### 1 RAM Model

### 1.1 Memory

ce of cells, contains w bits. Every cell has an address starting at 1 1.2 CPU

32 registers of width w bits.

An algorithm is a set of atomic operations. It's cost is is the number of atomic operations. A word is a sequence of w bits 2 Worst-case

Worst-case cost of an algorithm is the longest possible running time of input size

## 3 Dictionary search

let n be register 1, and v be register 2 register  $left \rightarrow 1$ ,  $right \rightarrow 1$  while  $left \leq right$  register  $mid \rightarrow (left + right)/2$  if the memory cell at address mid = v then .... memory cell at address mid=v then return yes else if memory cell at address mid>v then right=mid-1 else

 $\begin{array}{c} mid - \\ \text{eise} \\ left = mid + 1 \\ \text{return no} \end{array}$ 

Worst-case time:  $f_2(n) = 2 + 6 \log_2 n$ 

### 4 Big-O

We say that f(n) grows asymptotically no faster than g(n) if there is a constant  $c_1 > 0$  such that  $f(n) \le c_1 \cdot g(n)$  and holds for all n at least a constant  $c_2$ . This is denoted by f(n) = O(g(n)).  $\lim_{n \to \infty} \frac{f(n)}{g(n)} = c$  for some constant c

## 4.1 Example

1000  $\log_2 n = O(n)$ ,  $n \neq O(10000 \log_2 n)$  for any constants  $b_1 > 1$  and  $b_2 > 1$ . Therefore  $f(n) = 2 + 6 \log_2 n$  can be represented;  $f(n) = O(\log n)$ 5 Big-Ω

If g(n) = O(f(n)), then  $f(n) = \Omega(g(n))$  to indicate that f(n) grows asymptotically no slower than g(n). We say that f(n) grows asymptotically no slower than g(n) if  $c_1 > 0$  such  $f(n) \ge c_1 \cdot g(n)$  for  $n > c_2$ ; denoted by  $f(n) = \Omega(g(n))$ 6 Big-⊖

If f(n) = O(g(n)) and  $f(n) = \Omega(g(n))$ , then  $f(n) = \Theta(g(n))$  to indicate that f(n) grows asymptotically as fast as g(n)

## 7 Sort

## 7.1 Merge Sort

Divide the array into two parts, sort the individual arrays then combine the arrays together.  $f(n) = O(n \log n)$ . This is the fastest sorting time possible (apart from  $O(n \log \log n)$ 

### 7.2 Counting Sort

A set S of n integers and every integer is in the range [1, U]. (all integers are distinct)

distinct) Step 1. Let A be the array storing S. Create array B of length U. Set B to zero. Step 2. Ever  $i \in [1,n]$ , Set x to A[i] Set B[x]=1 Step 3. Clear A, For  $x \in [1,U]$ ; If B[x]=0 continue, otherwise append x to A 7.2.1 Analysis

Step 1 and 3 take O(U) time, while Step 2 O(n) time. Therefore running time is O(n+U) = O(U). 8 Random

RANDOM(x, y) returns an integer between x and y chosen uniformly at random

### 9 Data

Data Structure describes how data is stored in memory.

## 9.2 LinkedList

Every node stores pointers to its succeeding and preceding nodes (if they exist). The first node is called the head and last called the tail. The space required for a linkedlist is O(n) memory cells. Starting at the head node, the time to enumerate over all the integers is O(n). Time for assertion and deletion is equal to O(1)

The stack has two operations; Push (Inserts a new element into the stack), Pop (Removes the most recently inserted element from the stack and returns it. Since a stack is just a linkedilst, push and pop use O(1) time.

## 9.4 Queue

9.4 Queue The queue has two operations; En-queue (Inserts a new element into the queue), De-queue (Removes the least recently used element from the queue and returns it). Since a queue is just a linkedits, push and pop use O(1) time.

### 10 Dynamic Arrays

## 10.1 Naive Algorithm

insert(e): Increase n by 1, initial an array A' of length n, copy all n-1 of A to A', Set A'[n]=e, Destroy A. This takes  $O(n^2)$  time to do n insertions.

## 10.2 A Better Algorithm

insert(e): Append e to A and increase n by 1. If A is full; Create A' of length 2n, Copy A to A', Destroy A and replace with A' This takes O(n) time to do n insertions.

## 11 Hashing

The main idea of hashing is to divide the dataset S into a number m of disjoint subsets such that only one subset needs to be searched to answer any query.

## 11.1 Pre-processing

Create an array of linked list(L) from 1 to m and an array H of length m. Store the heads of L in H, for all  $x \in S$ ; calculate hash value (h(x)), insert x into  $L_{h(x)}$ . We will always choose m = O(n), so O(n + m) = O(n)

... query with value v, calculate the hash value h(v), Look for v in  $L_h(v)$ . Query time:  $O(\mid L_{h(v)}\mid)$ 

### 11.3 Hash Function

Pick a prime  $p; p \geq m, p \geq$  any integer k. Choose  $\alpha$  and  $\beta$  uniformly random from  $1, \ldots, p-1$ . Therefore:  $h(k) = 1 + (((\alpha k + \beta) \mod p) \mod m)$ 

## 11.3.1 Any Possible Integer

The possible integers is finite under the RAM Model. Max:  $2^w - 1$ . Therefore p exists between  $[2^w, w^{w+1}]$ .

11.4 Timing

## Space: O(n), Preprocessing time: O(n), Query time: O(1) in expectation

The using 'Direction 1: Constant Finding' setting  $c_1$ , always set it to match the coefficient on the LHS so that you can cancel. When trying to get a contradiction, try and isolate an  $x \cdot c_1$  on the RHS, where  $x \in \mathbb{Z}$ , such that an expression that contains  $n i \le x \cdot c_1$  Make judicious use of the max function when adding functions together if  $f_1(n) + f_2(n) \le c_1 \cdot g_1(n) + c_1' \cdot g_2(n) \le max\{c_1, c_1'\} \cdot (g_1(n) + g_2(n))$ , for all  $n \ge max\{c_2, c_2'\}$ .

## 13 The Master Theorem

### 13.1 Theorem 1

 $n + \frac{n}{c} + \frac{n}{c^2} + \ldots + \frac{n}{c^h} = O(n)$ 

## 13.2 Theorem 2

Let f(n) be a function that returns a positive value for every integer n > 0. We know:

$$f(1) \le c_1$$

 $f(n) \leqslant \alpha \cdot f(\lceil n/\beta \rceil) + c_2 \cdot n^{\gamma} \text{ for } n \geqslant 2$ 

where  $\alpha, \beta, \gamma, c_1$  and  $c_2$  are positive constants. Then:

• If  $log_b \alpha < \gamma$  then  $f(n) = O(n^{\gamma})$ • If  $log_b \alpha = \gamma$  then  $f(n) = O(n^{\gamma} \cdot log(n))$ • If  $log_b \alpha > \gamma$  then  $f(n) = O(n^{log_b(\alpha)})$ 

## 14 SE Set 3

Find out how many times a recurrence takes to terminate, and then proceed to eyeball the time complexity

## 15 Hierarchy

 $O(1) \leq O(log(n)) \leq O(n^c)$  $\leq O(n) \leq O(n^2)$   $\leq O(n^c) \leq O(c^n)$ 

# 16 Trees

adirected graph if a pair of (V, E) where

- ullet V is a set of elements, eac of which is called a node
- E is a set of pairs u, v such that:

   u and v are distint nodes;
   If (u, v) is in E, then (v, u) is also in E we say that there is an edge between u and v.

edge between u and v. A node may also be called a vertex. We will refer to V as the vertex set or the ode set of the graph, and E the edge set. For example, there is a graph (V, E) wher  $V = \{a, b, c, d, e\} E = \{(a, b), (b, a), (b, c), (c, b), (a, d), (d, a), (b, d), (d, b), (c, t)$  the number of edges equals |E|/2 = 10/2 = 5 Let G = (V, E) be an undirected graph. A path in G is a sequence of nodes  $v_1, v_2, \dots, v_k$  such that

A cycle in G is a path  $(v_1, v_2, ..., v_k)$  such that

- k ≥ 4
   v₁ = v
- $v_1, v_2, ..., v_k$  are distinct

An undirected graph G=(V,E) is connected if, for any two distinct vertices u and v, G has a path from u to v. A tree is connected undirected graph contains no cycles. A tree with v nodes has v-1 edges. Given any tree T and anarbitrary node v, we can allocate a level to each node as follows:

• r is the root of T - this is leel 0 of the tree

- ullet All the nodes that are n edge away from r constitute level n of the tree

The number of levels is called the height of the tree. We say that T has been obted once a root has been designated. Consider a tree T that has been rooted. Let u and v be two nodes in T. We say that u is the parent of v if:

- $\begin{tabular}{ll} \bullet & v \mbox{ is at the level immediately below} \\ \bullet & \mbox{There is an edge below $u$ and $v$} \\ \end{tabular}$

Accordingly, we say that v is a child of u. Let u and v be two nodes in T. We say that u is the ancestor of v if one of the following holds:

- u is the parent of an v
- ullet u s the parent of an ancestor of v

Accordingly, we say that v is a decendant of u. In particular, if  $u \neq v$ , we say that u is a proper ancestor of v, and likewise, v is a proper descendant of u. Let u be a node in a rooted tree T. The subtree of u is the part of T that is "at or below" u.

"at or below" u.

In a rooted tree, a node is a leaf node if it has no cniu.e., .....
internal node.

Let T be a rooted tree where every internal node has at least 2 child nodes. If m is the number of leaf nodes, then the number of internal nodes is at least m - 1.

A k-ary tree is a rooted tree where every internal node has at most k child

odes. A 2-ary tree is called a binary tree. Consider a binary tree with height h. Its level n  $(0\leqslant n\leqslant h-1)$  is full if it

ntains  $2^n$ . A binary tree of height h is complete if:

- Levels 0, 1, ..., h-2 are all full At Level h-1, the leaf nodes are "as far left as possible

A complete tree with  $n \ge 2$  nodes has height  $O(\log n)$ 

debug filename modules module module module level

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