

Median Value

- If median value in n values

$i = 0;$
 $i = \text{size} - 1;$

$\left. \begin{array}{l} \text{min} \\ \text{max} \\ \text{value} \end{array} \right\} \rightarrow O(n) \text{ min or max}$

hack

min & max

2n comparisons too many

↓

$\frac{3n}{2}$

comparisons

One loop

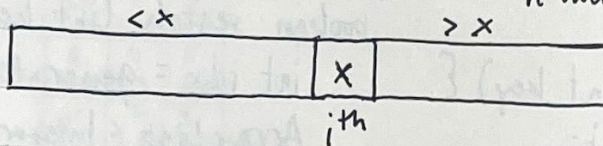
vs two loops

loop

Compare $A[i]$ vs max

Compare $A[i]$ vs min

n values



The Selection Problem (k^{th} largest element)

- Sorting the array the indexing would be $O(n \log n)$
- The algorithm for finding the k^{th} largest is based on quicksort(). Expected $O(n)$ w/c $O(n^2)$
- Randomized selection of pivot (probably good enough) (could use m-o-3)

```

randomized_select(A, p, r, i) {
    // index find i-th smallest
    if (p == r) { return A[p]; }
    q = randomized_partition(A, p, r); // randomized pivot, like qs() partition
    k = q - p + 1;
    if (i == k) { return A[q]; }
    if (i < k) return randomized_select(A, p, q - 1, i);
    return randomized_select(A, q + 1, r, i - k);
}
  
```

}

Huffman Codes

- $n(\log n)$ ~~comparison~~ ^{compression} algorithm

Data Representation

Fixed Length Encoding vs Variable Length Encoding

- Fixed \Rightarrow ascii, always 7 bits
- Variable \Rightarrow Morse, variable lengths of encoding, common letters have shorter codes
- A prefix code is a code in which none of the codes have the same prefix

Implementation

Optimal
Substituti
Substructure

- A greedy algorithm obtains an optimal solution by making a series of choices. At each point in the algorithm, the choice that seems the best is chosen. (this works for some problems, not all, in general no way to tell)

"the best" or "equivalent"

1 ~~~~
111 ~~~~

in binary
can't distinguish these

so both these codes cannot be chosen

That's why
we need
prefix
codes

Prefix Code

- No code is the prefix of another code

Optimal - Full binary tree
Alphabet - has size m

- Build a binary tree 0 = left 1 = right
- Alphabet is size m , should have m leaves, and $m-1$ internal nodes
- Assume S is a set of m characters, each with frequency $f(x)$
- Uses a min priority queue (queued on frequency)

huffman()

stores characters/frequency in PQ (build heap()) $O(n)$

$O(n)$ repeat $n-1$ times

· make a new node T

$O(\log n)$ Left = PQ.extractMin();

$O(\log n)$ Right = PQ.extractMin();

Attach left and right to T

$f(T) = f(\text{Left}) + f(\text{Right})$

$O(\log n)$ PQ.heapInsert(T)

Complexity

$O(1)$ $O(\log n)$ $O(n)$ $O(n \log n)$ $O(n^2)$ $O(n^3)$

- Can all problems be solved in Polynomial Time?

↳ NO

Halting Problem (Alan Turing 1936 — Gödel 1931)

- "Given a program and an input to that program, determine (programmatically) if that program will eventually stop with that input"

Quick 'Proof' of Halting Problem

Step 1:

bool doesItStop(program p , input i) {

if (clever code here) {

return true;

} else {

return false;

}

}

Claims Solves Halting Problem

Computer "magic"

Step 2:

```
bool stopsOnSelf (program p) {
    return doesItStop(p, p);
}
```

Step 3:

```
bool WTF (program p) {
    if (stopsOnSelf(p) {
        while (true); ← "woah there Fred" ← inf. loop
        return false;
    }
    return true;
}
```

Step 4

- Run WTF on itself

- 1) Runs forever - stopsOnSelf
- 2) Stops and returns true

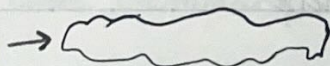
] Contradiction

* Look up proofs of halting problems

Even with inf. time

Unsolvable Problems

E.G. Halting Problem



NP
Non-Deterministic
Polynomial

$O(1)$ $O(\log n)$ $O(n)$

P
Polynomial

$P \neq NP$ ← Hasn't been proved
Solution to NP problems

↳ Approximation

- Problems whose status is unknown
- Problems for which no polynomial time algorithm has been found
- But if "someone hands you a solution" you can verify correctness in polynomial time

Bin Packing Problem

Given a set of n objects (size of each is $(0.0-1.0]$)

$$0 < s_i \leq 1$$

pack all of the objects in the fewest number of unit sized bins (1.0)

- NP is the optimal solution

- Hard

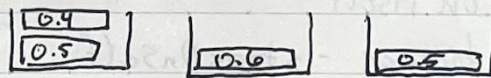
So not practical/done/possible

But we can do an approximate solution

↳ First FIT $O(n \log n)$

↳ Solution is $\sim \frac{17}{10}$ (about 2:1 of best solution)

↳ Heuristic, takes each object & places it in the first bin that can accommodate it



For as07, commands can have a line & a command

↳ Is always started as a #

↳ Ex: # insert here

HINT:

↳ read whole line, search for #, if # is present remove/skip & go to next line