

I'm very sorry. I'll type my homework next time.

1. Array, Linked list, and Recursion

① The fastest way I can come up with is by using a Hashmap to record whether a number has appear before.

So I will use the number at the place as key, and the sign as value.

For example: $\text{array}[k] = \text{num}$, then we use the sign of $\text{array}[\lvert \text{num} \rvert]$ as indicator \Rightarrow if $\text{array}[\lvert \text{num} \rvert] > 0$, change it to negative
if $\text{array}[\lvert \text{num} \rvert] < 0$, it means " num " already appeared once, so $\lvert \text{num} \rvert$ is duplicate.

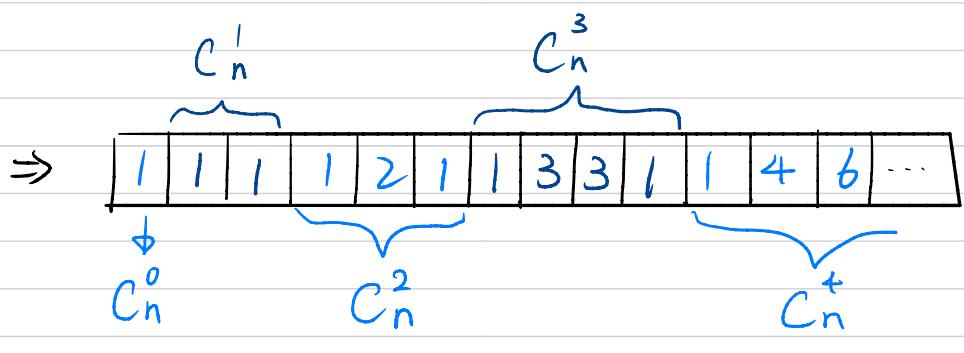
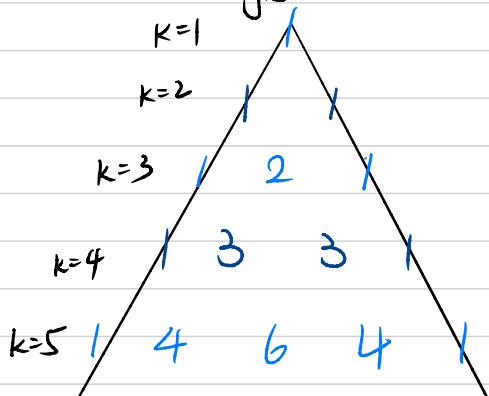
```
for index in 0 to n - 1
    value ← abs(array[index])
    if (array[value] > 0)
        array[value] *= (-1)
    else
        return value
    * value as key
    sign of array [value] as indicator
    * Time O(n), Space O(1)
```

∴ So if $a > 0$ appears once and $b > 0$ appears twice.

1. if a appears \Rightarrow change $\text{array}[a]$ to negative (same as the first time b appears)
2. Since b appears the second time, you'll find $\text{array}[b] < 0 \Rightarrow$ you know it appears twice so return it.

②

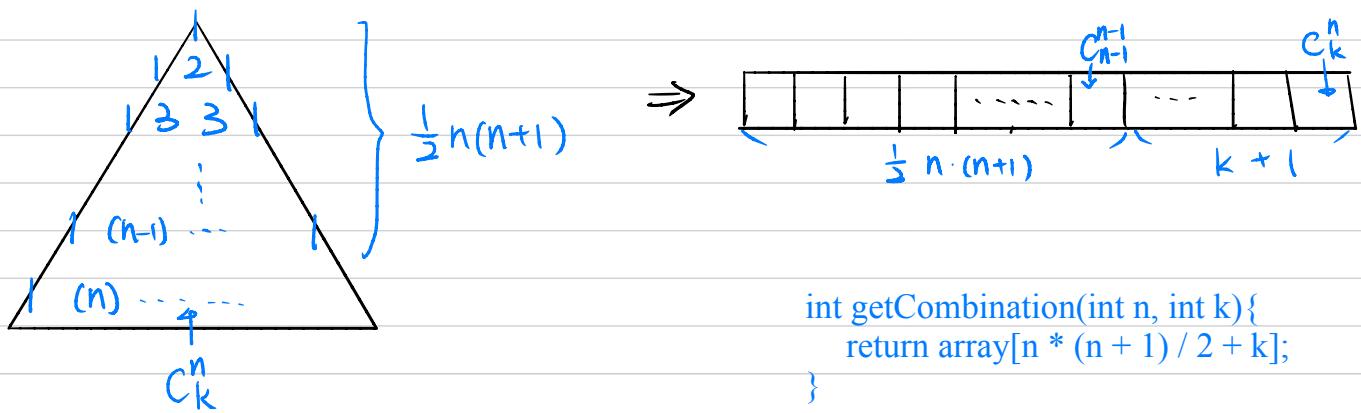
Pascal Triangle



∴ for C_n^k , $0 \leq k \leq n \Rightarrow$ there is $n+1$ elements

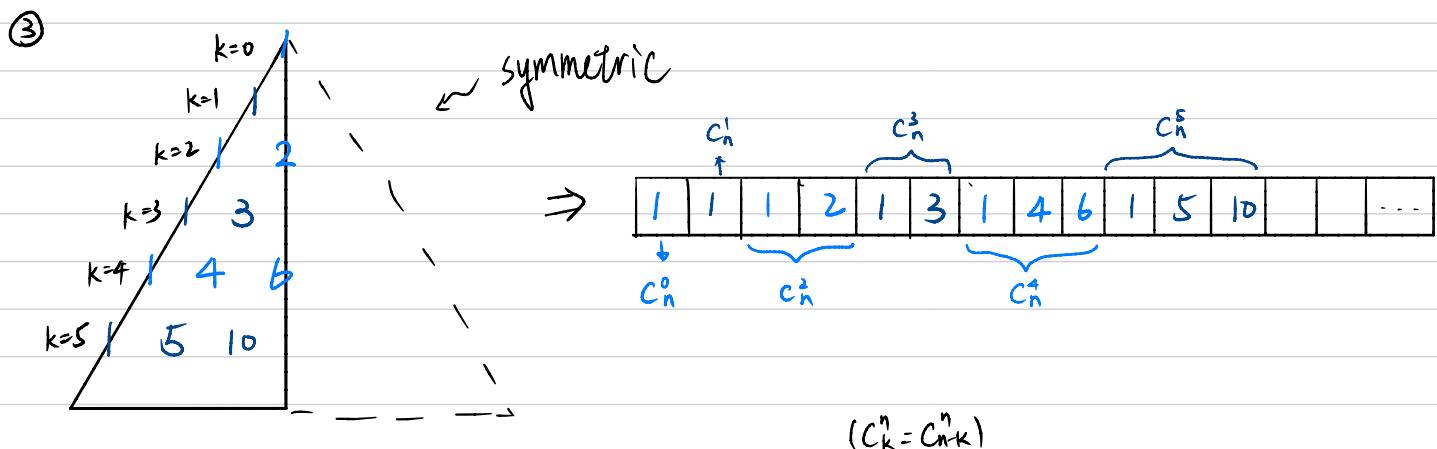
\Rightarrow So you store $C_n^0 \sim C_n^n$ consecutively with upper " k " and lower " n " increasing ($C_0^0, C_1^0, C_1^1, C_2^0, C_2^1, C_2^2, \dots$)

To get C_k^n , you have to go through $(n-1)$ consecutive C^{\square} 's.



```
int getCombination(int n, int k){  
    return array[n * (n + 1) / 2 + k];  
}
```

\therefore So C_k^n is the $[\frac{1}{2}(n)(n+1) + k + 1]$ number, but you have to minus one since array start from 0 $\Rightarrow C_k^n = \text{array}[\frac{1}{2}n(n+1) + k]$



\therefore Same as previous but only store half of the Pascal Triangle.

for every n , we store first $\lfloor \frac{n}{2} \rfloor + 1$ elements of $C_0^n \sim C_n^n$

```
int getCombination(int n, int k){  $\leftarrow$  getCombination(n, k) =  $C_k^n$   
if(2 * k > n)  $\leftarrow C_k^n = C_{n-k}^n$ .  
    k = n - k;  
int prev_num = 0;  
for(int i = 0; i < n; i++)  $\leftarrow$  calculate elements of  
    prev_num += (i / 2 + 1);  $\leftarrow C_0^n \sim C_{\lfloor \frac{n}{2} \rfloor}^n$   
return array[prev_num + k];  
}
```

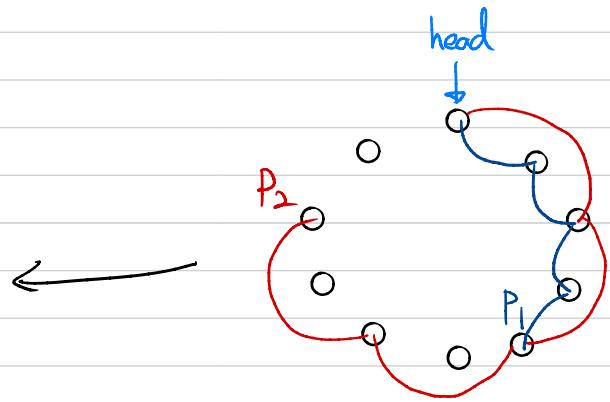
④ The fastest way I can come up with is using two pointers method. (turtle-rabbit algorithm)

So you basic create two pointers P_1 and P_2 while P_1 moves one step at once and P_2 moves two.

Thus, if P_2 will get back to head at the next step ($P_2 \rightarrow \text{next} \rightarrow \text{next} = \text{head}$), P_1 is at the end of first sub-ring.

Then the rest is simple - point $P_2 \rightarrow \text{next} \rightarrow \text{next}$ to $P_1 \rightarrow \text{next}$.
And $P_1 \rightarrow \text{next}$ to head.

```
P1 = P2 = head;
while(1){
    if(P2->next->next == head){
        P2->next->next = P1->next;
        P1->next = head;
        break;
    }
    P2 = P2->next->next;
    P1 = P1->next;
}
```



⑤ The same concept as bubble sort, but swap if odd precede even.

```
void bubble_recursive(int array[], int length){
```

```
if(length == 1) return; ← terminating condition
```

```
for(int k = 0; k < length - 1; k++){
    if(array[k] % 2 == 1 && array[k + 1] % 2 == 0){
        int tmp = array[k];
        array[k] = array[k + 1];
        array[k + 1] = tmp;
    }
}
```

```
return bubble_recursive(array, length - 1); ← next layer
}
```

```
bubble_recursive(array, sizeof(array) / sizeof(int));
```

↑ the number of elements of array

⑥ The method I come up with is using two pointer and find the odd number who is nearest to the begin and even to the end then swap them.
Repeat it until two pointer crossed.

```
int p1 = 0, p2 = sizeof(array) / sizeof(int) - 1;
```

```
while(p1 < p2){
```

```
    if(array[p1] % 2 == 0) p1++;
    if(array[p2] % 2 == 1) p2--;
```

↙ continue to search odd ... even

```
    if(array[p1] % 2 == 1 && array[p2] % 2 == 0){
        int tmp = array[p1];
        array[p1] = array[p2];
        array[p2] = tmp;
    }
```

```
}
```

2. Analysis Tool

① Suppose one of a scenario that $f(n) = g(n)$, so let $d(n) = a \cdot f(n)$, $e(n) = b \cdot g(n)$

\Rightarrow if $a \neq b$, $d(n) - e(n) = (a-b) \cdot f(n) = O(f(n)) - \Theta$

and $O(f(n) - g(n)) = O(1) - \Theta$

\therefore if $f(n)$ has a higher degree (or is different) than 1

From ①, ② $d(n) - e(n) = O(f(n)) \neq O(f(n) - g(n)) = O(1)$

Thus, it's proved that for $d(n) = O(f(n))$, $e(n) = O(g(n))$

$\rightarrow d(n) - e(n)$ not necessarily equals to $O(f(n) - g(n))$.

② Claim: if $f(n) + g(n) = O(\max\{f, g\})$ and $\max\{f, g\} = O(f(n) + g(n))$

Proof: Suppose $f, g > 0$ and without loss of generality: $f > g$

1° $\max\{f(n), g(n)\} = f(n) \leq c \cdot (f(x) + g(x))$, if $c=1$, then for n_0 that makes $f(n_0), g(n_0) > 0$, it holds $\therefore n_0 \in \mathbb{R}$

Thus: $\max\{f(n), g(n)\} = O(f(n) + g(n))$.

2° $f(n) + g(n) \leq c \cdot \max\{f(n), g(n)\} = c \cdot f(n)$, if $c=2$, then for n_0 that makes $f(n_0), g(n_0) > 0$, it holds $\therefore n_0 \in \mathbb{R}$

Thus: $f(n) + g(n) = O(\max\{f(n), g(n)\})$

From 1° & 2° $\Rightarrow O(f(n) + g(n)) = O(\max\{f(n), g(n)\})$, QED

③ Suppose a function $f(n) = \begin{cases} n^2, & n \in \mathbb{R} \\ 1, & n \notin \mathbb{R} \end{cases}$

1° consider $f(n) \leq c \cdot n$, for $n \in \mathbb{R}$, there isn't any $c > 0$ s.t.

$n^2 \leq c \cdot n$ for $n > n_0 \therefore n^2 \geq c \cdot n$

Thus $f(n) \neq O(n)$

2° consider $f(n) \geq C \cdot n$, for $n \notin \mathbb{R}$, there isn't any $C > 0$, st
 $1 \geq C \cdot n$ for $n > n_0$ ($c > 0$)

Thus $f(n) \neq \Omega(n)$

From 1°, 2°, for $f(n) = \begin{cases} n^2, & n \in \mathbb{R} \\ 1, & n \notin \mathbb{R} \end{cases}$, $f(n) \neq O(n) \wedge f(n) \neq \Omega(n)$, QED.

④ iff exist $c=1$, n_0 st $\sum_{i=1}^n \lceil \log_2 i \rceil \leq c \cdot \sum_{i=1}^n (\log_2 n + 1) = c \cdot n \cdot (\log_2 n + 1)$
 \therefore for $n_0 \geq 1$, $\sum_{i=1}^n \lceil \log_2 i \rceil \leq n + n \log_2 n = O(n + n \log n) = O(n \log n)$

$$\left[\lim_{n \rightarrow \infty} \frac{n + n \log n}{n \log n} = \lim_{n \rightarrow \infty} \frac{n+1}{n} = 1 \right]$$

Thus $\sum_{i=1}^n \lceil \log_2 i \rceil = O(n \log n)$

3. Play with Big Data

I read input first and store appeared user-id, product-id in different unordered-set and time in set. By checking the store u.p.t, I could determine whether to put certain pieces of information into the data structure thus save some space.

(1) get(u, p, t) / purchased(u) : (stored user appeared in get, purchased query)

I use unordered_map<[user-id], unordered-map<[time], unordered-map<[product-id], vector<[User's Data]>>>

to stimulate a 3D vector with better average time complexity.

For get(u, p, t) . I need an average: O(1) and worst $O(n) \cdot O(p) \cdot O(q)$ with 3D-hashmap.

But I'll need $O(\log n) \cdot O(\log p) \cdot O(\log q)$ if I choose to implement in vector.

For purchase(u) , I just simply use the same data structure as "get" does. Then I iterated through all data[u] and put those sale = 1 in a vector and sort them.

An average $O(1) \cdot O(p') \cdot O(q')$ in getting all data ($p' \Rightarrow \text{user} \rightarrow p$, $q' \Rightarrow \text{user} \rightarrow q$) and $O(k \log k)$ in sorting (k , the number of data in answer field).

(2) click(p₁, p₂) : (stored user who click p which p in click's query).

I use unordered_map<[product-id], unordered_set<[User_id]>> to implement. Also, the

reason I choose unordered-map over map is for its average time complexity $O(1)$ has a better performance than map's $O(\log p) O(\text{find user-id})$. And unordered-set also has an average time complexity $O(1)$ so I choosed not to use a vector.

Then I use set intersection to get the same element with time complexity $O(\min\{\text{size}(p_1), \text{size}(p_2)\})$. Then sort it with $O(k \log k)$.

(3) profit(time, theta)

First, when reading input, I put "profit" query's time in a set and remember the minimum "profit" query time.

Then I store profit query in a vector and sort it by largest time to smallest time.

Later, when reading the file, I put those time \geq minimum-profit-time in a set map<[time], unordered_map<[User_id], [click and purchase number]>> and

iterate it from the largest time \rightarrow smallest time. So I only need to run through the whole table once. Then I sum up the click / purchase time in $\text{set } <[\text{user-id}], [\text{click, purchase time}]>$, during every query. I search through first 10 valid user (which in case the smallest in lexicographic order) since map will automatically sort by its key.

And I consider two case with $\theta = 0$ ($l = 0$) which is also trivial but worth mentioned. All in all, I use $O(n)$ for going through all user, $O(t \log t)$ for sorting and $O(\log t) \cdot O(l)$ for iterating through it.