Rython DSA Notes

Built in Data Stouctures

- List: Ordered, mutable collection of elements
- Tupple: Ordered, immutable collection of elements
- Dictionary: Unordered, Kep-value pairs
- Sets: Unordered, unique collection of items

List, Tupple con have different data types as collections,

Arrays: Not built-in in python. Ordered collection of homogeneous clements Doawbacke: - Fixed Length

- Homogeneous elements

Memory size in bytes

chard - 1 byte

not - 2 bytes

Long - 4 bytes

float - 4 bytes

abuble - 8 bytes

Aoray

Homogeneous (Same type)

List

Heterogeneous (different type)

Dynamic

Fixed size Flexibility

Dota Type

(can grow of should)

Perstormance More memory efficient for large data

Slower for large

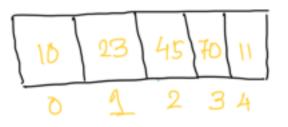
Usage in python Use array or numpy

Built.in

Searching and sorting

Linear Search

over, target return the target index if present else -1



Implementation - Rina loop and compare.

Binary Search

* sorted

10 23 35 45 50 70 85

- 1. I will consider the full array/list start=0 end= 91-1
- 2. See the middle element
- middle = (end-start)/2 [Floor division]

 3. We compare element at middle with target.

```
THE VICTORY IN THE - -
                       arr [mid] = 45 250
       2nd iteration > start -4, mid-5, end-6
                       08x [mid] = 70 >50
       300 iteration => stoot - 4, end - 4, mid -4
                       arr[mid] = 50 == 50
     * Only works when array is sorted
 Sorting Algorithm
                           1et page
                                12 25 11 34 90 22
 Bubble Soot Alporthm
1. The largest element i.e, 90
                             2nd 12 11 25 34 90 29
   is at the sight position
                             300
 2. We needed len-1 passes
    to that
                             4th
                                 12 11 25 34 22 90
In 2nd pass, the second
                           2nd Pase
 largest is the the right
position
                             194 11 12 25 34 22 90
                                   17 12 25 22 34 90
 Selection Sort
                                   25 11 34 90 22
Select
                              12
In each pass we see
```

1.

the assay and select the 11 12 22 25 34 90 minimum we swap that to the right minimum select

Pass 1 11 25 12 34 90 22

Pass 2 11 12 25 34 90 22

Pass 3

Pass 3

Invertion Sout

12 25 11 34 90 22 0 1 2 3 4 5

Round 1 12

Round 2 12 25

Round 3 11 12 25

Round 3 11 12 25

Round 4 11 12 25 34

required as 1st Round 5 11 12 25 34 90

Round 6 11 12 22 25 34 90

Round 6 11 12 22 25 34 90

Recursion

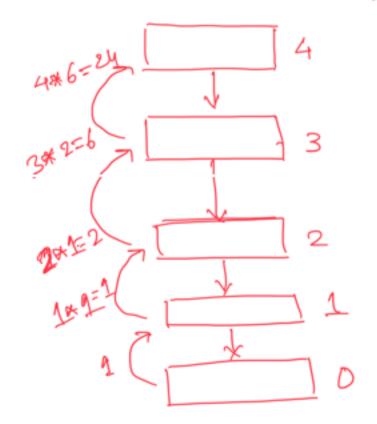
Principle of Mathematical Induction (PMI)

- 1) Prove F(0) of F(1) are true (Base Case)
- 2) Assume F(K-1) is true or assume it is true for all K from 0 to k-1

3 Using () & 2, calculate F(K)

Factorial of a number

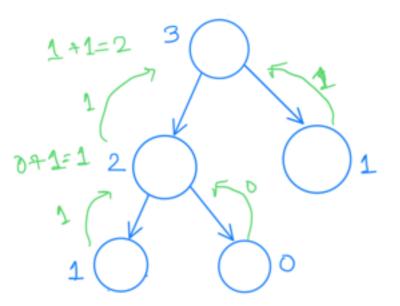
- 1 Base case 01 = 1
- 2 Recorsion relation: fact(n) = n * fact(n-1)
- 3 our work: multiply n with small are Recursion Tree (41)



Fibonacci series

- 1 Base Case: F(0) = 0, F(1) = 1
- 2 Recursion Relation: F(n) = F(n-1) + F(n-2)
- 3 Do recursion call to get last and second last dignit. Then add them up.

Recursion Tree (for n=3)



Head Recursion

- 1 Define boose case
- 1 Do recursion coll
- 3 Do your work

e.g. -> Print from 1 to N

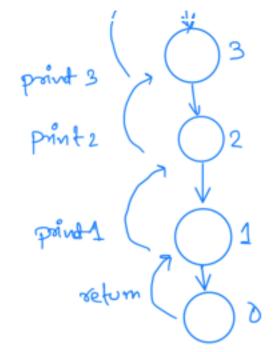
Base case: if n == 0:

Recursion call: print1+N(n-1)

Your Work: print(n)

Recursion Tree (n=4)

n'vet 4 7 4



Tail Recursion

- 1 Define base case
- 1 Do your work
- 3 Do recursion call

Cg. -> Print N to 1

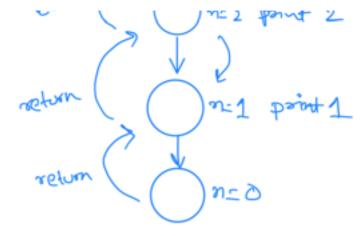
Base case: If n = =0;

Lour work : print n

Recursion call 3 print N+01 (n+)

Recursion Tree (n: 3)

ne3 privt3



Receivesion & Arrays

1) Check if Armay is sorted

Base case o if len(Arr) == 0: or if len(Arr) == index :
return True return True

My work; if Arr[0] > Arr[1] or if Arr[index] > Arr[index+1]

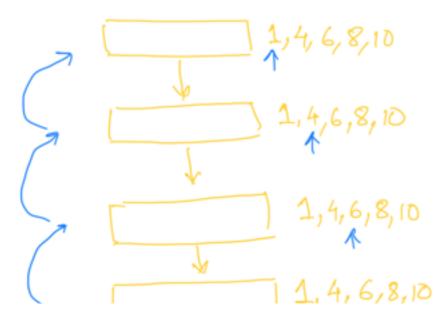
return False

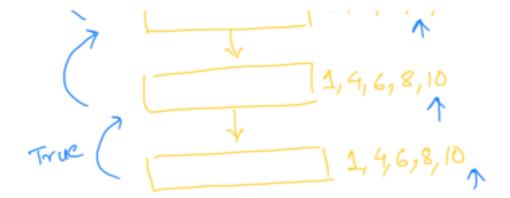
return False

Recursion call: check_sorted_array(Arr[1:7)

check_sorted_array (Arr, index+ 1)

Recursion Tree [1, 4, 6, 8, 10]





First Index of an element in array

Arr = [2, 4, 7, 3, 4,8]

first index = 1

Base case : if len[Array] == index:

My work : if Array [index] == elem: return index

Recursive call: get-finet_index (Arr, index+1)

Recupsion Tree

Arr= [5,3,2,6,2,10]

elom = 2

Find last index of an element in an array

Arra [2,3,4,5,3,6]

elon = 3

Last indax = 4

Base case: if len(Arr) == index:

Rour sten call got index get last - index (Arr, index+1)

My work : if st_inder = = -1 and Aro[inder] == elen:

return st-index

Recursion Tree

Arr = [2, 3, 4, 3, 6] elem = 3

3 index = 2
$$2, 3, 4, 3, 6$$

2, 3, 4, 3, 6
2, 3, 4, 3, 6
2, 3, 4, 3, 6

Hindex:
$$1 \ 2 = 3$$
 index: $1 \ 2 = 3 \ 4 = 3 \ 4$

Thindex: $1 \ 3 = 3$ index: $1 \ 2 = 3 \ 4 = 3 \ 4$

Point all index of an element

Afor = $1 \ 3 \ 2 \ 3 \ 4$

elem = $2 \ 1 \ 3 \ 4$

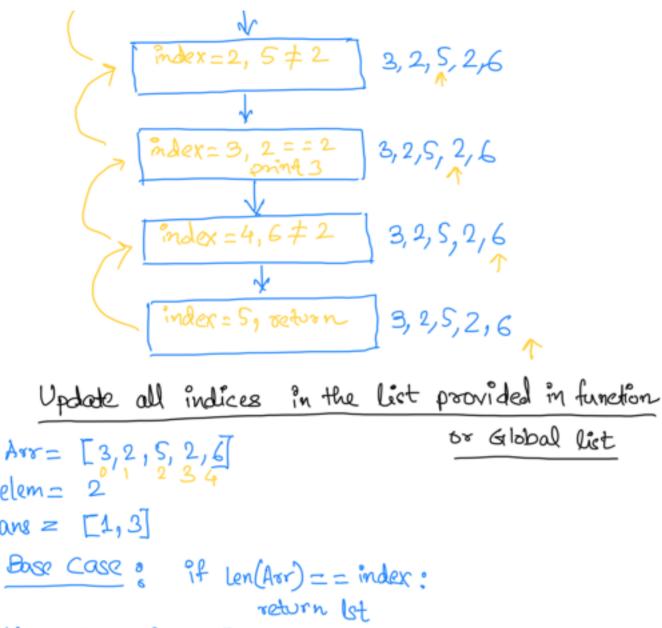
Base case: if $lan[Aors] = 1 \ index$:

return

My work & if Apr[index] == elem print index

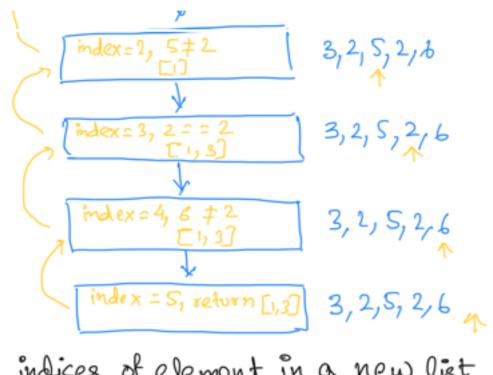
Recording call: point_index_ of_elem(Arr, index+1) Recursion Tree

index=0,
$$3 \neq 2$$
 3, 2, 5, 2, 6
index=1, $2 = 2$ 3, 2, 5, 2, 6
print 1 3, 2, 5, 2, 6



elem= ans = [1,3]Bose Case : My work : if Arr[index] == elem : let append (index) Recursion Call? update_indices (Arr, index+1, let) Recursion Tree index=0, 3 = 2 3,2,5,2,6 3,2,5,2,6

indexs, 2552

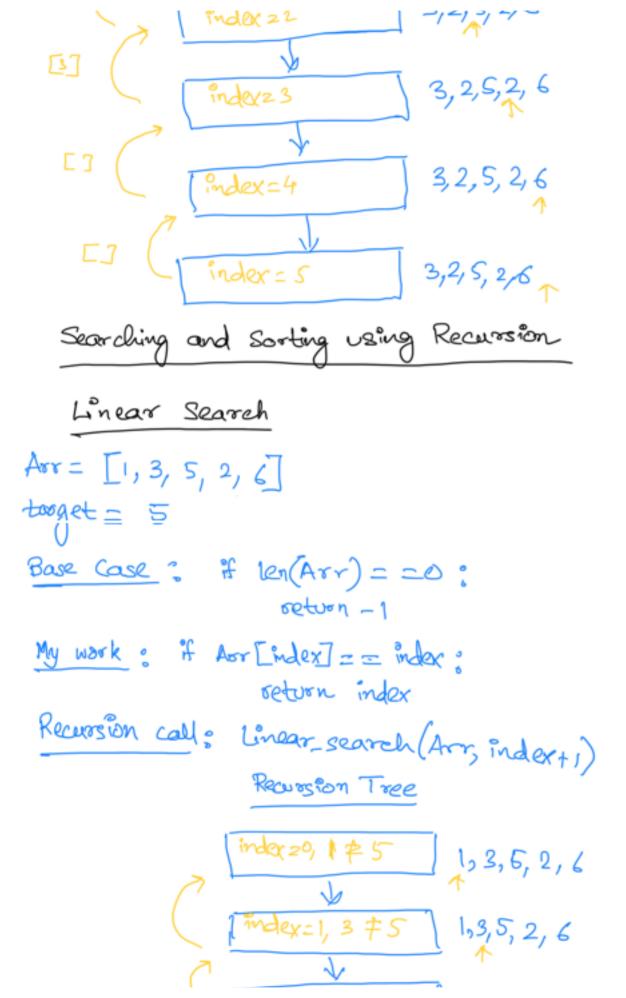


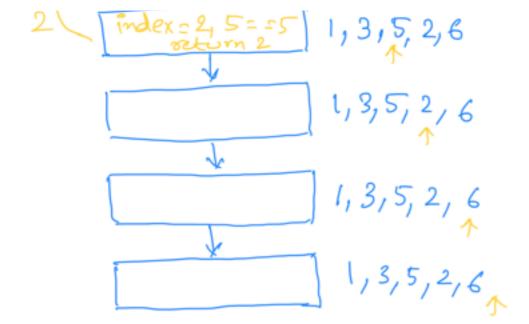
Return indices of element in a new list

Recursion call: ane_lot = get_indices_of_elem (Arr, index+1)

My work : if Arr [index] == elem : ans let inext (0, index) Recursion Tree







Binary Search.

A00 = [2,4,5,6,8,18]

target = 5

Base Case: If start > end:

My work of mid = start + (end-start) 1/2

Recursion call : if Ars[mid] > target:

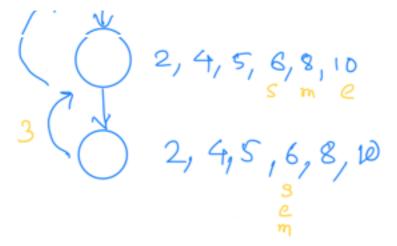
return binary search (Arr, start, mid-1)

Recursion Tree
[2,4,5,6,8,10] > 6

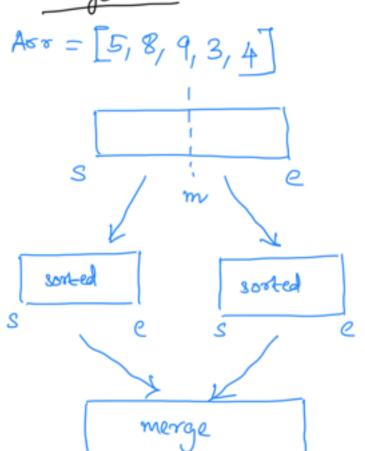
2,4,5,6,8,10

2,4,5,6,8,10

2,4,5,6,8,10



Merge Sort



Base case: if Start > end:

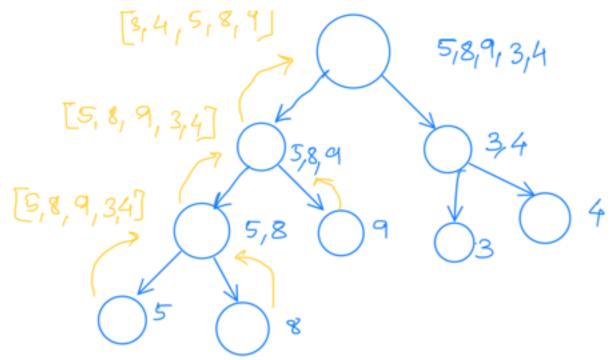
Receives ion Call: mid = start + (end-start) //2

merge_sort (Arr, stort, mid)

merge_sort (Arr, mid+1, end)

My work: merge (Arr, start, mid, end)

```
i= stort new_lst=[]
while ix=mid andjx=ond. ?
      it yes[i] < yes[i]:
           new_lst.append (Arr[:])
            i= 1+1
       dif Ars[i] > Ars[i];
           new_let, append (Ass[j])
           j=j+1
       elit Aro[i] == Arr[j]:
           new_lit.append (Arr[i])
            new-let append (Arr [j])
while icamid:
     new lot append (Arr [i]) Semaining elements from list
 while j cend:
      new_lst. append (Arr[;])
      1=jt1
existing ListIndex = start
newlist Index = 0
while existing List Index <= end:
         Arr [existing List Index] = new 1st [new list Index]
         existing list Indext= 1
         new List Index +=1
```



Quick Sort

Arr = [4, 8, 3, 9, 5]

1) Take last clem of array as pivot elem

2) Find the right position of the pivot elem in the array

3 Swap the prot clem with orght position clem. A Move all elements smaller than pivot clem to the

left and all elements larger than pivot elem to the

B Apply quick soot to the arrays to the left and right of the pivot elem.

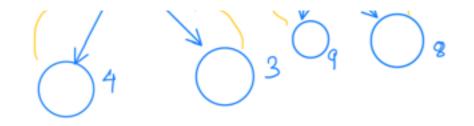
Bose case? if start > end;

My work: pastition (Arr, stoot, end)

pivot Flem = Arr [end]

pivot Index = stort

```
i = start
        while is end:
             of Arro[i] < plust Elemo
                  frot Index += 1
             it = 1
          Arr [inot Index] Arr [end] = Arr [end], Arr [pivot Index]
         i= Start
          K= end
         while j' = pivot Index and K > pivot Index:
                if Arr [j] Kpivot Elem:
                     j+=1
                elit Arr[k] > FNot Elem:
                       k+=1
                 else:
                    Arr[i], Arr[k] - Arr[k], Arr[i]
                    1+=1
                     kt=1
Recursion Call a
                       quick_sort (Arr, start, protendex-1)
quick_sort (Arr, protendex+1, ena)
               Recursion Tree
               4,8,3,9,5
      3,4,5,8,9
                         89
```



Recursion and Strings

Palindrome Check with Recursion

nitin → palindrome nitin malayalam → palindrome s e

Base case : if start > end:

My work : if str[start] ! = str[end]:
return False

Recursion Call: palindrome_check (str, start+1, end-1)

Recursion Tree

miting niting niting niting niting

Chimno O 1 1 2

```
Strings, substange and Subsequences
 string= abc/
 substring = ordering to be maintained and it should be continuous
                                       n(n+1)
             a1 b2 c3
             ab 4 be 5 sx
Subsequence; order maintained and they can be
              non-continuous as well
             abe p
                              either take it or
                              not take it
Return Subsequences of a given string
 abe + a b c
            ab be ac
            abc $
Base case of flen (str) == 0 or of len (str) == index;
                   return [']
Logie: I will keep "a' and will pass be to
```

recursion call and expect recursion call to give all

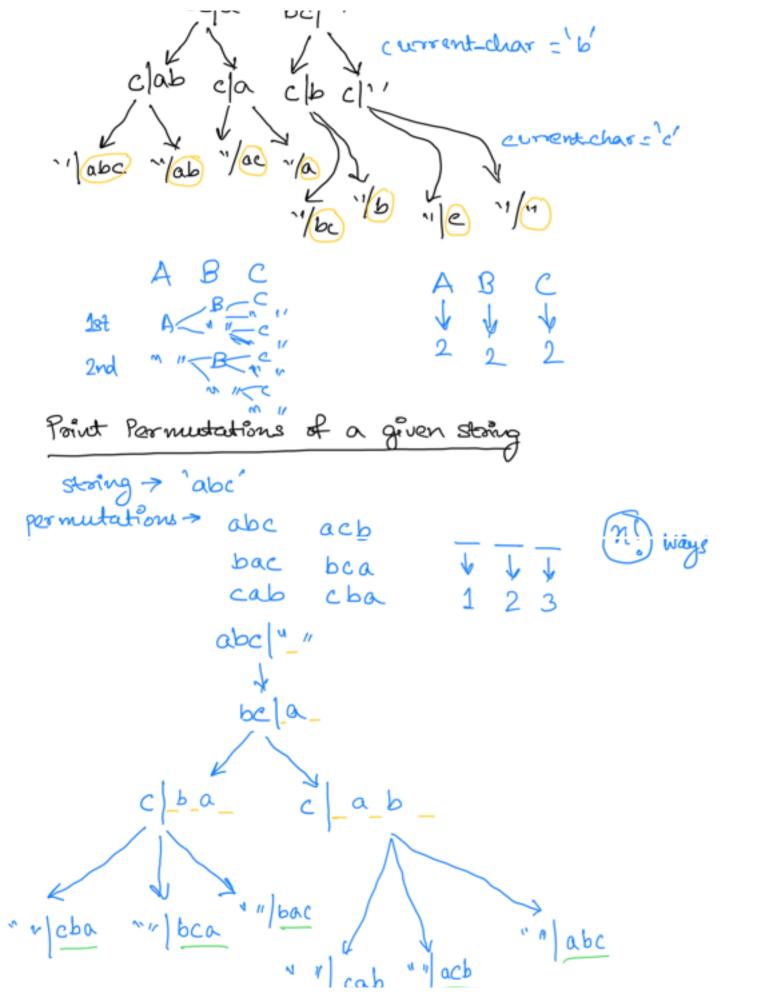
subsequences of bc'. Then will concetenate 'a' to all those subsequences to get all combinations Recursion Call: seturn_subsequences(sts[:]) return_subrequences(str, index+1) myChar = str[0] or str[index] My work : for subsequence in subsequences: subsequences, coppered (mychar tsubsequence) Recursion Tree abc abc

Point Subsequences of a given Storing

abeli,

the corrent_char='a'

bela hali,



Keturn Permutations of a String

String + 'abc'

Approach; keep worent character and send smaller string to recursion call. Assume recursion all gives the permentations for smaller string. Then add current character in all possible positions to the returned permutations.

Base Case: if len(s) == index or s=="1"

Recursion call: permutation_let = permutations (s, index)

My work : for permutation in permutation_lst:

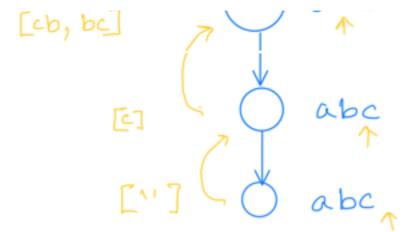
for position in range (lan (permutation). new_184 append(s[o:position] + current char

return new let

Recursion Tree

[acb, cab, cba, abc, bac,

4 s[position?]



Time Complexity Analysis

Problems with experimental analysis

- 1. Different times on different run
- 2. Few changes, time can be different
- 3. Time octually varies with input, but we are not getting or establish a relationship.
- 4. Grenerate test cases (worst cases)
- 5. Check for each and every implementation.
- 6. Large inputs are very time consuming.

Time complexity & Time taken
Time complexity is actually how time is
related or dependent on input size.



Quantifying the Time Complexity

1. We want time complexity when input is very longe.

2. Worst Test case

3. We want to look for biggest factor in the own time

 $n^2 + n \rightarrow n^2$ is the dominating factor for large value of n and n can be ignored nested loop > single loop(n)

4. We want to express suntime as input size and we don't want to look for precision but order of works



if the relationship is $20n^2 + 5n + 1$ we are fine with most dominant term: $20n^2$ No. of unit operations: $+, -, >, \div, =$ 3 major things:

- 1. Talk in terms of no, of operations not time
- 2. Focus only on the lighest power
- 3. Don't care about coeff, much.

Asymptotic Notation

Main idea of our analysis is to do have a measure of the efficiency of algorithm that don't depend on.

- -> machine specific constants
- -> require algorithm to be implemented.

Asymptotic notation are mathematic tools to represent time complexity of our algorithm

There are mainly 3 types of asymptotic notation

- 1. Big O notation (O notation, worst case)
- 2. Omega notation (12 notation, best case)
- 3. Theta notation (D notation, any case)

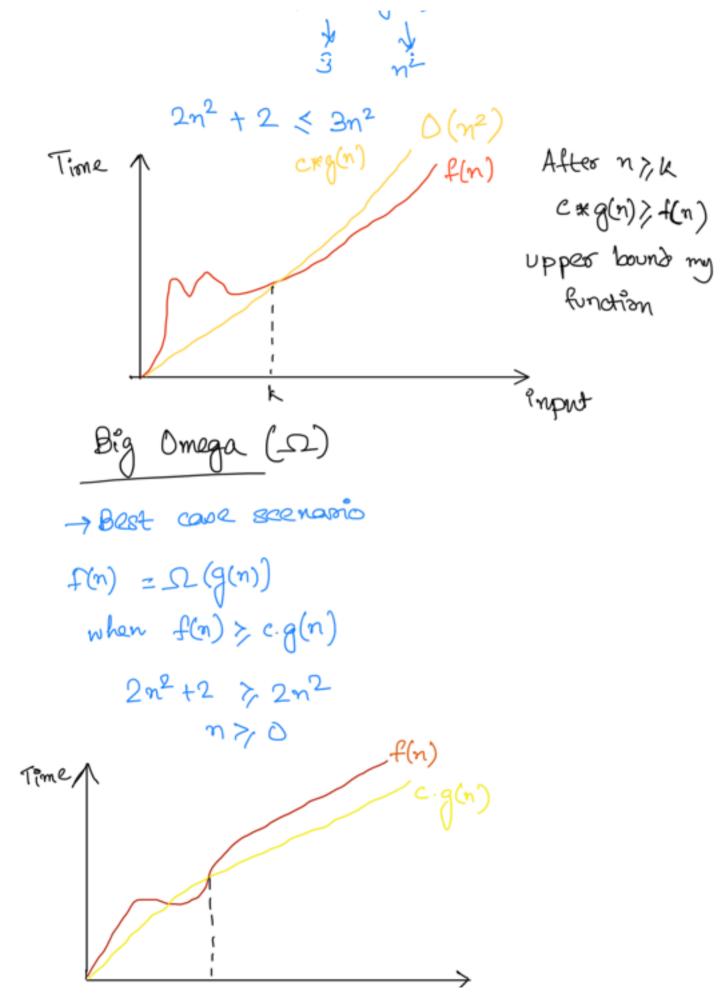
Big O notation

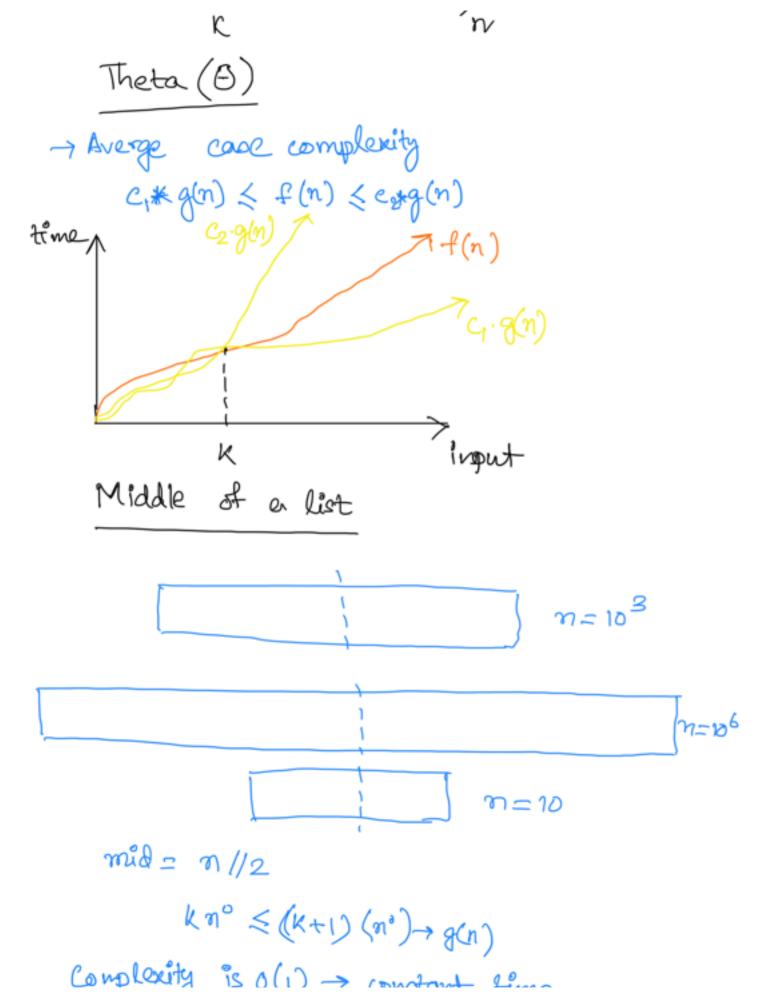
Function of an algorithm boxed on no. of aperations f(n): $20n^2+15n+2$

Adgo $f(n) \longrightarrow 0$ complexity $f(n) \le c * g(n)$

then time complexity = O(g(n))

 $f(n) = 2n^2 + 2 \le c * g(n)$





Largest element in an array

```
worst case -> largest elem at the end
    max = a[o]
  for i→n
     if a[v] > max] } k operations

max = a[i]
1 2 3 ..... n
k k k k
      \Sigma = kn \leq c.g(n)
           (kH) n
    0 (g(n)) 20(n)
 Linear complexity
Bubble Sost Time Complexity
  n= lon(arr)
  for i in range(n)
      for j'in vouge (n-i-1)
```

We will have complexity for buddle soot on O(n2) which is quadratic time complexity

Insertion Sort Time Complexity

def insertion lost (array):

$$= \frac{2n + kn^2}{2} - \frac{kn}{2}$$

$$= \frac{kn^2}{2} + n\left(2 - \frac{k}{2}\right)^{70}$$

$$kn^2 = \frac{2n + kn^2}{2} + n\left(2 - \frac{k}{2}\right)^{70}$$

$$\frac{kn^2}{2} \lesssim \frac{c}{\sqrt{g(n)}} \approx 0(n^2)$$
 $(\frac{k}{2}n) \cdot n^2 \approx 0(n^2)$
 $(\frac{k}{2}n) \cdot n^2$
Complainty $\approx 0(n^2)$ i.e. quadratic

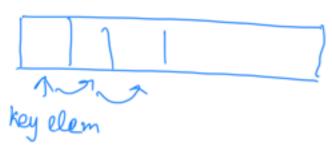
Best case (12) time complexity of Investion Sont

in elem - k operation
$$\Sigma = k + k + k + \dots + (h-1)$$

$$= k(h-1) = kn - k^{2} \leq (k+1)n$$

O(n) is the best case time complexity for inscrtion sort.

Selection Sort Time Complexity



$$\frac{\xi = (n-1)k + (m-2)k + \cdots + k}{= k (n-1)(n-1+1)} = \frac{kn^2}{2} - kn^2$$

$$\frac{kn^2}{2} \leq (\frac{k}{2}+1) n^2$$

Worst case complexity is $O(n^2)$ Best case time complexity is also same as same number of operations happening even it array completely sorted.

Time Complexity: Recursive Alamiten

for recursine algo, we use a diff. approach - Recurrence relation method Factorial of a number det fact (n): ff n==0; return 1 7k, return n * fact(n-1) fact (n) = n * fact (n-1) $T(n) = k_1 + k_2 + T(n-1)$ T(n) = k + T(n-1)T(n-1) = K + T(n-2)Q= 10+8 T(n-2) = K + T(n-3)a+16 = 16+10 B =10 T(n) = k+k+k+ + (n+)) times = k(n+1) = kn +120

.... / h . A

Time complexity of factorial is O(n) i.e. linear,

Binary Search Time Complexity

$$T(n) = k + T(n/2)$$
 Problem gets half

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

T(1) = k

Lesome constant work (Dose ose)

$$n \quad \frac{n}{2} \quad \frac{n}{4} \quad \frac{n}{8} \quad \cdots \quad 1 \quad ?$$

$$n \frac{n}{2!} \frac{n}{2^2} \frac{n}{2^3} \dots 1?$$

Say a times to reach 1

$$\frac{n}{2^{\alpha}}=1$$

 \Rightarrow $n = 2^{x}$ => logn = log, 2" $\Rightarrow \log n = \alpha \log^2 = \alpha$ => a = logn K+K+K+ leg n $k \cdot \log_2 n \leq (K+1) \log_2 n$ Time complexity of binary search is logn 106 claments: 20 composisons Merge Sort Time Complexity merge sort

$$T(n) = k_1 + 2T(n/2) + k_2 n$$

$$= k_1^{70} + 2T(n/2) + k_2 n$$

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

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

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

$$4T(n/4) = kn + 2T(n/2) \times 2$$

$$4T(n/4) = kn + 82T(n/2) \times 4$$

$$8$$

$$\vdots$$

$$T(1) = kn$$

$$T(n) = kn + kn + kn + \cdots \times t^{n} mes$$

$$\frac{n}{2} = \frac{n}{4} + \frac{n}{8} \cdot \cdots \cdot 1$$

$$\frac{n}{2^{x}} = 1$$

$$n = 2^{x}$$

$$log_{2} = x log_{2}^{2}$$

A lamb and

a = logn

Fibonacci Number-Time complexity

def fib (n):

if
$$n = 0$$
:

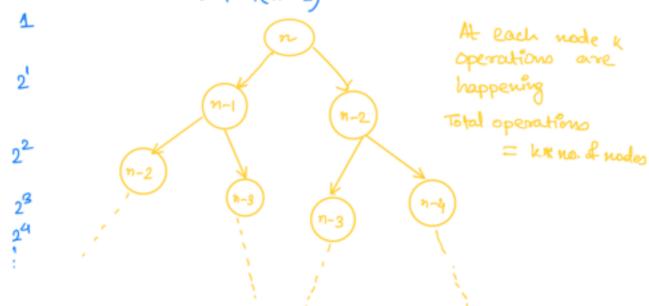
return 0

if $n = 1$:

K operations

seturn fib (n-1) + fib (n-2)

$$T(n) = K + T(n-1) + T(n-2)$$



* we are assuming that each subtree will in worst cope end at a depth/bottom most depth

$$=$$
 1 + 2 + 2 + 2 + 2 + 2 + +

$$= 2(2^{n}-1)$$

.. No of operations

= K * No. of nodes

= k * 2 (27-1)

= 2n+1 k - 2k70

 $T(n) = k 2^{n+1}$ = $2k2^n \leq 3k2^n$

:. Complexity is $O(2^n)$ i.e. exponential

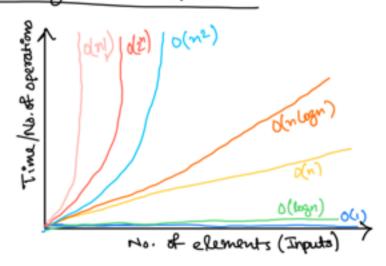
Space Complaxity

Space complexity is space required as a function (fin) of input size

Space complexity = Input space

Auxiliany space

Visualizing Time Complexities



While doing questions on Lectcode, OA, codechef, we face time limit exceeded error.

Boute force normally not accepted

=> Na of operations allowed per second ~ 108 ops/sec

In problems on internet, the same is also provided in question define. e.g. (astraints: $1 \le numo$, length (25×10^4) if we apply, algorithms like bubble sort for max length array, no. of operations = $0(n^2) = (5 \times 10^4)^2 = 25 \times 10^8 > 10^8$ Hence will give time limit exceeded error.

How to determine the salution by looking at constraint?

Constraint	Worst Time Complexity	Algo
n < 12	0(n!)	Bocktracking Recurssion
n < 25	ర (<u>స</u> ్)	
n \$100	0(n4)	Bit manipulation, Recursion/Backtracking DP
η ≤ 580	D (n3)	DP
n < 104	0 (n2)	DP, graph, tree
m ≤ lo6	O(nlogn)	Sorting,
$\lambda \leq p_8$	0(n)	Divide & conquer Mathematical
n > 108	0(1) /0(legn)	Greedy Mathematical,
One more	way to remember.	Greedy

Whatever also we choose, it we plug in n we should get around $\sim 10^8$

Alone is a 1.4 1.10.

in semembering.

Space Complexity

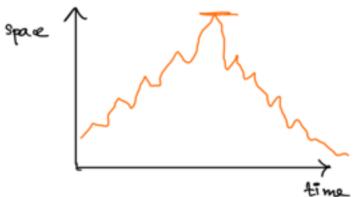
Space comploxity is space required as a function (f(m)) of

Space complexity = input space + auxiliary space

* we do not consider variables created as extra space

Menge

sorted array =[] dependent on input size



We are only concerned about the maximum space that is required during the entire algorithm

**sqb
install 2gb | +
install 2gb | +
delete 4gb | Install 6gb | +

n = 100 000

while (ix=n): space)



Space complexity of algorithms

- Insertion Sot: 0 (N) = 0 (1)
- Bubble 800 : 0(nº) = 0(1)
- Selection Bot : O(nº) = 0(1)

No such variables created which takes & pace depending on imput size.

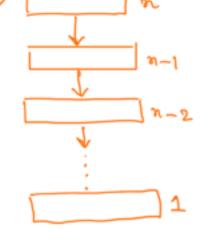
Space Complexity - Recursive Algorithm

def fact(n): space (k)
if (n <=1):
return 1

return fact (n-1)

Each function takes k

n=1 (peak)
n functions
waiting



Recursion is not free. The function waiting for answers, takes up some space

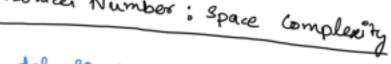
kn is the maximum space taken

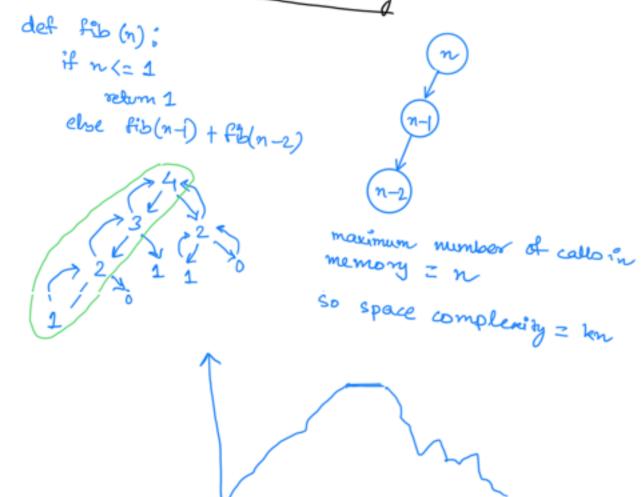
. Space complexity = O(n)

Binary Search (Recursion)



k * (no. of functions) ⇒ k. logn We will have light functions waiting Fibonicei Number; space Complexity





Mesge Sort - Space Complexity

logn functions at max weating in the memory

