

# Introduction to Algorithms

## Lecture 2

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# Content

- Sets intersection
- Selection Sort
- Bubble Sort
- Insertion Sort
- Time Sorting
- Counting Sort
- Recursion
- Towers of Hanoi
- HomeWork

# Sets intersection

You need to output all numbers  
(without repetition) that both sets  
contain

**Sample input:**

**11 6**

**2 4 6 8 10 12 10 8 6 4 2**

**3 6 9 12 15 18**

**Sample output:**

**6 12**

## Sets intersection

1. `setA <- array1 values`
2. `setB <- array2 values`
3. For `i = 1` to `size(setA)` do
4.     For `j = 1` to `size(setB)` do
5.         if `setA[i]==setB[j]` then
6.             output `setA[i]`

# Sorting

- Non-decreasing vs increasing...
- Algorithm complexity:
  - $O(\log(N))$ ,  $O(N)$ ,  $O(N^2)$ ,  $O(e^N)$ ,...
  - sorting algorithms can run either:  
 $O(N \cdot \log(N))$  or  $O(N^2)$

# Selection Sort

A series of horizontal lines in teal and light blue colors, with varying lengths, extending from the left edge of the slide towards the right, positioned below the title.

**Selection Sort** - puts the minimal element on its own place

1. for  $i=1$  to  $n-1$  do
2.     for  $j=i+1$  to  $n$  do
3.         if( $a[i] > a[j]$ )  $index=j$
- $a[i] \leftrightarrow a[index];$

# Bubble Sort

A series of horizontal lines in teal and light blue colors, some solid and some dashed, extending across the bottom of the slide.



**Bubble Sort** -starts from the end of an array and swaps two neighboring elements if they don't correspond.

1. for  $i=1$  to  $n-1$  do
2.   for  $j=n-1$  downto  $i$  do
3.       if( $a[j] > a[j+1]$ )  $a[j] <---> a[j+1]$ ;

# Insertion Sort

A series of horizontal lines in teal and light blue colors, some solid and some dashed, extending across the bottom of the slide.

Insertion Sort - like Card Deck, puts an element in already sorted array

1. **for  $i \leftarrow 2$  to  $\text{length}(A)$  do**
2.      **$\text{key} \leftarrow A[i]$**
3.      **$j \leftarrow i - 1$**
4.     **while  $j \geq 1$  and  $A[j] > \text{key}$**   
      **do**
5.          **$A[j+1] \leftarrow A[j]$**
6.          **$j \leftarrow j - 1$**
7.      **$A[j+1] \leftarrow \text{key}$**

# Time sorting

You have to sort time, given in a input file in the following format:  
“hh:mm:ss”

**Sample input:**

**4  
10:20:30  
7:30:00  
23:59:59  
13:30:30**

**Sample output:**

**7:30:00  
10:20:30  
13:30:30  
23:59:59**

# Time sorting

- Convert to seconds:
- $x = 3600 * h + 60 * m + s$
- Convert from seconds:
- $h = x \text{ div } 3600$
- $m = (x \text{ div } 60) \text{ mod } 60$
- $s = x \text{ mod } 60$

# Counting Sort

Sorts information if number of possible values are limited.

Complexity is  $O(N)$

Counting Sort - count quantity of each value.

- 1. Create array  $Q$  for all values**
- 2. for  $i \leftarrow 1$  to  $\text{length}(A)$  do**
- 3.      $Q[ A[i] ] \leftarrow Q[ A[i] ] + 1$**
- 4. for  $j \leftarrow 1$  to  $\text{length}(Q)$  do**
- 5.     if  $Q[ j ] > 0$  then**
- 6.          $Q[ j ]$  times output  $j$**

# Recursion

A series of horizontal lines in teal and light blue colors, with varying lengths and offsets, creating a layered, stepped effect across the width of the slide.

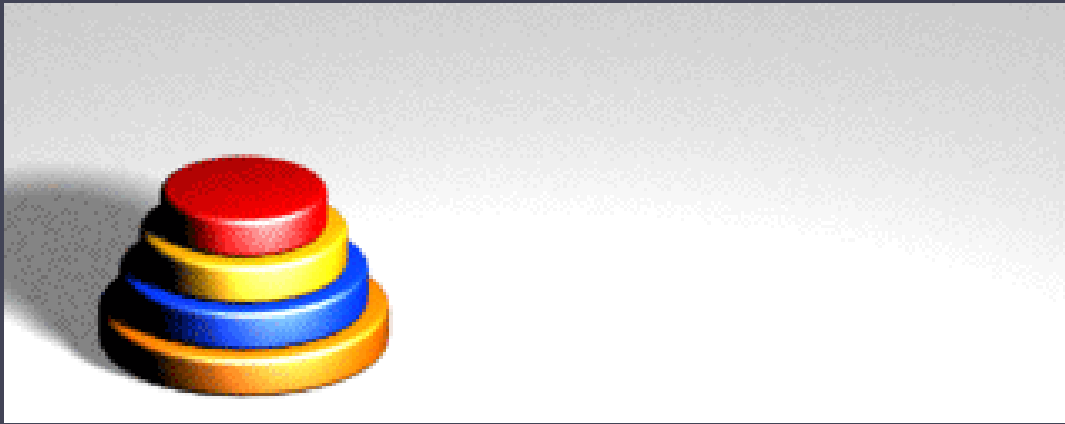


# Recursion

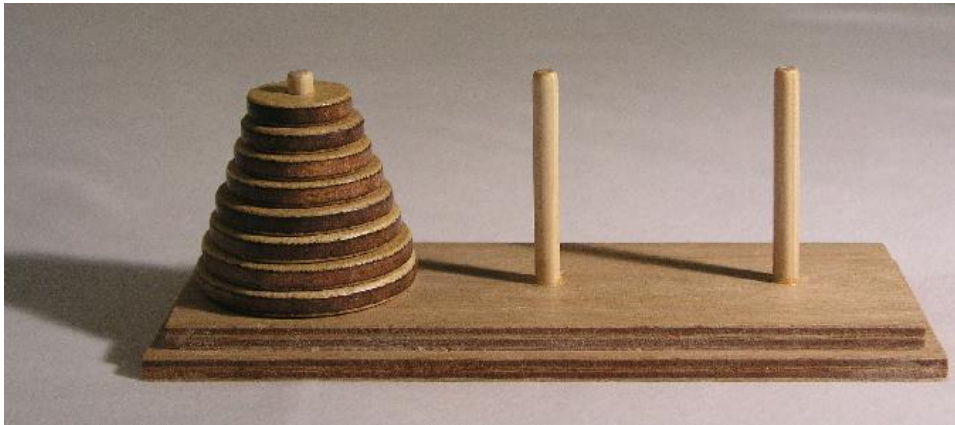
- Function that calls itself.
- Recursion memory, stack overflow
- A simple base case (or cases)
- A set of rules which reduce all other cases toward the base case.

# The Fibonacci sequence is a classic example of recursion:

- $\text{Fib}(0)$  is 0 [base case]
- $\text{Fib}(1)$  is 1 [base case]
- For all integers  $n > 1$ :  $\text{Fib}(n)$  is  $(\text{Fib}(n-1) + \text{Fib}(n-2))$  [recursive definition]



# Towers of Hanoi



# Towers of Hanoi

```
void hanoi (int n, char from, char temp, char to)
    if n = 1 do
        print (from + " -> " + to);
    else
        hanoi(n - 1, from, to, temp);
        print (from + " -> " + to);
        hanoi(n - 1, temp, from, to);
```

# Home Work

- **Sudoku**
- **Museum**

# Sudoku

- Sudoku of size  $N$  is a square with a side  $N^2$ , that contains  $N^2$  inner squares with sides equal to  $N$ .
- The sudoku is called correct, if and only if, each row, each column and each inner square contain all numbers from 1 to  $N^2$ .
- Given sudoku of size  $N$ . You have to find out, where it is correct or not.

**Sample input:**

**3**

**1 3 2 5 4 6 9 8 7**

**4 6 5 8 7 9 3 2 1**

**7 9 8 2 1 3 6 5 4**

**9 2 1 4 3 5 8 7 6**

**3 5 4 7 6 8 2 1 9**

**6 8 7 1 9 2 5 4 3**

**5 7 6 9 8 1 4 3 2**

**2 4 3 6 5 7 1 9 8**

**8 1 9 3 2 4 7 6 5**

**Sample output:**

**Correct**

# Museum

- In a museum, the time when a customer comes in and gets out is registered.
- Therefore, there is a journal, where you can get  $N$  intervals of time, where the value shows time when customer came in, the second number shows time when customer got out of a museum.
- You have to write a program, that calculates the maximum number of customers who were in a museum at the same time.



**Sample input:**

**6**

**9:00 10:07**

**10:20 11:35**

**12:00 17:00**

**11:00 11:30**

**11:20 12:30**

**11:30 18:15**

**Sample output:**

**4**