Contents

Chapter 1

Sets and Logic

The use of math usually falls into two categories:

- *Developing mathematical tools that let us make better predictions.* This is how engineers and scientists use math. It is usually referred to as *applied math*.
- *Creating interesting statements and proving them to be true or false.* This is known as *pure math*.

A lot of mathematical ideas start out as pure math, and eventually become useful. For example, the field of number theory is devoted to proving things about prime numbers. The mathematicians who created number theory were certain that it could never be used for any practical purpose. After a century or two, number theory was used as the basis most cryptography systems.

Conversely, some ideas start out as a "rule of thumb" that engineers use and are eventually rigorously defined and proven.

This course tends to emphasize applied math, but you should know something about the tools of pure math.

You can think of the all the mathematical proofs as a tree. Each proof proves some statement true. To do this, the proof uses logic and statements that were proven true by other truths. So the tree is built from the bottom up. However, the tree has to have a bottom: At the very bottom of the tree are some statements that we just accept as true without proof. These are known as *axioms*.

All of modern mathematics can be built from:

- A short list of axioms.
- A few rules of logic.

There have been several efforts to codify a small but complete axiomatic system. The most popular one is known as *ZFC*. "Z" is for the Ernst Zermelo, who did most of the work. "F" is for Abraham Fraenkel, who tidied up a couple of things. "C" is for The Axiom of Choice. As a community, mathematicians debate whether the Axiom of Choice should be an axiom; we get a couple of strange results if we include it the system. If we don't, there are a few obviously useful ideas that we can't prove true.

ZFC has 10 axioms. We simply accept these 10 statements as true, and all the proofs of modern mathematics can be extrapolated from them. The 10 axioms are all stated in terms of sets.

1.1 Sets

A *set* is a collection. For example, you might talk about the set of odd numbers greater than 5. Or the set of all protons in the universe.

We have a notation for sets. For example, here is how define S to be the set containing 1, 2, and 3:

$$S = \{1, 2, 3\}$$

We say that 1, 2, and 3, are *elements* of the set S. (Sometimes we will also use the word "member")

If you want to say "2 is an element of the set S" in mathematical notation, it is done like this:

$$2 \in S$$

If you want to say "5 is *not* an element of the set S" it looks like this:

$$5 \notin S$$

We have notation for a few sets that we use all the time:

Set	Symbol
The empty set	$\emptyset$
Natural numbers	$\mathbb{N}$
Integers	$\mathbb{Z}$
Rational numbers	$\mathbb{Q}$
Real numbers	$\mathbb{R}$
Complex numbers	$\mathbb{C}$

The empty set is the set that contains nothing. It is also sometimes called *the null set*.

Often when we define a set, we start with one of these big sets and say "The set I'm talking about is the members of the big set, but only the one for which this statement is true". For example, if you wanted to talk about all the integers greater than or equal to -5, you could do it like this:

$$A = \{x \in \mathbb{Z} \mid x \geq -5\}$$

When you read this aloud, you say "A is the set of integers x where x is greater than or equal to negative 5."

1.1.1 And and Or

Sometimes you need the members to satisfy two conditions; for this we use "and":

$$A = \{x \in \mathbb{Z} \mid x > -5 \text{ and } x < 100\}$$

This is the set of integers that are greater than -5 *and* less than 100. In this book, we usually just write "and," but if you do a lot of set and logic work, you will use the symbol $\wedge$:

$$A = \{x \in \mathbb{Z} \mid (x > -5) \wedge (x < 100)\}$$

Sometimes you want a set that satisfies at least one of two conditions. For this you use "or":

$$A = \{x \in \mathbb{Z} \mid x < -5 \text{ or } x > 100\}$$

These are the number that are less then -5 or greater than 100. Once again, there is a symbol for this:

$$A = \{x \in \mathbb{Z} \mid (x < -5) \vee (x > 100)\}$$

1.1.2 How simple are sets?

Sets are so simple that some questions just don't make any sense:

- "What is the first item in the set?" makes no sense to a mathematician. Sets have no order.
- "How many times does the number 6 appear in the set?" makes no sense. 6 is a member, or it isn't.

1.1.3 Subsets

If every member of set A is also in set B, we say that "A is a subset of B".

For example, if $A = \{1, 4, 5\}$ and $B = \{1, 2, 3, 4, 5, 6\}$, then A is a subset of B. There is a symbol for this:

$$A \subseteq B$$

Remember the table of commonly used sets? We can arrange them as subsets of each other:

$$\emptyset \subseteq \mathbb{N} \subseteq \mathbb{Z} \subseteq \mathbb{Q} \subseteq \mathbb{R} \subseteq \mathbb{C}$$

Note that that subsets have the transitive property: $\mathbb{N} \subseteq \mathbb{Z} \subseteq \mathbb{Q}$ thus $\mathbb{N} \subseteq \mathbb{Q}$

Note that if A and B have the same elements, $A \subseteq B$ *and* $B \subseteq A$. In this case, we say that the two sets are equal.

We also have a symbol for "is not a subset of": $A \not\subset B$

1.1.4 Union and Intersection of Sets

If you have two sets A and B, you might want to say "Let C be the set containing element that are in *either* A or B." We say that C is the *union* of A and B. There is notation for this too:

$$C = A \cup B$$

For example, if $A = \{1, 3, 4, 9\}$ and $B = \{3, 4, 5, 6, 7, 8\}$ then $A \cup B = \{1, 3, 4, 5, 6, 7, 8, 9\}$.

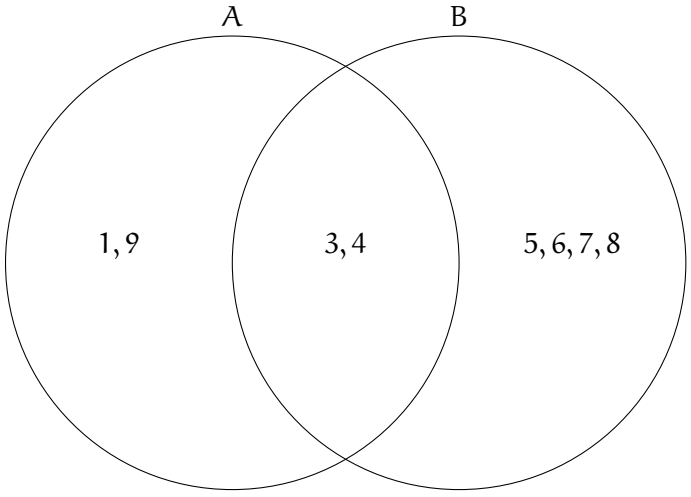
You also want to say "Let C be the set containing elements that are in *both* A and B." We say that C is the *intersection* of A and B. There is notation for this too:

$$C = A \cap B$$

For example, if $A = \{1, 3, 4, 9\}$ and $B = \{3, 4, 5, 6, 7, 8\}$ then $A \cap B = \{3, 4\}$.

1.1.5 Venn Diagrams

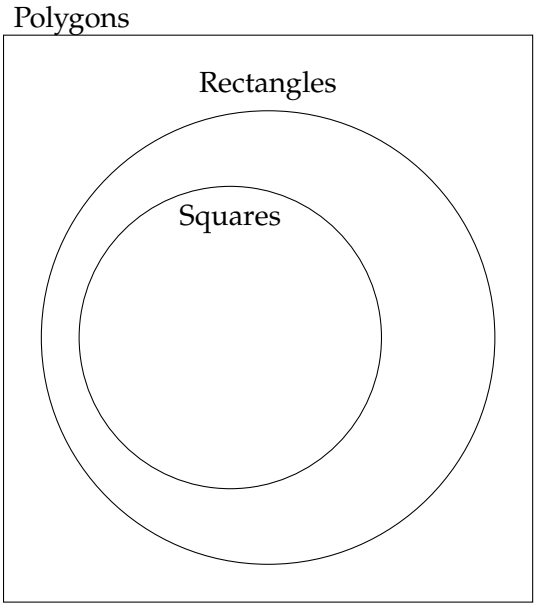
When discussing sets, it is often helpful to have a Venn diagram to look at. Venn diagrams represent sets as circles. For example, the sets A and B above could look like this:



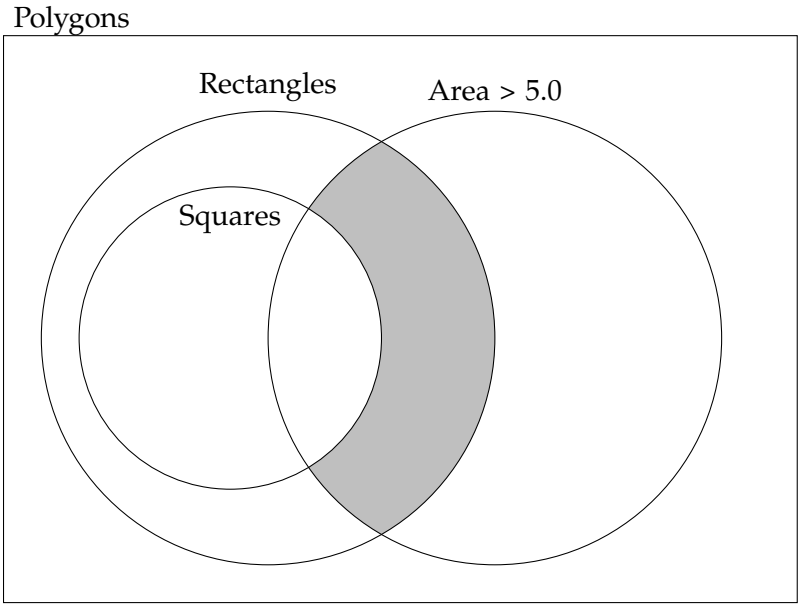
It makes it easy to see that A and B have a non-empty intersection, but they are not subsets of each other.

Often we won't even show the individual elements. For example, in the universe of all

polygons, some rectangles are squares. Here's the Venn diagram:



As the combinations get more complex, we sometimes use shading to indicate what part we are talking about. For example, imagine we wanted all the rectangles with area greater than 5.0 that are not squares. The diagram might look like this:



1.2 Logic

We use a lot of logic in set theory. For example, the shaded region above represents all the polygons for which all the following are true:

- It is a rectangle.
- It is *not* a square.
- It has an area greater than 5.0.

1.3 Implies

In logic, we will often say "a implies b". That means "If the statement a is true, the statement b is also true." For example: "p is a square" implies "p is a rectangle."

There is notation for this: An arrow in the direction of the implication.

$$p \text{ is a square} \implies p \text{ is a rectangle}$$

Notice that implication has a direction: "p is a rectangle" does *not* imply "p is a square."

Implications can be chained together: If $A \implies B$ and $B \implies C$, then $A \implies C$.

1.4 If and Only If

If the implication goes both ways, we use "if and only if". This means the two conditions are equivalent. For example: "n is even if and only if there exists an integer m such that $2m = n$"

There is a notation for this too:

$$p \text{ is even} \iff \text{there exists an integer } m \text{ such that } 2m = n$$

There is even notation for "there exists". It is a backwards capital E:

$$p \text{ is even} \iff \exists m \in \mathbb{Z} \text{ such that } 2m = n$$

1.5 Not

The not operation flips the truth of an expression:

- If a is true, not(a) is false.

- If a is false, not(a) is true.

We sometimes talk about "notting" or "negating" a value. We won't use it much, but there is a symbol for this: $\neg$.

We might create a *logic table* for negation that shows all the possible values and their negation:

A	$\neg A$
F	T
T	F

This table says "If A is false, $\neg A$ is true. If A is true, $\neg A$ is false."

Most logic tables are for operations that take more than one input. For example, this logic table shows the values for and-ing and or-ing:

A	B	A and B	A or B
F	F	F	F
F	T	F	T
T	F	F	T
T	T	T	T

Notice that we have to enumerate all possible combinations of the inputs of A and B.

When a variable like A can only take two possible values, we say it is a *boolean* variable. (George Bool did important work in this area.)

Exercise 1 Logic Table

Working Space

Make a logic table that enumerates all possible combinations of boolean variables A and B and shows the value of the two following expressions:

- $\neg$ (A or B)
- ($\neg$A) and ($\neg$B)

Answer on Page 27

1.6 Cardinality

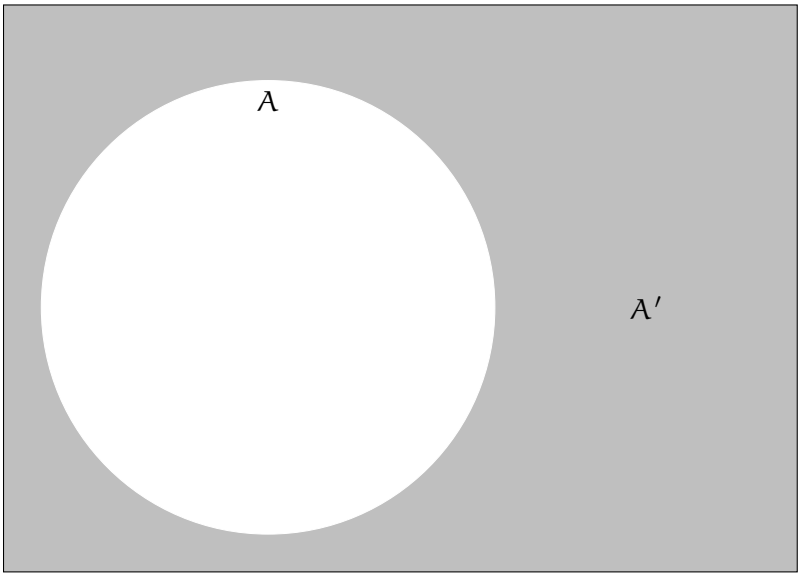
Informally, the *cardinality* of a set is the number of elements it contains. So, $\{1, 3, 5\}$ has a cardinality of 3. The null set has a cardinality of zero.

Things get a little trickier if a set is infinite. We say two infinite sets A and B have the same cardinality if there is some mapping that pairs every member of A with a member of B and mapping that pairs every member of B with a member of A.

1.7 Complement of a Set

Most sets exist in a particular universe, for example you might talk about the even numbers as a set in the integers. Then you can talk about the set's *complement*: the set of everthing else. For example, the complement of the even numbers (inside the integers) is the odd numbers.

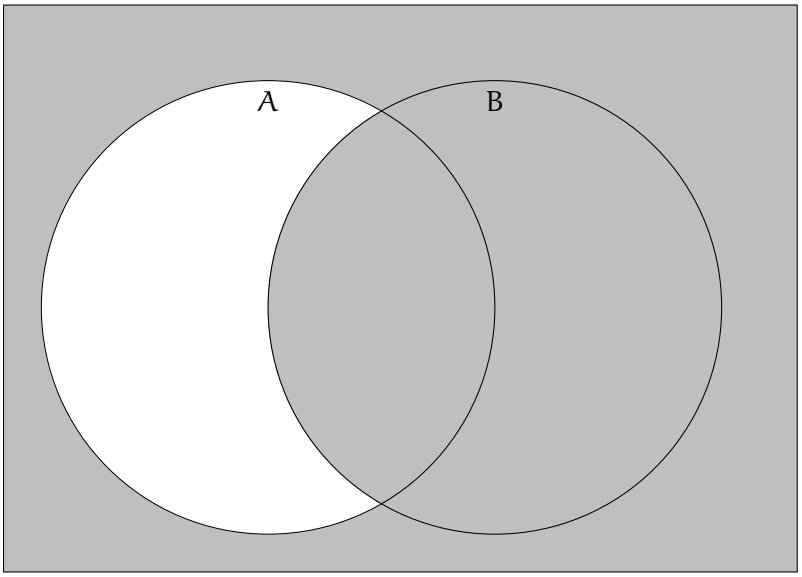
If you have a set A, its complement is usually denoted by A'.



1.8 Subtracting Sets

If you have sets $A = \{1, 2, 3, 4\}$ and $B = \{1, 4\}$, it makes sense to subtract B from A by removing 1 and 4 from A.

If A and B are sets, we define $A - B$ to be $A \cap B'$. Take a second to look at this diagram and convince yourself that the white region represents $A - B$ and that it is the same as $A \cap B'$.



1.9 Power Sets

It is not uncommon to have a set whose elements are also sets. For example, you might have the set that contains the following two sets: $\{1, 2, 3\}$ and $\{2, 3, 4\}$. You might write it like this: $\{\{1, 2, 3\}, \{2, 3, 4\}\}$. (Note that this set has a cardinality of 2 – It has two members that are sets.)

Given any set A, you can construct its *power set*, which is the set of all subsets of A. For example, if you have a set $\{1, 2, 3\}$, its power set is $\{\{1, 2, 3\}, \{1, 2\}, \{1, 3\}, \{2, 3\}, \{1\}, \{2\}, \{3\}, \emptyset\}$.

If a set has n elements, its power set has 2^n elements.

1.10 Booleans in Python

In python, we can have variables hold boolean values: `True` and `False`. We also have operators: `not`, `and`, and `or`.

For example, You could find out what the expression "`a` and not `b`" is if both variables are false like this:

```
a = False
b = False
result = a or not b
print(f"a={a}, b={b}, a or not b = {result}")
```

This would print out:

```
a=False, b=False, a or not b = True
```

What if you wanted to try all possible values for `a` and `b`? You could use `itertools`.

```
import itertools

all_combos = itertools.product([False, True], repeat=2)
for (a, b) in all_combos:
    result = a or not b
    print(f"a={a}, b={b}: a or not b = {result}")
```

Type it in and run it. You should get the whole logic table:

```
a=False, b=False: a or not b = True
```

```
a=False, b=True: a or not b = False
a=True, b=False: a or not b = True
a=True, b=True: a or not b = True
```

If you had three inputs into the expression, your truth table would have eight entries. For example, if you wanted to know the truth table for $a \text{ and not} (b \text{ and } c)$, here is the code:

```
all_combos = itertools.product([False, True], repeat=3)
for (a, b, c) in all_combos:
    result = a and not(b and c)
    print(f"a={a}, b={b}, c={c}: a and not (b and c) = {result}")
```

Type it in and run it. You should get:

```
a=False, b=False, c=False: a and not (b and c) = False
a=False, b=False, c=True: a and not (b and c) = False
a=False, b=True, c=False: a and not (b and c) = False
a=False, b=True, c=True: a and not (b and c) = False
a=True, b=False, c=False: a and not (b and c) = True
a=True, b=False, c=True: a and not (b and c) = True
a=True, b=True, c=False: a and not (b and c) = True
a=True, b=True, c=True: a and not (b and c) = False
```

1.11 The Contrapositive

Here is a statement with an implication: "If it has rained in the last hour, the grass is wet."

This is *not* equivalent to "If the grass is wet, it has rained in the last hour." (After all, the sprinkler may be running.)

However, it is exactly equivalent to its *contrapositive*: "If the grass is not wet, it has not rained in the last hour."

The rule can be written using symbols:

$$(A \implies B) \iff (\neg B \implies \neg A)$$

1.12 The Distributive Property of Logic

Many ideas from integer arithmetic have analogues in boolean arithmetic. For example, there is a distributive property for booleans. These two expressions are equivalent:

- A and (B or C)
- (A and B) or (A and C)

So are these:

- A or (B and C)
- (A or B) and (A or C)

1.13 Exclusive Or

The expression "a or b" is true in any of the following conditions:

- a is True and b is False.
- a is False and b is True.
- Both a and b are True.

Sometimes engineers need a way to say "Either a or b is true, but not both." For this we use *exclusive OR* (or XOR).

Here, then, is the logic table for XOR

A	B	XOR(a,b)
F	F	F
F	T	T
T	F	T
T	T	F

In python, Logical XOR is done using `!=`:

```
just_one = (a != b)
```

(Take 10 seconds to confirm that this is the same as the logic table above.)

CHAPTER 2

Linked Lists

A linked list is a linear data structure where each element is a separate object, called a node. Each node holds its own data and the address of the next node, thus forming a chain-like structure.

A simple node in a linked list can be represented in C++ as follows:

```
struct Node {
    int data;
    Node* next;
};
```

In this structure, 'data' is used to store the data and 'next' is a pointer that holds the address of the next Node in the list.

Here is a simple example of creating and linking nodes in a linked list:

```
// Create nodes
Node* head = new Node();
Node* second = new Node();
Node* third = new Node();
```

```
// Assign data
head->data = 1;
second->data = 2;
third->data = 3;

// Link nodes
head->next = second;
second->next = third;
third->next = nullptr;  // The last node points to null
```

In this example, we first create three nodes using the ‘new‘ keyword, which dynamically allocates memory. We then assign data to the nodes and link them using the ’next’ pointer.

Chapter 3

Trees

Trees are one of the most versatile and widely used data structures in computer science. A tree is a hierarchical data structure consisting of nodes, where each node has a value and a set of references to its child nodes. The node at the top of the hierarchy is called the root, and nodes with the same parent are called siblings.

The power of trees comes from their ability to represent complex relationships between objects, while providing efficient operations for accessing and modifying those objects. Trees can be used to represent hierarchical relationships, to organize data for quick search and insertion, and to manage sorted lists of data, among other uses.

In this chapter, we will delve into the details of the tree data structure. We will start with the definition and properties of trees, including the key concepts of roots, nodes, children, siblings, leaves, and levels. We will then introduce binary trees, a specific type of tree where each node has at most two children, which are referred to as the left child and the right child.

We will explore the various ways to traverse a tree, including depth-first and breadth-first traversals, and discuss the applications and efficiencies of these methods. We will then cover binary search trees, a variant of binary trees that allows for fast lookup, addition,

and removal of items.

Then, we'll take a look at balanced search trees, such as AVL trees and red-black trees, which automatically keep their height small to guarantee logarithmic time complexity in the worst case for search, insert, and delete operations.

Finally, we will explore more advanced topics such as B-trees, tries, and suffix trees, which have applications in databases, file systems, and string algorithms.

By the end of this chapter, you will have a deep understanding of the tree data structure, its variants, and their uses. Armed with this knowledge, you'll be able to choose the right tree structure for your data and implement it effectively in your software.

Chapter 4

Searching Trees

Chapter 5

Hash Tables

A hash table, also known as a hash map, is a data structure that implements an associative array abstract data type, a structure that can map keys to values. It uses a hash function to compute an index into an array of buckets or slots, from which the desired value can be found.

5.1 Structure of a Hash Table

A hash table is composed of an array (the 'table') and a hash function. The array has a predetermined size, and each location (or 'bucket') in the array can hold an item (or several items if collisions occur, as will be discussed later). The hash function is a function that takes a key as input and returns an integer, which is then used as an index into the array.

5.2 Inserting and Retrieving Data

When inserting a key-value pair into the hash table, the hash function is applied to the key to compute the index for the array. The corresponding value is then stored at that

index.

When retrieving the value associated with a key, the hash function is applied to the key to compute the array index, and the value is retrieved from that index.

5.3 Handling Collisions

A collision occurs when two different keys hash to the same index. There are several methods for handling collisions:

- **Chaining (or Separate Chaining)**: In this method, each array element contains a linked list of all the key-value pairs that hash to the same index. When a collision occurs, a new key-value pair is added to the end of the list.
- **Open Addressing (or Linear Probing)**: In this method, if a collision occurs, we move to the next available slot in the array and store the key-value pair there. When looking up a key, we keep checking slots until we find the key or reach an empty slot.

5.4 Time Complexity

In an ideal scenario where hash collisions do not occur, hash tables achieve constant time complexity $O(1)$ for search, insert, and delete operations. However, due to hash collisions, the worst-case time complexity can become linear $O(n)$, where n is the number of keys inserted into the table.

Using good hash functions and collision resolution strategies can minimize this issue and allow us to take advantage of the hash table's efficient average-case performance.

Chapter 6

Sorting Algorithms

Sorting is a fundamental problem in computer science that has been extensively studied for many years. Sorting is the process of arranging items in ascending or descending order, based on a certain property. In the realm of algorithms, sorting generally refers to the process of rearranging an array of elements according to a specific order. This order could be numerical (ascending or descending) or lexicographical, depending on the nature of the elements.

Sorting algorithms form the backbone of many computer science and software engineering tasks. They are used in a myriad of applications including, but not limited to, data analysis, machine learning, graphics, computational geometry, and optimization algorithms. Thus, understanding these algorithms, their performance characteristics, and their suitability for specific tasks is crucial for anyone venturing into these fields.

This chapter will introduce several sorting algorithms, ranging from elementary methods like bubble sort and insertion sort to more advanced algorithms such as quicksort, mergesort, and heapsort. We will study these algorithms in terms of their time and space complexity, stability, and adaptability, among other characteristics. By the end of this chapter, you should have a solid understanding of how different sorting algorithms work and how to choose the appropriate algorithm for a specific context.

The knowledge of sorting algorithms not only helps in writing efficient code but also strengthens your problem-solving ability and analytical thinking, which are essential skills for succeeding in any technical interview. Let's dive into this fascinating world of sorting algorithms.

Appendix A

Answers to Exercises

Answer to Exercise 1 (on page 11)

A	B	not (A or B)	(not A) and (not B)
F	F	T	T
F	T	F	F
T	F	F	F
T	T	F	F

Notice that the two expressions are equivalent!

DeMorgan's Rule says "not (A or B)" is equivalent to "(not A) and (not B)".

It also says "not (A and B)" is equivalent to "(not A) or (not B)"

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