Set ADT

- A collection of unordered distinct objects
 - there is no inherent ordering of elements in a set, but keeping the elements sorted can lead to more efficient set operations
- Main operations
 - union(B): executes $A \leftarrow A \cup B$
 - intersect(B): executes $A \leftarrow A \cap B$
 - subtract(B): executes $A \leftarrow A B$
 - implemented using a generic version of the merge algorithm
- Running time of an operation should be at most $O(n_A + n_B)$

Storing a Set in a List

- We can implement a set with a list
- Elements are sorted according to some canonical ordering
- Space used is O(n)



Generic Merging

- Generalized merge of two sorted lists A and B
- Auxiliary methods aIsLess, bIsLess, bothAreEqual decide whether to add the element to list *S* based on what main operation is performed

```
Algorithm genericMerge(A, B)
S \leftarrow empty sequence
 while \neg A.isEmpty() \land \neg B.isEmpty()
    a \leftarrow A.first().element(); b \leftarrow B.first().element()
    if a < b
        alsLess(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()
    alsLess(a, S); A.remove(A.first())
 while \neg B.isEmpty()
     bIsLess(b, S); B.remove(B.first())
 return S
```

- if a < b, copy a to output sequence and go to next element of A
- if a = b, copy a to output sequence and go to next element of A and B
- if a > b, copy b to output sequence and go to next element of B

$$S = A \cup B$$

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 2

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B

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$$S = A \cup B$$
 2 5 6 7 8

8

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$$S = A \cup B$$
 2 5 6 7 8 9 10

Using Generic Merge for Set Operations

- Any of the set operations can be implemented using a generic merge
- For example:
 - intersection: only copy elements that are duplicated in both lists
 - subtraction: only copy elements from A that are not equal to those in B

All methods run in linear time.