

CS2705: Programming & Data Structures

```
define gcd(x, y):
```

```
    if x < y:
```

```
        swap(x, y)
```

```
    if y == 0:
```

```
        return x
```

```
    return gcd(x-y, y)
```

```
define gcd(x, y):
```

```
    if y == 0:
```

```
        return x
```

```
    return gcd(y, x % y)
```

Let $x = g \cdot a$, $y = g \cdot b$ with a, b co-prime, $a \geq b$

$$\gcd(g \cdot b, g(a-b)) = \gcd(g \cdot a, g \cdot b)$$

Because $a-b$ is co-prime to b otherwise

a would not be co-prime to b .

Correctness - by proof

Efficiency - time or space complexity

Euclid's GCD: Complexity varies with? $2 \lceil \log_2 x \rceil$

For arrays, we assume the size of each element is a constant, eg. 32 or 64 bits.

Exponential - c^n Polynomial - n^c Logarithmic - $\log(n)$

If $x \geq y$, $x \% y \leq x/2 \Rightarrow$ larger numbers loses MSB

```
x = x + y
```

```
x = x + y
```

```
y = x - y
```

```
x = x - y
```

```
 $\approx$  constant
```

```
for i = 1 to n:
```

```
    A[i] = 0
```

```
for i = 1 to n:
```

```
    for j = 1 to n:
```

```
        A[i][j] = 0
```

```
 $\approx n^2$ 
```

$$f(n) = O(1) \quad \text{iff} \quad \exists \text{ +ve constants } c \text{ and } n_0 : \\ f(n) \leq c \quad \forall n \geq n_0$$

$$f(n) = O(n) \quad \text{iff} \quad \exists \text{ +ve constants } c \text{ and } n_0 : \\ f(n) \leq cn \quad \forall n \geq n_0$$

$$f(n) = O(g(n)) \quad \text{iff} \quad \exists \text{ +ve constants } c \text{ and } n_0 : \\ f(n) \leq c \cdot g(n) \quad \forall n \geq n_0$$

Terms:

1. Algorithmic Problem - A problem that can be solved by following a logical list of steps.
2. Algorithm - A logical list of steps to be executed.
3. Data structure - A way of storing, organizing and obtaining data.
4. Size of input - The space required to store the input.
5. Analysis of Algo - The study of the correctness and space-time complexity of an algorithm.

~~$f(n) = 2n^2$~~ $f(n) = 2n^2 + 3n + 8$

$f'(n) = 3n^2 + 2n + 5$

$f''(n) = n^3 + 6n + 8$

$f \approx f' \text{ but } f \text{ best}$

$f(n) = O(n^2) \text{ but also } f(n) = O(n^3) \text{ etc.}$

$$f(n) = \Omega(g(n)) \quad \text{iff} \quad \exists \text{ +ve constants } c \text{ and } n_0 : \\ f(n) \geq c \cdot g(n) \quad \forall n \geq n_0$$

$$f(n) = \Theta(g(n)) \quad \text{iff} \quad f(n) = O(g(n)) \text{ and } f(n) = \Omega(g(n))$$

$$f(x) : 10, x, x^2, x \log x, 2^x$$

$$f(n) = n^2 + 2n + 1 = O(n^2) = \Omega(n^2)$$

Maximum Subsequence Sum Problem

n integers in an array A
 Sum of subsequence $(i, j) = \sum_{k=i}^j A[k]$
 Output maximum such sum

Inputs all $\geq 0 \Rightarrow$ Output $= \sum A[k] \forall k$

Inputs all $\leq 0 \Rightarrow$ Output $= 0$

Claims: 1 Optimal solⁿ is unique

2 Optimal solⁿ contains max value

3 Optimal solⁿ does not contain neg. values

All False!

maxsum = 0

for $i = 0$ to $n-1 \rightarrow O(n)$

for $j = i$ to $n-1 \rightarrow O(n)$

currsun = 0

for $k = i$ to $j \rightarrow O(n)$

currsun += $A[k] \rightarrow O(1)$

if currsun > maxsum

maxsum = currsun

return maxsum

$\therefore O(n^3)$

$$\sum_{i=0}^{n-1} \sum_{j=i}^{n-1} \sum_{k=i}^j 1 = \sum_{i=0}^{n-1} \sum_{j=i}^{n-1} j - i + 1 = \sum_{i=0}^{n-1} \sum_{k=i}^{n-1} 1 = \sum_{i=0}^{n-1} \frac{(n-i)(n-i+1)}{2}$$

$$= \sum_{i=0}^{n-1} \frac{n^2 - 2ni + i^2 + n - i}{2} = \frac{n^2}{2} + \frac{(n-1)(n)(2n-1)}{12} - \frac{2n+1}{2} \frac{(n-1)n}{2}$$

$$= \frac{(6n^2 + 6n + 2n^3 - 3n^2 + n - 12n^2 + 6n)}{12} = \frac{(n-1)(n^2+n)}{6} = \frac{n^3}{6}$$

$$= \frac{n}{12} (6n^2 + 6n + 2n^2 - 3n + 1 - 6n^2 + 3n + 3) = \frac{n^3 + 3n + 2}{6} // = O(n^3)$$

	0	1	2	3	4	5	6	7
A =	7	-2	8	10	-20	-12	13	16
B =	7	5	13	13	3	-9	13	29

answer is max element of B or 0

$$B[i] = \max(B[i-1], 0) + A[i]$$

max_sum = 0

curr_sum = 0

for i = 0 to n-1

curr_sum = max(curr_sum, 0) + A[i]

max_sum = max(max_sum, curr_sum)

return max_sum

} → $\Theta(1)$ space

→ $\Theta(n)$ time

Online Algorithm: Array A could be a stream of inputs instead.

Missing Value Problem

Array A of n integers, find the smallest positive missing value.

A = [2, -1, 14, -7, 3, 4, -6, 15, -8] : 1

B = [1, 2, 3, 4, 5, 6] : 7

for i = 0 to n-1

if $A[i] > 1$ and $A[i] \leq n$ and $A[i] \neq A[A[i]-1]$

swap(A[i], A[A[i]-1])

i = 0

while i < n

if $A[i] > 0$ and $A[i] \leq n$ and $A[i] \neq A[A[i]-1]$

swap(A[i], A[A[i]-1])

else

i++

(continued on next page)

for $i=0$ to $n-1$

if $A[i] \neq i+1$

return $i+1$

return $n+1$

Binary Search:

Iterative or Recursive

In a sorted array, compare the 'middle' element with the element to be found, choose one half to find the element in.

Time complexity $\rightarrow T(n) \leq 1 + T(n/2)$, $T(1) = 1$

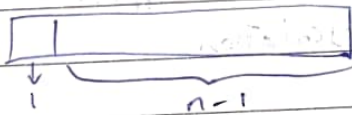
Repeated Substitution

$$T(n) \leq 1 + 1 + T(n/4) \leq 1 + 1 + 1 + T(n/8) \leq \log_2 n + T(1)$$

$$k + T(n/2^k)$$

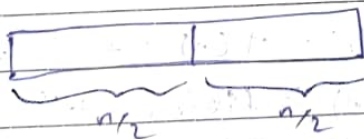
$$\therefore T(n) \leq \log_2 n \Rightarrow T(n) = O(\log n)$$

Find Maximum in A:



$$T(n) \leq 1 + T(n-1)$$

$$T(1) = 1$$



$$T(n) \leq 2 T(n/2)$$

$$T(n) \leq 1 + T(n-1) \leq 1 + 1 + T(n-2) \leq n-1 + T(1) \leq n$$

$$T(n) \leq 2 T(n/2) \leq 2^{1+2} T(n/4) \leq 2^{\log_2 n} T(n/2^{\log_2 n}) \leq 2n-1$$

$$2^k T(n/2^k) \cdot 2^{k-1}$$

$$\therefore T(n) = O(n)$$

```
def max_in_A(A):
    if (A.length() == 1):
        return A[0]
    return max(max_in_A(A[0... $\frac{n}{2}-1$ ]),
```

```
def maximum(A):
    n = A.length()
    if (n == 1):
        return A[0]
    return max(maximum(A[0... $\frac{n}{2}-1$ ]),
               maximum(A[ $\frac{n}{2}$ ... n-1]))
```

↖ shallow, $O(\log n)$ stack space

```
def maximum(A):
    if (A.length() == 1):
        return A[0]
    return max(A[0], maximum(A[1... n-1]))
```

↖ shallow, $O(n)$ stack space

Pseudopolynomial Algorithm: Polynomial in the value of the input as opposed to bits in the binary representation.

Fibonacci: $T(n) = T(n-1) + T(n-2) + 1$

$T(n) \geq fib(n) \geq 1.5^n \quad \forall n \geq 4$

$\therefore T(n) = \Omega(2^n)$

Array
based
implem
ent

ABSTRACT DATA TYPE

Interface is specified, time complexity is usually specified.

List

Elements:

$A_1, A_2, \dots, A_i, \dots, A_n$

Access index, insert at index, remove from index,
sort list, find element, reverse list
remove first/all/^{last} occurrence(s) of element

Let us say: Delete all occurrences of value
Search returns 0 or 1
Add to end of list.

Array based implementation
class List:
allocate array (arr) of large enough size
size = 0

def append(element): # $O(1)$

arr[size] = element

size++

def search(element): # $O(n)$

for i = 0 to size-1:

if arr[i] == element:

return 1

return 0

[Next page]

void delete (element): // $O(n)$

last = 0

for i = 0 to size-1:

if arr[i] != element:

arr[last] = arr[i]

last++

size = last

ArrayList

Linked List

insert

$O(1)$

$O(n)$

delete

$O(n)$

$O(n)$

search

$O(n)$

$O(n)$

size

$O(1)$

$O(n)$

void LinkedList::print() {

Node *curr = head;

while (curr) {

curr->print();

OR

curr->print();

curr = curr->next;

}

}

}

void

LinkedList::printRecursive() {

if (nd == null) {

nd->print();

printRecursive(nd->next);

}

}

#invoke w/ printRecursive(head);

The 2 lines
Interchanging prints
in reverse order

$T(n) = O(1) + T(n-1)$

$T(n) = O(n)$

w/ $T(1) = O(1)$


```

void LinkedList::insert(datatype val) {
    Node * ptr = head;
    while (ptr->next) {
        ptr = ptr->next;
    }
    ptr->next = new Node;
    ptr->next->val = val;
    ptr->next->next = nullptr;
}

```

Special case of head == nullptr
 if (ptr == nullptr) {
 head = new Node;
 head->val = val;
 head->next = nullptr;
 return;
 }

```

void delete (datatype val) {
    for (Node ** ptr = &head; ptr; ptr = (*ptr)->next) {
        if ((*ptr)->val == val) {
            delete *ptr;
            *ptr = (*ptr)->next;
        } else {
            ptr = &(*ptr)->next;
        }
    }
}

```

```

void LinkedList::delete (datatype val) {
    Node * prev = nullptr, * curr = head;
    while (curr) {
        if (curr->val == val) {
            if (prev) {
                prev->next = curr->next;
            } else {
                head = curr->next;
            }
            delete curr;
            curr = curr->next;
        } else {
            prev = curr;
            curr = curr->next;
        }
    }
}

```

Doubly Linked List:
head, tail stored

```

DNode
void insert (datatype val) {
    tail->next = new
    DNode *ptr = new DNode;
    ptr->val = val;
    ptr->prev = tail;
    ptr->next = nullptr;
    if (tail) {
        tail->next = ptr;
        tail = ptr;
    }
    else {
        tail = ptr;
    }
}

```

where,

```

class DNode {
    datatype val;
    DNode *prev, *next;
};

```

Q) String made of '{', '(', '[', ']', ')', '}'
 check if balanced parentheses string
 (i.e. a balanced parentheses string is a string which is either a concatenation of two ~~more~~ balanced parentheses strings or contains a balanced parentheses string inside a pair of matching brackets or is an ~~pair~~ ^{empty string} of matching brackets).

```
bool checkBalancedParenthesesString(string s) {
    stack<char int> st;
    for (char ch : s) {
        if (ch == '(') {
            st.push('(');
        } else if (ch == '{') {
            st.push('{');
        } else if (ch == '[') {
            st.push('[');
        } else {
            if (st.empty() || st.top() != ch) {
                return false;
            } else {
                st.pop();
            }
        }
    }
    return st.empty();
}
```

Stack ADT: Last In First Out

push, pop supported

To implement using a singly linked list,

push \equiv inserting at front (at head)

pop \equiv deleting element ~~from~~ at head

Location		Prev	Next		
1000	N ₁	null	2000	Head	1000
2000	N ₂	1000	3000		
3000	N ₃	2000	4000		
4000	N ₄	3000	null	Tail	4000

Array-based Stack Implementations

Allocate array arr

size := 0

def push(val):

arr[size++] = val

def pop():

return arr[--size]

def peek():

return arr[size-1]

def size():

return size

def isempty():

return size == 0

Infix & Postfix Expressions

((2+(3*9)+8)-2) → Infix

2 3 9 x + 8 + 2 - → Postfix

InE: val base case

(InE1 op InE2) general case

PostE: val base case

PostE1 PostE2 op general case


```
string InE-to-PostE(string in) {
    string post = "";
    stack<char> ops;
    for (char c : in) {
```

$$(7+9) \times (2-4) = 7 \times 9 + 2 \times 4 - x = -32$$

$$7 + (9 \times (2 - 4)) = 7 + 9 \times 2 \times 4 - x = -11$$

$$(7+9) \times 2 - 4 = 7 \times 9 + 2 \times 4 - x = 28$$

$$7 + (9 \times 2) - 4 = 7 \times 9 \times 2 \times 4 - x = 21$$

```
string in-to-post(string in) { # needs brackets
    string post = ""; # around each operation
    stack<char> ops;
```

```
    for (char c : in) {
        if (c == '+' || c == '-' || c == '*' || c == '/') {
            post += " ";
```

```
            ops.push(c);
```

```
        } else if ('0' <= c && c <= '9') {
```

```
            post += c;
```

```
        } else if (c == '(') {
```

```
            post += " " + ops.pop() + " ";
```

```
            ops.pop();
```

```
        }
```

```
    return post;
```

```
}
```

$$3 + (7 \times 5) + ((6 \times 2) + 8) \times 9$$

```
def evaluate(post (string post): #  $\Theta(n)$ 
```

```
stack
```

```
initialise a stack s
```

```
for every token in post:
```

```
    if token is operator:
```

```
        s.push(s.pop() operator
```

```
        b = s.pop()
```

```
        a = s.pop()
```

```
        s.push(a operator b)
```

```
    else:
```

```
        s.push(token)
```

```
return s.pop()
```

Reverse a linked list

```
def reverse(head):
```

```
    for (Node * Node
```

```
    while
```

```
        *prev = nullptr
```

```
        prev = prev->next
```

```
    for (Node *nxt = head->next; nxt; nxt = nxt->next) {
```

```
        head->next = prev;
```

```
    Node *p = nullptr, *n = head->next;
```

```
    while (hea
```

[Next page]

```

void List::reverse () {
    if (head == nullptr) return; // redundant

    Node *curr = head, *prev = nullptr; // can use head
    while (curr != nullptr) // instead of curr
        Node *temp = curr->next;
        curr->next = prev;
        prev = curr;
        curr = temp;
    }

    head = prev;
}
    
```

~~Node * start~~ ~~List::reverse (start = head)~~

```

void List::reverse () {
    head = reverseRecursive(head);
}
    
```

```

Node * List::reverseRecursive(start, prev) {
    Node *tmp = start->next;
    start->next = prev;
    tmp != nullptr ?
    return reverseRecursive(tmp, start);
}
    
```

```

def in-to-post(string in):
    stack = []
    postE = ""
    for symbol in in:
        if symbol is operand:
            postE += symbol + " "
        else if symbol is '(':
            stack.push('(')
        else if symbol is operator:
            if symbol is '*' or '/':
                while (prec(symbol) >= prec(stack.top())):
                    postE += stack.pop() + " "
            stack.push(symbol)
        else if symbol is ')':
            while stack.top() != '(':
                postE += stack.pop() + " "
            stack.pop()
    while !stack.empty():
        postE += stack.pop() + " "
    return postE

```


Disjoint Set Problem

makeSet(x), find(x), union(x,y)

```
class DisjointSets {
```

```
    map<int, int> parent, size;
```

```
    void makeSet(int x) { // O(1)
```

```
        parent[x] = x;
```

```
        size[x] = 1;
```

```
    }
```

```
    int find(int x) { // O(d(n))
```

```
        if (parent.count(x) == 0) return -1;
```

```
        if (parent[x] == x) return x;
```

```
        return parent[x] = find(parent[x]);
```

```
    }
```

```
    void union(int x, int y) { // O(d(n))
```

```
        if (size[x] > size[y])
```

```
            x = parent[y];
```

```
            x = find(x);
```

```
            y = find(y);
```

```
            if (x != y) {
```

```
                if (size[x] < size[y]) swap(x, y);
```

```
                parent[y] = x;
```

```
                size[x] += size[y];
```

```
            }
```

```
    }
```

```
};
```

$O(d(n)) \times O(1)$

Queue

FIFO

enqueue() \equiv push-back(), dequeue() \equiv pop-front(), isempty()

List: Doubly Linked List, (or Singly w/ tail ptr)
enqueue() \equiv insert at tail, dequeue() \equiv pop at head
isempty() \equiv head == nullptr

Array:

enqueue() \equiv push-back(), dequeue() \equiv pop-front
arr[~~start~~^{end}++] = val
return arr[start++]
isempty() \equiv start == end

~~class Queue {~~

~~vector<int> arr[] of sufficient size;~~

~~class Queue {~~

~~ElementType arr[N];
int front, back, size;~~

~~Queue() {
 //
}~~

class Queue {

ElementType arr[N];

int front, back;

Queue() : front(0), back(0) {}

bool isEmpty() {

return back == -1;

}

void enqueue(ElementType val) {

if (back >= 0 && (back+1)%N == front) return;

arr[front] = val;

back = (front + 1) % N;

arr[back] = val;

}

ElementType dequeue() {

if (back == -1) return 0 or -1;

back = (back + 1) % N;

ElementType ret_val = arr[back];

front = (front + 1) % N;

if ((back + 1) % N == front) {

back = -1;

front = 0;

}

return ret_val;

}

};

queue of operator (initialised to n free operators)
queue of {users, times}

vector of struct {operator, user, time-left}

decrement time at every step

if 0, say user done & push operator to queue

for every request insert $\{op, front(), using front()\}$

Queue from Stacks:

2 stacks: in, out

def enqueue(val): # $O(1)$

in.push(val)

def dequeue(): # Amortised $O(1)$

if out.isEmpty():

while !in.isEmpty():

out.push(in.pop())

return out.pop()

def isEmpty():

return in.isEmpty() & out.isEmpty()

Stack with

stacks: st, min

def push(val):

st.push(val)

if minStack.isEmpty():

minStack.push(val)

else

minStack.push(val)

def pop():

minStack.pop()

return

def getMin():

return

def isEmpty():

return

To do

store in

If min

Stack with getmin():

stacks: st, minst $\# O(n)$ space

```
def push(val):
    st.push(val)
    if minst.isempty() or minst.top() > val:
        minst.push(val)
    else:
        minst.push(minst.top())
```

```
def pop():
    minst.pop()
    return st.pop()
```

```
def getmin():
    return minst.top()
```

```
def isempty():
    return st.isempty()
```

To do in $O(1)$ space, maintain a current min integer store in stack the diff. from it.
If min. to be updated: earlier case

Stack with getmin()

stack st

currmin := 0

def push(val):

if (st.empty() and st.top() < 0):

st.currmin += st.top()

def push(val):

if (st.empty() or val < currmin):

st.push(val - currmin)

def push(val):

st.push(val - currmin)

if (val < currmin or st.size() == 1):

currmin = val

def pop():

if (st.top() < 0):

currmin -= st.top()

return currmin + st.pop()

def top():

return currmin + max(0, st.top())

def getmin():

return currmin

def isempty():

return st.isempty()

Tree

Hierarchical: Root points to subtrees (may be empty)

Unique path b/w any two points.

Length of path: number of edges in path

Depth of node: length of path from root

Depth of tree: maximum node depth in tree

Height of node: maximum length of path to any leaf in any of its subtrees.

Size of tree: number of nodes

$$\text{size}(x) = 1 + \sum_{\text{children}} \text{size}(\text{child}) \quad [\text{size}(\text{null}) = 0]$$

$$\text{depth}(x) = 1 + \text{depth}(\text{parent}) \quad [\text{depth}(\text{root}) = 0]$$

$$\text{height}(x) = 1 + \max_{\text{children}} (\text{height}(\text{child})) \quad [\text{height}(\text{leaf}) = 0]$$

Coding

36 characters: each character is a 6-bit string

Improvement: Shorter codes for frequent characters

Need for ^{tree} ^{code} unambiguous encoding

Eg. a A 1000

b 10 1001

c 10 01

d 1 101

e 10 00

f 10 11

Property: No code is a prefix of another code.

Eg i.e. prefix code

An ancestor is the parent or an ancestor of the parent.

An ancestor is any node from which a directed path to the node exists.

Binary Trees

Every node has a left child and a right child, both of which can be null (no child).

```
struct BTreeNode {
    int val;
    BTreeNode *left, *right;
};
```

Generating Codes

Inputs : a_i - character
 $f(a_i)$ - frequency of occurrence

Code s.t. (the output string is unambiguously decodable)
no code is a prefix of another.

Objective: code with smallest output string
Sum of products of lengths of code and frequencies
is to be minimised.

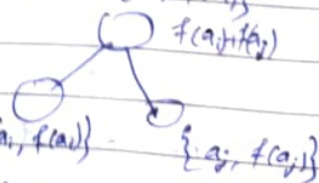
If left denotes 0 & right denotes 1, and leaf nodes are assigned characters, we must minimise sum of products of depths of nodes & frequencies of the nodes.

∴ We create nodes with values $\{a_i, f(a_i)\}$

We combine nodes to make:

We keep combining the nodes

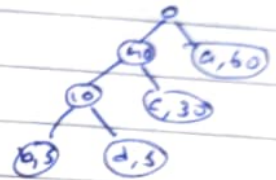
with smallest values until we are left with one (root) node.




```
int n;
vector<int> a, f;
[Input n, a, f]
priority-queue<int, vector<int>, greater<int/>> / 12;
for (int i=0; i<n; i++) {
```

```
struct Node {
    int f;
    char a;
    Node *left, *right;
};
```

a	60	1
b	5	000
c	30	01
d	5	001



```
int n;
cin >> n;
vector<char> a(n);
vector<int> f(n);
for (int i=0; i<n; i++) cin >> a[i] >> f[i];
```

priority-queue pq;

for i = 1 to n:

Create node with a[i], f[i]

Insert to pq

for i = 1 to n-1:

l = pq.pop()

r = pq.pop()

Create node with left child l, right child r,

f = l.f + r.f

Insert new node to pq

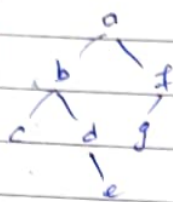
pq.top() is a tree representing the code

Full trees: Nodes either have 0 or 2 children

n inserts, n deletes

priority-queue: both operations in $\log n$

\therefore Overall time complexity: $n \log n$



Inorder: cbdeagf

Pre: abcdefg

Post: cedbgfa