1) \leq c$$

$T(n)$ is $O(n^2)$