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LEC 5. Linear Sorting 3.19

Problem Session 3 3.20

Problem 3-2: (reduction)

Set (Hashing)	→	Sequence
- build O(n) exp.	⟷	- build O(n) exp.
- find O(1) exp.	⟷	set_at and get at O(1)
- delete/insert O(1) exp. am.		- insert/delete O(n) exp
		- insert/delete first/last O(1) e.a.

in sequence

Idea: 1. Index = sign key to each item

get_at(i): find(i), value

seq-build(A): set-build({<key=i, value=A[i]> for i = 0, ..., |A|-1})

set_at(i): find(i).value = x

insert/delete: iterate all items, insert/delete one

rebuild OR use delete/insert of Hashing to shifting sequence

- insert/delete first & last:

insert_last: insert(<key len(), value x>)

insert-first: need shift all items ⇒ not O(1) time

it's O(n) X

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Invariant: keys = {first, first+1, ... first+len-1}

Idea: store variable first = key of first item (index i)

⇒ Insert_first: decrement first key to -1, -2 ···, insert (key first, value x)

delete_first: increase first key delete (key first-1,)

all of interfaces of before should plus first to i which initial first is 0

Problem 3.-3: Critter sort

Sort n objects by keys

(a) an integer x_i between -n and n. $[-n, n]$ $+n$ $\in [0, 2n]$

Radix sorts n ints $\in \{0, \cdots, u-1\}$ in $O(2n + n \log_n u)$.-

"O(n) is $u = n^{O(1)}$

(b) strings over 26 letters of len $\leq 10 \lceil \lg n \rceil$

tuple sort $\equiv$ radix sort on base 26

(c) integer f_i under i^2

(d) 1. $O(n \lg n)$ via merge sort

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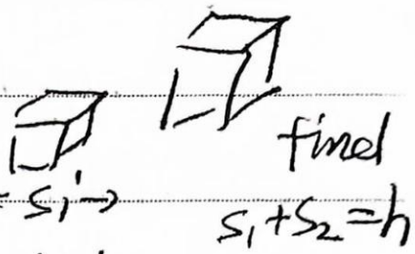
(d) in O(n) time

Problem 3-4.

$S = \{s_0, s_1, \cdots s_{n-1}\}$



want 2 numbers $\in S$, summing to h

(a) O(n) expected time

~~test~~ idea 2.: build hash table on S

idea: call find, O(n) times.

idea: loop over S

for $s_i \in S$: find $s_j \in S$ such that $s_i + s_j = h$

≡ find $(h - s_i)$ ⇒ O(1) exp

so O(n) exp

(b) O(n) worst-case

find biggest peir wise sum $\leq h$, no $s_1 + s_2 = h$

assume $h = 600 n^6$ find s_1, s_2 close to h

Idea 1: radix sort .. but s_i could be $>> h$

⇒ Idea: $s_i > h$ ⇒ throw away ← radix sort

→ s_i is sorted. for $s_i \in S$:= 0, 1, ···, n-1

sol binary search / for every s_i ⇒ O(n·log n)

$h - s_i$, bs can tell me most approach number

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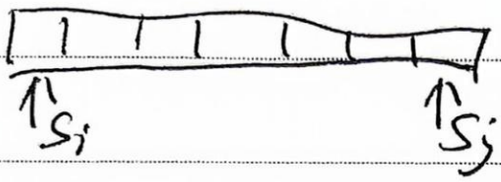
⇒ return lagest candidate (c)

Idea:



two-finger Algorithm

$s_i + s_j$ ⇒ how close to h

① $s_i + s_j > h$ ⇒ $j = j - 1$ decrement j

② $s_i + s_j < h$ ⇒ increment i

↳ add to candidate (c)

Invariant, $S[i'] + S[j'] \geq h$ or $\leq h$ candidate' (c)

for all $i' \leq i \leq j \leq j'$

$i \geq j$ stop return max candidate (c)

P3-5 cut; ab|cd|bc, ← D (i=2)

cdbc ab

k=4 → deal k cdbc P(D, i, k)

sort bccd

① P(D, i, K)

aaba
baaa
abaa
} all same aaab

26 # ∈ [0, n]

↳ base n+1, 26 digits $(n+1)^{26}$