# Design and Analysis of Algorithms

# L08: Important Problem Types

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# Resources

- Text book 1: Levitin
- http://interactivepython.org/courselib/static/pythonds/SortSearch/TheMergeSort.html
- http://interactivepython.org/courselib/static/pythonds/SortSearch/TheInsertionSort.html
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# Important Problem Types

- Sorting
- Searching
- String processing
- Graph problems
- Gombinatorial problems
- Geometric problems
- Numerical problems

# Sorting

- Rearrange the items of a given list in ascending (or descending) order.
  - Input: A sequence of n numbers $<a_1, a_2, \ldots, a_n>$
  - Output: A reordering $<a'_1, a'_2, \ldots, a'_n>$ of the input sequence such that $a'_1 \leq a'_2 \leq \ldots \leq a'_n$.
- Why sorting?
  - Helps searching
  - Algorithms often use sorting as a key subroutine.
- Sorting key
  - A specially chosen piece of information used to guide sorting. E.g., sort student records by names.
  - Key should support comparison operation

# Sorting

- Examples of sorting algorithms
  - Selection sort
  - Bubble sort
  - Insertion sort
  - Merge sort
  - Heap sort …
- Algorithm complexity: the number of key comparisons.
  - Some algos take more memory, but less time
  - Others take more time, but less memory
- Properties of sorting algorithms
  - Stability: When algorithm preserves the relative order of any two equal elements in its input.
  - In place : When algorithm does not require extra memory, except, possibly for a few memory units.

# Selection Sort

Algorithm ***SelectionSort(A[0..n-1])***
//The algorithm sorts a given array by selection sort
//Input: An array `A[0..n-1]` of orderable elements
//Output: Array `A[0..n-1]` sorted in ascending order
for i ←0 to `n-2` do
  `min` ← i
  for `j` ← `i+1` to `n-1` do
    if `A[j] < A[min]`
      `min` ← `j`
  swap `A[i]` and `A[min]`

Demo: Selection Sort program
Complexity: $O(n^2)$

# Bubble Sort

Algorithm ***BubbleSort(A[0..n-1])***
//The algorithm sorts a given array by bubble sort
//Input: An array `A[0..n-1]` of orderable elements
//Output: Array `A[0..n-1]` sorted in ascending order
for `i` ← `0` to `n-2` do
  for `j` ← `i+1` to `n-1` do
    if `A[j] < A[i]`
      swap `A[j]` and `A[i]`

Demo: Bubble Sort program
Complexity: $O(n^2)$

# Insertion Sort

- Starts with a sorted sublist (initially 1 element)
- Increase this sorted sublist, one item at a time.
- Time complexity: $O(n^2)$

Algorithm ***InsertionSort(A[0..n-1])***

//Input: An array `A[0..n-1]` of orderable elements

//Output: Array `A[0..n-1]` sorted in ascending order

```
for i ← 1 to n-1 do
    curr ← A[i]
    pos ← i
    while pos>0 and A[pos-1]>curr do
        A[pos] ← A[pos-1]
        pos ← pos - 1
    A[pos] ← curr
```

# Merge Sort

- A recursive algorithm
- Continuously splits the list in half
- When the list is empty or size 1, it is sorted.
- Combine the two sorted list to create a single list
  – Called Merge operation.

# Searching

- Find a given value, called a search key, in a given set.
- Examples of searching algorithms
  - Sequential search
  - Binary search …
  - Hash search

# String Processing

- A string is a sequence of characters from an alphabet.
- Text strings: letters, numbers, and special characters.
- String matching:
  - Searching for a given word/pattern in a text.
- Use it in daily applications
  - Finding key words in text files, programs etc.

# Graph Problems

- Informal definition
  - A graph is a collection of nodes called vertices
  - Nodes are connected by edges.
- Modeling real-life problems
  - Modeling world wide web
  - Communication networks
- Examples of graph algorithms
  - Graph traversal algorithms
  - Shortest-path algorithms
  - Topological sorting

# Combinatorial Problems

- Find a combinatorial object (e.g. permutation, combination)
  - Satisfying some constraints and
  - Satisfies a desired property (max value or min cost)
- Generally, the most difficult problem in CS
  - Num of combinatorial objects grows exponentially
  - No known algo exist to solve in acceptable time.
- Examples
  - Travelling Salesman problem
  - Graph coloring problem
  - Time table generation

# Geometric Problems

- Deals with geometric objects
  – Points, lines, polygons…
- Example problmes
- Closest pair problem
  – Given n points in a plane, find the closest pair among them.
- Convext Hull problem
  – Find the smallest convex polygon that would include all points of a given set

# Numerical Problems

- Problems involving mathematecal objects
- Solving equations, function evalutations, ..
  - Problems can be solved approximately
  - These problems requires real number representation
    - Can be represented only approximately
  - Accumulation of round off errors can lead to errors

# Summary

- Problems important types
  - Sorting
  - Searching
  - String processing
  - Graph problems
  - Gombinatorial problems
  - Geometric problems
  - Numerical problems