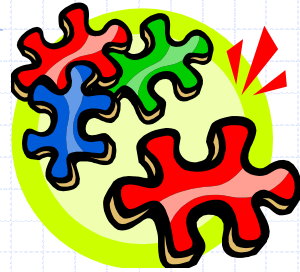


# Sets



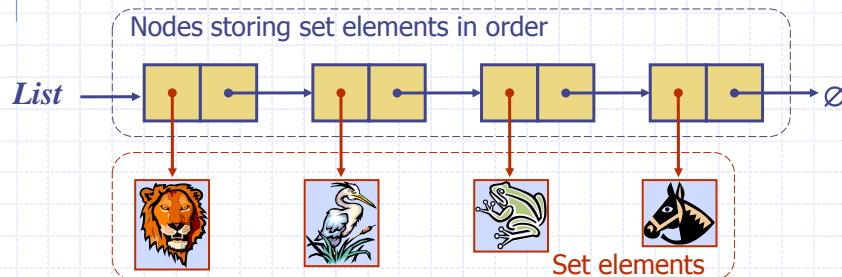
# Set Operations



- ◆ We represent a set by the sorted sequence of its elements
- ◆ By specializing the auxiliary methods the generic merge algorithm can be used to perform basic set operations:
  - union
  - intersection
  - subtraction
- ◆ The running time of an operation on sets  $A$  and  $B$  should be at most  $O(n_A + n_B)$
- ◆ Set union:
  - $aIsLess(a, S)$   
     $S.insertFirst(a)$
  - $bIsLess(b, S)$   
     $S.insertLast(b)$
  - $bothAreEqual(a, b, S)$   
     $S.insertLast(a)$
- ◆ Set intersection:
  - $aIsLess(a, S)$   
    { do nothing }
  - $bIsLess(b, S)$   
    { do nothing }
  - $bothAreEqual(a, b, S)$   
     $S.insertLast(a)$

# Storing a Set in a List

- ◆ We can implement a set with a list
- ◆ Elements are stored sorted according to some canonical ordering
- ◆ The space used is  $O(n)$



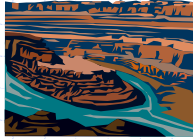
# Generic Merging

- ◆ Generalized merge of two sorted lists  $A$  and  $B$
- ◆ Template method **genericMerge**
- ◆ Auxiliary methods
  - $aIsLess$
  - $bIsLess$
  - $bothAreEqual$
- ◆ Runs in  $O(n_A + n_B)$  time provided the auxiliary methods run in  $O(1)$  time

```

Algorithm genericMerge( $A, B$ )
 $S \leftarrow$  empty sequence
while  $\neg A.isEmpty() \wedge \neg B.isEmpty()$ 
     $a \leftarrow A.first().element(); b \leftarrow B.first().element()$ 
    if  $a < b$ 
         $aIsLess(a, S); A.remove(A.first())$ 
    else if  $b < a$ 
         $bIsLess(b, S); B.remove(B.first())$ 
    else {  $b = a$  }
         $bothAreEqual(a, b, S)$ 
         $A.remove(A.first()); B.remove(B.first())$ 
while  $\neg A.isEmpty()$ 
     $aIsLess(a, S); A.remove(A.first())$ 
while  $\neg B.isEmpty()$ 
     $bIsLess(b, S); B.remove(B.first())$ 
return  $S$ 
    
```

# Using Generic Merge for Set Operations



- ◆ Any of the set operations can be implemented using a generic merge
- ◆ For example:
  - For **intersection**: only copy elements that are duplicated in both list
  - For **union**: copy every element from both lists except for the duplicates
- ◆ All methods run in linear time