

CSE 5311 Lab Assignment 1

Due October 11, 2016

Goals:

1. Review of binary search trees.
2. Understanding of randomized search trees (treaps).

Requirements:

1. Write (and test) a C/C++ program that uses a treap to implement the sweepline algorithm for 2-d closest pairs (Notes 13) in expected $O(n \log n)$ time. Your program must compile and execute on at least one of `omega.uta.edu` or Visual Studio.

The input (`stdin`) to your program will be a single line with the number of points (n) followed by the n points as pairs of integer coordinates, one pair per line. Do not prompt for an input file name! All coordinates will be in the range $-16000 \dots 16000$, inclusive.

Besides outputting the coordinates of the two closest points, your program should provide performance metrics such as: maximum BST size, CPU time, and the number of rotations.

2. Submit your C/C++ code by 9:15 a.m. on Tuesday, October 11.

Getting Started:

1. You may borrow from the code at <http://www.cs.fiu.edu/~weiss> (or other places - besides each other), but be sure to give appropriate credit in your comments.
2. n will not exceed 100,000,000.
3. Be careful with your randomly generated priorities.
4. To help assure the correctness of your code, it is convenient to compare results with the obvious $O(n^2)$ method for $n \leq 40,000$.
5. The range restriction for coordinates allows this assignment to be done without floating-point arithmetic (e.g. `sqrt()` is not needed) by comparing squares of distances rather than the usual Euclidean distance formula. `short` integers can be used, but are not required.
6. Compiling with `-O3` optimizations can be helpful when working with large n .
7. Even though Notes 13 describes the processing in terms of predecessor and successor navigation, it is convenient to code the attempt to improve δ by an efficient recursive range search (that avoids unnecessary y-coordinate comparisons) *before* inserting point $k + 1$.
8. The preprocessing sort may be done using the library `qsort()`.