

14 Oct 2019

# Asymptotics

$$\textcircled{1} \quad f \in \Theta(\log_2 n) \Leftrightarrow f \in \Theta(\log_3 n)$$

$$\Leftrightarrow f \in \Theta(\log_k n), k = \text{const.}$$

$$\textcircled{2} \quad 2 \leq 3 \quad f \in \Theta(n^2) \Rightarrow f \in O(n^3)$$

$$f \notin \Theta(n^3)$$

$$a \leq b \quad f \in \Theta(n^a) \Rightarrow f \in O(n^b)$$

$$f \notin \Theta(n^b)$$

$\textcircled{3}$  Ordering of common asymptotics

$$\begin{array}{ccccccc} \Theta(1) & \leq & \Theta(\log n) & \leq & \Theta(n) & \leq & \Theta(n \log n) \\ \text{"constant"} & & \uparrow & & \uparrow & & \\ & & \text{logarithmic} & & \text{linear} & & \\ & & & & & & \leq \Theta(n^2) \dots \text{poly...} \\ & & & & & & \leq \Theta(2^n) \\ & & & & \text{quadratic} & & \uparrow \\ & & & & & & \text{exponential} \end{array}$$

$\textcircled{4}$  Fun Fact  $\Theta(n^\omega)$  is "matrix mult. time"

$$\Theta(n^2) \leq \Theta(n^\omega) \leq \Theta(n^3)$$

$\uparrow$  currently  $\omega = 2.3737 \dots$



### ⑤ The Ackerman Fun

$A: \mathbb{R} \rightarrow \mathbb{R}$  is the ackerman fun...

intuitively, this is really fast growing.

$\alpha: \mathbb{R} \rightarrow \mathbb{R}$

$x \mapsto A^{-1}(x)$  is the inverse Ackerman fun

grows very slow

in practice, will be constant.



Problem: Given a graph, want to know

- ① how many connected components?
- ② are vertices  $x + y$  connected?

Examples:

- airline flights
  - nodes = cities
  - flight paths btwn cities = edges
  - can I get from city A to city B?
- galaxies
  - nodes: stars w/in one galaxy
  - edges: distance btwn stars

→ If 1 threshold, how many clusters of stars do I see?
- Netflix:
  - nodes = Shows
  - edges = connected if person A watches show

↳ set of graphs  $G = \{G_A\}_{A=\text{person}}$

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- nodes = people, rep as a vector  
(show 1 count, show 2 count, ...)
  - edges = weighted dist b/w 2 vectors.
- web as a graph.

Q: Is there 1 spider or 2?

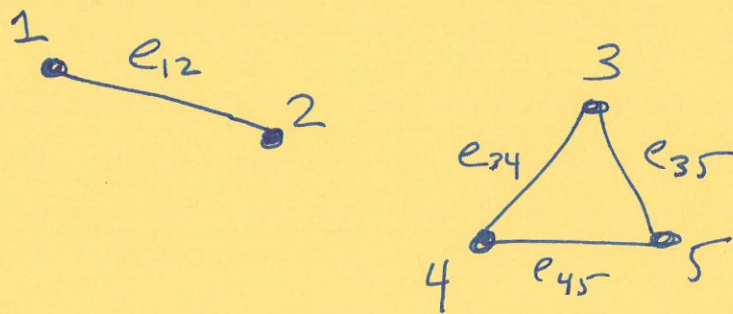


# Union-find data structure

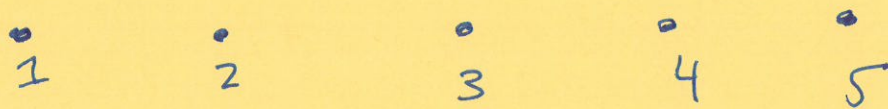
supports 3 operations

- ① makeNode  $\rightarrow$  can be done as many times as needed, but only before other operations start
- ② UNION (a,b)  $\rightarrow$  joins a's component w/ b's component, if not already the same component.
- ③ FIND (a)  $\rightarrow$  finds the <sup>unique</sup> label corresponding to a's component

example:



① create one component per node

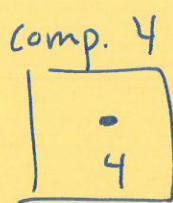
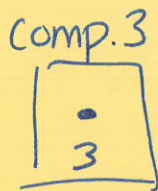
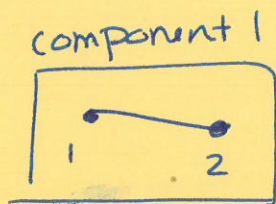


5 components

② go through all the edges.

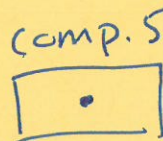
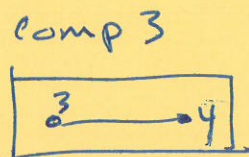
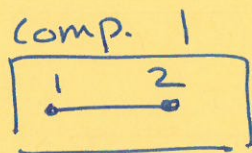


$e_{12}$ :



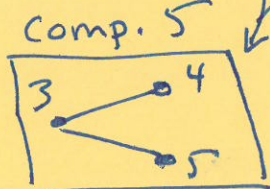
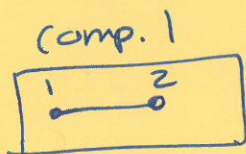
} 4 components

$e_{34}$ :



} 3 comp.

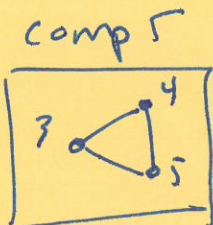
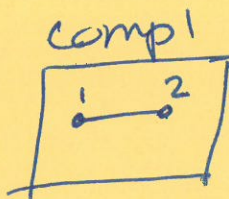
$e_{35}$ :



UNION

} 2 components

$e_{45}$ :



$\uparrow \text{FIND}(4) = \text{FIND}(5)$

$\downarrow$   
no comp.  
merge.

} 2 components

~~FIND~~

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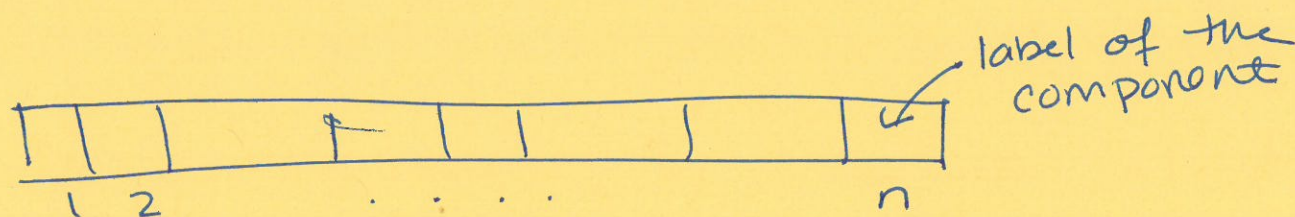
underlying q: M union or find operations.  
how long will this take?



# FIRST ATTEMPT: Quick Find

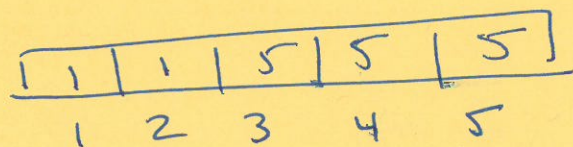
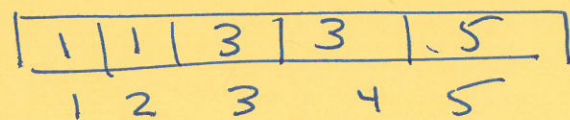
- you give me index of vert, I quickly give you the component label

DS = an array (hash table can work too, w/ average case analysis)  
note: let's assume vert ~~are~~ <sup>have</sup> ids  $1 \dots n$



$\Rightarrow$  FIND is  $\Theta(1)$ .

$\Rightarrow$  UNION is  $\Theta(n)$ .



So, after  $M$  operations, could cost  $O(Mn)$