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Rules of Game

- 1. Never jump to work session without an warmup.
- 2. When hitting bottlenecks back track to do some related easy problems you already mastered.
- 3. See, do, teach, apply and show off.
- 4. Our brain treats skin in the game and non-skin in the game differently.
- 5. Increase your Germane Load, load to connect with your previously solved problem.
- 6. Be humble, know your constraints (working memory limits (avoid long parameters, nested structure, ambigious name, no helper function, jump to low level too soon, use chunk, use familiar pattern)).
- 7. Deducive and guess from the first principles. ### The Master Theorem
- 8. Intensity(Rather work 10 minutes with 100% than 30 minutes with 70%)
- 9. Rest and break to make you recover
- 10. Stop loss, when stuck more than five minutes ask for help.
- 11. Fight first, do not give up under two minutes.
- 12. Use Pareto 80/20 at every level

First principle

The Master Theorem is a fundamental law for analyzing the time complexity of divide-and-conquer algorithms. It provides a mathematical framework that algorithm designers **must obey** when creating recursive solutions.

Theorem Statement

For recurrence relations of the form:

```
T(n) = aT(n/b) + f(n)
```

Where:

- a ≥ 1 (number of subproblems)
- b > 1 (factor by which problem size is reduced)
- f(n) is the cost of work done outside recursive calls

Three Cases (Laws of Complexity)

Case 1: Leaves Dominate

- If $f(n) = O(n^c)$ where $c < log_b(a)$
- Then $T(n) = O(n^{(\log_b(a))})$
- Law: When recursive work dominates, complexity is determined by leaf nodes

Case 2: Balanced Work

• If $f(n) = O(n^c * log^k(n))$ where $c = log_b(a)$ and $k \ge 0$

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- Then $T(n) = \Theta(n^c * \log(k+1)(n))$
- Law: When work is balanced across levels, add one logarithmic factor

Case 3: Root Dominates

- If $f(n) = \Omega(n \cdot c)$ where $c > \log_b(a)$ and regularity condition holds
- Then $T(n) = \Theta(f(n))$
- Law: When non-recursive work dominates, it determines complexity

Mandatory Application Examples

Binary Search

```
T(n) = T(n/2) + O(1)

a=1, b=2, f(n)=O(1)=O(n^0)

c=0 < log_2(1)=0 \rightarrow Case 2

T(n) = O(log n)
```

Merge Sort

```
T(n) = 2T(n/2) + O(n)

a=2, b=2, f(n)=O(n)=O(n^1)

c=1 = log_2(2)=1 \rightarrow Case 2

T(n) = O(n log n)
```