

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

$$\sum_{i=0..n} i = \frac{n(n+1)}{2}$$

$$\sum_{i=1..n} i = \frac{n(n+1)}{2}$$

$$\sum_{i=0..n} n = n(n+1)$$

$$\sum_{i=0..n-1} 2^i = 2^n - 1$$

$$\sum_{i=0..n-2} 2^{i+1} = 2^{n-1} - 1$$

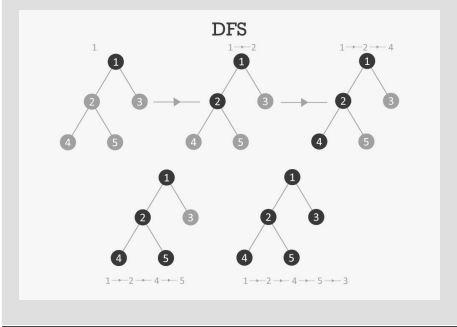
$$\sum_{i=0..n} i^2 = \frac{n(2n+1)(n+1)}{6}$$

$$\sum_{i=0..n} i^3 = \frac{n^2(n+1)^2}{4}$$

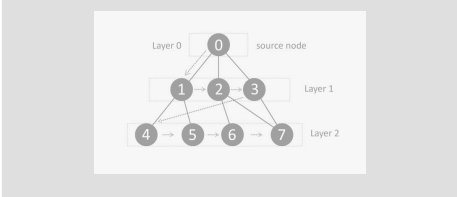
Complexities

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	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$	$O(1)$	$O(n)$	
Timsort	$O(n)$	$O(n \log n)$	$O(n \log n)$	$O(1)$	$O(n)$	
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	$O(n^2)$	$O(n^2 \log n)$	$O(n^2 \log n)$	$O(1)$	$O(1)$	
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



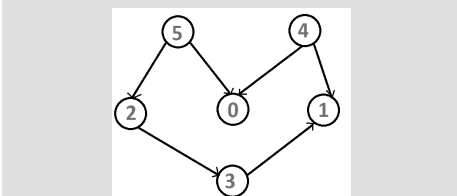
BFS



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

C

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