

## ALGORITHMIC ANALYSIS

**Big O:**  $f(n) \in O(g(n)) \leftrightarrow \exists c \in \mathbb{R}, n_0 \in \mathbb{Z}^{\geq 0}$  s.t.  $\forall n \geq n_0, f(n) \leq c \cdot g(n)$

**Big  $\Omega$ :**  $f(n) \in \Omega(g(n)) \leftrightarrow \exists c \in \mathbb{R}, n_0 \in \mathbb{Z}^{\geq 0}$  s.t.  $\forall n \geq n_0, f(n) \geq c \cdot g(n)$

**Big  $\Theta$ :**  $f(n) \in \Theta(g(n)) \leftrightarrow f(n) \in O(g(n)) \wedge f(n) \in \Omega(g(n))$

$\leftrightarrow \exists c_1, c_2 \in \mathbb{R}, n_0 \in \mathbb{Z}^{\geq 0}$  s.t.  $\forall n \geq n_0, c_1 \cdot g(n) \leq f(n) \leq c_2 \cdot g(n)$

**Growth Rates:**  $1 \rightarrow \log(n) \rightarrow n \rightarrow n \log(n) \rightarrow n^2 \rightarrow n^3 \rightarrow c^n \rightarrow n!$

## RECURSION ANALYSIS

**Case 1:** work per call follows pattern -  $T(n) = T(n-1) + O(1)$

**Case 2:** work per level is the same -  $T(n) = 2T(\frac{n}{2}) + O(n)$

**Case 3:** work per call is the same -  $T(n) = 2T(n-1) + O(1)$

## SORTING ALGORITHMS

| Sort  | Worst         | Best                       | Expected      |
|---|---------------|----------------------------|---------------|
| Bubble $A[i] \overset{\text{swap}}{\leftrightarrow} A[i+1]$ | $O(n^2)$      | $O(n)$ <i>pre-sorted</i>   | $O(n^2)$      |
| Insertion <i>by next unsorted</i>                           | $O(n^2)$      | $O(n)$ <i>pre-sorted</i>   | $O(n^2)$      |
| Selection <i>by smallest</i>                                | $O(n^2)$      | $O(n)$ <i>pre-sorted</i>   | $O(n^2)$      |
| Merge   | $O(n \log n)$ | $O(n \log n)$              | $O(n \log n)$ |
| Quick <i>3-partition</i>                                    | $O(n^2)$      | $O(n)$ <i>uniform list</i> | $O(n \log n)$ |
| Radix   | $O(d(n+N))$   | $O(d(n+N))$                | $O(d(n+N))$   |

## BASIC DATA STRUCTURES

**Amortisation:**  $T(n) \div n$ , where  $n$  = no. of operations

|  | <i>access</i>  | <i>insert</i>  | <i>delete</i> | <i>SPACE</i> |
|--|----------------|----------------|---------------|--------------|
| <b>Dynamic Array</b>                                 | $O(1)$         | $O(n)^*$       | $O(n)$        | $O(n)$       |
| <b>Linked List</b>                                   | $O(1)$         | $O(n)$         | $O(n)$        | $O(n)$       |
| <b>Stack LIFO</b>                                    | <i>push</i>    | <i>pop</i>     | <i>SPACE</i>  |              |
|  | $O(1)^1$       | $O(1)$         | $O(n)$        |              |
| <b>Queue FIFO</b>                                    | <i>enqueue</i> | <i>dequeue</i> | <i>SPACE</i>  |              |
|  | $O(1)$         | $O(1)$         | $O(n)$        |              |
| <sup>1</sup> amortised if array-based implementation |                |                |               |              |

## TREES

**Proper Binary Tree:** internal nodes have 2 children (levels  $\leq$  full)

**Complete Binary Tree:** levels  $0 \rightarrow h-1$  full, level  $h$  left-most

| Pre-Order                                   | In-Order                                    | Post-Order                                  |
|---|---|---|
| self $\rightarrow$ left $\rightarrow$ right | left $\rightarrow$ self $\rightarrow$ right | left $\rightarrow$ right $\rightarrow$ self |

**Properties:**

- Full level  $L$  has  $2^L$  nodes (note  $L \geq 0$ )
- Max no. of nodes =  $2^h - 1$ , max internal nodes =  $2^{h-1} - 1$

