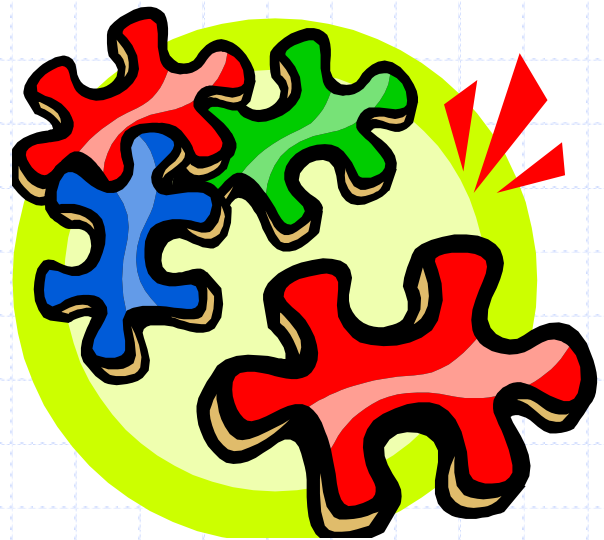
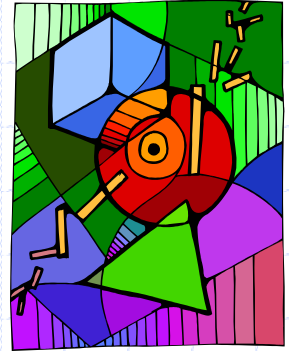


Sets



Set Operations

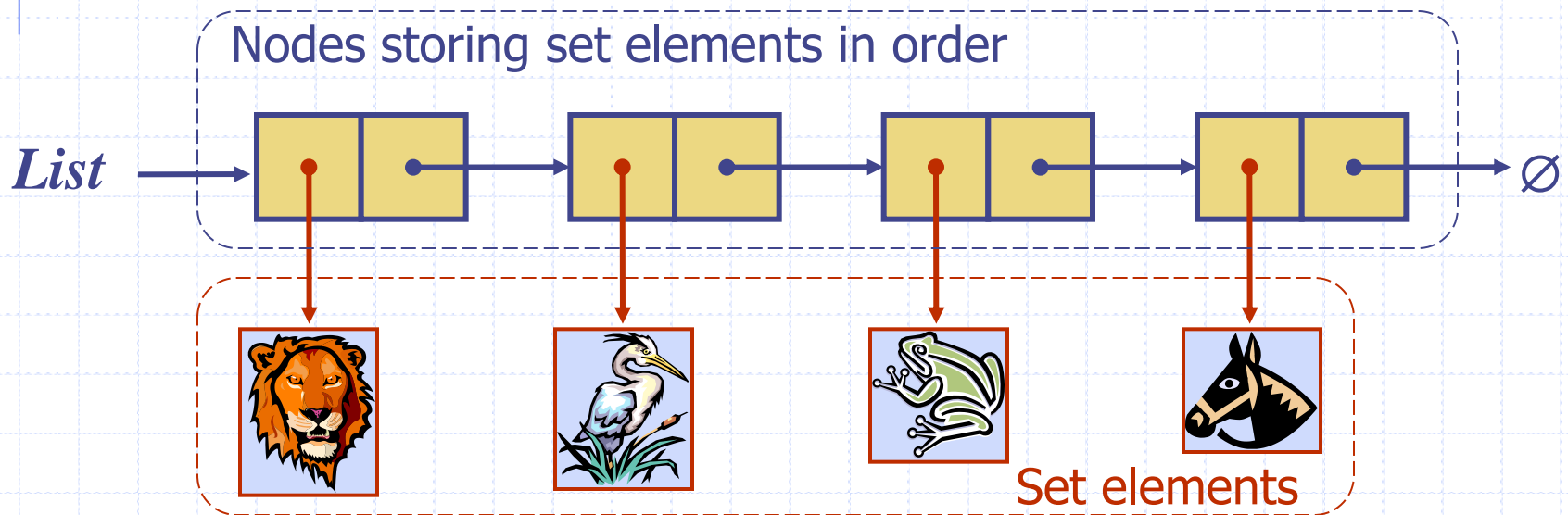


- ◆ We represent a set by the sorted sequence of its elements
- ◆ By specializing the auxiliary methods the generic merge algorithm can be used to perform basic set operations:
 - union
 - intersection
 - subtraction
- ◆ The running time of an operation on sets A and B should be at most $O(n_A + n_B)$

- ◆ Set union:
 - *aIsLess(a, S)*
S.insertFirst(a)
 - *bIsLess(b, S)*
S.insertLast(b)
 - *bothAreEqual(a, b, S)*
S.insertLast(a)
- ◆ Set intersection:
 - *aIsLess(a, S)*
{ *do nothing* }
 - *bIsLess(b, S)*
{ *do nothing* }
 - *bothAreEqual(a, b, S)*
S.insertLast(a)

Storing a Set in a List

- ◆ We can implement a set with a list
- ◆ Elements are stored sorted according to some canonical ordering
- ◆ The space used is $O(n)$



Generic Merging

- ◆ Generalized merge of two sorted lists A and B
- ◆ Template method **genericMerge**
- ◆ Auxiliary methods
 - **aIsLess**
 - **bIsLess**
 - **bothAreEqual**
- ◆ Runs in $O(n_A + n_B)$ time provided the auxiliary methods run in $O(1)$ time

Algorithm *genericMerge*(A, B)

$S \leftarrow$ empty sequence

while $\neg A.isEmpty() \wedge \neg B.isEmpty()$

$a \leftarrow A.first().element(); b \leftarrow B.first().element()$

if $a < b$

$aIsLess(a, S); A.remove(A.first())$

else if $b < a$

$bIsLess(b, S); B.remove(B.first())$

else { $b = a$ }

$bothAreEqual(a, b, S)$

$A.remove(A.first()); B.remove(B.first())$

while $\neg A.isEmpty()$

$aIsLess(a, S); A.remove(A.first())$

while $\neg B.isEmpty()$

$bIsLess(b, S); B.remove(B.first())$

return S

Using Generic Merge for Set Operations



- ◆ Any of the set operations can be implemented using a generic merge
- ◆ For example:
 - For **intersection**: only copy elements that are duplicated in both list
 - For **union**: copy every element from both lists except for the duplicates
- ◆ All methods run in linear time