

## Recitation 9

### High Level

- What is a problem? What is an algorithm? (R01)
- Analyzing running time: **How to count?**
  - **Asymptotics** (R01)
  - **Recurrences** (R02)
  - **Model of computation:** Word-RAM (R01), Comparison (R07)
- How to solve an algorithms problem
  - Reduce to a problem you know how to solve
    - \* Use a data structure you know (e.g. **search**)
    - \* Use an algorithm you know (e.g. **sort**)
  - Design a new algorithm (harder, mostly in 6.046)
    - \* Brute Force
    - \* Decrease & Conquer
    - \* Divide & Conquer
    - \* Dynamic Programming (later in 6.006!)
    - \* Greedy/Incremental

### Data Structure

Reduce your problem to using a data structure storing a set of items, supporting certain search and dynamic operations efficiently. You should know **how** each of these data structures implement the operations they support, as well as be able to **choose** the right data structure for a given task. (R04-R08)

Sequence Interface Data Structure Implementation	Operation, Worst Case $O(\cdot)$					Space  $\times n$
	Static		Dynamic			
	at (i)	left ()	insert_at (i, x)	insert_left (x)	insert_right (x)	
	set (i, x)	right ()	delete_at (i)	delete_left ()	delete_right ()	
Array	1	1	$n$	$n$	$n$	$\sim 1$
Linked List	$n$	1	$n$	1	1	$\sim 3$
Dynamic Array	1	1	$n$	$n$	$1_{(a)}$	$\sim 4$

Set Interface  Data Structure Implementation	Operation, Worst Case $O(\cdot)$						Space  $\sim \times n$
	Static	Dynamic (D)		Order (O)		D + O	
	find(k)	insert(x)	delete(k)	find_ next(k)	find_ max()	delete_ max()	
Unsorted Array	$n$	$n$	$n$	$n$	$n$	$n$	1
Linked List	$n$	1	$n$	$n$	$n$	$n$	3
Dynamic Array	$n$	$1_{(a)}$	$n$	$n$	$n$	$n$	4
Sorted Array	$\lg n$	$n$	$n$	$\lg n$	1	$n$	1
Max-Heap	$n$	$\lg n_{(a)}$	$n$	$n$	1	$\lg n$	1
Balanced BST (AVL)	$\lg n$	$\lg n$	$\lg n$	$\lg n$	(1)	$\lg n$	5
Direct Access	1	1	1	$u$	$u$	$u$	$u/n$
Hash Table	$1_{(e)}$	$1_{(e,a)}$	$1_{(e,a)}$	$n$	$n$	$n$	4

## Algorithm

Reduce your problem to a classic problem you already know how to solve using known algorithms. You should know **how** each of these algorithms can be implemented to solve each problem, as well as be able to **choose** the right algorithm for a given task.

- **Problem:** Sorting  $n$  integers (R02-R08)

Algorithm	Time $O(\cdot)$	In-place?	Stable?	Comments
Insertion Sort	$n^2$	Y	Y	$O(nk)$ for $k$ -proximate
Selection Sort	$n^2$	Y	N	$O(n)$ swaps
Merge Sort	$n \lg n$	N	Y	stable, optimal comparison
Heap Sort	$n \lg n$	Y	N	low space, optimal comparison
AVL Sort	$n \lg n$	N	Y	good if also need dynamic
Counting Sort	$n$	N	Y	$u = \Theta(n)$ is domain of possible keys
Radix Sort	$cn$	N	Y	$u = \Theta(n^c)$ is domain of possible keys