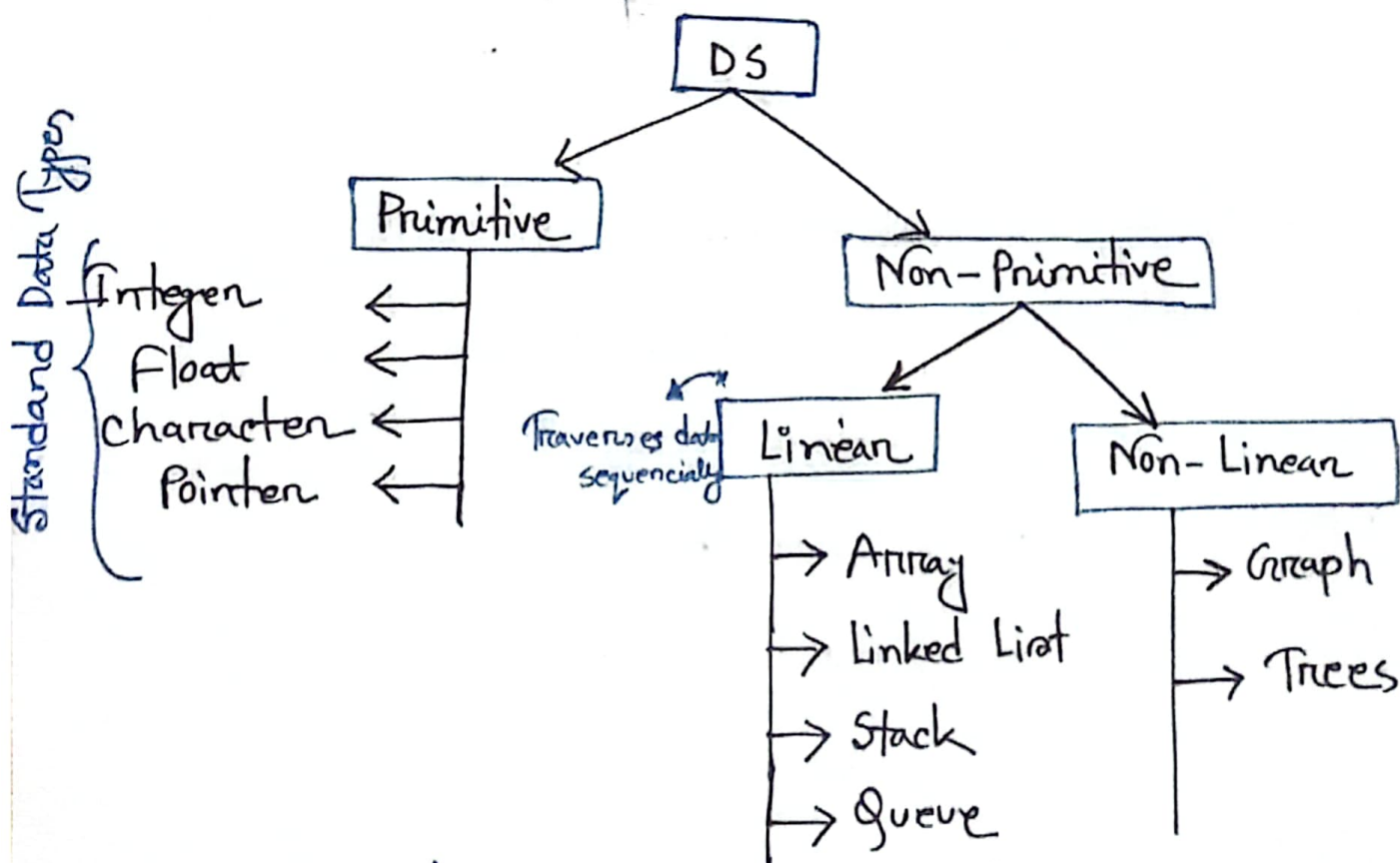
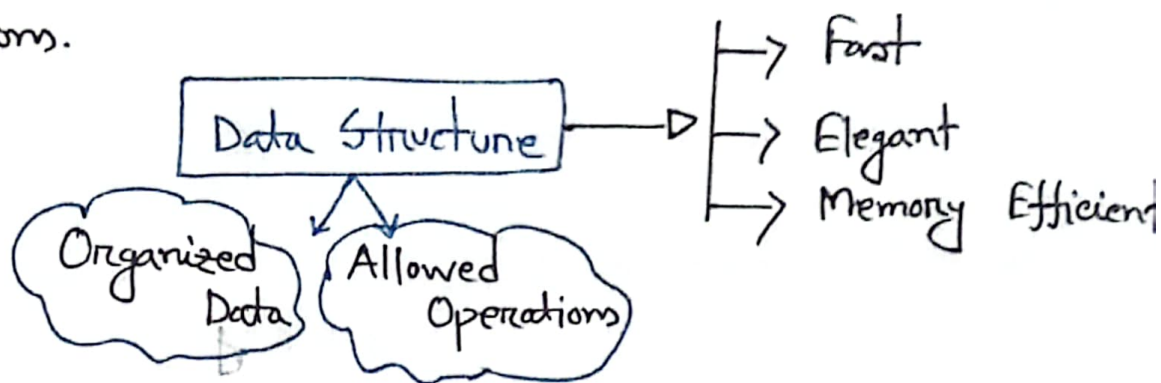


DS - Theory CT-01

Lecture: 01

Data Structure: The way of organizing data in such way that the stored data can be easier to access, use and make operations.

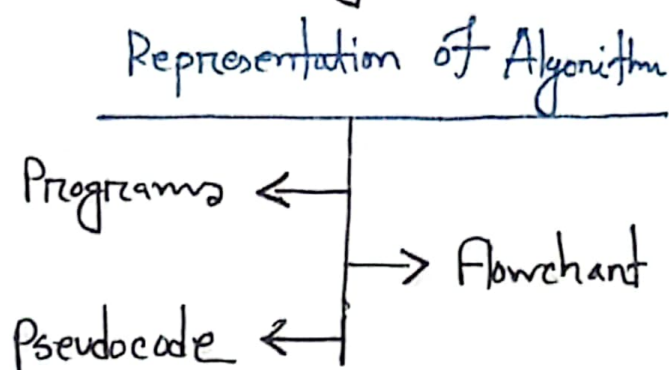


* How many basic operations are there in DS?

→ DS(6):

→ Traversing	→ Deleting
→ Searching	→ Sorting
→ Inserting	→ Merging

Algorithm: Algorithm refers to the logic of a program
is a step by step solution of how to arrive at the solution
in the most efficient way.



Time Complexity

• Swap without third variable:

$$\left. \begin{array}{l} x = x + y \\ y = x - y \\ x = x - y \end{array} \right\} //$$

- $O(k) = O(1) \longrightarrow$ Constant time
- $O(\log_b n) = O(\log n) \longrightarrow$ Logarithmic time
- $O(n) = \longrightarrow$ Linear time.
- $O(n \log n) \longrightarrow$ Linearithmic time
- $O(n^2) \longrightarrow$ Quadratic time.
- $O(n^3) \longrightarrow$ Cubic time.
- $\left. \begin{array}{l} O(k^n) \\ O(k!) \end{array} \right\} \longrightarrow$ Exponential time / Factorial time

Resource: USACO - Time Complexity Guide

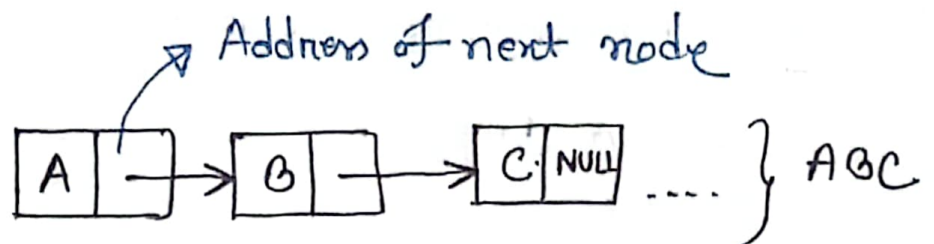
Lecture: 02

* Strings are nothing but an array of characters. They are stored in three types of structures:

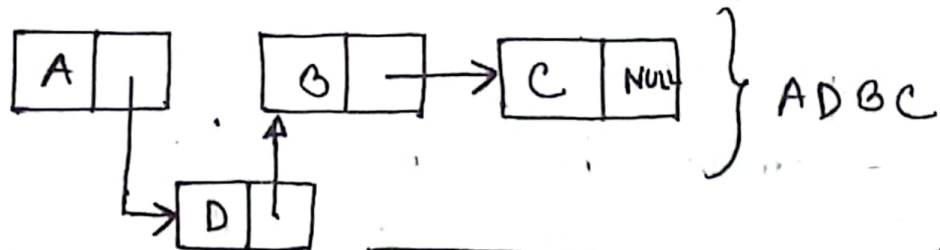
a) Fixed Length

b) Variable Length \rightarrow '\$\backslash 0\$' is used for string end.

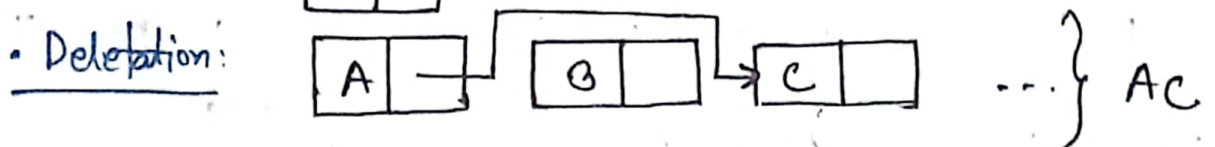
c) Linked
Most efficient



• Insertion in Linked Structure:



• Deletion:



* String Operations: 'RAW-String.h'

* Frequently used functions with parameters:

- Length (string)
- Substring (String, Initial, Length)
- Index (Text, Pattern)
- Concat (String1, String2)
- Insert (String, Position, String)

- Delete (String, Position, Length)
- Replace (String, Pattern1, Pattern2)

Only first occurrence

• First String Matching Algorithm: It is a simple approach, that generates substrings each time & compares with the pattern. But the time complexity is $O(n^2)$. That's why it is called slow method.

• Second String Matching Algorithm (Fast): Only for theory

Step:01 — Generate the substrings:

aaba → p

$$Q_0 = \Lambda \text{ (Empty)}$$

$$Q_1 = a$$

$$Q_2 = aa$$

$$Q_3 = aab$$

$$Q_4 = aaba$$

Step:02 — Construct the compare function. If and append the text. Each time check, if not found discard the leftmost one.

$$f(\Lambda, a) = a$$

$$f(a, a) = aa$$

$$f(aa, a) = aa$$

$$f(aab, a) = P$$

$$f(aaba, a) = \Lambda$$

$$f(\Lambda, b) = \Lambda$$

$$f(a, b) = \Lambda$$

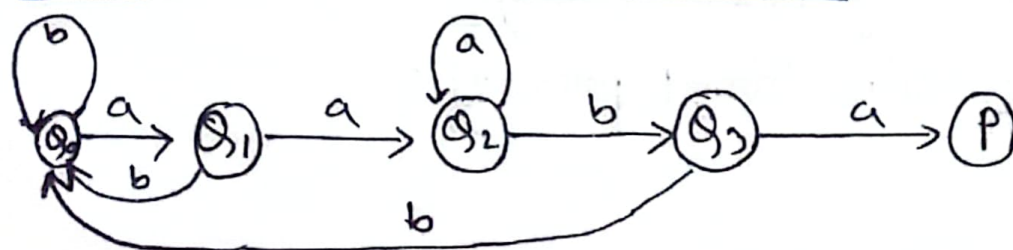
$$f(aa, b) = aab$$

$$f(aab, b) = \Lambda$$

Table

	a	b
Q_0	Q_1	Q_0
Q_1	Q_2	Q_0
Q_2	Q_2	Q_3
Q_3	$Q_4(P)$	Q_0

Step:03 — Labeled Directed Graph:



Lecture-03

* To get the length of an array = $UB - LB + 1$ ✓

* Let, LA be a linear array:

$$\rightarrow LOC(LA[k]) = \underbrace{Base(LA)}_{\text{starting pointer of the array}} + w * (k - LB)$$

starting pointer of the array

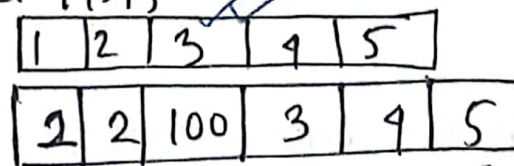
Integer = 4 bytes

float/double = 8 bytes

bool/char = 1 byte

Practice: Check Slide - Page: 14, 15

* Insert into the array:

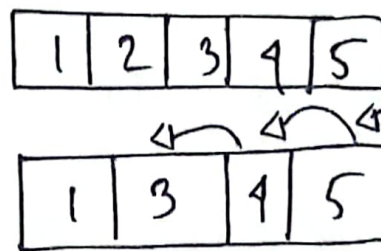


kth Index $J = N$

while ($J \geq K$)
 $LA[J+1] = LA[J]$
 $J--$

$N++$; Increment Array

* Delete from the array:



$N--$

for ($J = k \rightarrow N-1$):

$LA[J] = LA[J+1]$

$J++$ only when while in

$N--$; Reduced

(LA)

* Binary Search Simulation:

2, 3, 6, 8, 10, 12, 14, 16, 17, 23, 26

→ When searching item = 2, 26, 15

For 2:

Iteration	BEG	END	MID	Comparison	Found
1	0	10	5	$2 < 2$	No
2	0	4	2	$2 < 6$	No
3	0	1	0	$2 == 2$	Yes

For 26:

Iteration	BEG	END	MID	Comparison	Found
1	0	10	5	$12 < 26$	No
2	6	10	8	$17 < 26$	No
3	9	10	9	$23 < 26$	No
4	10	10	10	$23 == 23$	Yes

Complexity Analysis of Bubble Sort: Total Iteration: $(N-1)$

1st Iteration → Comparison → $N-1$

2nd " → " → $(N-2)$

⋮
2
1

$$\text{So, } \frac{(N-1)(N-1+1)}{2} = \frac{N^2 - N}{2} = \frac{N^2}{2} - \frac{N}{2} = O(N^2)$$

Lecture-04

* Memory representation of 2D Array:

Row Major: $LOC(LA[j,k]) = \text{Base} + w * (n * (j-1) + (k-1))$

Number of Columns per Row

Column Major: $LOC(LA[j,k]) = \text{Base} + w * (n * (j-1) + (k-1))$

Number of Rows per Column

* Longest common subsequence:

→ Naive Approach:

$O(n \cdot 2^m)$ {

- If the string is of length m , then it takes 2^m operations to generate subsequences.
- For comparison it takes n operations for all 2^m .

→ Efficient Way:

- Make a 2D Matrix of size $(\text{length}(s1)+1) \times \text{length}(s2)+1$.
- Initialize the first row & first column with zero.
- If the letters are not same then, compare the previous column element & row element. Then point an arrow to the max of them. Increase

equal then point at any of them.

- If the ~~element~~ letters are the same, then add 1 with diagonal value & point to that value.
- Only consisting with diagonals up rising arrow letters, we will get the LCS.

For example:

$X = ACADB$
 $Y = CBDA$

} Find the LCS?

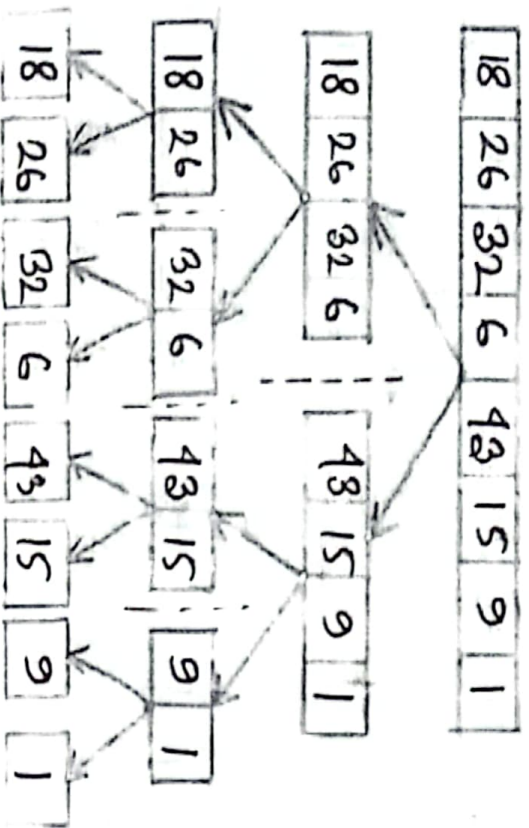


~~100~~ $m = 6$
 $n = 5$

Y_j	A	C	A	D	B
X_i	0	0	0	0	0
C	0 ← 0	1 ← 1 ← 1 ← 1			
B	0 ← 0	1 ↑	1 ← 1 ← 1	2	
D	0 ← 0	1 ↑	1 ← 1	2 ← 2	
A	0	1 ← 1	2 ↑	2 ← 2 ← 2	

CA ✓✓

Original Sequence



Sorted Sequence

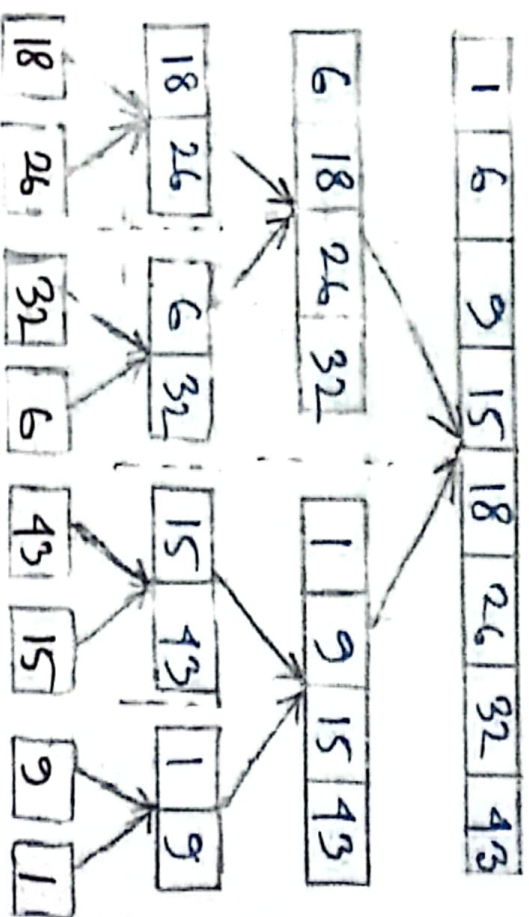
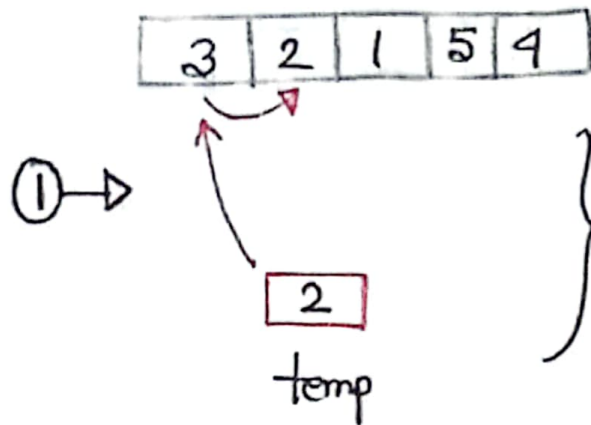


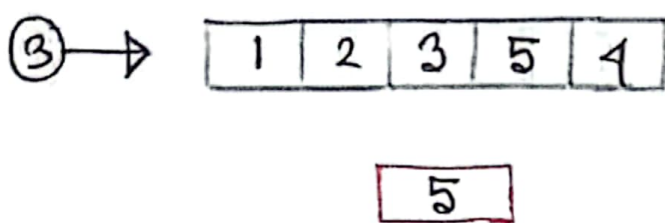
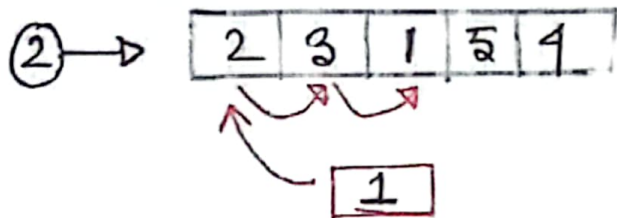
Fig: Merge Sort Using Divide & Conquer

$N \log N$

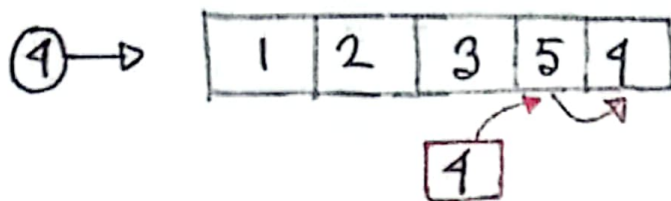
Insertion Selection Sort



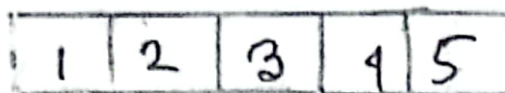
} Always start temp variable from 1 not zero.



} No swap because $Temp > A[J]$. So, temp will proceed to the next.

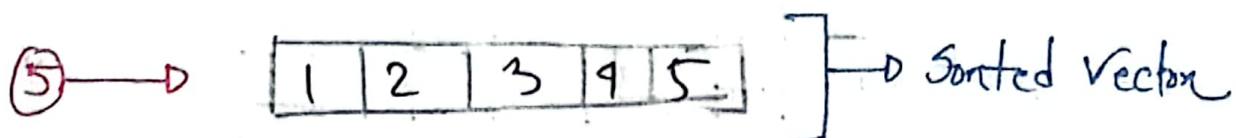
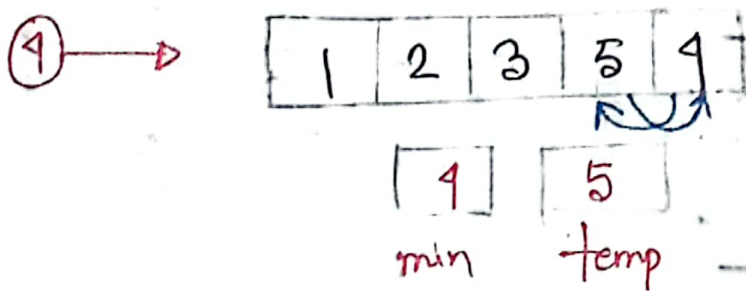
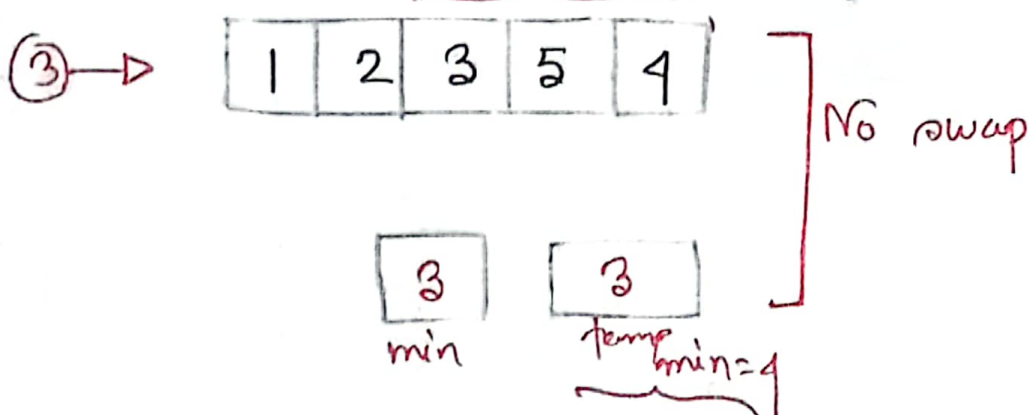
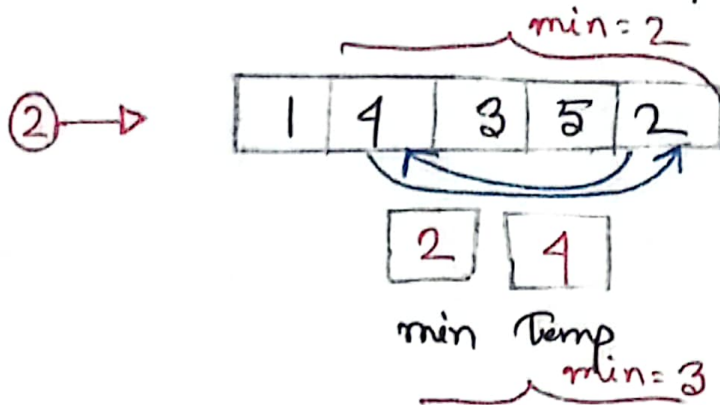
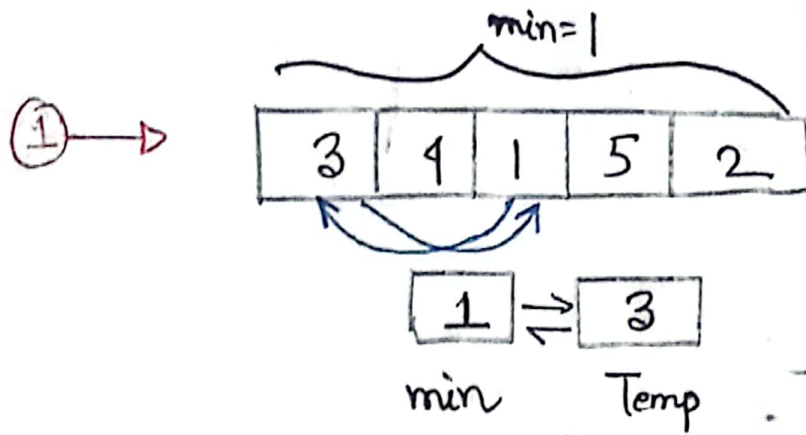


Final Sorted Vector:



$O(N^2)$

Selection Sort



$$O(N^2)$$

Modified Counting

Radix Sort

→ When the range is too high then counting sort is not the process.

Apply Counting Sort for every position of digit.

123, 57, 398, 101, 701

First Digit

A =

1	2	3	5	7	3	9	8	1	0	1	7	0	1
---	---	---	---	---	---	---	---	---	---	---	---	---	---

Count =

0	0	2	0	1	0	0	0	0	1	1	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---

Updated A =

1	0	1	7	0	1	1	2	3	5	7	3	9	8
---	---	---	---	---	---	---	---	---	---	---	---	---	---

Second Digit:

A =

1	0	1	7	0	1	1	2	3	5	7	3	9	8
---	---	---	---	---	---	---	---	---	---	---	---	---	---

Count =

2	0	0	1	0	0	1	1	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---

Third Digit:

Updated A =

1	0	1	7	0	1	1	2	3	5	7	3	9	8
---	---	---	---	---	---	---	---	---	---	---	---	---	---

Count =

2	2	2	3	3	3	4	5	5	5	5	5	5	5
---	---	---	---	---	---	---	---	---	---	---	---	---	---

Number of Digits

Count =

1	0	1	2	0	1	0	0	0	0	1	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---

Updated A =

5	7	3	9	8	1	0	1	7	0	1	1	2	3
---	---	---	---	---	---	---	---	---	---	---	---	---	---

Final Sorted Array

Counting Sort

$O(N+R)$

↳ Range of Elements (0 to R)

Step: 01

- Take the unsorted array.
- Find the range.
- Make a vector (R+1);
- Count the frequency of Element.

A →

2	4	1	6	3	8	5	7
---	---	---	---	---	---	---	---

Count →

0	1	2	3	4	5	6	7	8
0	1	1	1	1	1	1	1	1

Step: 02

- Update the count as prefix sum.

Count →

0	1	2	3	4	5	6	7	8
0	1	2	3	4	5	6	7	8

- Traverse the original array from Right to left. $i = N-1$

FinalIdx ← Count[A[i]] ✓

- Update the value of FinalIdx at the output array with A[i].

Output[FinalIdx] = A[i] ✓

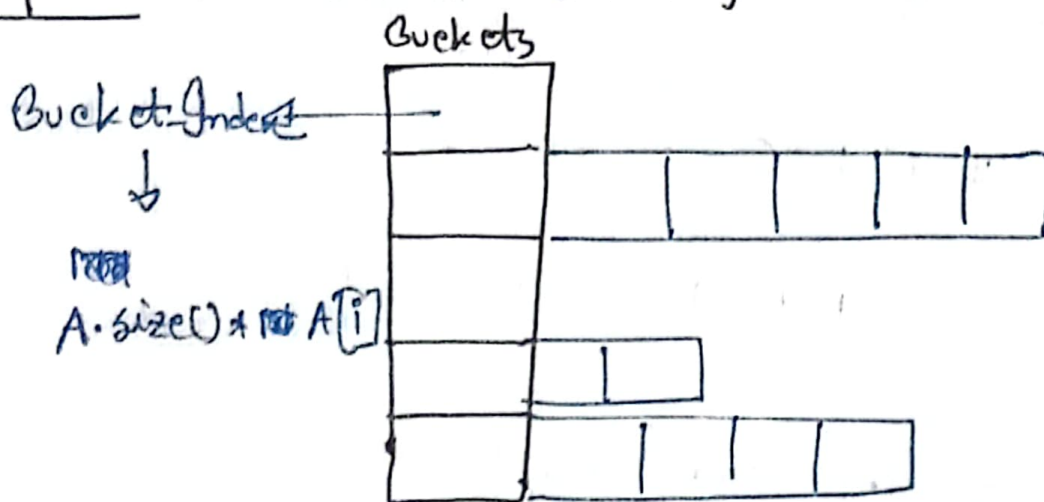
0	1	2	3	4	5	6	7
1	2	3	4	5	6	7	8

✓

Bucket Sort \rightarrow Scatter & Gather

\rightarrow This Algorithm works better for floating point numbers.

Step: 01 . Create a vector of vector of floating type.



Step: 02 . Determine the Bucket-Index for each of the floating values by using: $A.size() * A[i]$ & push the ~~back~~ floating number back to that index of Bucket.

Step: 03 . Go to each of the bucket index and using any sorting algorithm (Insertion), we sort the floating values.

Step: 04 Letten we rewrite the sorted values into the original vector A.

Time Complexity:

Worst case : $O(n^2)$ to $O(n \log n)$
=