"Algo Toolbox" Training

- 1. See the Data algo question = numbers and data The words and "theme" is a trap... only see data and numbers
- 2. Multiple Passes simplify & modify into more familiar problems
- 3. Problem & Data Type Toolbox train by practice / memorize

ADT TOOLBOX

hash-map dictionary - O(1) to look up data based on key, O(1) to set data based on key. Your fave ADT for faster, simpler algos!

list array, sequence - O(n) to linear search, O(1) to look up index - good for ordered data

stack Last in First Out - O(1) to add or remove - good for reversing things, recursive things

queue First in First Out - O(1) to add or remove - good for processing things in order

 $\begin{array}{ccc} \mathbf{tree} & root & \mathbf{node} & \mathbf{connected} & \mathbf{to} & \mathbf{children} \\ & \mathbf{and} & \mathbf{descendants} \end{array}$

graph vertices connected with edges

SORTING ALGOS

quicksort time avg $O(n \log n)$ - space $O(\log n)$ - pick a pivot, sort w.r.t. to pivot into two partitions, sort each partition using quicksort (another pivot)

mergesort time avg $O(n \log n)$ - space O(n) - split, sort each array using mergesort (smaller arrays), combine sorted arrays in order

insertion sort time avg $O(n^2)$ - space O(1) - "pick up" an item, and move left into sorted portion until you find a spot where it fits between, then place

selection sort time avg $O(n^2)$ - space O(1) - find smallest item, put on left in sorted portion, then repeat for next smallest in unsorted

bubblesort time avg $O(n^2)$ - space O(1) - keep on swapping adjacent items, until you go through the array with no more items needing to be swapped

PROBLEM TOOLBOX

minimum O(n)

```
min_found = None
for n in list_of_numbers:
    if min_found == None:
        min_found = n
    if n < min_found:
        min_found = n</pre>
```

counting occurrences O(n)

```
c = {}
for item in items:
    if item not in c:
        c[item] = 0
    c[item] += 1
```

filtering collection O(n) - create a new, smaller list only containing data adhering to a condition

```
output = []
for item in items:
   if item > 5: # or something
      output.append(item)
```

transforming collection O(n) - create a list of same length, but with data changed

```
output = []
for item in items:
    # Any method or operation
    modified = item * 2
    output.append(modified)
```

intersection between collections

O(n) - find items in one collection that are (or are not) in another collection. Use **set** instead of **list** since set operations are O(1)

```
data_2_set = set(data_2)
overlap = []
for item in data_1:
    if item in data_2_set:
        overlap.append(item)
```

cross operation $O(n^2)$ - perform operation on each element w.r.t. another element

```
out = []
for a in data_1:
    for b in data_2:
        out.append(a * b)
```

Data Structures

Many approaches to implement ADTs:

Linked lists Implement with dicts

```
c = {"data": "C", "next": None}
b = {"data": "B", "next": c}
a = {"data": "A", "next": b}
```

Stacks, queues Just a list, but only using first and/or last items

Tree Impl. with dicts and lists

```
root = {
   "data": "Grandma",
   "children": [{
        "data": "Mom",
        "children": [{"data": "Me"}],
        }, {
        "data": "uncle",
        "children": []
    }]
}
```

Graph (directed) Store vertices in dict, outward edges in list

```
graph = {
  "NYC": ["SFO", "ORD", "DTW", "LAX"],
  "SFO": ["LAX", "OAK", "NYC", "DTW"],
  "SAC": ["OAK", "SFO", "LAX"],
}
```

TERMINOLOGY

Poyla's 4 Steps 1 Understand the problem 2 Devise a plan 3 Carry it out 4 Verify & review

Algorithm A precise series of steps that solves a problem

Implementation The code used to perform an algorithm

Time complexity speed - "Given a problem input of size n, how many steps does algo take to solve?"

Big O Notation for time complexity

Abstract Data Types Ways to structure data, defined in English, useful to model data

Data structures Implementations with code of an ADT, used to implement algorithms