

ORDERS OF GROWTH

- $T(n) = \Theta(f(n))$
 $\iff T(n) = O(f(n)) \text{ and } T(n) = \Omega(f(n))$
 $T(n) = O(f(n))$
if $\exists c, n_0 > 0$ such that for all $n > n_0$, $T(n) \leq cf(n)$
 $T(n) = \Omega(f(n))$
if $\exists c, n_0 > 0$ such that for all $n > n_0$, $T(n) \geq cf(n)$

properties

- Let $T(n) = O(f(n))$ and $S(n) = O(g(n))$
- addition: $T(n) + S(n) = O(f(n) + g(n))$
 - multiplication: $T(n) * S(n) = O(f(n) * g(n))$
 - composition: $f_1 \circ f_2 = O(g_1 \circ g_2)$ only if both increasing
 - if/else statements: $\text{cost} = \max(c_1, c_2) \leq c_1 + c_2$
 - max: $\max(f(n), g(n)) \leq f(n) + g(n)$
 - $\Theta(f(n))$ time complexity $\Rightarrow O(f(n))$ space complexity
 - space complexity: once we exit the function, release all memory that was used

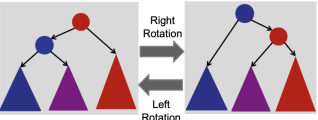
QUICKSORT

- stable quicksort: $O(\log n)$ space (due to recursion stack)
- worst case $O(n^2)$: pivot first/last/middle element
- worst case $O(n \log n)$: median/random element/fraction
- choose at random: runtime is a random variable

TREES

AVL Trees

- height-balanced** (maintained with rotations)
 - $\iff |v.\text{left.height} - v.\text{right.height}| \leq 1$
- each node is augmented with its height - **v.height = h(v)**
- space complexity: $O(LN)$ for N strings of length L

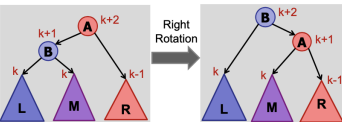


insertion - max 2 rotations; **deletion** - recurse all the way up;

rebalancing

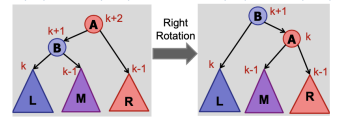
[case 1] B is **balanced: right-rotate**

$$h(L) = h(M), \quad h(R) = h(M) - 1$$

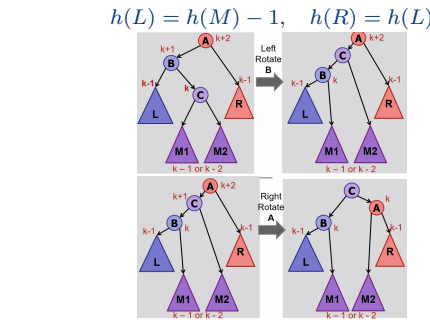


[case 2] B is **left-heavy: right-rotate**

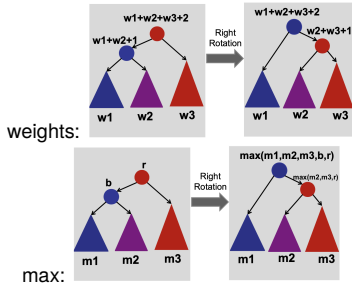
$$h(L) = h(M) + 1, \quad h(R) = h(M)$$



[case 3] B is **right-heavy: left-rotate(v.left), right-rotate(v)**



updating nodes after rotation



binary search trees (BST)

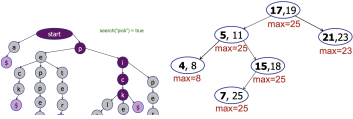
- balanced: $O(h) = O(\log n)$ (depends on insertion order)
- for a full-binary tree of size $n, \exists k \in \mathbb{Z}^+$ s.t. $n = 2^k - 1$
- height**, $h(v) = \max(h(v.\text{left}), h(v.\text{right}))$
 - leaf nodes: $h(v) = 0$
- search, insert** - $O(h)$
- delete** - $O(h)$
 - no children - remove the node
 - 1 child - remove the node, connect parent to child
 - 2 children - delete successor; replace node w successor
- searchMin/Max** - $O(h)$ - recurse into left/right subtree
- successor** - $O(h)$
 - if node has a right subtree: **searchMin(v.right)**
 - else: traverse upwards and return the first parent that contains the key in its left subtree
- merkle trees**
 - binary tree - nodes augmented with a hash of their children
 - same root value = identical tree

Trie

- search, insert** - $O(L)$ (for string of length L)
- space: $O(\text{size of text} \cdot \text{overhead})$

interval trees

- search(key)** $\Rightarrow O(\log n)$
 - if value is in root interval, return
 - if value \geq max(left subtree), recurse right
 - else recurse left (go left only when can't go right)
- all-overlaps $\Rightarrow O(k \log n)$ for k overlapping intervals

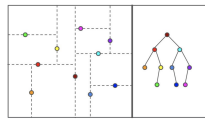


orthogonal range searching

- binary tree; leaves store points, internal nodes store max value in left subtree
- buildTree(points[]) $\Rightarrow O(n \log n)$** (space is $O(n)$)
- query(low, high)** $\Rightarrow O(k + \log n)$ for k points
 - v=findSplit()** $\Rightarrow O(\log n)$ - find node b/w low & high
 - leftTraversal(v)** $\Rightarrow O(k)$ - either output all the right subtree and recurse left, or recurse right
- rightTraversal(v)** - symmetric
- insert(key), insert(key)** $\Rightarrow O(\log n)$
- 2D_query()** $\Rightarrow O(\log^2 n + k)$ (space is $O(n \log n)$)
 - build x-tree from x-coordinates; for each node, build a y-tree from y-coordinates of subtree
- 2D_buildTree(points[]) $\Rightarrow O(n \log n)$**

kd-Tree

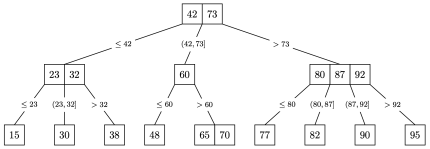
- stores geometric data (points in an (x, y) plane)
- alternates splitting (partitioning) via x and y coordinates



- construct(points[]) $\Rightarrow O(n \log n)$**
- search(point)** $\Rightarrow O(h)$
- searchMin()** $\Rightarrow O(\sqrt{n})$
 $\Rightarrow T(n) = 2T(\frac{n}{4}) + O(1)$

(a, b)-trees

e.g. a (2, 4)-tree storing 18 keys

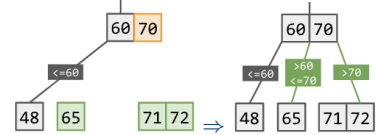


rules

- (a, b)-child policy where $2 \leq a \leq (b + 1)/2$

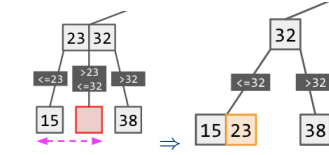
	# keys		# children	
node type	min	max	min	max
root	1	$b - 1$	2	b
internal	$a - 1$	$b - 1$	a	b
leaf	$a - 1$	$b - 1$	0	0

- an internal node has 1 more child than its number of keys
- all leaf nodes must be at the **same depth** from the root
- terminology (for a node z)
 - key range - range of keys covered in subtree rooted at z
 - keylist - list of keys within z ; treelist - list of z 's children
- max height = $O(\log_a n) + 1$; min height = $O(\log_b n)$
- search(key)** $\Rightarrow O(\log n)$
 - = $O(\log_2 b \cdot \log_a n)$ for binary search at each node
- insert(key)** $\Rightarrow O(\log n)$
- split()** a node with too many children
 - use median to split the keylist into 2 halves
 - move median key to parent; re-connect remaining nodes
 - (if the parent is now unbalanced, recurse upwards; if the root is reached, median key becomes the new root)



- delete(key)** $\Rightarrow O(\log n)$

- if the node becomes empty, **merge(y, z)** - join it with its left sibling & replace it with their parent



- if the combined nodes exceed max size: **share(y, z) = merge(y, z)** then **split()**

B-Tree (aka (B, 2B)-trees)

- possible augmentation: use a linkedList to connect between each level

HASH TABLES

Let the m be the table size; let n be the number of items; let $\text{cost}(h)$ be the cost of the hash function

- load(hash table)**, $\alpha = \frac{n}{m}$
 - = average & expected number of items per bucket
- designing hashing techniques
 - division method**: $h(k) = k \bmod m$ (m is prime)
 - don't choose $m = 2^x$
 - if k and m have common divisor d , only $\frac{1}{d}$ of the table will be used
 - multiplication method** - $h(k) = (Ak) \bmod 2^w \gg (w - r)$ for odd constant A and $m = 2^r$ and w = size of a key in bits
- simple uniform hashing assumption**
 - (1) every key has an equal probability of being mapped to every bucket; (2) keys are mapped independently
- uniform hashing assumption**
 - every key is equally likely to be mapped to every permutation, independent of every other key.
 - NOT fulfilled by linear probing
- properties of a good hash function**
 - able to enumerate all possible buckets - $h : U \rightarrow \{1..m\}$
 - for every bucket $j, \exists i$ such that $h(\text{key}, i) = j$
 - simple uniform hashing assumption

hashCode

rules for the hashCode() method

- always returns the same value, if object hasn't changed
- if two objects are equal, they return the same hashCode

rules for the equals method

- reflexive, symmetric, transitive for $xRy \iff x.\text{equals}(y)$
- consistent - always returns the same answer
- null is null - **x.equals(null)** \Rightarrow **false**

chaining

- insert(key, value)** - $O(1 + \text{cost}(h)) \Rightarrow O(1)$
 - for n items: expected maximum cost = $O(\log n)$
 - = $\Theta(\frac{\log n}{\log(\log(n))})$
- search(key)**
 - worst case: $O(n + \text{cost}(h)) \Rightarrow O(n)$
 - expected case: $O(\frac{n}{m} + \text{cost}(h)) \Rightarrow O(1)$
- total space: $O(m + n)$

open addressing - linear probing

- redefined hash function: $h(k, i) = h(k, 1) + i \bmod m$
- delete(key)**: use a **tombstone value** - DON'T set to **null**
- performance** (assume $\alpha < 1$ and uniform hashing)
 - if the table is $\frac{1}{4}$ full, there will be clusters of size $\Theta(\log n)$

- expected cost of an operation, $E[\#probes] \leq \frac{1}{1-\alpha}$

double hashing

- for 2 functions f, g , define $h(k, i) = f(k) + i \cdot g(k) \bmod m$
- if $g(k)$ is relatively prime to m , then $h(k, i)$ hits all buckets
 - e.g. for $g(k) = n^k$, n and m should be coprime.

table size

assume chaining & simple uniform hashing
growing the table: $O(m_1 + m_2 + n)$

table growth	resize	insert n items
increment by 1	$O(n)$	$O(n^2)$
double	$O(n)$	$O(n)$, average $O(1)$
square	$O(n^2)$	$O(n)$

SET ADT

- ✓ speed ✓ space ✓ no false negatives × no ordering

fingerprint hash table

- only stores m bits - does not store the key in a table
- P (no false positives) with SUHA $= (1 - \frac{1}{m})^n \approx (\frac{1}{e})^{n/m}$
 - i.e. probability of nothing else in the given (same) bucket
 - for P (no false positives) $< p$, need $\frac{n}{m} \leq \log(\frac{1}{1-p})$

bloom filter

- 2 hash functions - requires 2 collisions for a false positive
- for k hash functions (assume independent slots):
 - P (a given bit is 0) $= (1 - \frac{1}{m})^{kn} \approx (\frac{1}{e})^{kn/m}$
 - P (false positive) $= (1 - (\frac{1}{e})^{kn/m})^k$
- P (no false positives) $< p$, need $\frac{n}{m} \leq \frac{1}{k} \log(\frac{1}{1-p^{1/k}})$
- optimal $k = \frac{m}{n} \ln 2 \Rightarrow$ error probability $= 2^{-k}$
- delete operation: store counter instead of 1 bit
- insert, delete, query $\Rightarrow O(k)$
- intersection (bitwise AND), union (OR) $\Rightarrow O(m)$
 - gives the same false positives as both

PROBABILITY THEORY

- if an event occurs with probability p , the expected number of iterations needed for this event to occur is $\frac{1}{p}$.
- for **random variables**: expectation is always = probability
- **linearity of expectation**: $E[A + B] = E[A] + E[B]$

UNIFORMLY RANDOM

PERMUTATION

- for an array of n items, every of the $n!$ possible permutations are producible with probability of exactly $\frac{1}{n!}$
- the number of outcomes should distribute over each permutation uniformly. (i.e. $\frac{\# \text{ of outcomes}}{\# \text{ of permutations}} \in \mathbb{N}$)

sort	best	average	worst	stable?	memory
bubble	$\Omega(n)$	$O(n^2)$	$O(n^2)$	✓	$O(1)$
selection	$\Omega(n^2)$	$O(n^2)$	$O(n^2)$	×	$O(1)$
insertion	$\Omega(n)$	$O(n^2)$	$O(n^2)$	✓	$O(1)$
merge	$\Omega(n \log n)$	$O(n \log n)$	$O(n \log n)$	✓	$O(n)$
quick	$\Omega(n \log n)$	$O(n \log n)$	$O(n^2)$	×	$O(1)$
heap	$\Omega(n \log n)$	$O(n \log n)$	$O(n \log n)$	×	$O(n)$

- probability of an item remaining in its initial position $= \frac{1}{n}$
- **KnuthShuffle** $\Rightarrow O(n)$ - for (i = n-1..0) { swap(i, rand(0, i)) }

AMORTIZED ANALYSIS

an operation has **amortized cost** $T(n)$ if for every integer k , the cost of k operations is $\leq kT(n)$.

- **binary counter ADT**: increment $\Rightarrow O(1)$
- **hash table resizing**: $O(k)$ for k insertions $\Rightarrow O(1)$
 - search operation: *expected* $O(1)$ (not amortized)

GRAPHS

- graph is **dense** if $|E| = \theta(V^2)$
- | adj | space | (cycle) | (clique) | use for |
|--------|------------|----------|----------|---------|
| list | $O(V + E)$ | $O(V)$ | $O(V^2)$ | sparse |
| matrix | $O(V^2)$ | $O(V^2)$ | $O(V^2)$ | dense |

searching

- **breadth-first search** $\Rightarrow O(V + E)$ - queue
 - $O(V)$ - every vertex is added exactly once to a frontier
 - $O(E)$ - every neighbourList is enumerated once
 - parent edges form a tree & shortest path from S
- **depth-first search** $\Rightarrow O(V + E)$ - stack
 - $O(V)$ - DFSvisit is called exactly once per node
 - $O(E)$ - DFSvisit enumerates each neighbour
 - with adjacency matrix: $O(V)$ per node \Rightarrow total $O(V^2)$

shortest paths

- **Bellman-Ford** $\Rightarrow O(VE)$
 - $|V|$ iterations of relaxing every edge - terminate when an entire sequence of $|E|$ operations have no effect
- **Dijkstra** $\Rightarrow O((V + E) \log V) = O(E \log V)$
 - no negative weight edges!
 - using a PQ to track the min-estimate node, relax its outgoing edges and add incoming nodes to the PQ
 - $|V|$ times of insert/deleteMin ($\log V$ each)
 - $|E|$ times of relax/decreaseKey ($\log V$ each)
 - with fibonacci heap $\Rightarrow O(E + V \log V)$
- **for DAG** $\Rightarrow O(E)$ (topo-sort and relax in this order)
- longest path: negate the edges/modify relax function
- **for Trees** $\Rightarrow O(V)$ (relax each edge in BFS/DFS order)

topological ordering

- **post-order DFS** $\Rightarrow O(V + E)$
 - prepend each node from the post-order traversal
- **Kahn's algorithm (lecture vers.)** $\Rightarrow O(E \log V)$
 - add nodes without incoming edges to the topological order
 - remove min-degree node from PQ $\Rightarrow O(V \log V)$
 - decreaseKey (in-degree) of its children $\Rightarrow O(E \log V)$
- **Kahn's algorithm (tutorial vers.)** $\Rightarrow O(E + V)$

- add nodes with in-degree=0 to a queue; decrement the in-degree of its adjacent nodes. dequeue & repeat

spanning trees

- any 2 subtrees of the MSTs are also MSTs
- for every cycle, the maximum weight edge is NOT in the MST
- for every partition of the nodes, the minimum weight edge across the cut is in the MST
 - for every vertex, the minimum outgoing edge is in the MST.
- **Steiner Tree**: (NP-hard) MST containing a given set of nodes
 1. calculate the shortest path between any 2 vertices
 2. construct new graph on required nodes
 3. MST the new graph and map edges back to original

MST algorithms

- **Prim's** - $O(E \log V)$
 - add the minimum edge across the cut to MST
 - PQ to store nodes (priority: lowest incoming edge weight)
 - each vertex: one insert/extractMin $\Rightarrow O(V \log V)$
 - each edge: one decreaseKey $\Rightarrow O(E \log V)$
- **Kruskal's** - $O(E \log V)$
 - sort edges by weight, add edges if unconnected
 - sorting $\Rightarrow O(E \log E) = O(E \log V)$
 - each edge: find/union $\Rightarrow O(\log V)$ using union-find DS
- **Boruvka's** - $O(E \log V)$
 - each node: store a componentId $\Rightarrow O(V)$
 - one Boruvka step: for each cc, add minimum weight outgoing edge to merge cc's $\Rightarrow O(V + E)$ dfs/bfs
 - at most $O(\log V)$ Boruvka steps
 - update componentIds $\Rightarrow O(V)$
- **directed MST with one root** $\Rightarrow O(E)$
 - for every node, add minimum weight **incoming** edge

HEAPS

1. **heap ordering** - priority[parent] \geq priority[child]
 2. **complete binary tree** - every level (except last level) is full; all nodes as far left as possible
- operations: all $O(\text{max height}) = O(\lfloor \log n \rfloor)$
 - **insert**: insert as leaf, bubble up to fix ordering
 - **increase/decreaseKey**: bubble up/down larger key
 - **delete**: swap w bottomrightmost in subtree; bubble down
 - **extractMax**: **delete(root)**, bubble down larger key
 - heap as an **array**:
 - **left(x)** = $2x + 1$, **right(x)** = $2x + 2$
 - **parent(x)** = $\lfloor \frac{x-1}{2} \rfloor$
 - **HeapSort**: $\Rightarrow O(n \log n)$ always
 - unsorted arr to heap: $O(n)$ (bubble down, low to high)
 - heap to sorted arr: $O(n \log n)$ (extractMax, swap to back)

DYNAMIC PROGRAMMING

1. **optimal sub-structure** - optimal solution can be constructed from optimal solutions to smaller sub-problems
 2. **overlapping sub-problems** - can memoize
 - optimal substructure but no overlapping subproblems = divide-and-conquer
- prize collecting: $\Rightarrow O(kE)$ or $O(kV^2)$ for k steps
 - vertex cover (set of nodes where every edge is adjacent to

UNION-FIND

- **quick-find** - **int[] componentId**, flat trees
 - $O(1)$ find - check if objects have the same componentId
 - $O(n)$ union - enumerate all items in array to update id
- **quick-union** - **int[] parent**, deeper trees
 - $O(n)$ find - check for same root (common parent)
 - $O(n)$ union - add as a subtree of the root
- **weighted union** - **int[] parent, int[] size**
 - $O(\log n)$ find - check for same root (common parent)
 - $O(\log n)$ union - add as a smaller tree as subtree of root
- **path compression** - set parent of each traversed node to the root - $O(\log n)$ find, $O(\log n)$ union
 - a binomial tree remains a binomial tree
- **weighted union + path compression** - for m union/find operations on n objects: $O(n + m\alpha(m, n))$
- $O(\alpha(m, n))$ find, $O(\alpha(m, n))$ union

data structures assuming $O(1)$ comparison		
data structure	search	insert
sorted array	$O(\log n)$	$O(n)$
unsorted array	$O(n)$	$O(1)$
linked list	$O(n)$	$O(1)$
tree (kd/(a, b)/bst)	$O(\log n), O(h)$	$O(\log n), O(h)$
trie	$O(L)$	$O(L)$
heap	$O(n)$	$O(\log n), O(h)$
dictionary	$O(\log n)$	$O(\log n)$
symbol table	$O(1)$	$O(1)$
chaining	$O(n)$	$O(1)$
open addressing	$\frac{1}{1-\alpha} = O(1)$	$O(1)$
priority queue	(contains) $O(1)$	$O(\log n)$
skip list	$O(\log n)$	$O(\log n)$

$$T(n) = 2T(n/2) + O(n) \Rightarrow O(n \log n)$$
$$T(n) = T(n/2) + O(n) \Rightarrow O(n)$$
$$T(n) = 2T(n/2) + O(1) \Rightarrow O(n)$$
$$T(n) = T(n/2) + O(1) \Rightarrow O(\log n)$$
$$T(n) = 2T(n - 1) + O(1) \Rightarrow O(2^n)$$
$$T(n) = 2T(n/2) + O(n \log n) \Rightarrow O(n(\log n)^2)$$
$$T(n) = 2T(n/4) + O(1) \Rightarrow O(\sqrt{n})$$
$$T(n) = T(n - c) + O(n) \Rightarrow O(n^2)$$

master theorem

$$T(n) = aT(\frac{n}{b}) + f(n) \quad a \geq 0, b > 1$$
$$= \begin{cases} \Theta(n^{\log_b a}) & \text{if } f(n) < n^{\log_b a} \text{ polynomially} \\ \Theta(n^{\log_b a} \log n) & \text{if } f(n) = n^{\log_b a} \\ \Theta(f(n)) & \text{if } f(n) > n^{\log_b a} \text{ polynomially} \end{cases}$$

orders of growth

$$1 < \log n < \sqrt{n} < n < n \log n < n^2 < 2^n < 2^{2^n}$$
$$\log_a n < n^a < a^n < n! < n^n$$

- at least one node) of a tree: $\Rightarrow O(V)$ or $O(V^2)$
- diameter of a graph: SSSP all $\Rightarrow O(V^2 \log V)$
 - APSP: dijkstra all $\Rightarrow O(VE \log V)$ or $O(V^2 E)$
 - APSP: floyd warshall $\Rightarrow O(V^3)$
 - $S[v, w, P_k]$ = shortest path from v to w only using nodes from set P
 - $S[v, w, P_8] = \min(S[v, w, P_7], S[v, 8, P_7] + S[8, w, P_7])$