

# Problem Solving for Computer Science

## IS51021C

Goldsmiths Computing

March 8, 2021



# Last week

## *Analysing Algorithms*

1. RAM model
2. Big O notation
3. Worst-case Time Complexity
4. Problem 4

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## *Analysing Algorithms*

1. RAM model
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4. Problem 4

### ***Why do we use Big O notation?***

To characterise the number of time-steps needed as the input size grows: (worst-case) time complexity

# Big O

Bigger is **not** better in the study of algorithms

The larger the Big O class, the more operations needed

The larger the Big O class, the less efficient the algorithm is

We want the *smallest* Big O class containing the number of operations

$$O(n) < O(n^2)$$

*Which is better?*

# Last week

## *Analysing Algorithms*

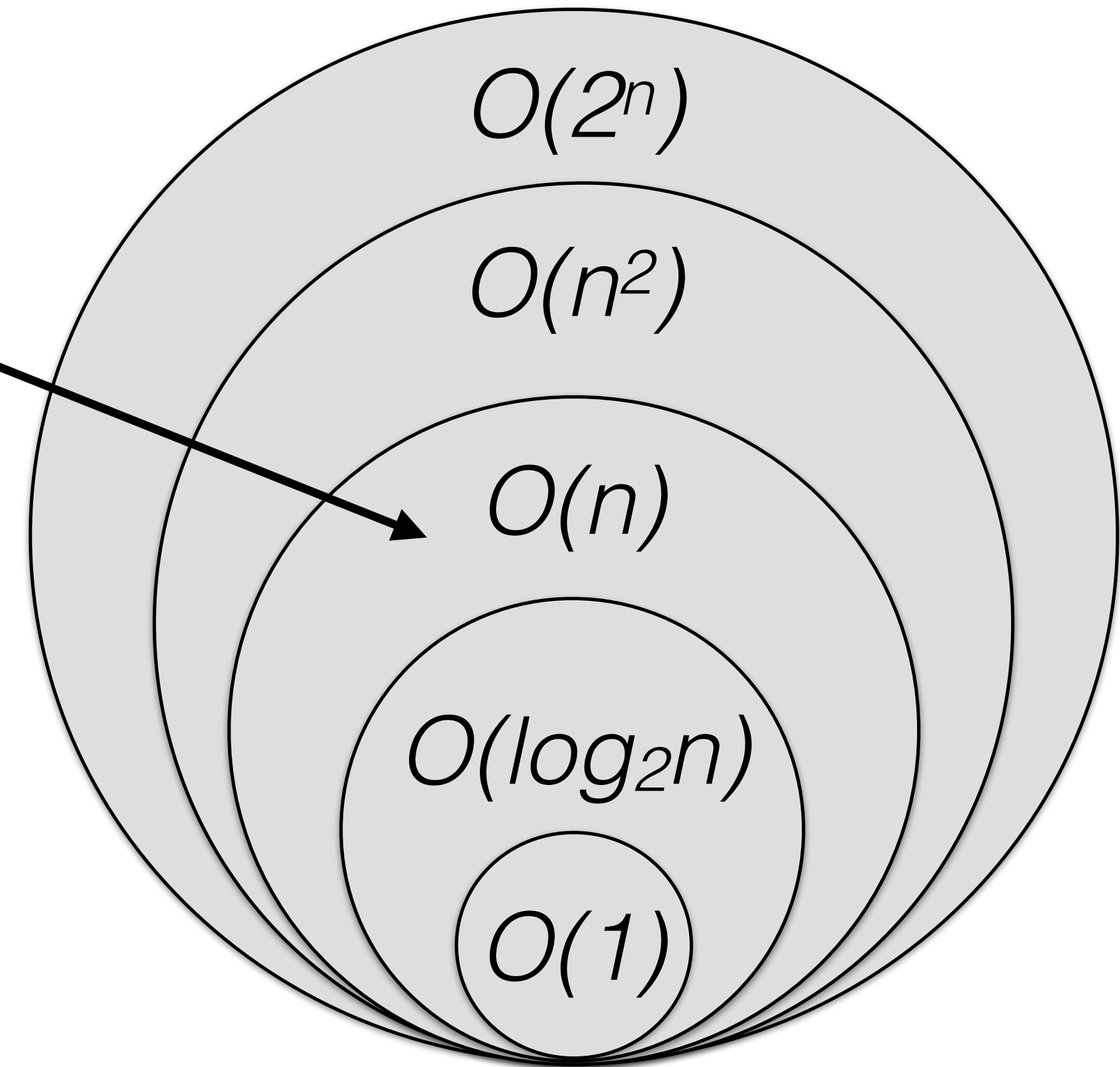
1. RAM model
2. Big O notation
- 3. Worst-case Time Complexity**
4. Problem 4

# Linear Search

```
function linearSearch(array,x){  
    var n = array.length;  
    for (var i = 0; i < n; i++) {  
        if (array[i] == x) {  
            return true;  
        }  
    }  
    return false;  
}
```

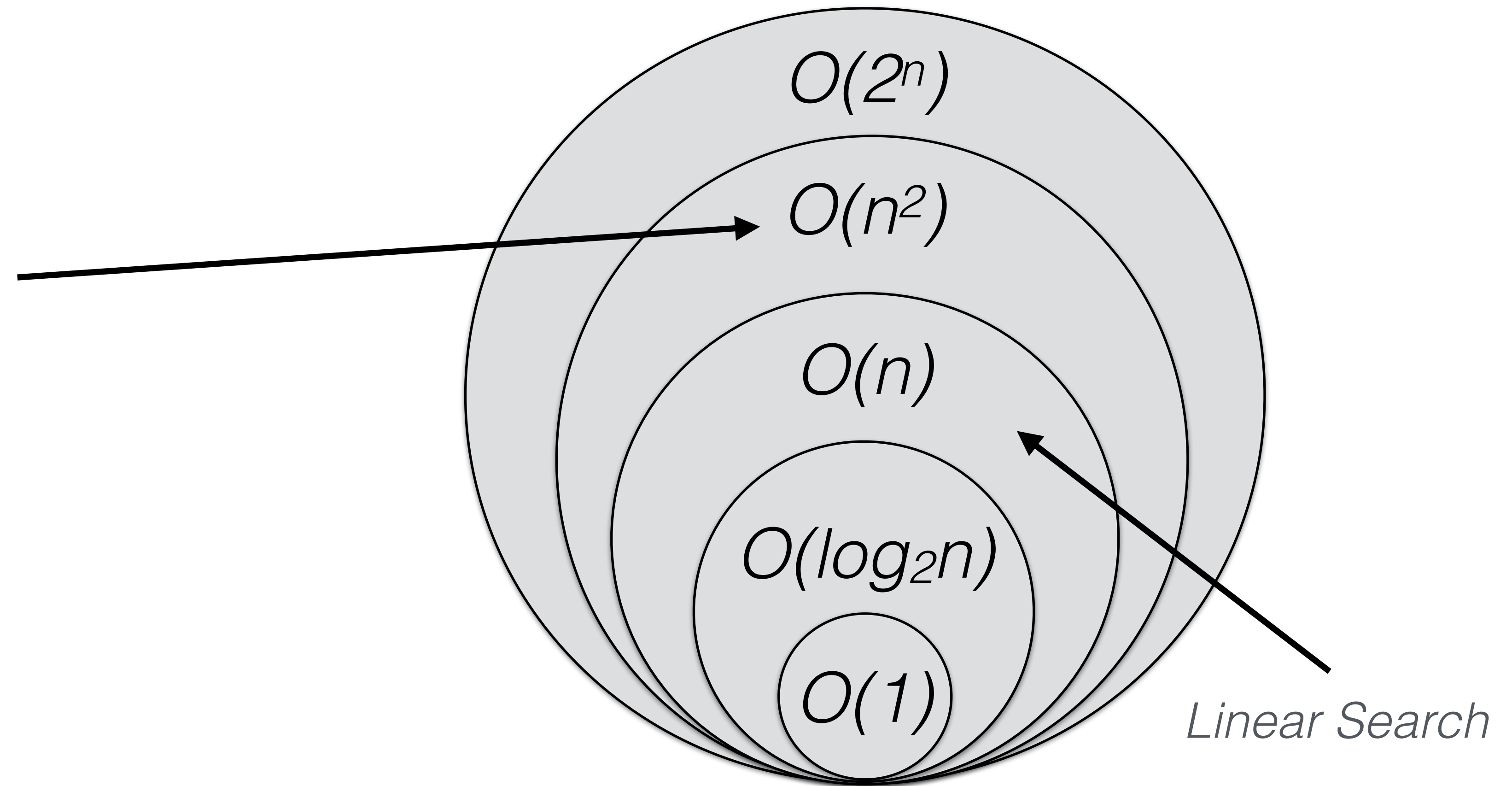
*Worst case: input where  $x$  is not in the array*

*Requires  $n$  iterations for length  $n$   
 $O(n)$  time-steps at most*



# Bubble Sort

```
function swap(array, index1, index2) {  
  var saveElement = array[index1];  
  array[index1] = array[index2];  
  array[index2] = saveElement;  
  return array;  
}  
  
function bubbleSort(array) {  
  var n = array.length;  
  
  for (var i = 1; i < n; i++){  
    var count = 0;  
    for (var j = 0; j < n-1; j++) {  
      if (array[j+1] < array[j]) {  
        count++;  
        swap(array, j, j+1);  
      }  
    }  
    if (count == 0) {  
      break;  
    }  
  }  
  
  return array;  
}
```



*Worst case: array sorted in  
reverse*

*Requires  $(n-1)$  iterations, each with  $(n-1)$  iterations  
 $O(n^2)$  time-steps*

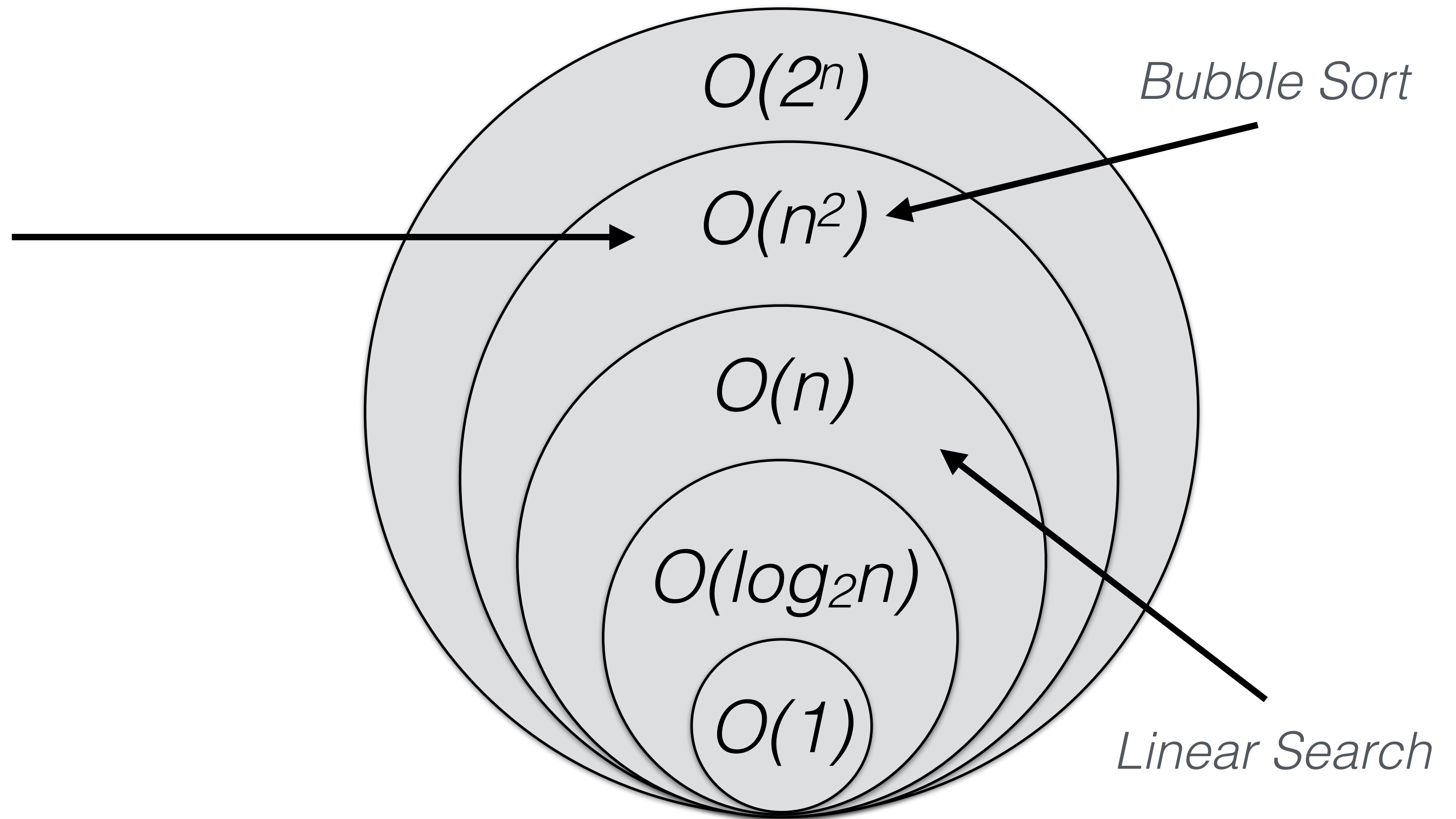


# Insertion Sort

```
function swap(array, index1, index2) {  
  var saveElement = array[index1];  
  array[index1] = array[index2];  
  array[index2] = saveElement;  
  return array;  
}  
  
function insertionSort(array) {  
  var n = array.length;  
  
  for (var i = 1; i < n; i++) {  
    var j = i;  
    while ((j > 0) && (array[j-1] > array[j])) {  
      swap(array, j, j-1);  
      j--;  
    }  
  }  
  
  return array;  
}
```

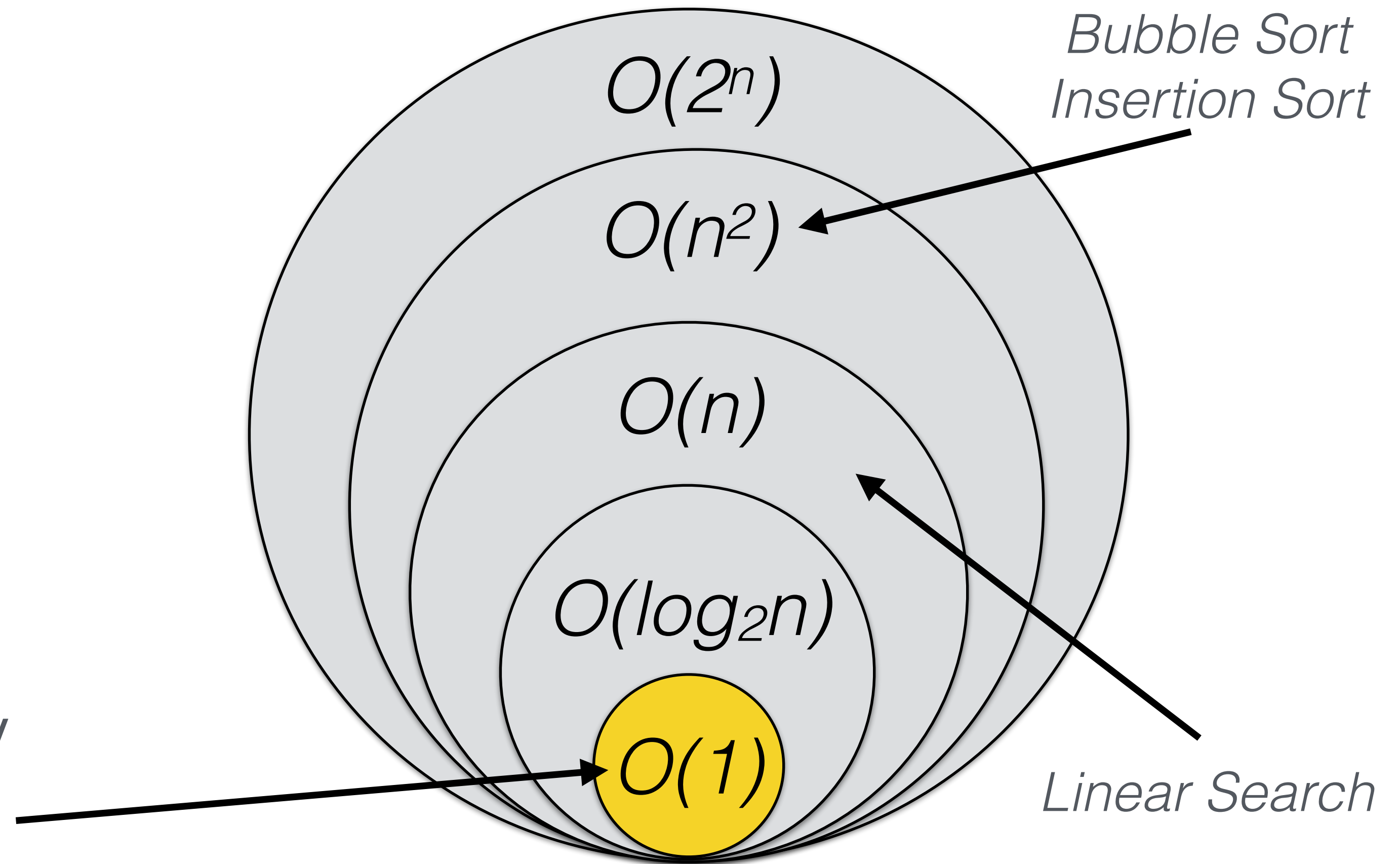
*Worst case: array sorted in  
reverse*

*(n-1) iterations i, each with i swaps:  
 $1 + 2 + \dots + (n-1) = n(n-1)/2$   
 $O(n^2)$  time-steps*



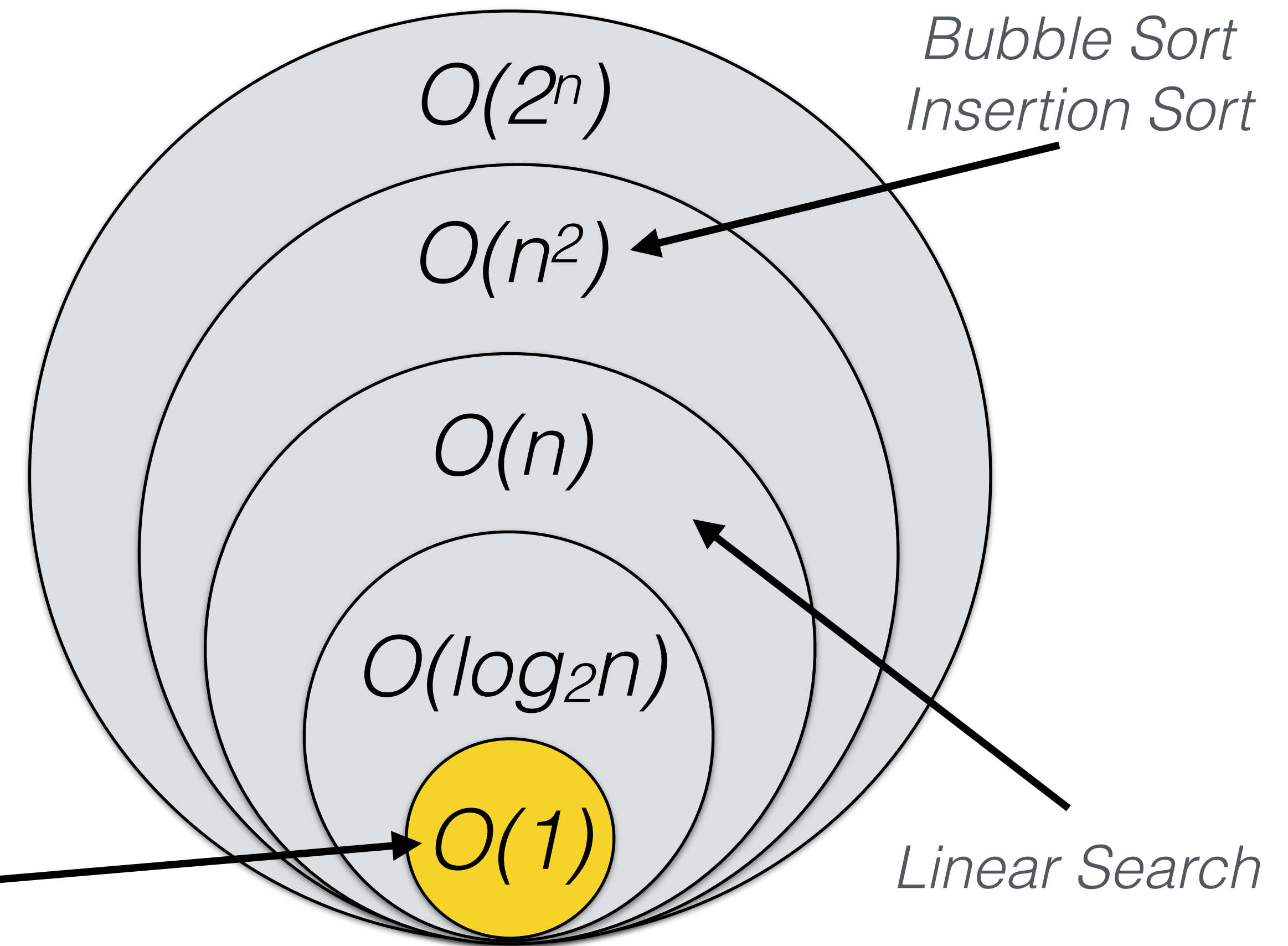


Can you come up with any algorithm that has a time complexity here?



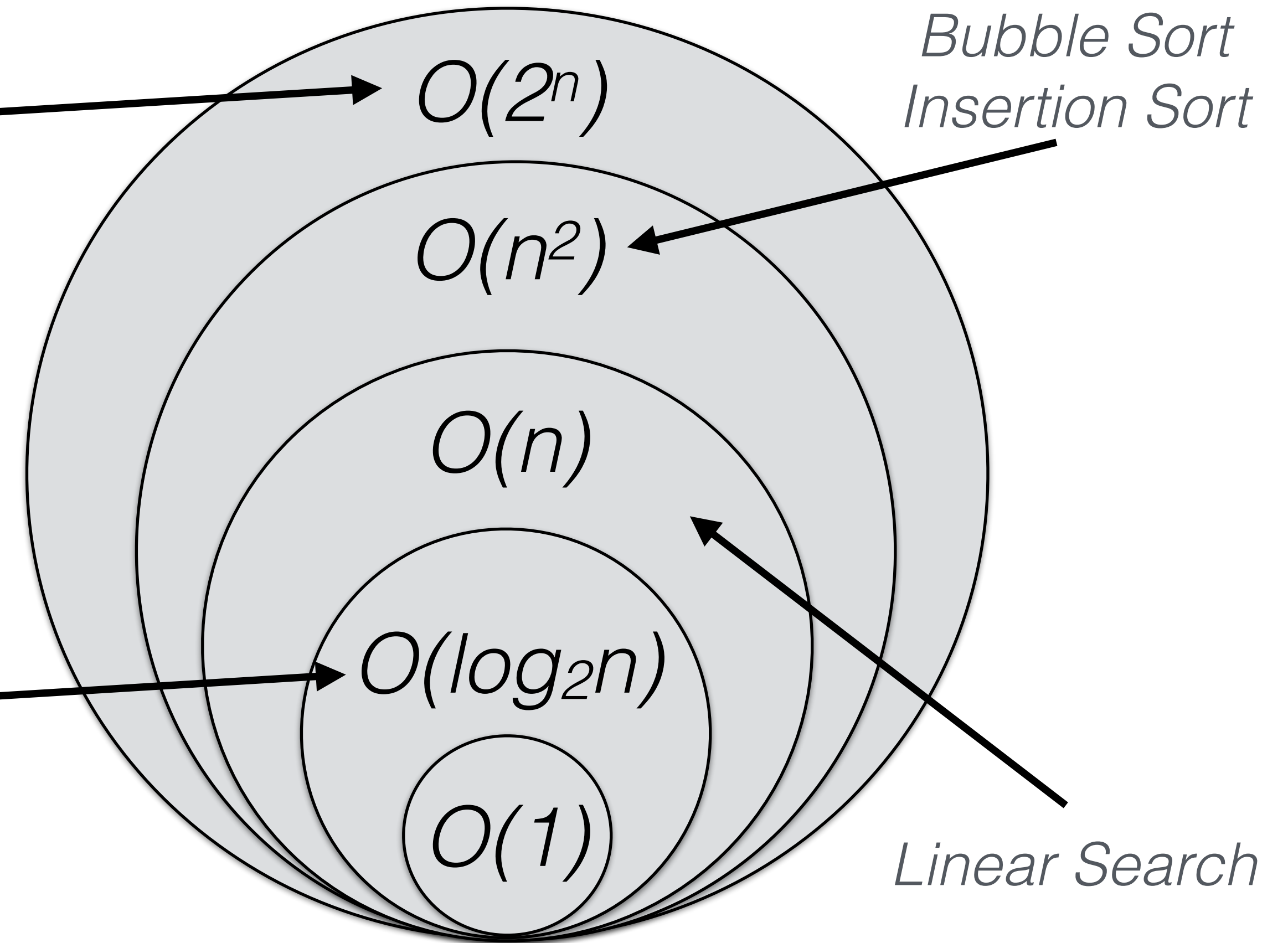
```
function isEmpty(array){  
    return array.length === 0;  
}
```

Can you come up with any  
algorithm that has a time  
complexity here?



If time permits?

**Today!**



# Last week

## *Analysing Algorithms*

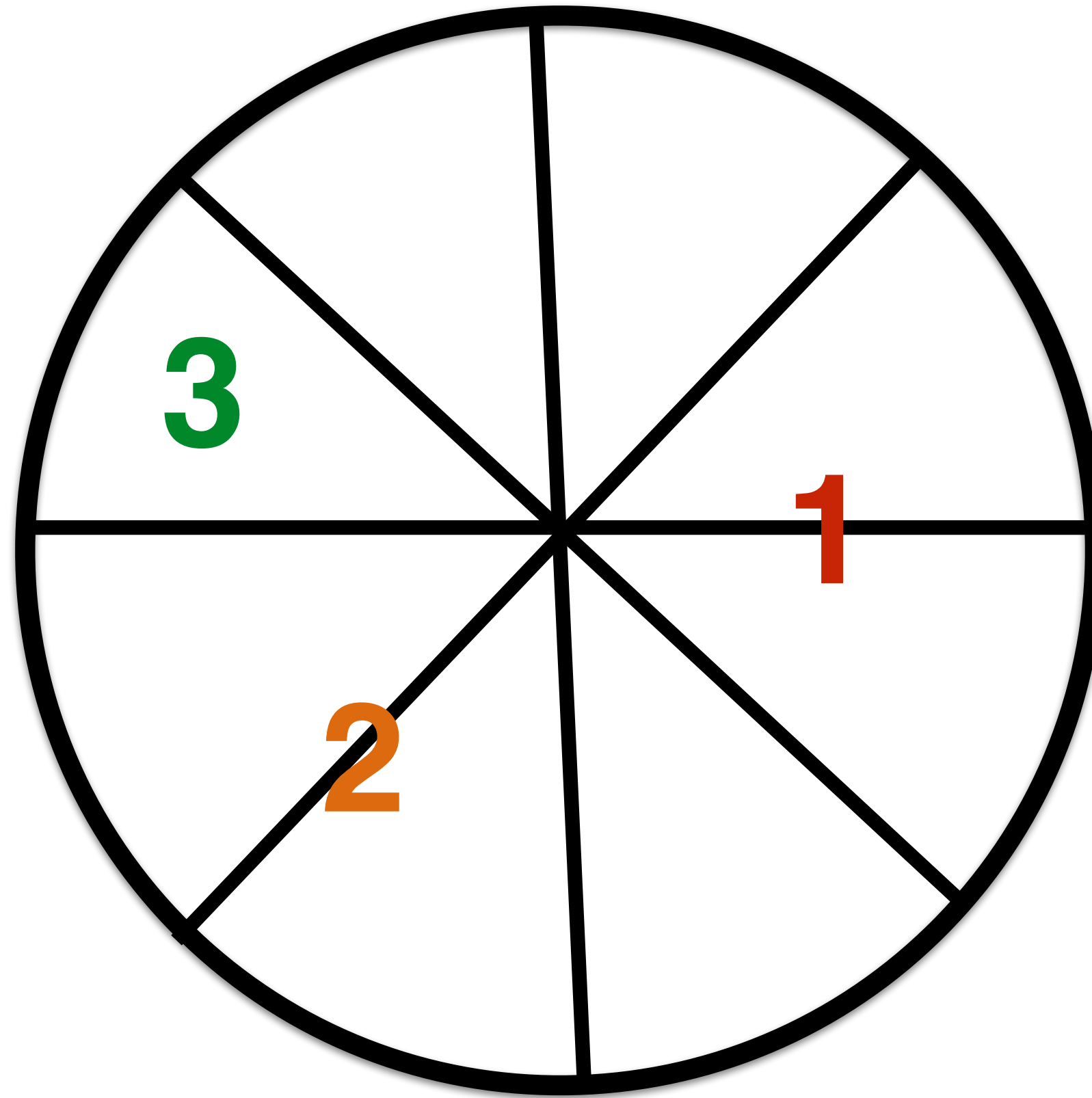
1. RAM model
2. Big O notation
3. Worst-case Time Complexity
- 4. Problem 5**





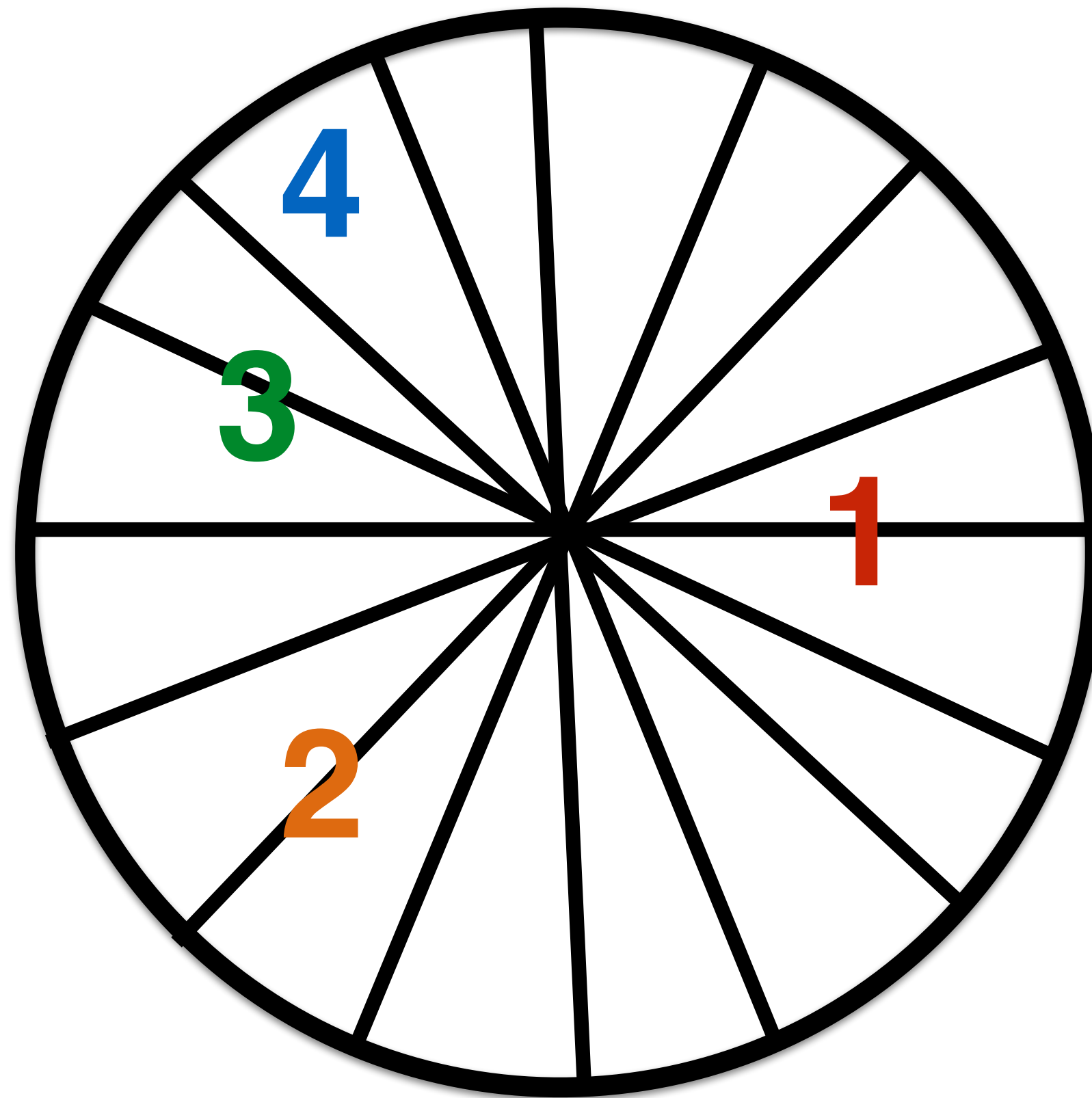


$$8 * (1/2) * (1/2) * (1/2) = 1$$



For **8** slices we could accommodate **3** groups of friends

$$8 * (1/2) * (1/2) * (1/2) * (1/2) = 1$$



For **16** slices how many groups of friends?

**4**



For **n** slices how many groups of friends?

*k = number of groups*

For **n** slices how many groups of friends if they ask  
for two-thirds each time?

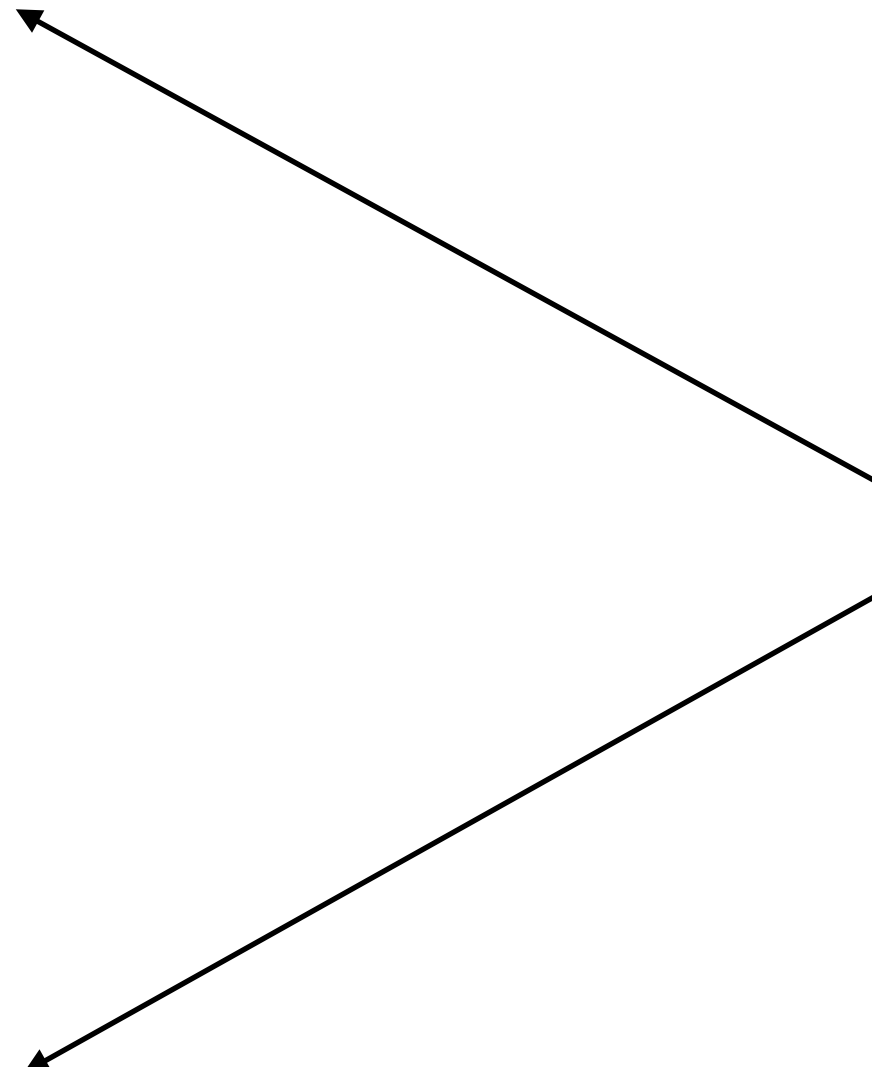
*k = number of groups*

For **n** slices how many groups of friends?

*k = number of groups*

<b>n</b>	
1	$2^0$
2	$2^1$
3	$2^1+1$
4	$2^2$
5	$2^2+1$
6	$2^2+2$
7	$2^2+3$
<b>8</b>	<b><math>2^3</math></b>
9	$2^3+1$
10	$2^3+2$
11	$2^3+3$
12	$2^3+4$
13	$2^3+5$
14	$2^3+6$
15	$2^3+7$
<b>16</b>	<b><math>2^4</math></b>

*Our examples*  
 $2^{(\text{num of groups})}$



The diagram consists of two arrows originating from the text 'Our examples 2^(num of groups)' on the right. One arrow points to the value 2^3 in the row for n=8, and the other points to the value 2^4 in the row for n=16. The values 2^3 and 2^4 are highlighted in red in the original image.

For **n** slices how many groups of friends?

*k = number of groups*

**n**

1

$2^0$

2

$2^1$

3

$2^1+1$

4

$2^2$

5

$2^2+1$

6

$2^2+2$

7

$2^2+3$

**8**

$2^3$

9

$2^3+1$

10

$2^3+2$

11

$2^3+3$

12

$2^3+4$

13

$2^3+5$

14

$2^3+6$

15

$2^3+7$

**16**

$2^4$

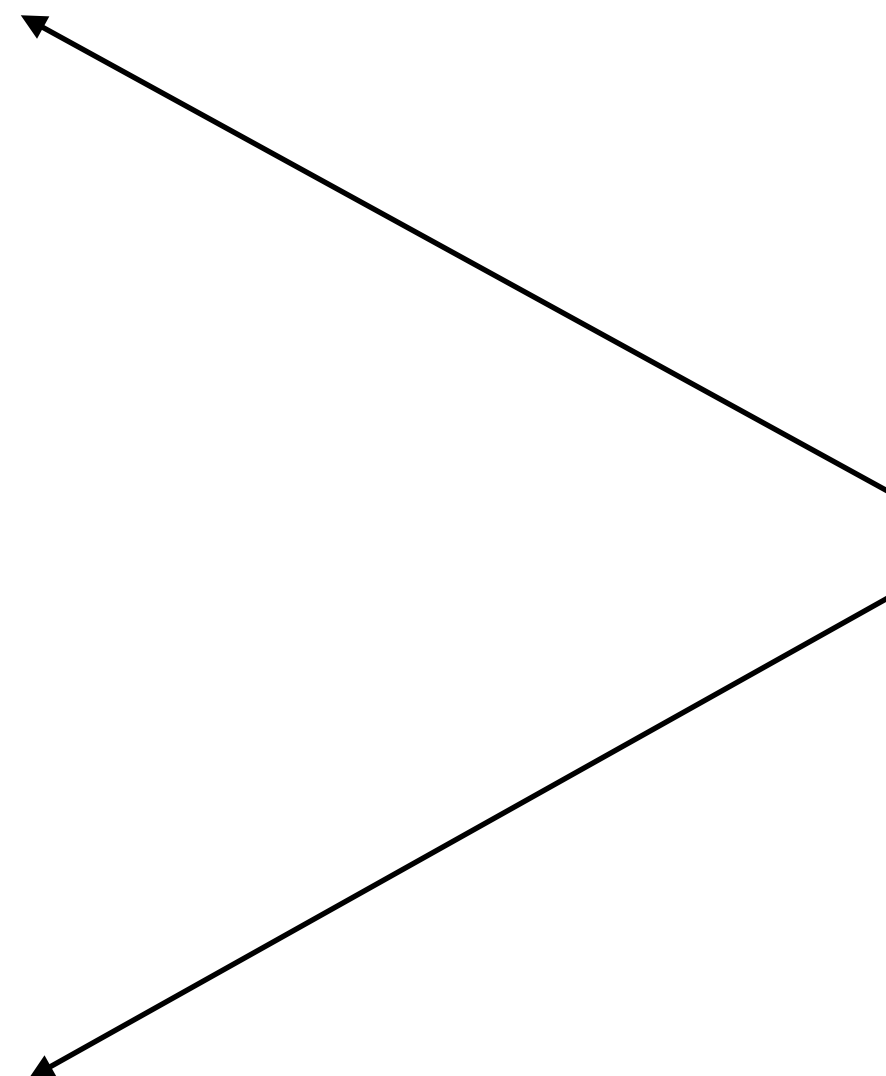
Not all examples are powers of 2, or even

Let's say for each group we give away the ceiling of half the amount

We're generous

*Our examples*

$2^{(\text{num of groups})}$



For **n** slices how many groups of friends?

*k = number of groups*

**n**

1

$2^0$

2

$2^1$

3

$2^1+1$

4

$2^2$

5

$2^2+1$

6

$2^2+2$

7

$2^2+3$

**8**

**$2^3$**

9

$2^3+1$

10

$2^3+2$

11

$2^3+3$

12

$2^3+4$

13

$2^3+5$

14

$2^3+6$

15

$2^3+7$

**16**

**$2^4$**

Every number **n** can be  
written as  **$2^m + p$**   
where  **$p < 2^m$**

For **n** slices how many groups of friends?

*k = number of groups*

**n**

1

**$2^0$**

2

**$2^1$**

3

**$2^1+1$**

4

**$2^2$**

5

**$2^2+1$**

6

**$2^2+2$**

7

**$2^2+3$**

8

**$2^3$**

9

**$2^3+1$**

10

**$2^3+2$**

11

**$2^3+3$**

12

**$2^3+4$**

13

**$2^3+5$**

14

**$2^3+6$**

15

**$2^3+7$**

16

**$2^4$**

Every number **n** can be  
written as  **$2^m + p$**   
where  **$p < 2^m$**

Divide **n** in half:  **$2^{m-1} + p/2$**   
If **p** is not even, give away  
ceiling of  **$n/2$**

For **n** slices how many groups of friends?

*k = number of groups*

**n**

1

$2^0$

2

$2^1$

3

$2^1+1$

4

$2^2$

5

$2^2+1$

6

$2^2+2$

7

$2^2+3$

8

$2^3$

9

$2^3+1$

10

$2^3+2$

11

$2^3+3$

12

$2^3+4$

13

$2^3+5$

14

$2^3+6$

15

$2^3+7$

16

$2^4$

Every number **n** can be  
written as  $2^m + p$   
where  $p < 2^m$

Divide **n** in half:  $2^{m-1} + p/2$   
If **p** is not even, give away  
ceiling of **n/2**

New number **n'** can be  
written as  $2^{m-1} + p'$   
where  $p' < 2^{m-1}$

For **n** slices how many groups of friends?

*k = number of groups*

**n**

1

**$2^0$**

2

**$2^1$**

3

**$2^1+1$**

4

**$2^2$**

5

**$2^2+1$**

6

**$2^2+2$**

7

**$2^2+3$**

8

**$2^3$**

9

**$2^3+1$**

10

**$2^3+2$**

11

**$2^3+3$**

12

**$2^3+4$**

13

**$2^3+5$**

14

**$2^3+6$**

15

**$2^3+7$**

16

**$2^4$**

New number **n'** can be  
written as  **$2^{m-1} + p'$**   
where  **$p' < 2^{m-1}$**

Divide **n'** in half:  **$2^{m-1} + p/2$**   
If **p** is not even, give away  
ceiling of  **$n'/2$**

New number of slices can  
be written as  **$2^{m-2} + p''$**   
where  **$p'' < 2^{m-2}$**



For **n** slices how many groups of friends?

*k = number of groups*

**n**

1	$2^0$
2	$2^1$
3	$2^1+1$
4	$2^2$
5	$2^2+1$
6	$2^2+2$
7	$2^2+3$
8	$2^3$
9	$2^3+1$
10	$2^3+2$
11	$2^3+3$
12	$2^3+4$
13	$2^3+5$
14	$2^3+6$
15	$2^3+7$
16	$2^4$

Every number **n** can be  
written as  $2^m + p$   
where  $p < 2^m$

We can divide in half **m**  
times to get 1 slice

$$2^{m-m} + p$$

where  $p < 2^{m-m} = 1$   
so  $p = 0$

For **n** slices how many groups of friends?

*k = number of groups*

**n**

1

**$2^0$**

2

**$2^1$**

3

**$2^1+1$**

4

**$2^2$**

5

**$2^2+1$**

6

**$2^2+2$**

7

**$2^2+3$**

8

**$2^3$**

9

**$2^3+1$**

10

**$2^3+2$**

11

**$2^3+3$**

12

**$2^3+4$**

13

**$2^3+5$**

14

**$2^3+6$**

15

**$2^3+7$**

16

**$2^4$**

Every number **n** can be  
written as  **$2^m + p$**   
where  **$p < 2^m$**

We can divide in half **m**  
times to have 1 slice

$$\mathbf{k = m = \text{floor}(\log_2 n)}$$

For **n** slices how many groups of friends?

*k = number of groups*

For **n** slices how many groups of friends if they ask  
for two-thirds each time?

*k = number of groups*

For **n** slices how many groups of friends if they ask for two-thirds each time?

*k = number of groups*

After each group we will be left with one-third of the pizza we had

Divide **n** by 3 multiple times...

For **n** slices how many groups of friends if they ask for two-thirds each time?

**n**

1	$3^0$
2	$2 \times 3^0$
3	$3^1$
4	$3^1 + 1$
5	$3^1 + 2$
6	$2 \times 3^1$
7	$2 \times 3^1 + 1$
8	$2 \times 3^1 + 2$
9	$3^2$
10	$3^2 + 1$
11	$3^2 + 2$
12	$3^2 + 3$
13	$3^2 + 4$
14	$3^2 + 5$
15	$3^2 + 6$
16	$3^2 + 7$

Every number **n** can be written as  $p3^m + q$  where  $q < 3^m$  &  $p < 3$

For **n** slices how many groups of friends if they ask for two-thirds each time?

**n**

1	$3^0$
2	$2 \times 3^0$
3	$3^1$
4	$3^1 + 1$
5	$3^1 + 2$
6	$2 \times 3^1$
7	$2 \times 3^1 + 1$
8	$2 \times 3^1 + 2$
9	$3^2$
10	$3^2 + 1$
11	$3^2 + 2$
12	$3^2 + 3$
13	$3^2 + 4$
14	$3^2 + 5$
15	$3^2 + 6$
16	$3^2 + 7$

Every number **n** can be written as  $p3^m + q$  where  $q < 3^m$  &  $p < 3$

We can divide **n** by three **m** times

$$p3^{m-m} + q3^{-m} = p + 0 < 3$$

e.g. **n** = 6

For **n** slices how many groups of friends if they ask for two-thirds each time?

**n**

1	$3^0$
2	$2 \times 3^0$
3	$3^1$
4	$3^1 + 1$
5	$3^1 + 2$
6	$2 \times 3^1$
7	$2 \times 3^1 + 1$
8	$2 \times 3^1 + 2$
9	$3^2$
10	$3^2 + 1$
11	$3^2 + 2$
12	$3^2 + 3$
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15	$3^2 + 6$
16	$3^2 + 7$

Every number **n** can be written as  $p3^m + q$  where  $q < 3^m$  &  $p < 3$

We can divide **n** by three **m** times

$$p3^{m-m} + q3^{-m} = p + 0 < 3$$

We can end up with two slices at the end!



For **n** slices how many groups of friends if they ask for two-thirds each time?

**n**

1	$3^0$
2	$2 \times 3^0$
3	$3^1$
4	$3^1 + 1$
5	$3^1 + 2$
6	$2 \times 3^1$
7	$2 \times 3^1 + 1$
8	$2 \times 3^1 + 2$
9	$3^2$
10	$3^2 + 1$
11	$3^2 + 2$
12	$3^2 + 3$
13	$3^2 + 4$
14	$3^2 + 5$
15	$3^2 + 6$
16	$3^2 + 7$

Every number **n** can be written as  $p3^m + q$  where  $q < 3^m$  &  $p < 3$

We can divide **n** by three **m** times

$$k = m = \text{floor}(\log_3 n)$$

For **n** slices how many groups of friends?

$$\mathbf{floor(log_2n)}$$

For **n** slices how many groups of friends if they ask for two-thirds each time?

$$\mathbf{floor(log_3n)}$$

For **n** slices how many groups of friends?

$$\mathbf{\textit{floor}(\log_2 n)}$$

For **n** slices how many groups of friends if they ask for two-thirds each time?

$$\mathbf{\textit{floor}(\log_3 n)}$$

What are the “Big O” classes for these functions?

$$O(\log_3 n) = O(\log_2 n) = O(\log n)$$

What is the “Big O” class for this function?

$$O(\log_3 n) = O(\log_2 n)$$


$$\log_3 n = \log_2 n / \log_2 3$$

Constant



$$\log_3 n = c \times \log_2 n$$

$$c = 1 / \log_2 3$$


$$O(\log_3 n) = O(\log_2 n)$$

All multiplying constants are “set equal to 1”

What is the “Big O” class for this function?

$$O(\log_3 n) = O(\log_2 n)$$


$$\log_3 n = \log_2 n / \log_2 3$$

Constant



$$\log_3 n = c \times \log_2 n$$

$$c = 1 / \log_2 3$$


$$O(\log_3 n) = O(\log_2 n)$$

Intuitively: giving away 1/2 or 2/3 of pizza, the number of groups will change by constant (~0.63)



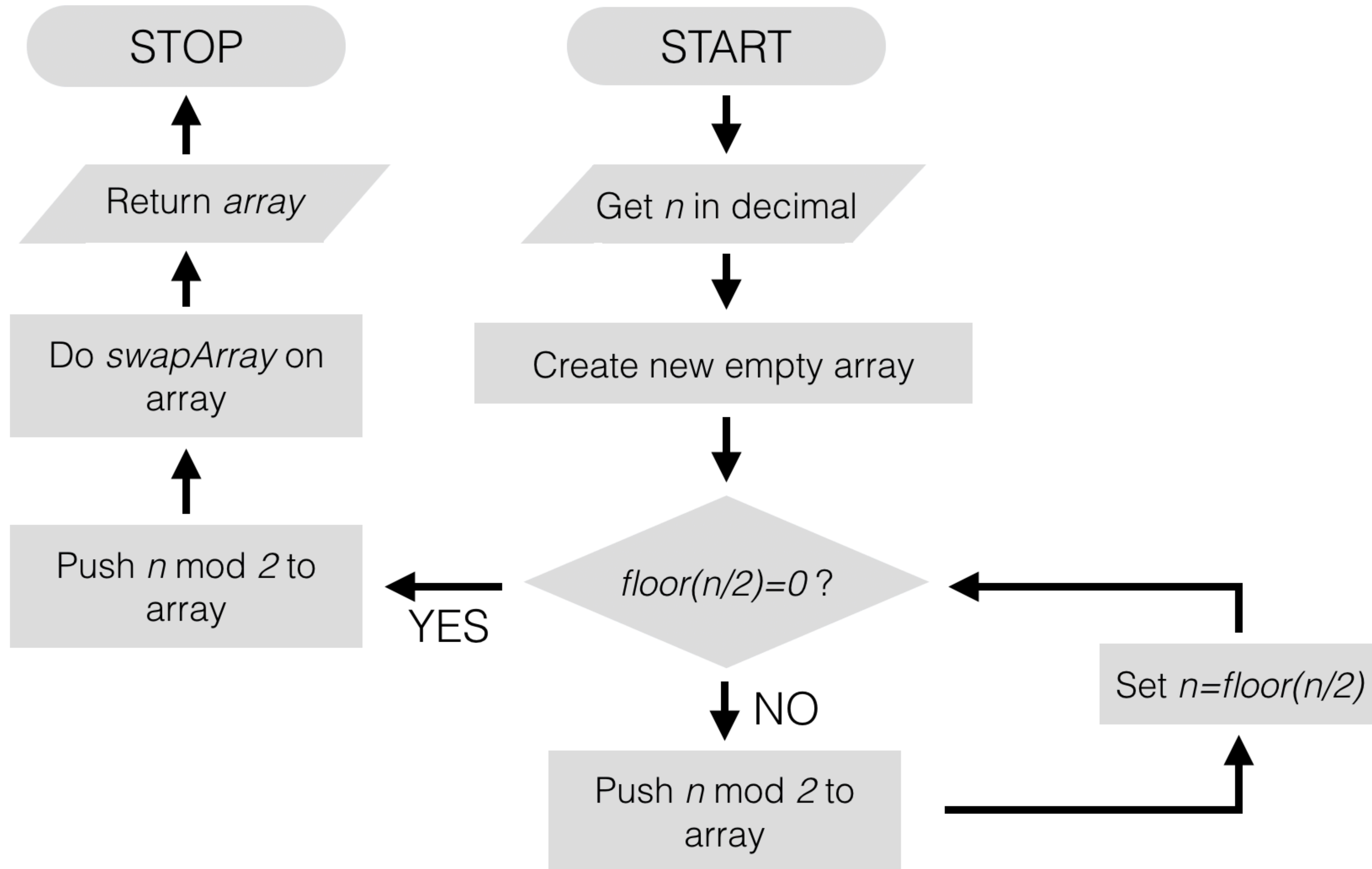


For **n** slices how many groups of friends?

$$\mathbf{floor(log_2n)}$$

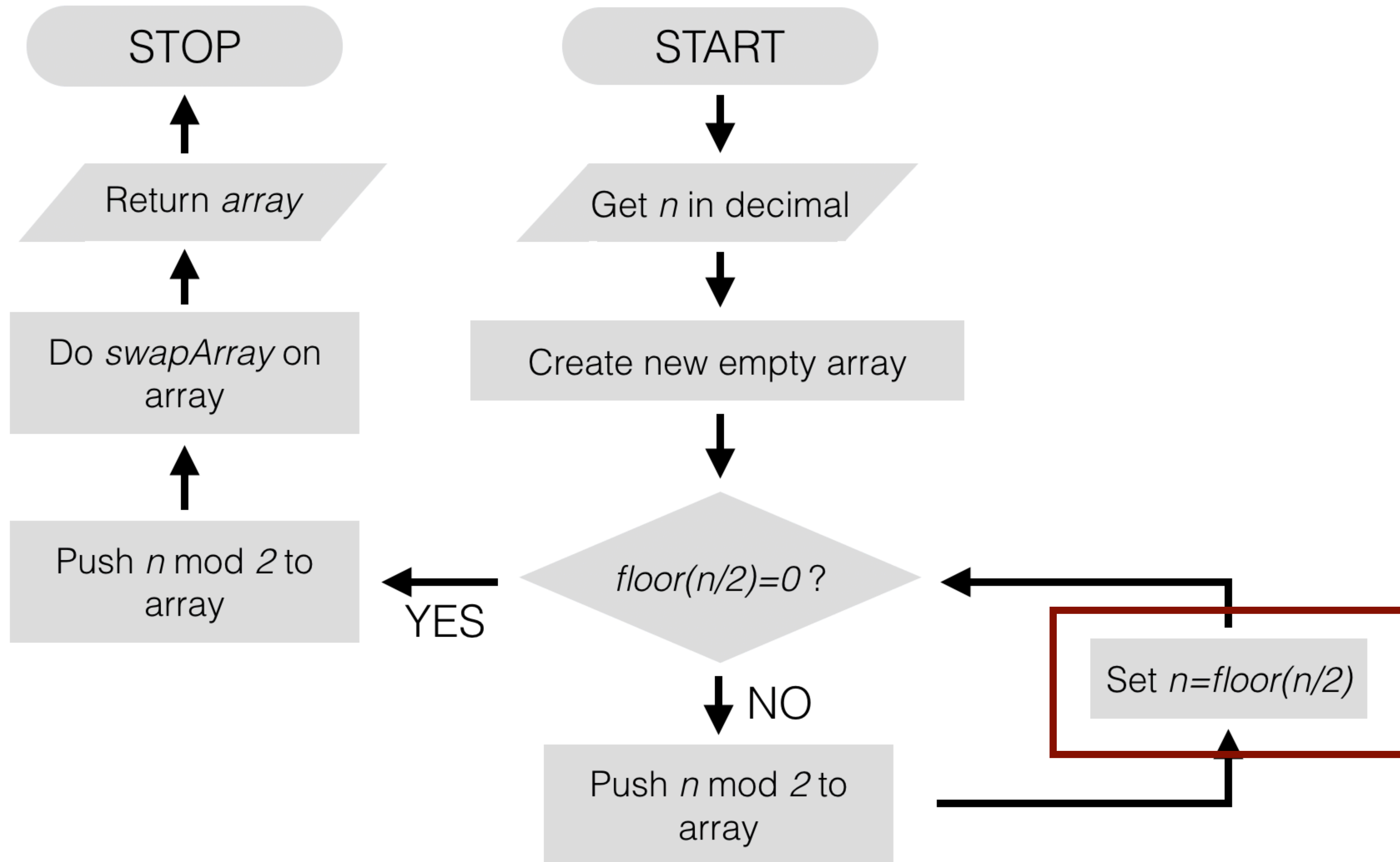
Where have we seen a process of repeatedly dividing in half?

# Worksheet 1

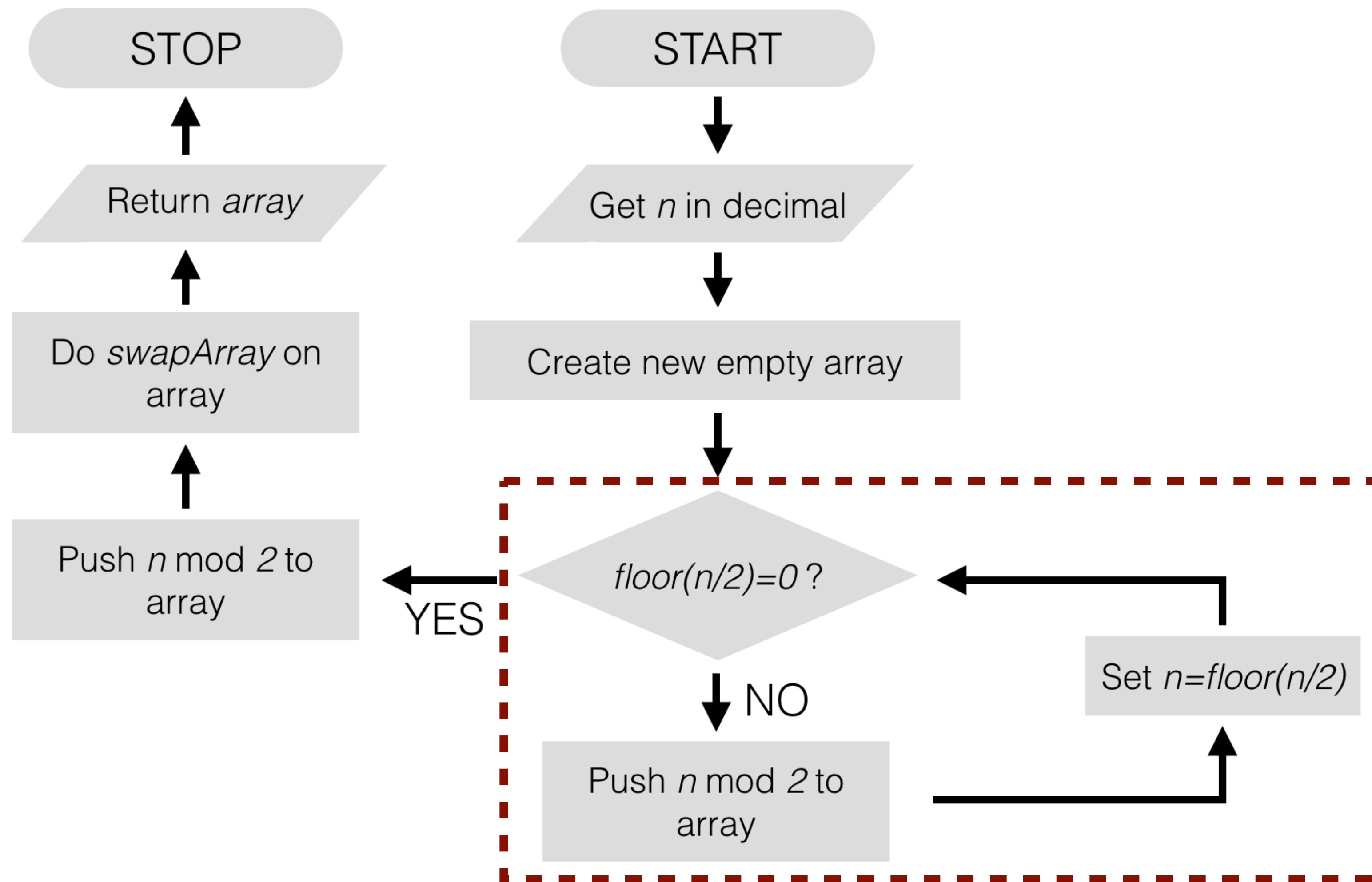




# Worksheet 1



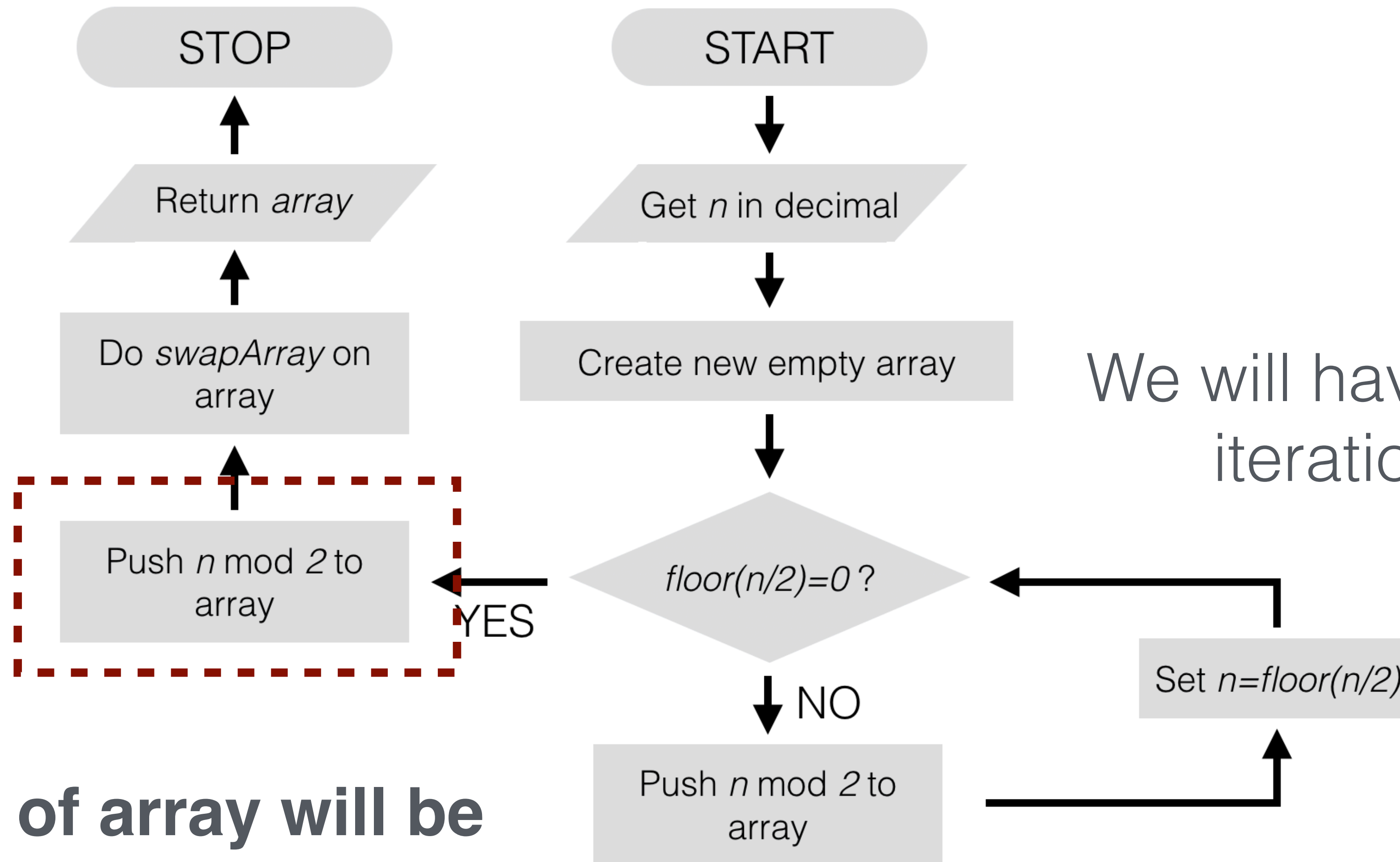
# Worksheet 1



We will have  **$\text{floor}(\log_2 n)$**  iterations of loop

Since  **$\text{floor}(1/2) = 0$**  for “last slice of pizza”

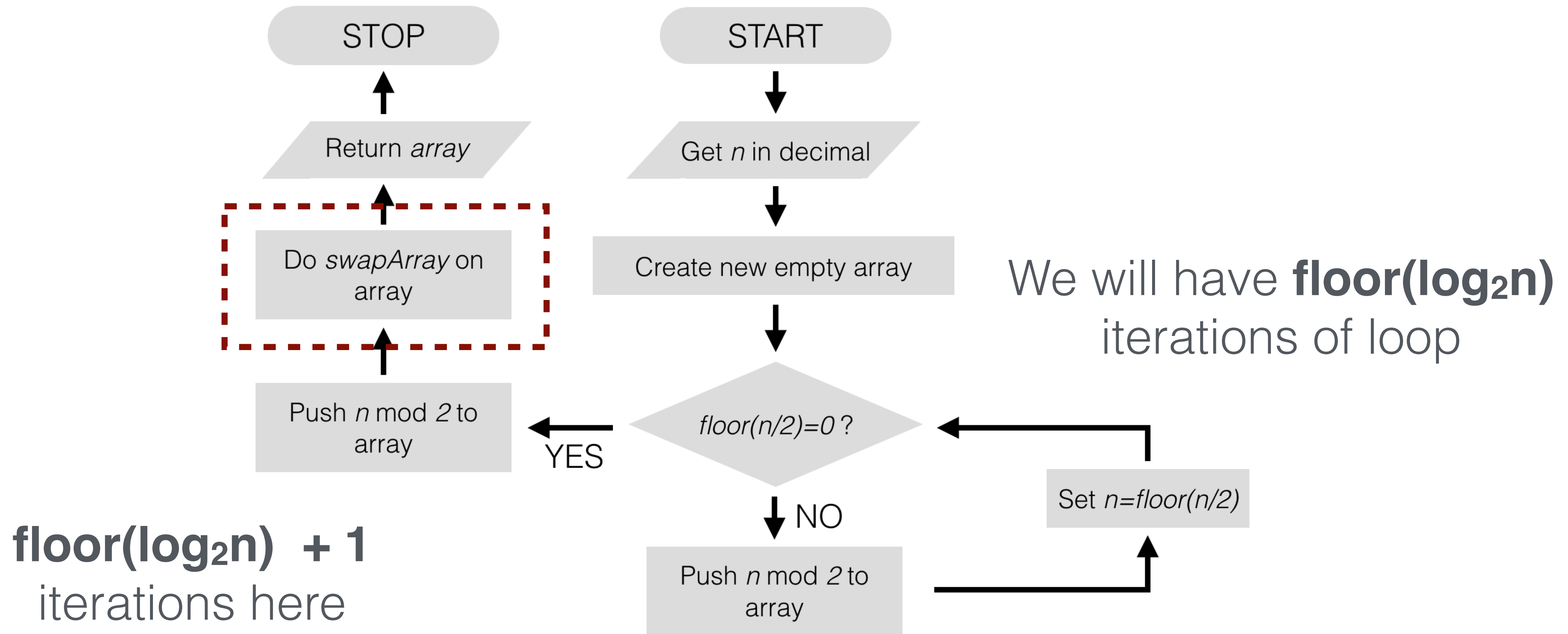
# Worksheet 1



We will have  **$\text{floor}(\log_2 n)$**  iterations of loop

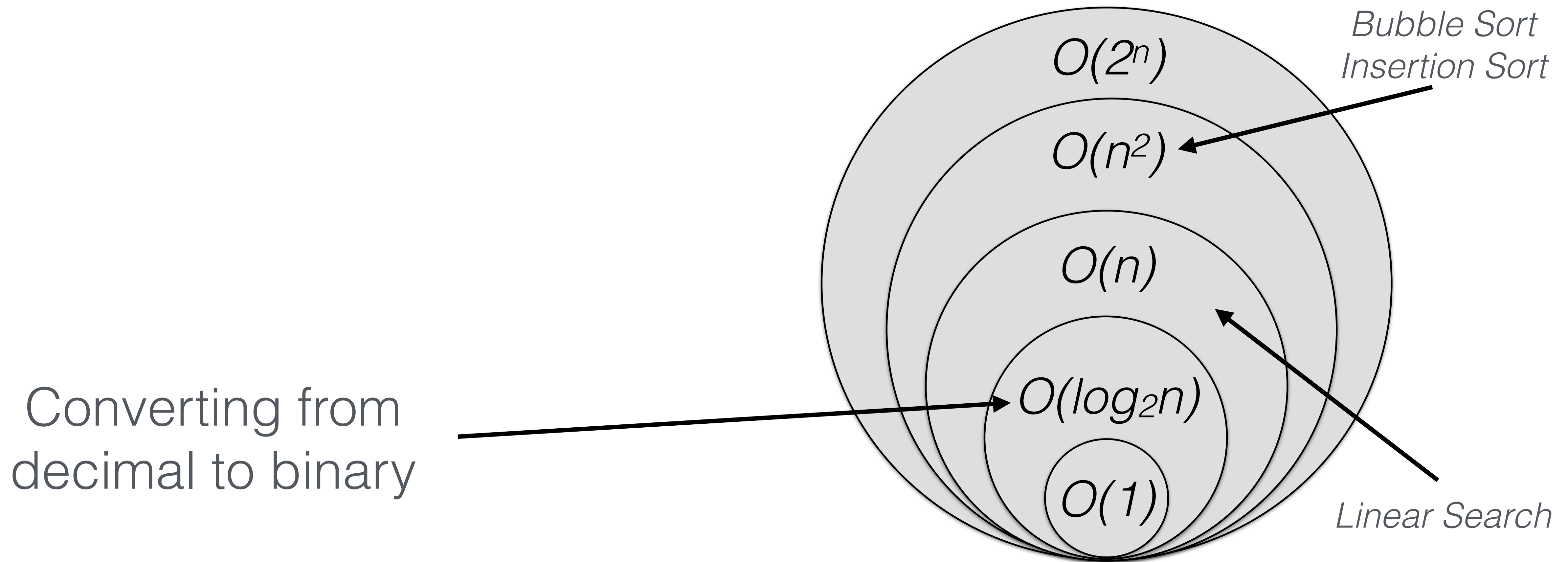
**Length of array will be  $\text{floor}(\log_2 n) + 1$**

# Worksheet 1



Total:  **$2\text{floor}(\log_2 n) + 2$**  operations

$O(\log n)$



Second half of lecture: Searching in Logarithmic Time

# Admin

- Sixth quiz available today at 4pm
  - Fifth quiz deadline next Monday at 4pm
- Sudoku assignment
  - Cut-off date is **15th March 4pm**
  - No more help with Sudoku assignment in Virtual Contact Hours from now on
  - Book me for office hours if you need help
- Primes assignment
  - Worksheet 6 made **available TODAY at 11am**
  - Only involves programming tasks and submission of single js file
  - This week's VCH devoted to this assignment
  - Deadline **15th March 4pm**
  - Cut-off date **29th March 4pm**

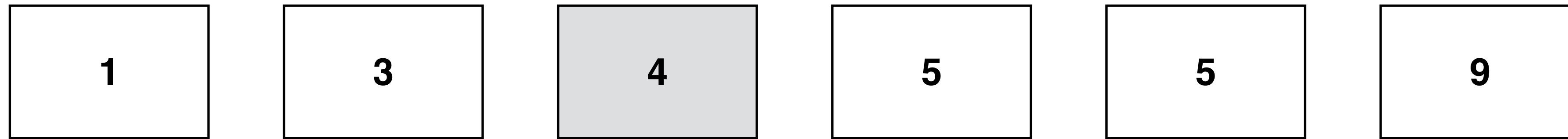


Today

## **Binary Search**

*What's the point in sorting something if it's  
not going to be useful*

Start with sorted array



Every element either has:

1. All smaller or equal values to the left
2. All larger or equal values to the right



Search for value 5

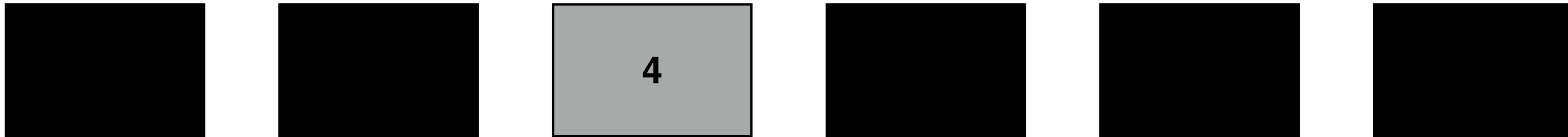


Search for value 5



Randomly pick element

Search for value 5



Randomly pick element

If it is not 5, then it must be to the right

Search for value 5



Randomly pick element to the right of  
previous element

Search for value 5



Randomly pick element to the right of  
previous element (right sub-array)

Found it in 2 look operations

Linear search requires 5

# Binary Search

*Replace the random picks with looking at mid-point element of each sub-array*

## Binary Search



*Mid-point of an array:*

*$\text{floor of } (left + right)/2$*

# Binary Search



*Mid-point of an array*

*floor of  $(left + right)/2$*



Search for value 5



0



1



2



3

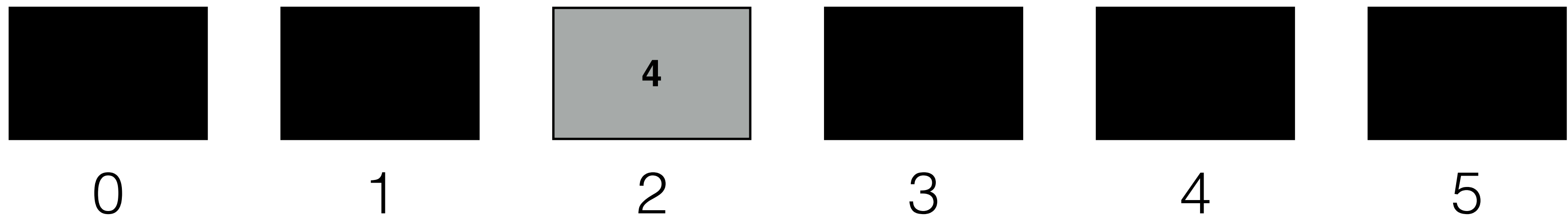


4



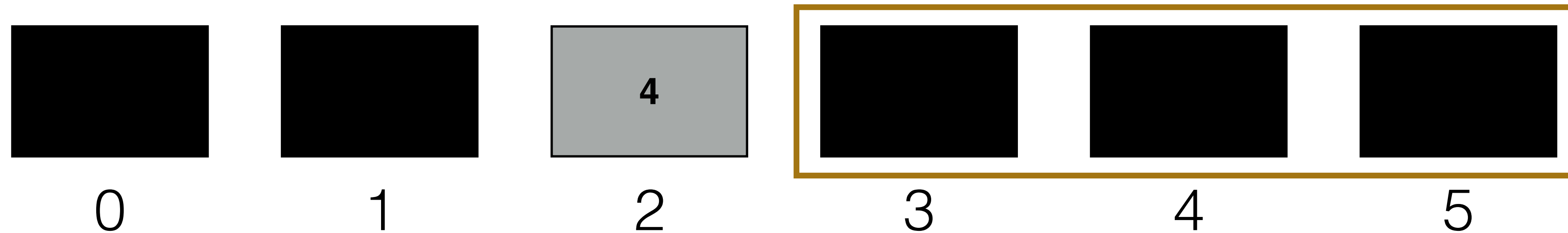
5

Search for value 5



Mid-point

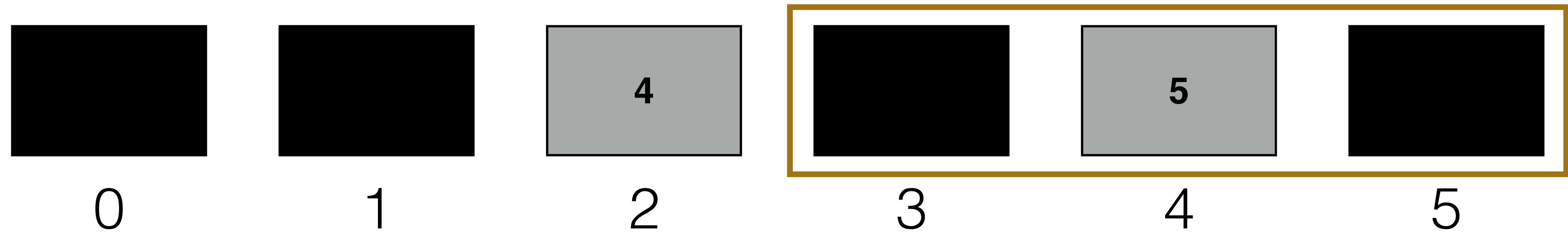
Search for value 5



Pick mid-point of sub-array to the right

floor of  $(3 + 5)/2$

Search for value 5



Found the value

Search for value 8



0



1



2



3



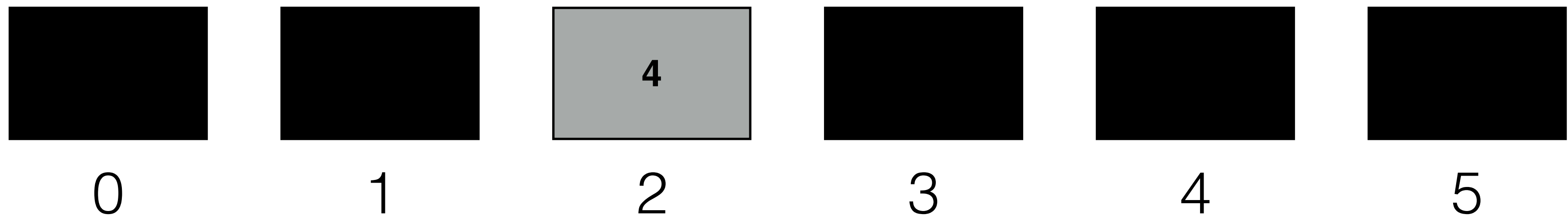
4



5

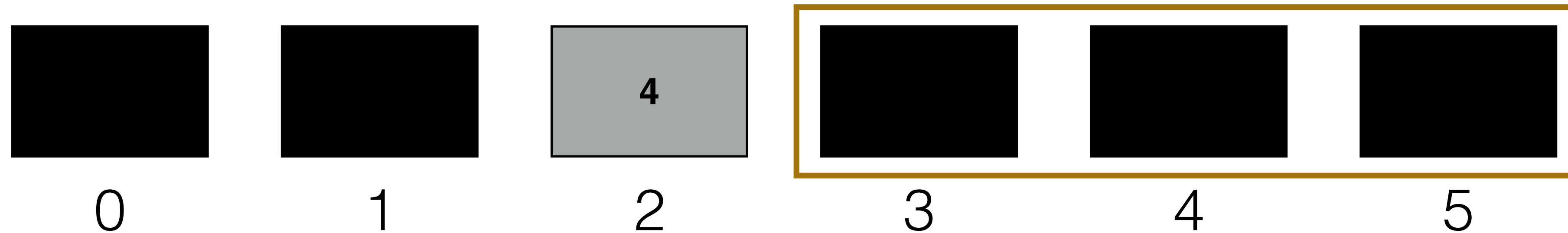


Search for value 8



Mid-point

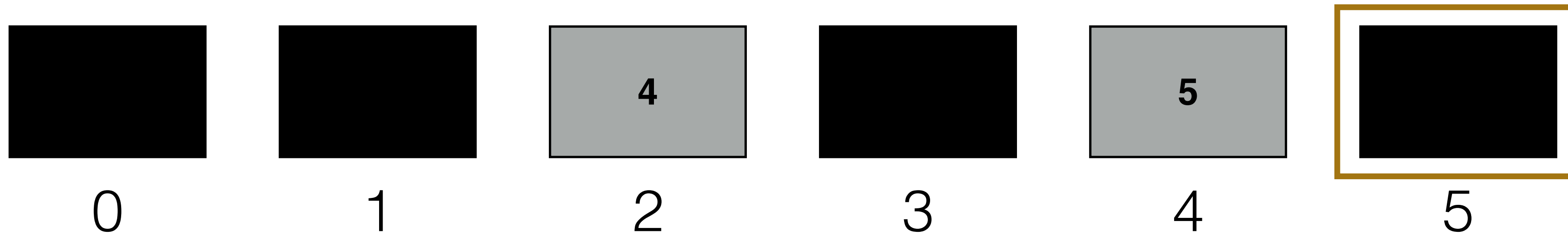
Search for value 8



Pick mid-point of sub-array to the right

floor of  $(3 + 5)/2$

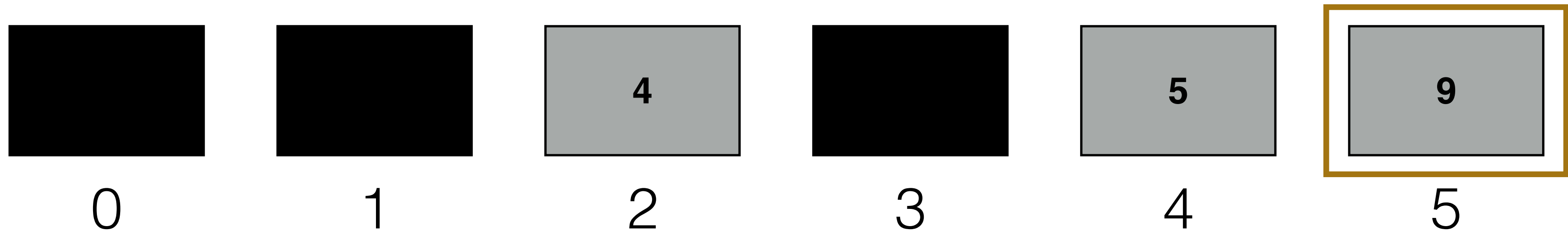
Search for value 8



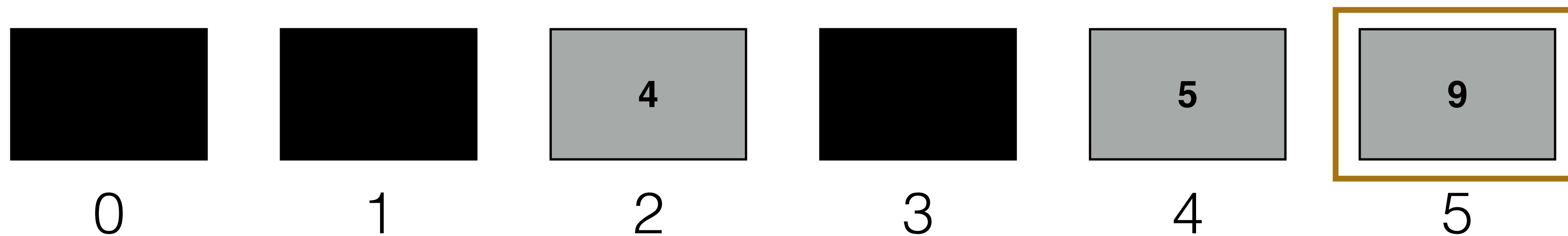
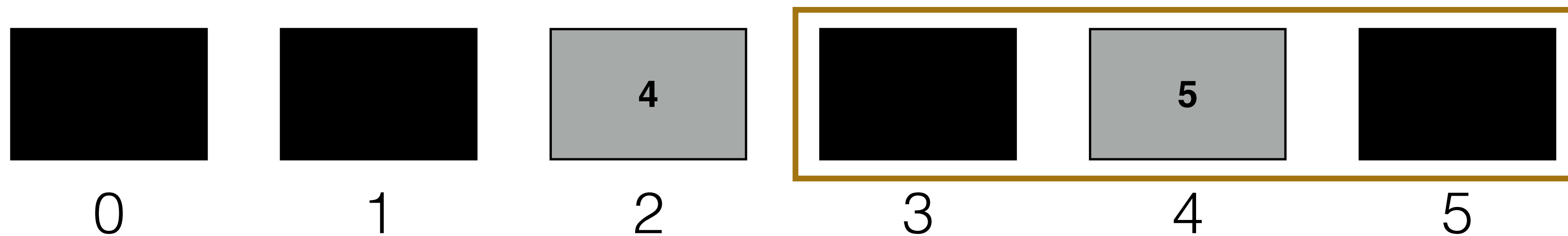
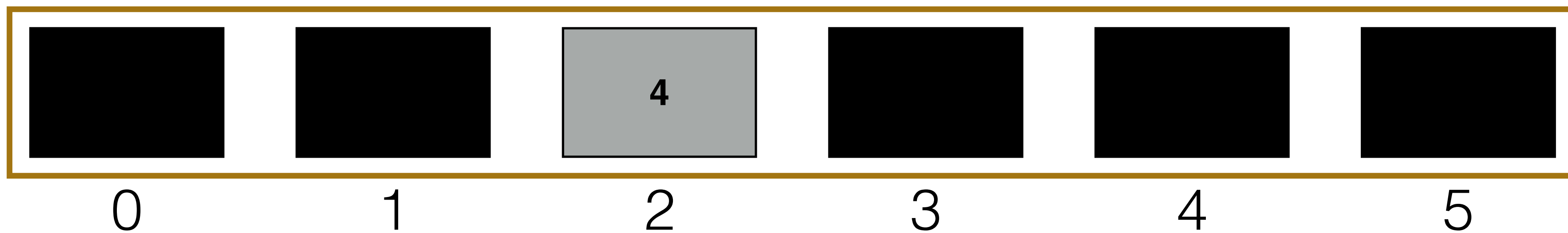
Need to consider sub-array to the right

Mid-point is  $(5+5)/2$

Search for value 8

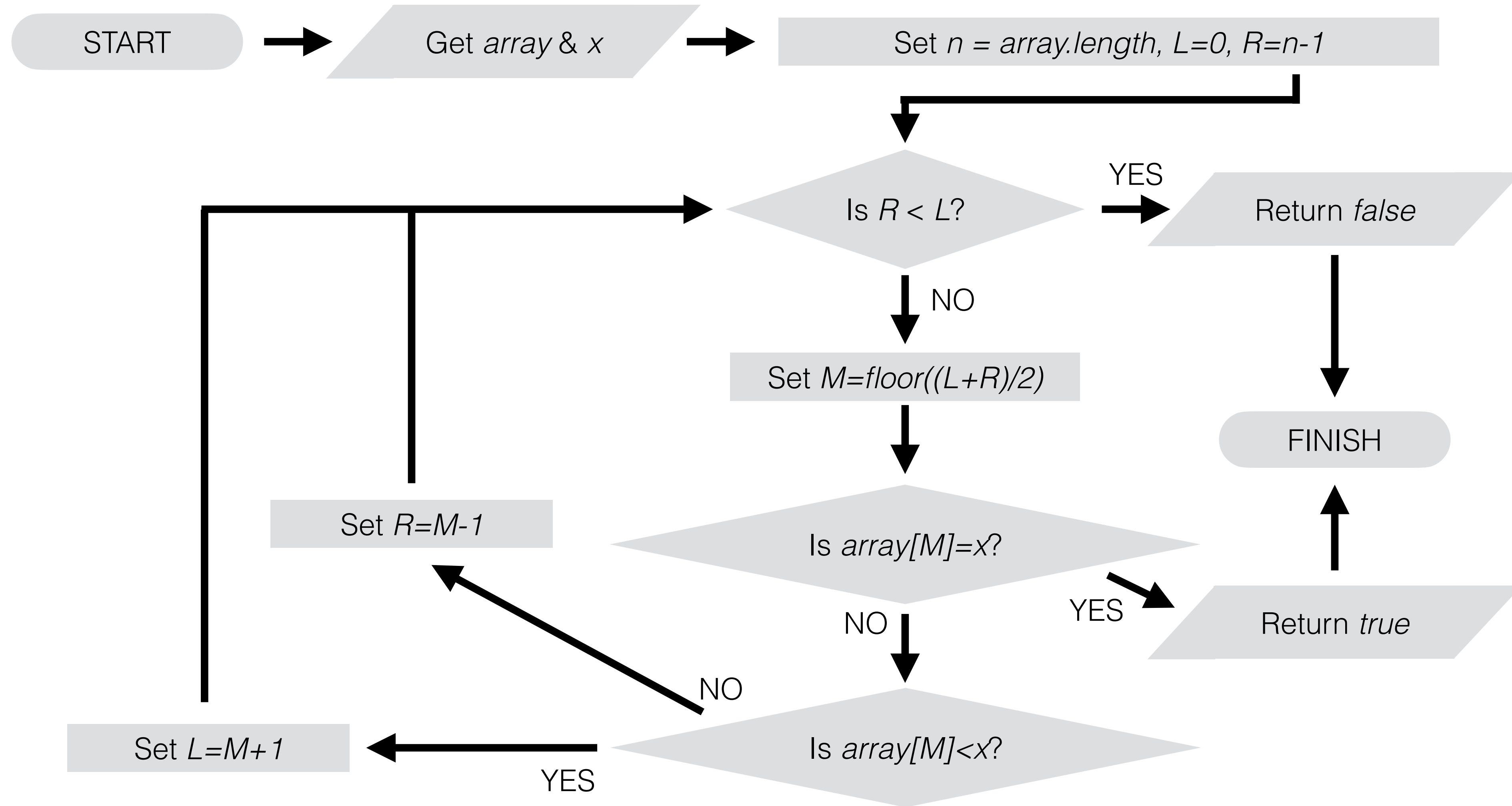


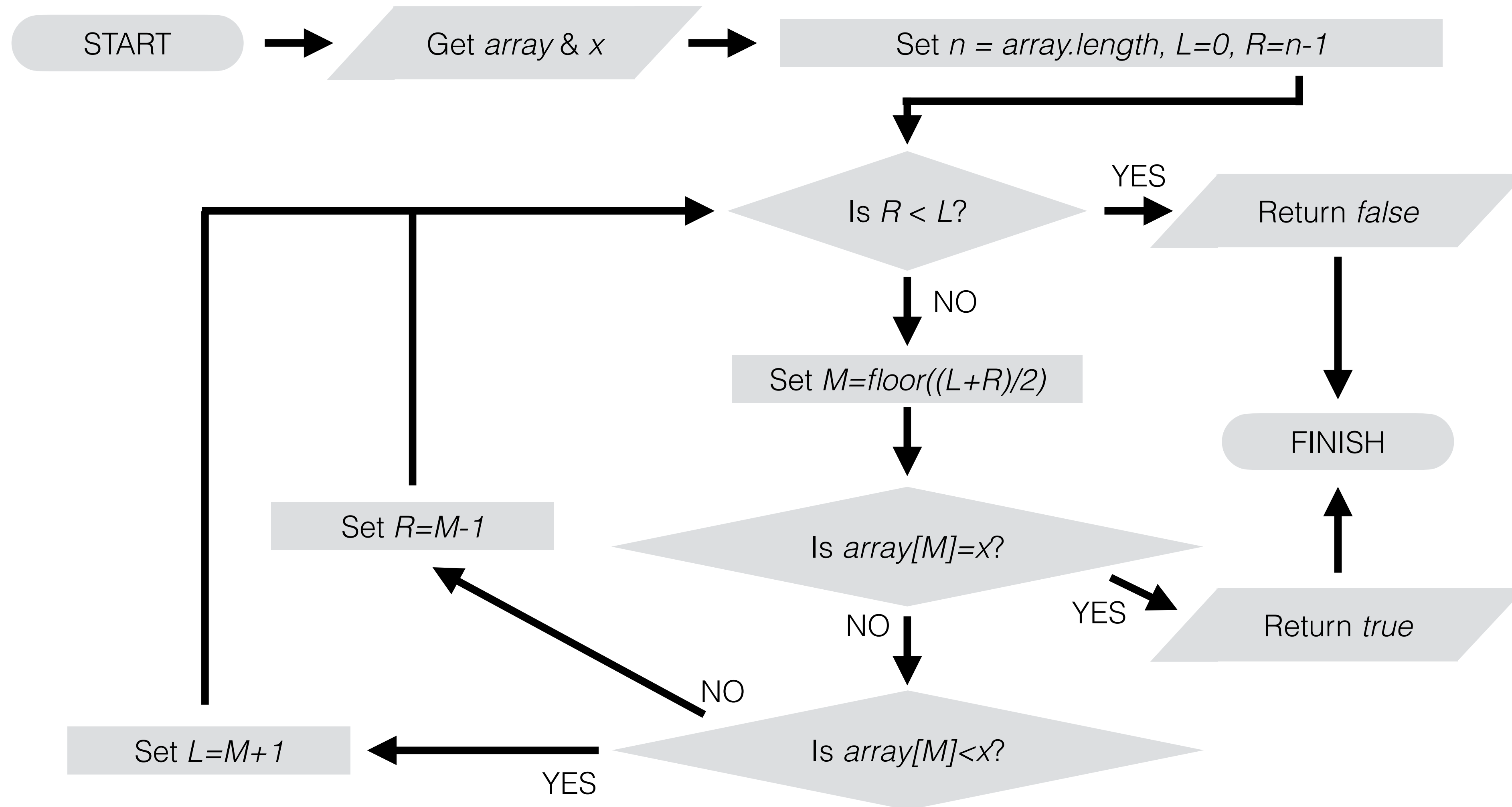
Value too large





# Binary Search





Let's implement this in JavaScript

## **Research task for Review Seminar**

Until around 2006 nearly all Binary Search implementations in language libraries (e.g. Java) were broken

Find out why, and how you can have a better implementation of the algorithm

# Binary Search

What is the best case input array and value?

What is the worst case input array and value?

# Binary Search

What is the best-case input array and value?

*Value is stored at mid-point of array*

What is the worst-case input array and value?

*Value is stored at end of array*

*Value is not stored in array*

# Binary Search

The worst-case time complexity is  $O(\log_2 n)$

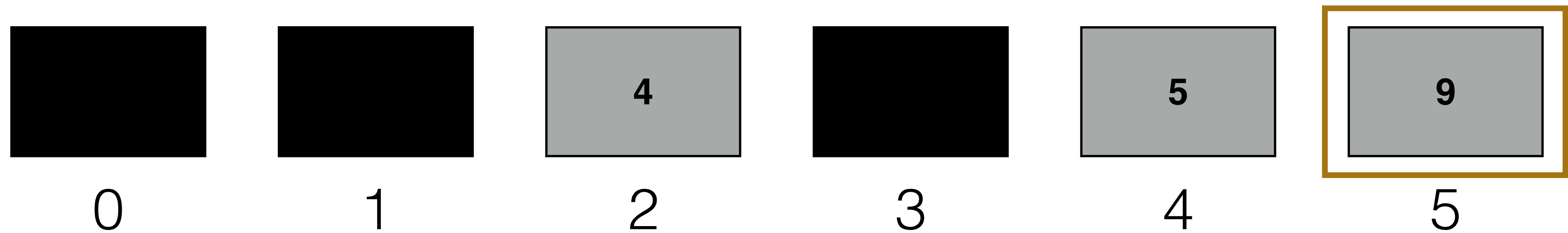
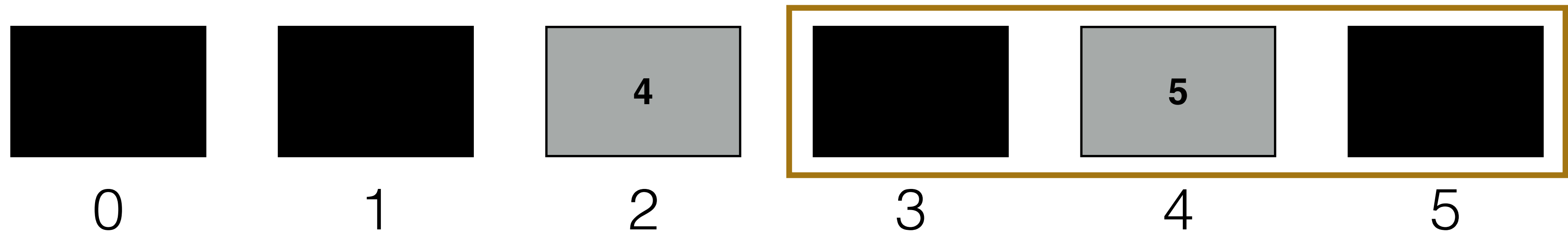
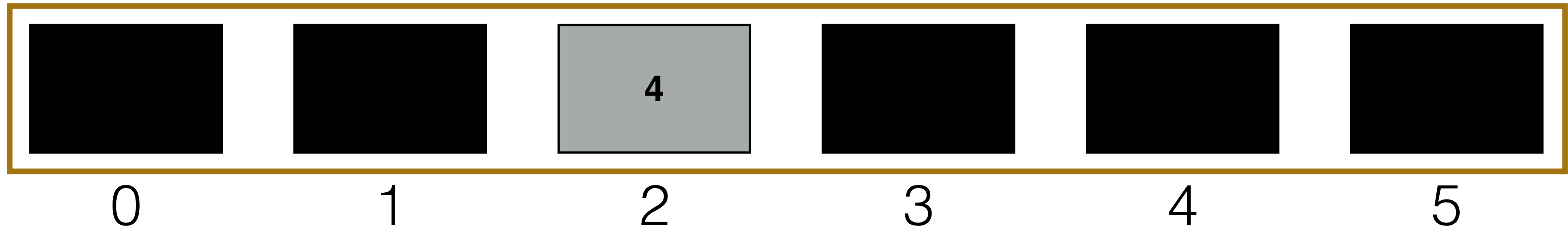
Why?



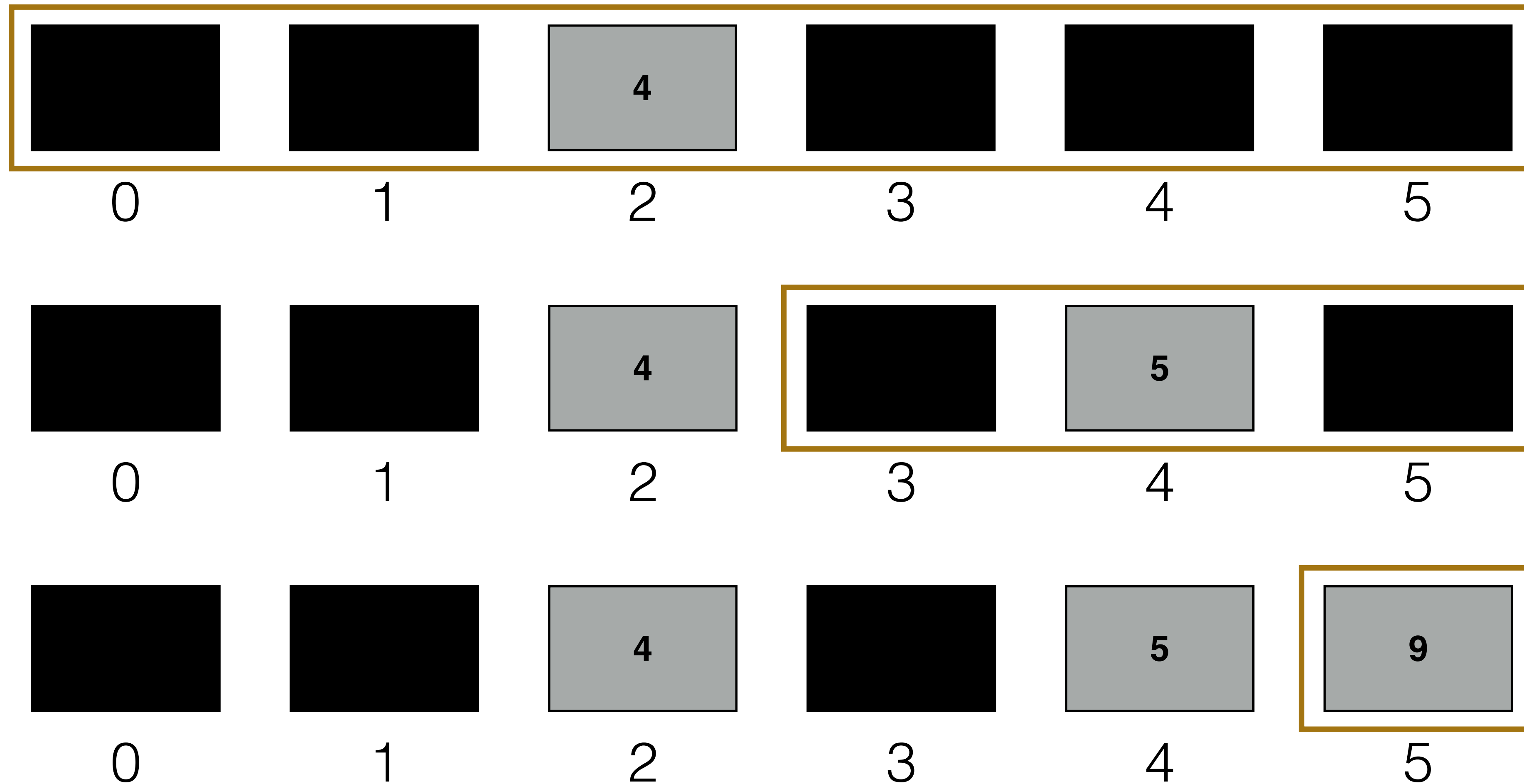
Search for value 9



Search for value 9

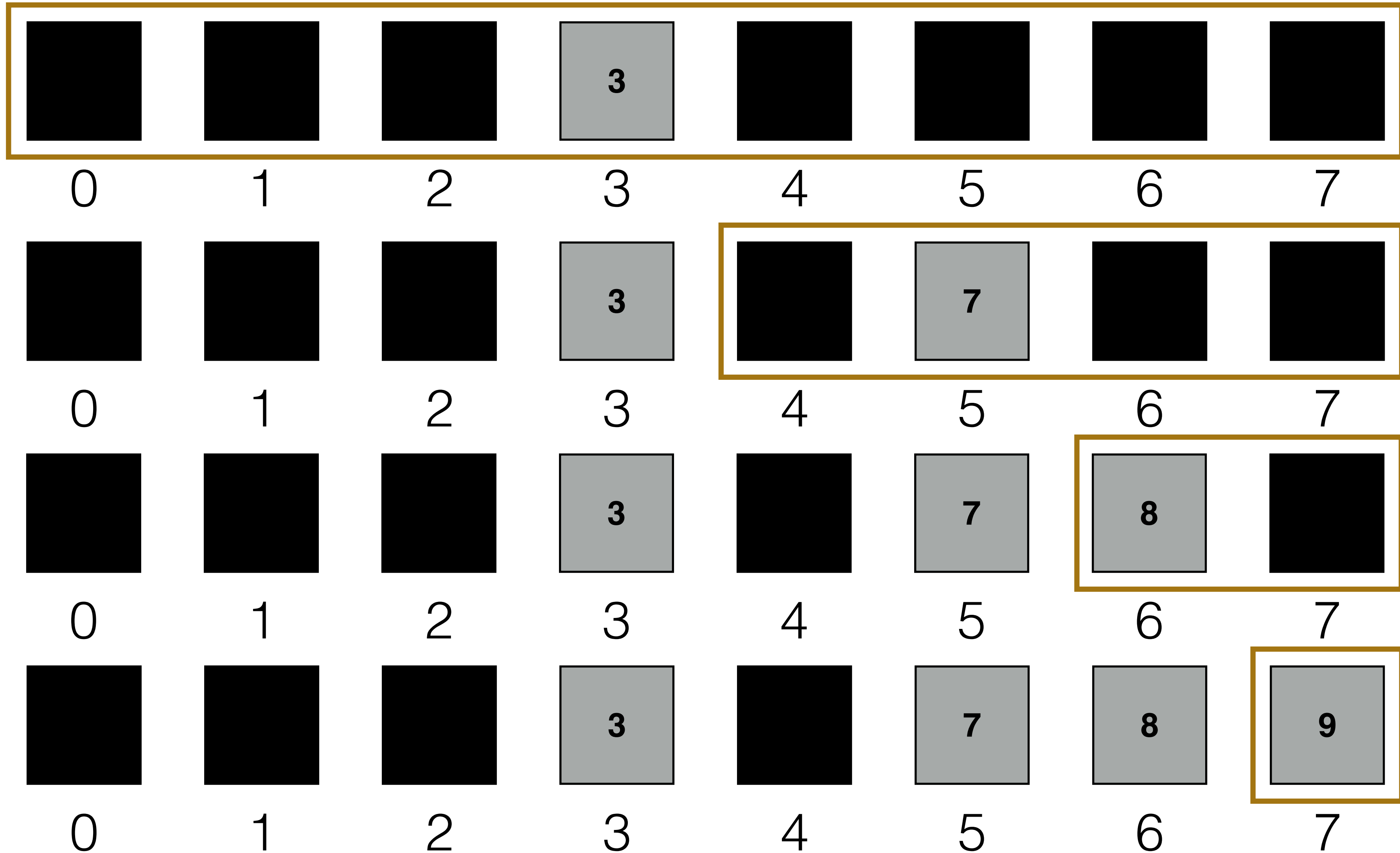


Search for value 9



In each iteration “halve” the array we consider  
until left with one element that we check

# Search for value 9

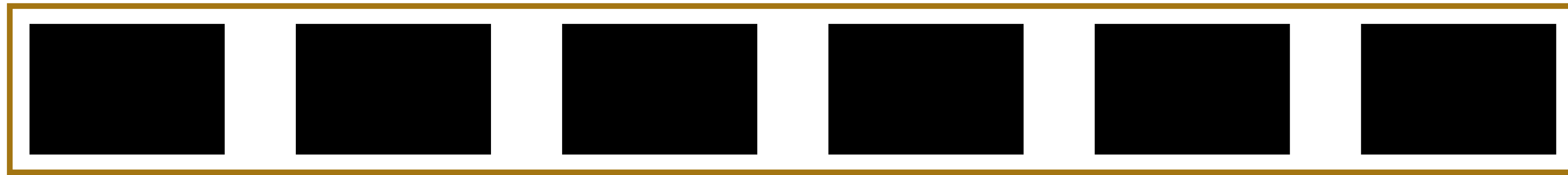


cf. Pizza problem: number of groups + 1

## **Ternary Search?**

*Instead of inspecting a single mid-point -  
why not look at two?*

Search for value 9



0

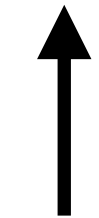
1

2

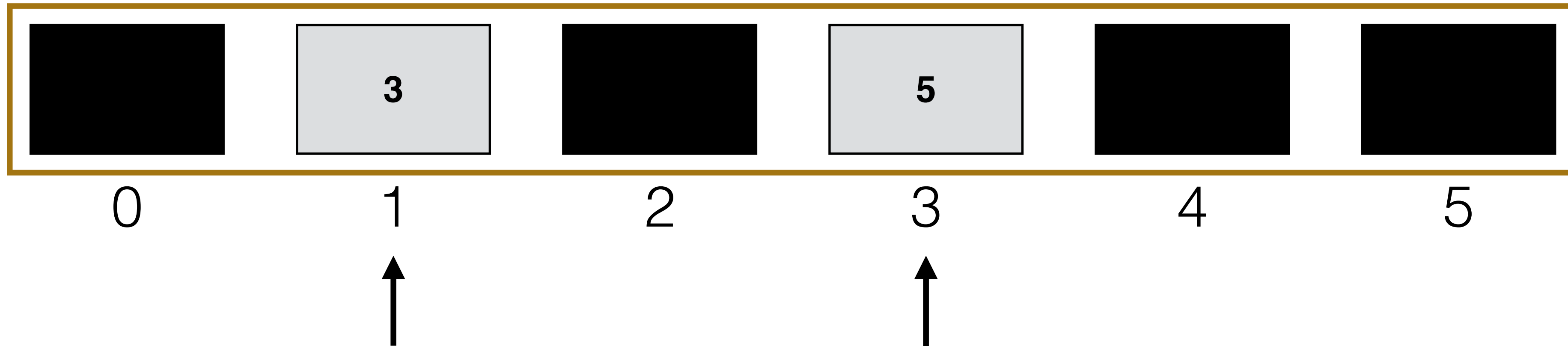
3

4

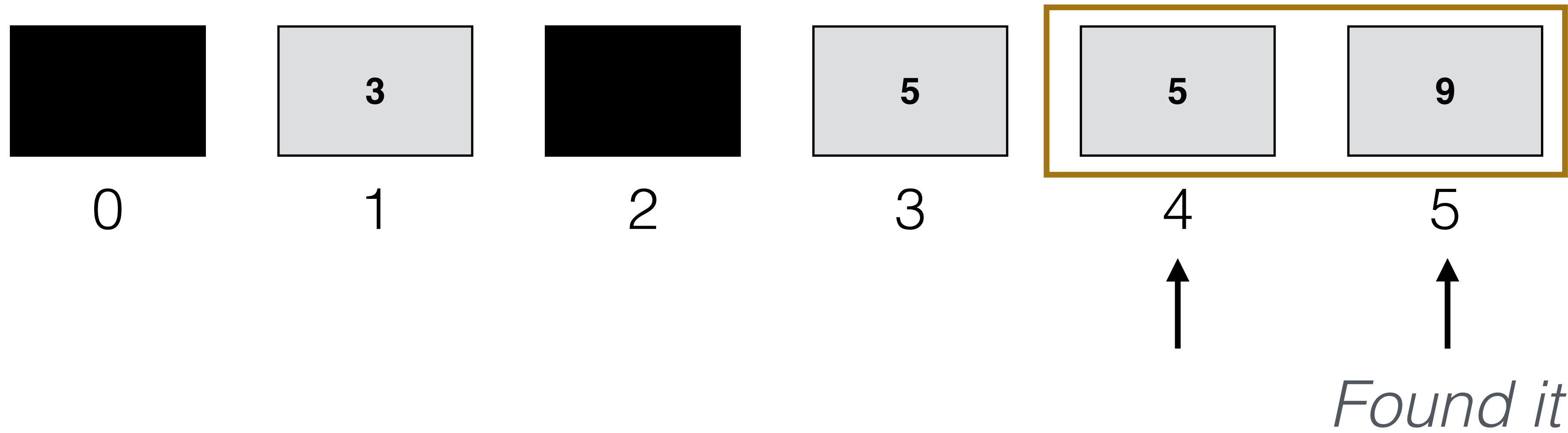
5



Search for value 9



Search for value 9





```
function ternarySearch(arr, item) {  
  
    var left = 0;  
    var right = arr.length - 1;  
  
    while (left <= right) {  
  
        var fir = left + Math.floor((right - left) / 3);  
        var sec = left + Math.floor(2 * (right - left) / 3);  
  
        if ((arr[fir] == item) || (arr[sec] == item)) {  
            if (arr[fir] == item) {  
                return fir;  
            } else {  
                return sec;  
            }  
        } else if (item < arr[fir]) {  
            right = fir - 1;  
        } else if (arr[sec] < item) {  
            left = sec + 1;  
        } else {  
            left = fir + 1;  
            right = sec - 1;  
        }  
    }  
  
    return false;  
}
```

# Ternary Search

What is the worst-case input?

What is the worst-case time complexity?

# Ternary Search

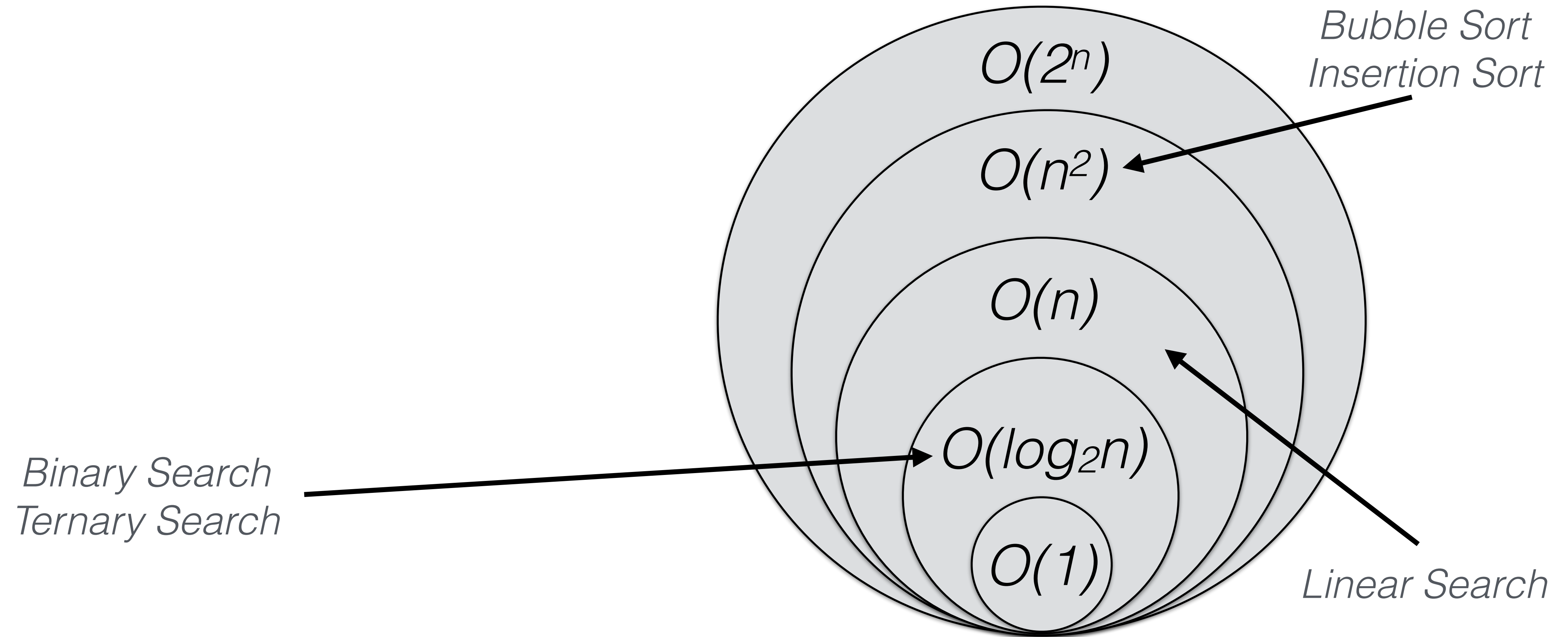
What is the worst-case input?

*Same as in Binary Search*

What is the worst-case time complexity?

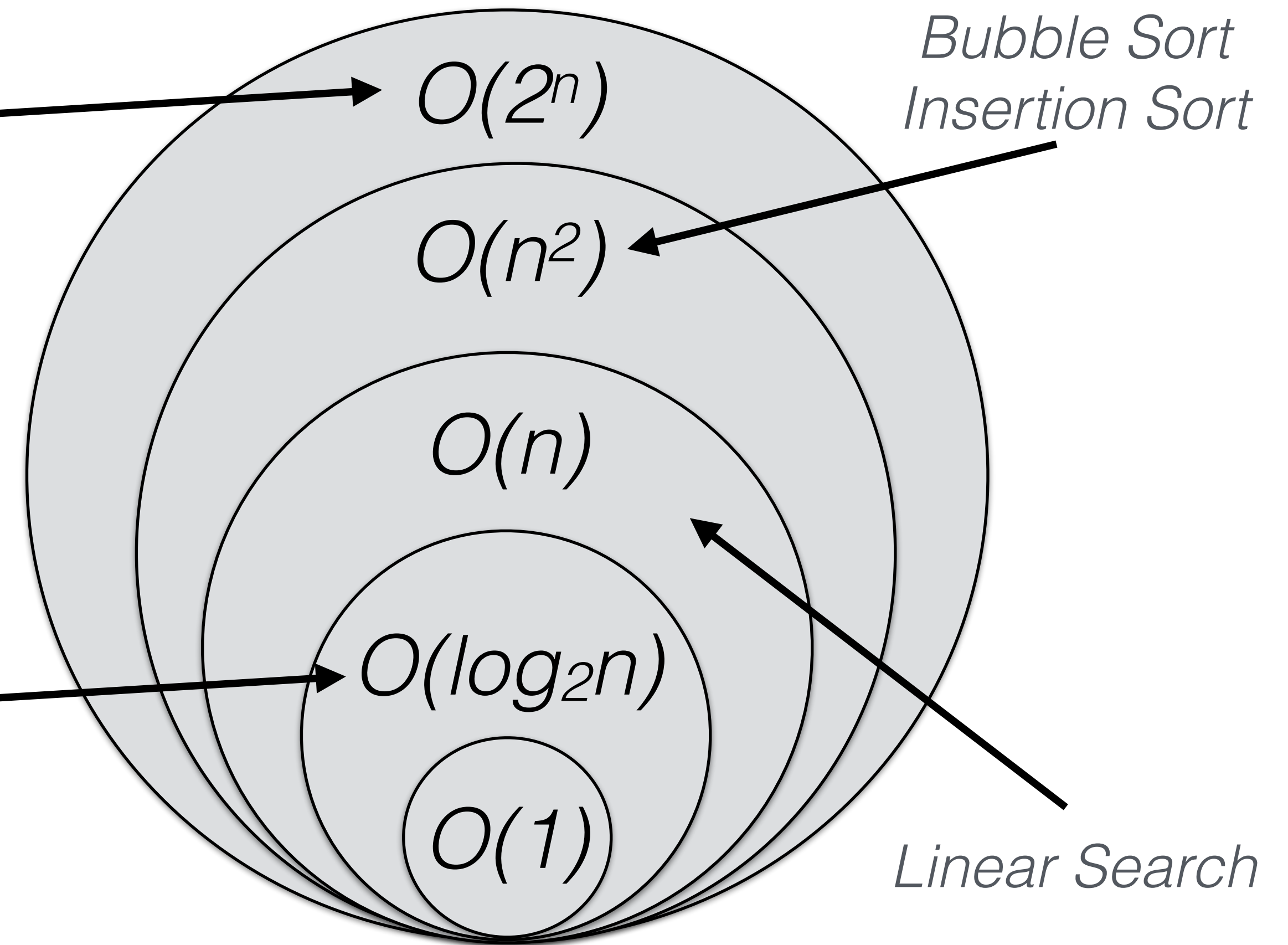
$$O(\log_3 n) = O(\log n)$$

*We are dividing the array into three sub-arrays*



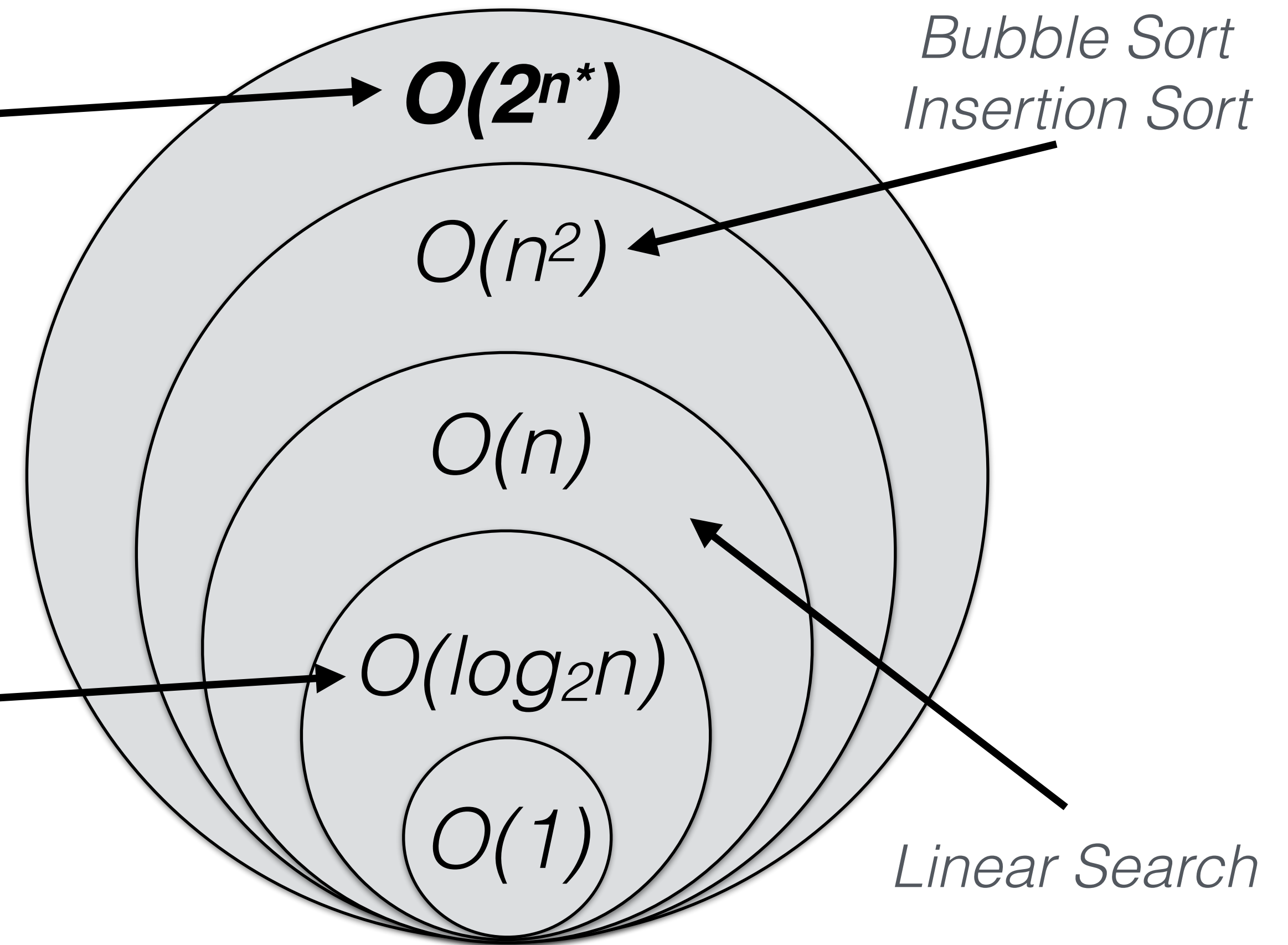
If time permits?

*Binary Search*  
*Ternary Search*



If time permits  
 $n^* = n + \log_2 n$

*Binary Search*  
*Ternary Search*



Given an array of length  $n$  storing numbers, and a target value

**[1, 2, 4, 6] and 10**

**[1, 3, 5, 8] and 10**

Given subset of these numbers that sum up to give target value?

**[4, 6]**

**[]**



```
function addOneBinary(binaryNumber) {
  var j = binaryNumber.length - 1;
  while (binaryNumber[j] > 0 && j >= 0){
    binaryNumber[j] = 0;
    j--;
  }
  if (j == -1) {
    binaryNumber.unshift(1);
  } else {
    binaryNumber[j] = 1;
  }
  return binaryNumber;
}
```

Given an array of length  $n$  storing numbers, and a target value

Is there combination of the numbers that sum up to give target value?

```
function sumOfElements(array, targetNumber) {
  var subsetChoice = [];
  for (var i = 0; i < array.length; i++) {
    subsetChoice.push(0);
  }
  for (var i = 0; i < 2**(array.length); i++) {
    var total = 0;
    for (var j = 0; j < array.length; j++) {
      total = total + array[j]*subsetChoice[j];
    }
    if (total === targetNumber) {
      return subsetChoice;
    }
    addOneBinary(subsetChoice);
  }
  return [];
}
```



```
function addOneBinary(binaryNumber) {
    var j = binaryNumber.length - 1;
    while (binaryNumber[j] > 0 && j >= 0){
        binaryNumber[j] = 0;
        j--;
    }
    if (j == -1) {
        binaryNumber.unshift(1);
    } else {
        binaryNumber[j] = 1;
    }
    return binaryNumber;
}
```

- Adds one to a bit-string array
- Worst-case  $O(n)$  time where length of array is  $n$

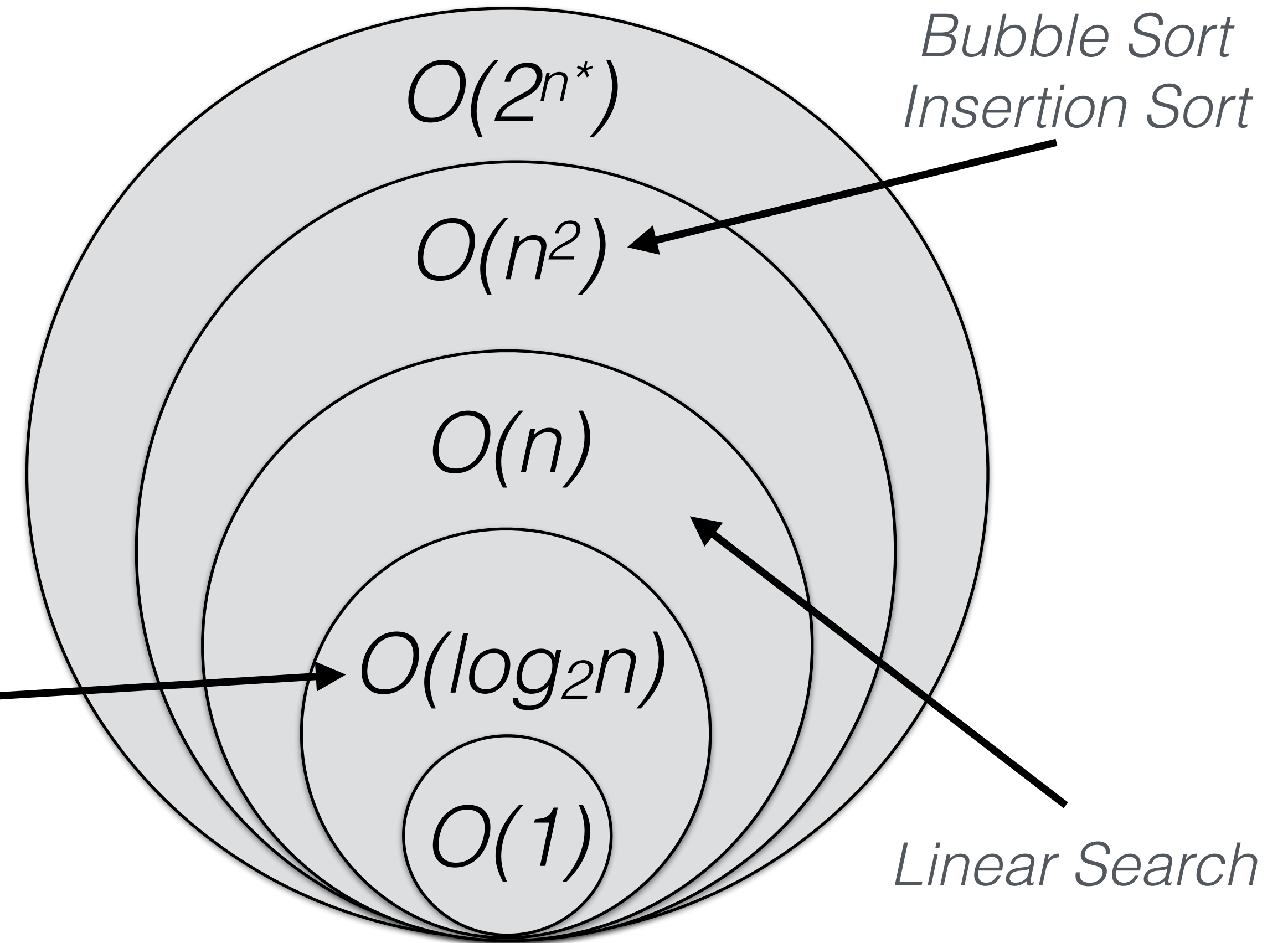
- Generates all possible bit-string arrays of length  $n$
- Describes whether to include (1) numbers in combination or not (0)
- Worst-case  $O(n2^n)$  time, which is  $O(2^{n^*})$

$$n^* = n + \log_2 n$$

```
function sumOfElements(array, targetNumber) {
    var subsetChoice = [];
    for (var i = 0; i < array.length; i++) {
        subsetChoice.push(0);
    }
    for (var i = 0; i < 2**(array.length); i++) {
        var total = 0;
        for (var j = 0; j < array.length; j++) {
            total = total + array[j]*subsetChoice[j];
        }
        if (total === targetNumber) {
            return subsetChoice;
        }
        addOneBinary(subsetChoice);
    }
    return [];
}
```

Review Seminar

*Binary Search*  
*Ternary Search*



## Problem 6:

You've been given the task of helping to build a “pre-compiler” for a JavaScript teaching tool

This will conduct preliminary checks on code to look for syntax errors to avoid compile errors

**Your part in this project is to write code that checks for bracketing errors, both {} and ()**

Describe an algorithm and/or JavaScript implementation that flags an error when there is a bracketing error in the code