

Maximum among n elements

Compare first element x with second y
and keep $z = \max\{x, y\}$
Compare z with next and keep \max etc.

Finds max in $n-1$ comparisons

Complexity is in # comparisons

Best possible: if x has not been compared with anything, then it can still be max

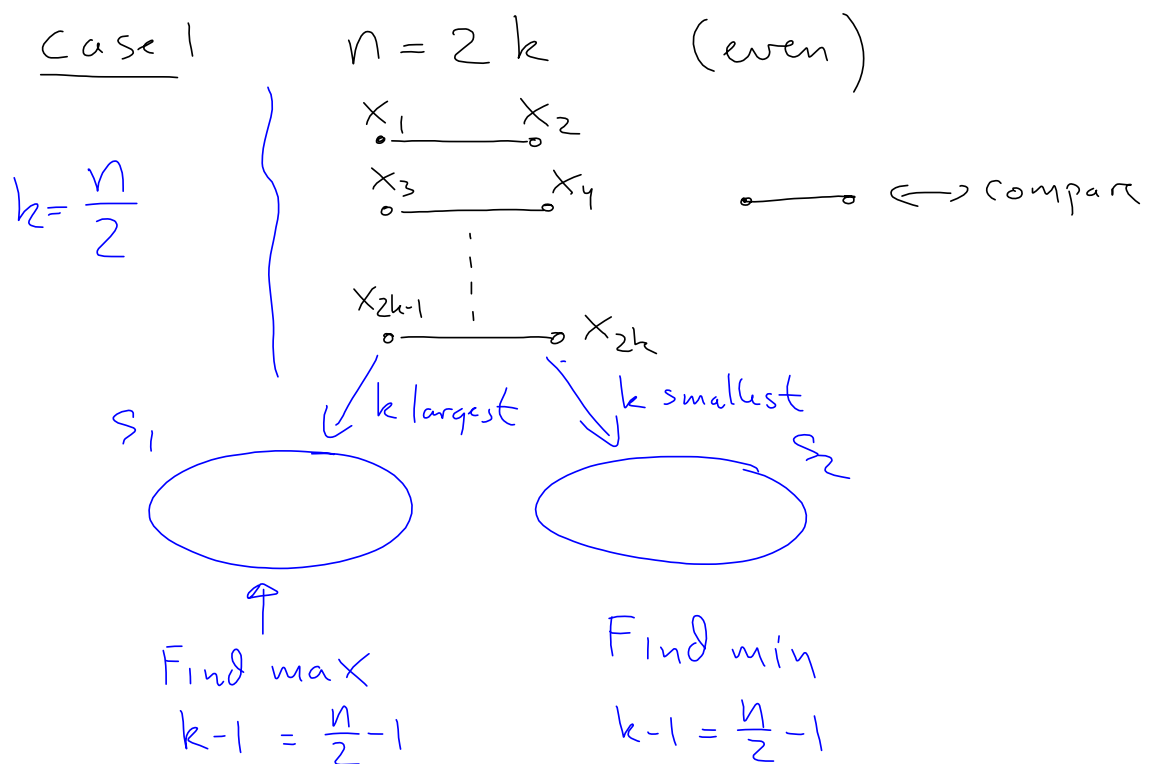
Finding max and min: S set of n ^{distinct} numbers

Naive alg:

- Find max in S call it z $n-1$ comparisons
- Find min in $S-z$

$$\frac{n-2}{2n-3}$$

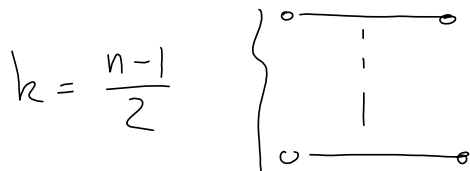
Different strategy:



$$\text{Total \# comparisons} = 2\left(\frac{n}{2} - 1\right) + \frac{n}{2} = \frac{3}{2}n - 2$$

Case 2 $n = 2k + 1$

x_0



$$k-1 = \frac{n-3}{2}$$

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$$\frac{n-1}{2} + n-3 = \frac{3n}{2} - \frac{7}{2}$$

Compare x_0 with max and possibly also min
+ 2 comparisons

total $\frac{3n}{2} - \frac{7}{2} + 2 = \frac{3n}{2} - \frac{3}{2}$

Adversary strategy

Idea: Every algorithm^A for max + min

$x = \text{max returned}$

$y = \text{min returned}$

\Rightarrow x must have been larger than all other
so $\geq n-1$ pieces of information

do $\geq n-1$ info before y is known.

$\rightarrow \geq 2n-2$ pieces of info must be collected.

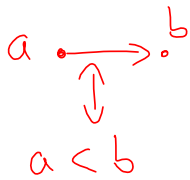
how many times can A obtain 2 pieces of info
by one comparison?

at most $\lfloor \frac{n}{2} \rfloor$: only if x and y can still be
both max and min

strategy for adversary

when comparing x and y :

notation



\dot{z} : z never compared with anything



assume A compares a and b

pieces of info to A

2

1.

a

b

answer

$a < b$



1

2.

a



$b < a$



1

3.

a



$b > a$



1

4.

a



$b > a$



1

5.

a



$a < b$

1

6.

a



$a < b$

1

a



$a < b$

0

a



$a < b !$

so that consistency is maintained.

Conclusion A can only collect

2 pieces of info in case 1 which

happens at most $\lfloor \frac{n}{2} \rfloor$ times $\sim n$ pieces of info

So A must make at least

$$\frac{n}{2} + (2n-2-n) = \frac{n}{2} + n-2 = \frac{3n}{2} - 2 \quad n=2k$$

n odd it gives $\frac{3n}{2} - \frac{3}{2} :$

$n=2k+1$ so at most k comp give

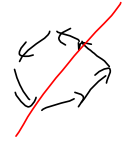
2 pieces in total $2k$ info from these

remains $(2n-2-2k) = (2(2k+1)-2)-2k = 2k$ pieces

So A must make at least $k+2k=3k$ comp

$$3k = 3 \cdot \left\lfloor \frac{n-1}{2} \right\rfloor = \frac{3n}{2} - \frac{3}{2}$$

A cyclic digraph: no directed cycle



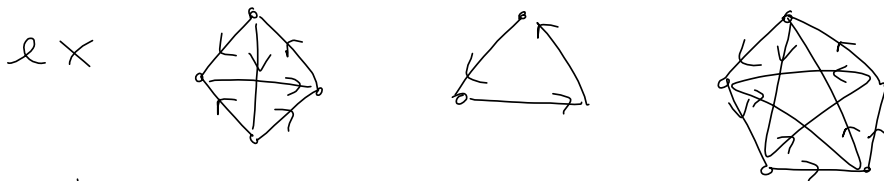
an acyclic order of a digraph is an ordering

v_1, v_2, \dots, v_n of V s.t. no arc $v_j v_i$ with $j > i$
 all arcs forward
 \rightarrow
 • • • • •

Lemma a digraph D is acyclic if and only if it has an acyclic order.

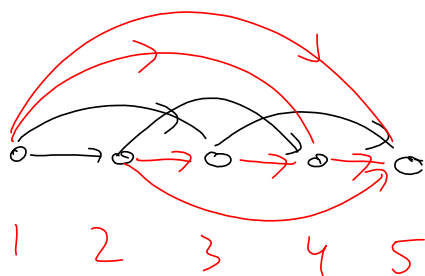
exercise.

A tournament is an orientation of a complete graph K_n

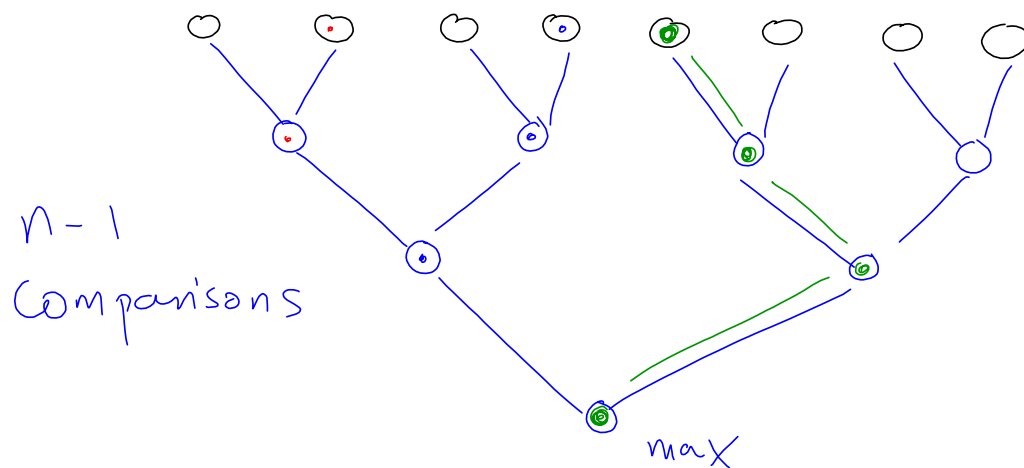


There is only one acyclic tournament on n vertices transitive tournament TT_n
 Adversary orients edges of K_n $n = \text{no. of numbers}$
 so that the oriented edges form an acyclic digraph.

Lemma if $D = (V, A)$ is acyclic on n vertices
 then we can add arcs A' s.t. $D + A'$
 is the transitive tournament TT_n



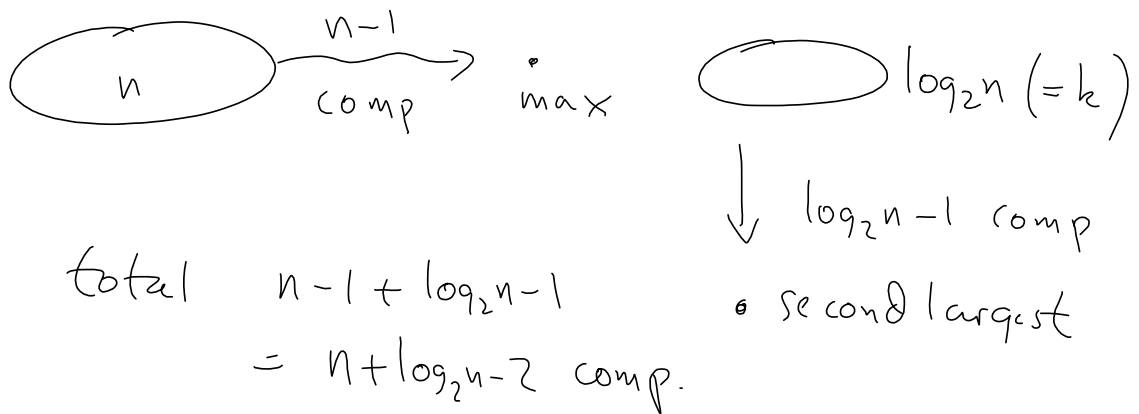
Max and second largest element
Via tournament method.



Where is the second largest?

only candidates are those who only lost to max
so at most $\log_2 n$ (assume $n=2^k$)

so $\leq \log_2 n$ candidates for second largest

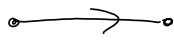


NB
 we look
 min and
 second
 smallest

Adversary can force this # of comp:

Adversary wants to keep many candidates for
 Second largest

terminology:

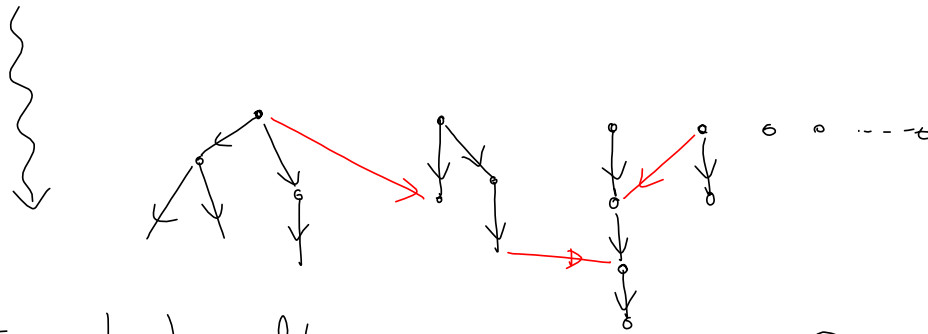


useful for max

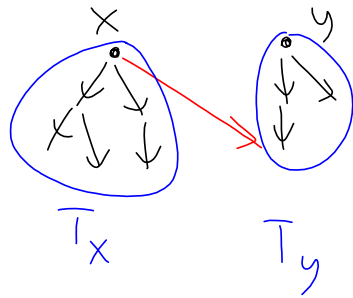


potentially useful
 for second largest

start $x_1 \quad x_2 \quad \dots \quad x_n$



How to handle compare x and y ?



add $x \rightarrow y$ because $|T_x| \geq |T_y|$ (*)

When algorithm terminates:



Candidates for second smallest.

at least $\log_2 n$ candidates by (*)

any A for $\min, 2^{\text{nd}} \min$ must find info about \min in $S \Rightarrow |S|-1$ comp.

So A must use at least

$$n-1 + \log_2 n - 1 = n + \log_2 n - 2 \text{ comp.}$$