

Algorithms	
Definition	unambiguous procedure executed in a finite number of steps
What makes a good algorithm?	Correctness, Speed, Space, Simplicity
Speed:	time it takes to solve problem
Space:	amount of memory required
Simplicity:	easy to understand, easy to implement, easy to debug, modify, update

Running Time	
Definition	measurement of the speed of an algorithm
Dependent variables:	size of input & content of input
Best Case:	time on the easiest input of fixed size
Average Case:	time on average input
Good measure, hard to calculate	

Running Time (cont)	
Worst Case:	time on most difficult input
good for safety	critical systems, easy to estimate

Proofs by Induction (Examples)	
Claim:	for any $n \geq 1$ , $1+2+3+4+\dots+n = \frac{n \cdot (n+1)}{2}$
Proof:	
• Base case:	$n = 1 \quad 1 = \frac{1 \cdot 2}{2} \quad \checkmark$
• Induction step:	
for any $k \geq 1$ , if	$1+2+3+4+\dots+k = \frac{k \cdot (k+1)}{2}$
then	$1+2+3+4+\dots+k+(k+1) = \frac{(k+1) \cdot (k+2)}{2}$

Loop Invariants	
Definition	loop property that holds before and after every iteration of a loop.
Steps:	
1. Initialization	If it is true prior to the iteration of the loop
2. Maintenance	If it is true before an iteration of the loop, it remains true before the next iteration
3. Termination	When the loop terminates, the invariant gives us a useful property that helps show the algorithm is correct

QuickSort	
Divide:	choose an element of the array for pivot
	divide into 3 sub-groups; those smaller, those larger and those equal to pivot
Conquer	recursively sort each group
Combine	concatenate the 3 lists

QuickSort	
Algorithm	partition(A, start, stop)
Input:	An array A, indices start and stop.
Output:	Returns an index j and rearranges the elements of A such that for all $i < j$ , $A[i] \leq A[j]$ and for all $k > j$ , $A[k] \geq A[j]$ .
	<pre> pivot # A[stop] left # start right # stop - 1 while left != right do while left != right and A[left] &lt; pivot do left # left + 1 while (left != right and A[right] &gt; pivot) do right # right - 1 if (left &lt; right ) then exchange A[left] # A[right] </pre>

QuickSort (cont)	
exchange	$A[\text{stop}] \# A[\text{left}]$
return	left
Time Complexities:	
• Worse case:	<ul style="list-style-type: none"> <li>– Already sorted array (either increasing or decreasing)</li> <li>– <math>T(n) = T(n-1) + c \cdot n + d</math></li> <li>– <math>T(n)</math> is <math>O(n^2)</math></li> </ul>
• Average case:	If the array is in random order, the pivot splits the array in roughly equal parts, so the average running time is $O(n \log n)$
• Advantage over mergeSort:	<ul style="list-style-type: none"> <li>– constant hidden in <math>O(n \log n)</math> are smaller for quickSort.</li> <li>– Thus it is faster by a constant factor</li> <li>– QuickSort is easy to do "in-place"</li> </ul>

In Place Sorting	
Definition:	Uses only a constant amount of memory in addition of that used to store the input
Importance:	Great for large data sets that take up large amounts of memory
Examples:	Selection Sort, Insertion Sort (Only moving elements around the array)
MergeSort:	Not in place: new array required



## Object Oriented Programming

**Definition:** User defined types to complement primitive types

Called a class

**Contains:** Data & methods

**Static members:** members shared by all objects of the class

## Recursion Programming

**Definition** using methods that call themselves

**Structure:**

**base case** a simple occurrence that can be answered directly

**recursive case** A more complex occurrence of the problem that cannot be directly answered, but can instead be described in terms of smaller occurrences of the same problem.

## Divide & Conquer

**Divide** the problem into sub problems that are similar to the original but smaller in size

**Conquer** the sub-problems by solving them recursively. If they are small enough, solve them in a straightforward manner

## Divide & Conquer (cont)

Combine the solutions to create a solution to the original problem

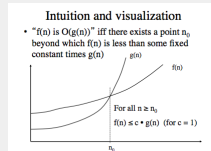
## BIG O Definition

$f(n)$  &  $g(n)$  are two non negative functions defined on the natural numbers  $\mathbb{N}$

$f(n)$  is  $O(g(n))$  if and only if: there exists an integer  $n_0$  and a real number  $c$  such that  $\forall n > n_0$   $f(n) \leq c \cdot g(n)$

N.B. The constant  $c$  must not depend on  $n$

## Big O Visualization



## Big O Recurrence

Algorithm MergeSort(A, start, stop) Time Op

if (start == stop) return 1 + 1 = 2 or 3

else 3 + 1 (rounding!) = 4

mid = (start + stop) / 2

MergeSort(A, start, mid) 1 + T(n/2)

MergeSort(A, mid + 1, stop) 2 + T(n/2)

Merge(A, start, mid, stop) + 2n given

Let  $T(n)$  be # prim op by MergeSort when  $stop - start + 1 = n$

$T(n) = 3 + 2T(n/2) + 2n$   $n > 1$

Goal: find an explicit formula of  $T$

for intuitive purposes, suppose  $T(n) = 3 + 2T(n/2) + 2n$

$T(n) = 1 + n + 2T(n/2)$  (1)

$1 + n + 2(1 + n/2 + 2T(n/4)) = 1 + n + 2 + n + 2T(n/4)$  (2)

$3 + 2n + 4 = 3 + 2n + 4 + n + 8T(n/8)$  (3)

$7 + 3n + 8 = 7 + 3n + 8T(n/8)$

$T(n) = n \log_2 n + 4n - 1$

Sum of  $a^i$  from 0 to  $n = (a^{n+1} - 1) / (a - 1)$

## Limitations of Arrays

Size has to be known in advance

memory required may be larger than number of elements

inserting or deleting an element takes up to  $O(n)$

## ADT: Queues

FIFO (First in first out)

Any first come first serve service

**Operations** enqueue() - add to rear

dequeue() - removes object at front

front() - returns object at front

size() - returns number of objects  $O(n)$

isEmpty() - returns true if empty

## Double Ended Queues (deque):

Allows for insertions and removals from front and back - By adding reference to previous node - removals occur in  $O(1)$

## ADT: Stacks

**Def:** Operations allowed at only one end of the list (top)

LIFO: (Last in first out)

**Operations:** push() - inserts element at top

pop() - removes object at top

## ADT: Stacks (cont)

top() - returns top element without removing it

size() - returns number of elements

isEmpty() - returns True if empty

Applications: page visited history in web browser

JVM - keeps track of chain of active elements (allows for rec)

Performance: space used:  $O(n)$

operations:  $O(1)$

Limitations: max size must be defined prior

pushing to a full stack causes implementation specific error

## Binary Search

```

BinarySearch(A[0..N-1], value) {
    low = 0
    high = N - 1
    while (low <= high) {
        mid = (low + high) / 2
        if (A[mid] > value)
            high = mid - 1
        else if (A[mid] < value)
            low = mid + 1
        else
            return mid
    }
}
    
```

### BinarySearch (cont)

```
return not_found
// value would be
inserted at index "low"
}
```

#### Invariants:

value > A[i] for all i < low  
value < A[i] for all i > high

Worst case performance:  $O(\log n)$

Best case performance:  $O(1)$

Average case performance:  $O(\log n)$

### BinarySearch (Recursive)

```
int bsearch(int[] A, int i, int j, int x) {
    if (i < j) {
        int e = [(i+j)/2];
        if (A[e] > x) {
            return bsearch(A, i, e-1);
        } else if (A[e] < x) {
            return bsearch(A, e+1, j);
        } else { return -1; }
    }
}
```

Time Complexity:  $\log(\text{base}2)(n)$

### Insertion Sort (Iterative)

```
For i ← 1 to length(A) - 1
    j ← i
    while j > 0 and A[j-1] > A[j]
        swap A[j] and A[j-1]
        j ← j - 1
    end while
end for
```

Time complexity:  $O(n^2)$

### Merge-then-sort

Algorithm  
ListIntersection (A,m, B,n)  
Input: Same as before  
Output: Same as before  
inter ← 0  
Array C[m+n];  
for i ← 0 to m-1 do C[i] ← A[i];  
for i ← 0 to n-1 do C[i+m] ← B[i];  
C ← sort( C, m+n );  
ptr ← 0  
while ( ptr < m+n-1 ) do  
{  
 if ( C[ptr] = C[ptr+1] ) then {  
 inter ← inter+1  
 ptr ← ptr+2  
 }  
 else ptr ← ptr+1  
}  
return inter

Time Complexity:  $(m+n) * (\lceil \log(m+n) \rceil) + m + n - 1$

### MergeSort (Recursive)

```
MergeSort (A, p, r) //
sort A[p..r] by divide & conquer
if p < r
    then q ← ⌊ (p+r)/2 ⌋
        MergeSort (A, p, q)
        MergeSort (A, q+1, r)
    Merge (A, p, q, r)
```

Time Complexity:  $2T(n/2) + k * n + c'$

### Primitive Operations

assignment

calling method

returning from method

arithmetic

comparisons of primitive types

conditional

indexing into array

following object reference

Assume each primitive operation holds the same value = 1 primitive operation

### Prove Big - Oh

