

Analyzing Algorithmic Patterns Based on Real Coding Interview Questions

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I. GENERAL PATTERNS FOR ANALYSIS

A. Palindrome

Palindromes are extremely useful for searching algorithms, as Palindromes are meant to be the same in both directions, one can easily discover if the input is an actual palindrome. This is helpful for searching because one can search and find the odd character out, or the unique piece of data in some text. This style of algorithm is also space efficient, they normally have a space analysis of $O(n/2)$ as the algorithm works over two elements of the input at a time. The basic approach of a Palindrome algorithm is to work inwards with both pointers starting at either end of the input and constantly moving towards one another and comparing if the elements are the same.

The following description is a general algorithm for solving the palindrome problem which is a common problem in Java and other languages. This approach can be used to solve numerous other problems by altering the inside of the loop. Pseudocode:

```

Data: Given input of characters, S
Result: Boolean
1 initialization;
2  $leftIndex \leftarrow S[0]$ ;
3  $rightIndex \leftarrow S.length-1$ ;
4 while  $leftIndex < rightIndex$  do
5   compare  $leftIndex$  with  $rightIndex$ ;
6   if  $leftIndex \neq rightIndex$  then
7     return false;
8   end
9    $leftIndex++$ ;
10   $rightIndex++$ ;
11 end
12 return true;

```

Algorithm 1: The Palindrome Algorithm

Whilst studying and working on this project I have answered a number of questions from Leetcode.com which I was able to solve using an altered version of the above Palindrome pattern. Leetcode question 1 TwoSum is one example of these questions. This question is described as: *Given an array of integers, return indices of the two numbers such that they add up to a specific target. You may assume that each input would have exactly one solution, and you may not use the same element twice.* The following pseudocode is my answer to this question. In it I have taken the basic idea of the Palindrome algorithm of having two pointers used for looking through

the input data, but instead of moving both of these pointers together at the same time, I only ever move one pointer at a time, depending on the result of adding the two current elements at each pointer together. If the total from adding the two integers together was greater than the target sum, then I knew that I had to move the right-pointer left once, as this would allow me to have a smaller sum and potentially the correct sum. If on the other hand the sum was smaller than the total, I would only move the left-pointer right once and add the two elements and get a new result. This process was repeated until the target sum was found, or until the two pointers crossed which meant the target was not found. In this pseudocode I have highlighted any differences in blue.

```

Data: Array of integers nums, target S
Result: Indices i,j
1  $leftIndex \leftarrow S[0]$ ;
2  $rightIndex \leftarrow S.length-1$ ;
3 while  $leftIndex < rightIndex$  do
4   Sort the input array nums
5   if  $nums[leftIndex] + nums[rightIndex] > S$  then
6      $rightIndex--$ 
7   else if  $nums[leftIndex] + nums[rightIndex] < S$ 
8     then
9        $leftIndex++$ 
10  else
11    return  $leftIndex, rightIndex$ 
12 end

```

Algorithm 2: LeetCode Q1 TwoSum

B. Merge Sort

Merge Sort is a very powerful algorithm. It is more efficient than most styles of insertion, with a time analysis of $O(n * \log_n)$, whereas insertion is $O(n^2)$. The idea of merge sort is to divide an array or some input in half and then sort each half before joining it back together. They do not have to be the same size which is useful.

Merge Sort uses the idea of divide and conquer, this means the list to be sorted should be divided up into equal parts first, then these new smaller parts should be sorted individually first before recreating the full list. Pseudocode:

C. Graphs

Graphs are common in our lives. News media use them to help us visualize certain statistics. Though these are not

Data: List of unsorted data

Result: Sorted List

```

1 if length of A is 1 then
2   | return 1
3 else
4   | Split A into two halves , L and R. Repeat until
      | size of part =1
5   | Sort each part individually
6   | Merge with another subdivided section into B,
      | the sorted list
7   | Return B, the sorted structure
8 end

```

Algorithm 3: The Merge Sort Algorithm through Recursion

the graphs that are studied by Computer Scientists. Graphs studied by Computer Scientists and Mathematicians are usually based on the tree structure, and the relationships among data elements. A tree is just one of the special types of graphs that can be studied, where the parent-child relationship is used to organise data. In this section I have focused on the Tree Abstract Data Type, Breadth-First Traversal, Depth-First Traversal and Graphs in general.

1) *Trees*: Trees are one of the most powerful styles of data structures for processing data, this is because they allow rapid searching and fast insertion/deletion of a node. Trees are made up of Nodes, these are just basic Objects which hold some data and have a key. This key allows one to determine where this Node should be in the tree. The important distinction here with these Nodes in comparison to other Nodes used in various data structures, is that these Nodes contain references to children instead of just the next Link. Each Node has exactly one parent, but can have many children. There is a special style of Trees known as a Binary Tree. This is a Tree which has between 0 and 2 children. The first Node in a tree is the Root, and it is possible to traverse to any Node in the Tree from this Root Node. With Trees the main function one must take care of is how to traverse them. There are three basic styles of traversal: inorder, preorder and postorder. Inorder visits every Node in ascending order based on their key values. Preorder is where the root is visited first, followed by its left subtree and then its right subtree. Finally, postorder is where the left subtree is followed by the right subtree and then the root. The following is an example of how one might search for a particular Node in a Tree. Pseudocode:

2) *Breadth-First Traversal*: This is a special way to visit the nodes in a tree, the ordering in this traversal pattern is to visit the root node, then move onto the children of the root node, printing each child in turn. It then will repeat this for each child of these nodes. Figure 1 shows the nodes in numerical order of visitation when using Breadth-First Traversal.

3) *Depth-First Traversal*: This is a second way of visiting nodes in a tree. This pattern involves starting at the root node, then going to the left most child, then repeating this movement until the traversal reaches a leaf node (a node which has no

Data: Given a key to search for

Result: The desired Node, or null

```

1 initialization;
2  $Node_{current} \leftarrow root$ ;
3 while  $current.data$  is not key do
4   | if  $current$  is null then
5     | return null;
6   | end
7   | if  $current.data > key$  then
8     | move left on the tree;
9   | else
10    | move right on the tree;
11  | end
12 end
13 return  $current$ ;

```

Algorithm 4: Finding a specific Node in a tree based on the key

Data: Tree

Result: Print out in PreOrder

```

1 if  $localRoot \neq null$  then
2   | Print( $localRoot$  data)
3   | preOrder( $localRoot$  leftChild)
4   | preOrder( $localRoot$  rightChild);
5 end

```

Algorithm 5: Basic Tree Traversal using PreOrder Traversal

children), then it will move back up one node and try to visit the next child node of this current node. It repeats this until the traversal finds no unvisited node. Figure 2 shows the nodes in numerical order of visitation when using Depth-First Traversal.

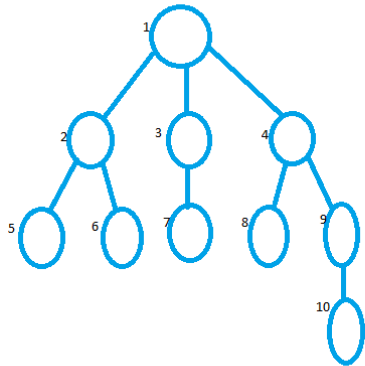


Fig. 1. Breadth-First Traversal

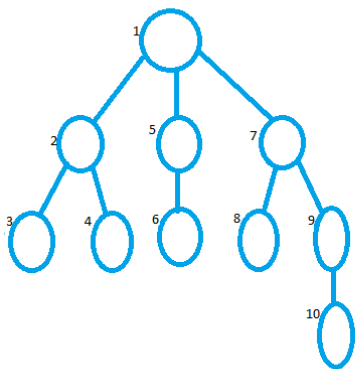


Fig. 2. Depth-First Traversal