

# Lecture 3\_Algorithms

## Search

### 1. What is search/searching?

Process of finding a number, character, string, or other item is called **searching** .

### 2. Linear Search

1. Search one by one, from left to right or from right to left

### 3. Binary Search

2. Requirement: The data in the array need to be arranged in a sequence(decreasing or increasing)
3. Compare the target with the content of the middle of the array

## Running time

1. *Running time* involves an analysis using *big O* notation, which shows how much time it takes an algorithm to solve a problem.
2. Computer scientists discuss efficiency in terms of *the order of* various running times.
3. Some common running times
  - $O(n^2)$
  - $O(n\log(n))$
  - $O(n)$
  - $O(\log(n))$
  - $O(1)$
4. Linear search was of order  $O(n)$  because it could take  $n$  steps in the worst-case to run. Binary search was of order  $O(\log(n))$  because it would take fewer and fewer steps to run, even in the worst-case.
5. We like to focus on the best case and the worst case, where big  $O$  denotes the worst case and  $\Omega$  denotes the best case. The  $\Theta$  symbol is used to denote where the upper bound and lower bound are the same: Where the best-case and the worst-case running times are the same.

## Struct

1. C allows us to create our own data types via a **struct**.
2. An example: Our own datatype is called a `person` that has a string called `name` and another string called `number` .

```
typedef struct
{
    string name;
    string number;
} person;
```

3. To access the string inside the new datatype, we use dot .

```
person people[3];
people[0].name = "Yuliia";
people[0].number = "+1-617-495-1000";
```

## Sorting

### 1. What is sorting?

*Sorting* is the act of taking an unsorted list of values and transforming this list into a sorted one.

### 2. Selection Sorting

#### 1. Pseudocode

```
For i from 0 to n-1 Find smallest number between numbers[i] and numbers[n-1]
Swap smallest number with numbers[i]
```

#### 2. Running time

$$t = \frac{n(n-1)}{2}$$

or simply

$$O(n^2)$$

The running time is the same in the worst case and the best case, so it is

$$\Omega(n^2)$$

### 3. Bubble Sort

#### 1. Pseudocode

```
Repeat n-1 times
For i from 0 to n-2
    If numbers[i] and numbers[i+1] out of order
        Swap them
```

```
If no swaps
```

```
    Quit
```

## 2. Running time

In the worst-case, or upper-bound, bubble sort is in the order of  $O(n^2)$ . In the best-case, or lower-bound, bubble sort is in the order of  $\Omega(n)$ .

## 4. Merge Sort

### 1. Pseudocode

```
If only one number
```

```
    Quit
```

```
Else
```

```
    Sort left half of number
```

```
    Sort right half of number
```

```
    Merge sorted halves
```

### 2. Running time

Merge sort is a very efficient sort algorithm with a worst-case of  $O(n \log n)$ . The best-case is still  $\Omega(n \log n)$  because the algorithm still must visit each place in the list.

Therefore, merge sort is also  $\Theta(n \log n)$  since the best-case and worst-case are the same.

# Recursion

1. *Recursion* is a concept within programming where a function calls itself.

### 2. Example

```
// Draws a pyramid using recursion

#include <cs50.h>
#include <stdio.h>

void draw(int n);

int main(void)
{
    // Get height of pyramid
    int height = get_int("Height: ");

    // Draw pyramid
    draw(height);
}
```

```
}

void draw(int n)
{
    // If nothing to draw
    if (n <= 0)
    {
        return;
    }

    // Draw pyramid of height n - 1
    draw(n - 1);

    // Draw one more row of width n
    for (int i = 0; i < n; i++)
    {
        printf("#");
    }
    printf("\n");
}
```

## Takeaways

1. **Segmentation fault:** A part of memory was touched by your program that it should not have access to