

### Sieve of Erath

```
// Java program to print all primes
smaller than or equal to
// n using Sieve of Eratosthenes

class SieveOfEratosthenes
{
    void sieveOfEratosthenes(int n)
    {
        // Create a boolean array
"prime[0..n]" and initialize
        // all entries it as true.
A value in prime[i] will
        // finally be false if i is
Not a prime, else true.
        boolean prime[] = new
boolean[n+1];
        for(int i=0;i<n;i++)
            prime[i] = true;

        for(int p = 2; p*p <=n;
p++)
        {
            // If prime[p] is not
changed, then it is a prime
            if(prime[p] == true)
            {
                // Update all
multiples of p
                for(int i = p*2; i
<= n; i += p)
                    prime[i] =
false;
            }
        }

        // Print all prime numbers
for(int i = 2; i <= n; i++)
    {
        if(prime[i] == true)
            System.out.print(i
+ " ");
    }
    }
```

### 3 Types of Decrease and Conquer

|   |                                    |                        |
|---|------------------------------------|------------------------|
| Decrease by constant                            | Decrease by constant factor        | variable-Size decrease |
| insertion sort                                  | binary search and bisection method | Euclid's algorithm     |
| topological sorting                             | exponentiation by squaring         | selection by partition |
| algorithms for generating permutations, subsets | multiplication a la russe          | nim-like games         |

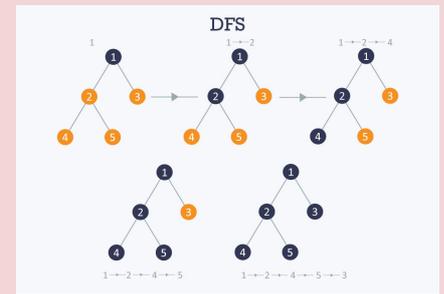
### Summations

$$\begin{aligned} & \sum_{i=0..n} (i) \\ & \frac{n(n+1)}{2} \\ & \sum_{i=1..n} (i) \\ & \frac{n(n+1)}{2} \\ & \sum_{i=0..n} (n+i) \\ & n(n+1) \\ & \sum_{i=0..n-1} (2^i) \\ & 2^n - 1 \\ & \sum_{i=0..n-2} (2^i) \\ & 2^{n-1} - 1 \\ & \sum_{i=0..n} (i^2) \\ & \frac{n(2n+1)(n+1)}{6} \\ & \sum_{i=0..n} (i^3) \\ & \frac{n^2(n+1)^2}{4} \end{aligned}$$

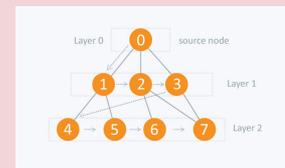
### Complexities

| Algorithm      | Time Complexity |               |               | Space Complexity |        |
|----------------|-----------------|---------------|---------------|------------------|--------|
|                | Best            | Average       | Worst         | Best             | Worst  |
| Quicksort      | $O(n \log n)$   | $O(n \log n)$ | $O(n^2)$      | $O(\log n)$      | $O(n)$ |
| Mergesort      | $O(n \log n)$   | $O(n \log n)$ | $O(n \log n)$ | $O(n)$           | $O(n)$ |
| Timsort        | $O(n \log n)$   | $O(n \log n)$ | $O(n \log n)$ | $O(1)$           | $O(n)$ |
| Heapsort       | $O(n \log n)$   | $O(n \log n)$ | $O(n \log n)$ | $O(1)$           | $O(1)$ |
| Bubble Sort    | $O(n^2)$        | $O(n^2)$      | $O(n^2)$      | $O(1)$           | $O(1)$ |
| Insertion Sort | $O(n^2)$        | $O(n^2)$      | $O(n^2)$      | $O(1)$           | $O(1)$ |
| Selection Sort | $O(n^2)$        | $O(n^2)$      | $O(n^2)$      | $O(1)$           | $O(1)$ |
| Shell Sort     | $O(n^2)$        | $O(n^2)$      | $O(n^2)$      | $O(1)$           | $O(1)$ |
| Bucket Sort    | $O(n)$          | $O(n)$        | $O(n)$        | $O(1)$           | $O(n)$ |
| Radix Sort     | $O(n)$          | $O(n)$        | $O(n)$        | $O(1)$           | $O(n)$ |

### DFS



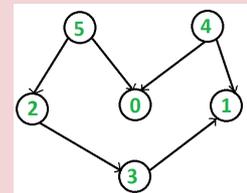
### BFS



### Brute-Force Problems

| Problem  | Method     | Complexity |
|----------|------------|------------|
| TSP      | Exhaustive | $N!$       |
| KnapSack | Exhaustive | $n * W$    |

### Topological Sort



Order: 5,4,2,3,1,0

### Generate Permutations

Example n=3:  
start: 1  
12, 21  
123, 132, 312  
321, 231, 213  
finish



### Euclidean Algorithm

Example:

$\text{GCD}(270, 192)$

$270/192 = 1 \text{ R } 78$

$\text{GCD}(192, 78)$

$192/78 = 2 \text{ R } 36$

$\text{GCD}(78, 36)$

$78/36 = 2 \text{ R } 6$

$\text{GCD}(36, 6)$

$36/6 = 6 \text{ R } 0$

since  $R = 0$ , 6 is GCD

### Brute Force Pros vs Cons

| Pros                  | Cons                          |
|-----------------------|-------------------------------|
| Wide applicability    | Rarely Yields Efficient       |
| Simple                | Unacceptably Slow             |
| Reasonable Algorithms | Not as constructive as others |



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Published 20th February, 2018.

Last updated 20th February, 2018.

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