

Review and Terminologies

Outline

- Complexity
- Tree and search tree
- Graph

複雜度 (Complexity)

Insertion Sort

(不同的sort有不同的稱呼，請謹慎使用)

```
for (i = 1; i < n; i++)  
{/* insert a[i] into a[0:i-1] */
```

```
    int t = a[i];
```

```
    int j;
```

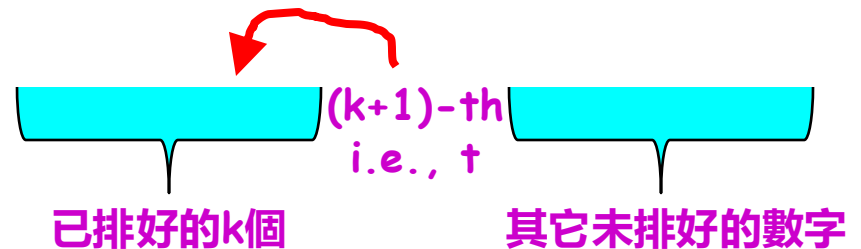
```
    for (j = i - 1; j >= 0 && t < a[j]; j--)
```

```
        a[j + 1] = a[j];
```

```
    a[j + 1] = t;
```

```
}
```

想法：先排好前k個數字，接著決定
(k+1)-th數字要插入在所有k+1個數字
當中的哪裡，使完成k+1個數字的排列



Complexity的計算

- 針對程式執行的time and/or 或使用的記憶體space所做的估算測量 (在程度上)
- Time (常見)
 - 計數演算法當中一個有“代表性”的操作上的次數 (代表性操作往往是最耗費時間或空間的操作，它應該出現在程式最花時間或空間的地方)
 - 代表性操作視演算法不同而不同
 - Insertion sort: 比較的操作

Comparison Count or Data Movement?

```
for (j = i - 1; j >= 0 && t < a[j]; j--)  
    a[j + 1] = a[j];
```

**這兩個數量的數值基本相當
因此看當中一個就好了...**

Comparison Count

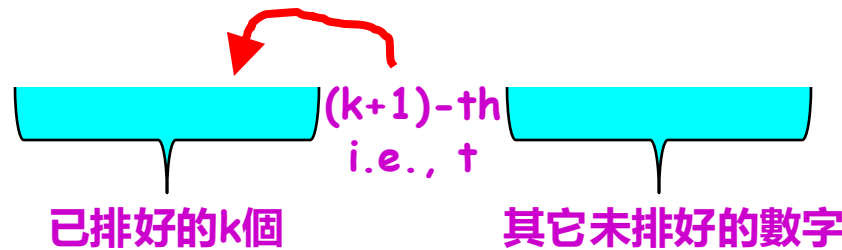
- **Worst-case count = maximum count**
 - 我們最感興趣的數字之一
 - 但有時沒多大參考價值
- **Best-case count = minimum count**
 - 很少用
- **Average count**
 - Expectation
 - Variance (or deviation in general) 我們也關心
 - 或, tail probability

Worst-Case Comparison Count

```
for (j = i - 1; j >= 0 && t < a[j]; j--)  
    a[j + 1] = a[j];
```

$a = [1, 2, 3, 4]$ and $t = 0 \Rightarrow 4$ compares
 $a = [1, 2, 3, \dots, i]$ and $t = 0 \Rightarrow i$ compares

Worst-Case Comparison Count (Here, n represents 資料量)



$$\begin{aligned}\text{total compares} &= 1 + 2 + 3 + \dots + (n-1) \\ &= (n-1)n/2 = \frac{1}{2}(n^2) - \frac{1}{2}(n)\end{aligned}$$

A list in decreasing order

Asymptotic Complexity for Insertion Sort

- 關鍵因子，造成整體數量大小的關鍵
- $O(n^2)$
 - O : big- O (讀法) 其嚴謹的定義請上演算法的課
 - 考慮如下: $\frac{1}{2}(n^2) - \frac{1}{2}(n)$ vs $n^2 + 3n - 4$
 - Both are $O(n^2)$

某一個不知名的sorting algorithm

Worst- vs Best-case Complexity for Insertion Sort

- Worst-case time is $O(n^2)$
- Best-case is $O(n)$
 - Why?
 - Increasing order

相異資料量n下 不同 Complexities的直觀

<i>n</i>	<i>n</i>	<i>nlogn</i>	<i>n²</i>	<i>n³</i>
<i>1000</i>	1mic	10mic	1milli	1sec
<i>10000</i>	10mic	130mic	100milli	17min
<i>10⁶</i>	1milli	20milli	17min	32years

complexities

這種複雜度令人難以接受

n	n^4	n^{10}	2^n
1000	17min	3.2×10^{13} years	3.2×10^{283} years
10000	116 days	???	???
10^6	3×10^7 years	??????	??????

complexities

Solution Space (解空間)

假設一位農民有一片面積為 L 公頃的農田，可以種植小麥或大麥，或者兩者的組合。農民擁有 F 千克的肥料和 P 千克的農藥。每公頃小麥需要 F_1 千克肥料和 P_1 千克農藥，而每公頃大麥需要 F_2 千克肥料和 P_2 千克農藥。設 S_1 和 S_2 分別為每公頃小麥和大麥的售價。如果用 x_1 和 x_2 分別表示種植小麥和大麥的面積，則通過選擇 x_1 和 x_2 的最佳值可以實現利潤最大化。這個問題可以表示為以下標準型的線性規劃問題：

max: $S_1 \cdot x_1 + S_2 \cdot x_2$ (最大化收益，即小麥總銷售額加大麥總銷售額，收益是「目標函數」)

s.t. $x_1 + x_2 \leq L$ (總面積限制)

$F_1 \cdot x_1 + F_2 \cdot x_2 \leq F$ (肥料限制)

$P_1 \cdot x_1 + P_2 \cdot x_2 \leq P$ (農藥限制)

$x_1 \geq 0, x_2 \geq 0$ (種植面積不能為負)

Linear Programming

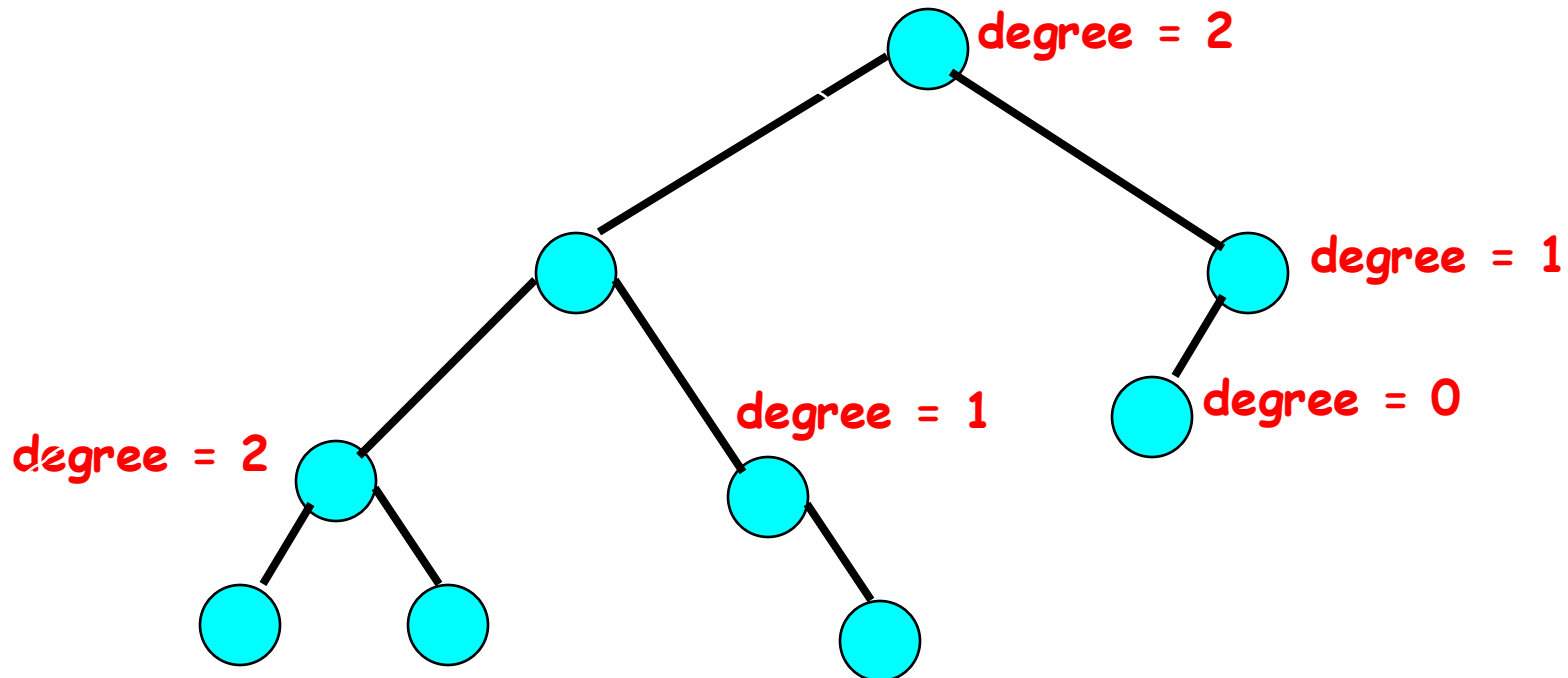
Approximation Ratio

- Solution space
 - Valid (須是合法解)
 - 例如搜尋的問題, $\text{solution space} = \{\text{insertion, quick, bubble, merge, radix, ...}\}$
 - $\text{Solution space} = \{A, B, C, \dots, \text{optimum}, \dots\}$
- **approx. ratio = (所提出的演算法/最佳的演算法)**
- 最佳解“並非”人類眼前最好的做法, 也更不是一般平均水平的做法
- 最佳解往往不存在, 人類無法在多項式時間 (polynomial time) 內能找出來
- Instead of optimum, we seek performance lower/upper bound

Trees and Binary Trees

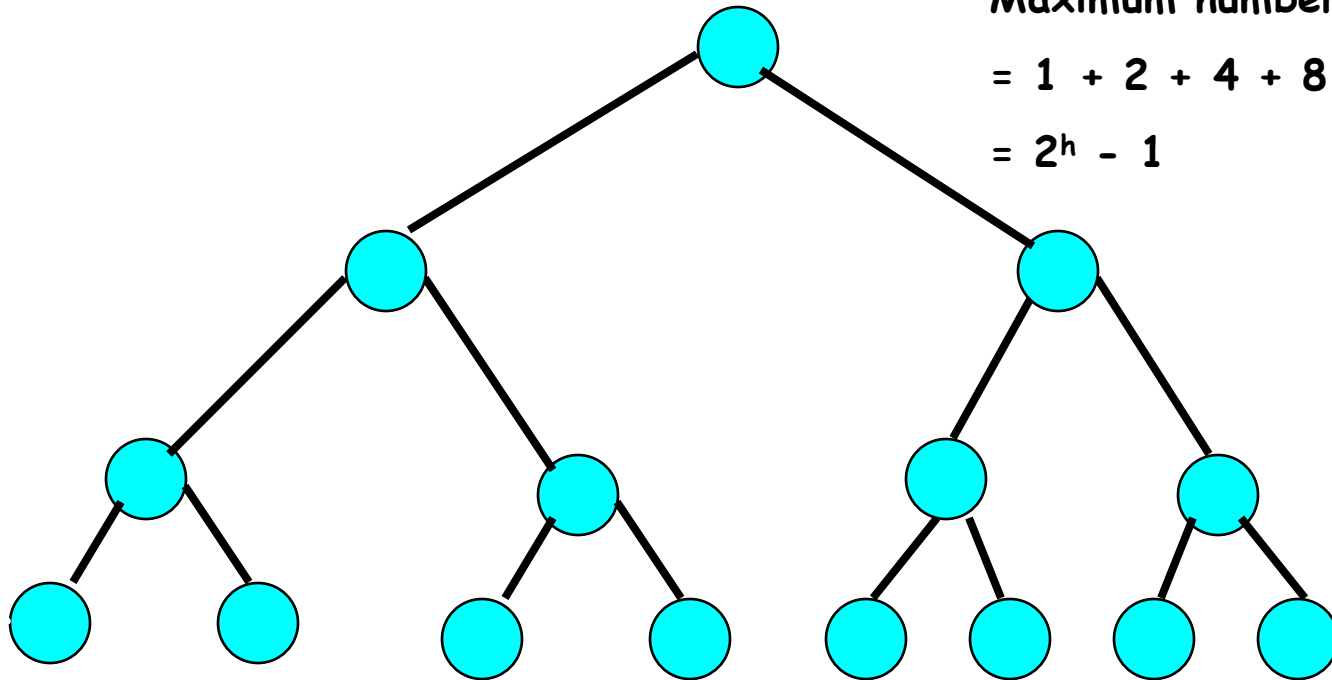
Binary Trees

- Recursive definition:
 - 每個node有left sub-tree and/or right sub-tree
 - Left sub-tree (or right sub-tree) is a binary tree // 方向性!
- Root, leaf, and internal node (非root與非leaf以外的節點)
- Degree of any given node: number of sub-trees



"Full" Binary Tree

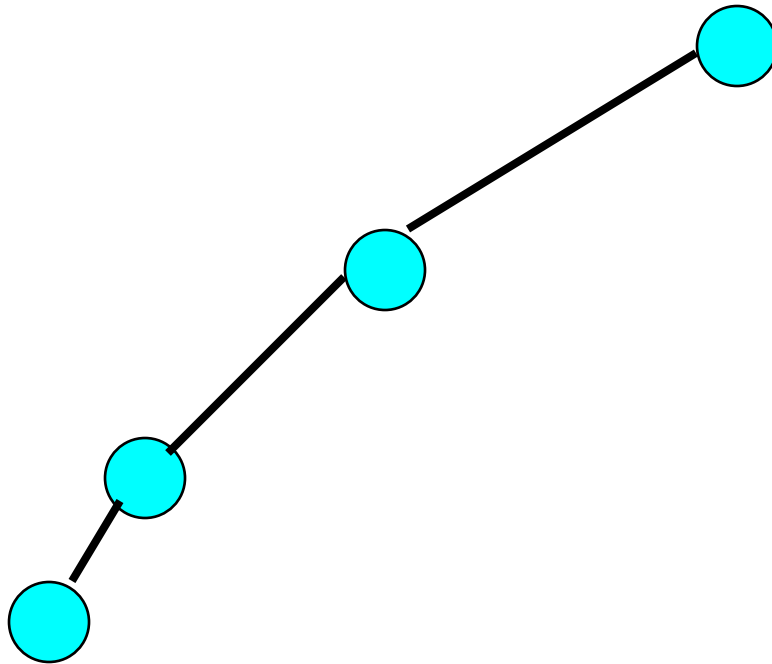
- A full binary tree of a given height h has $2^h - 1$ nodes.



Height 4 full binary tree.

Minimum Number of Nodes

- Minimum number of nodes in a binary tree whose height is h .
- At least one node at each of first h levels.



minimum number of nodes is h

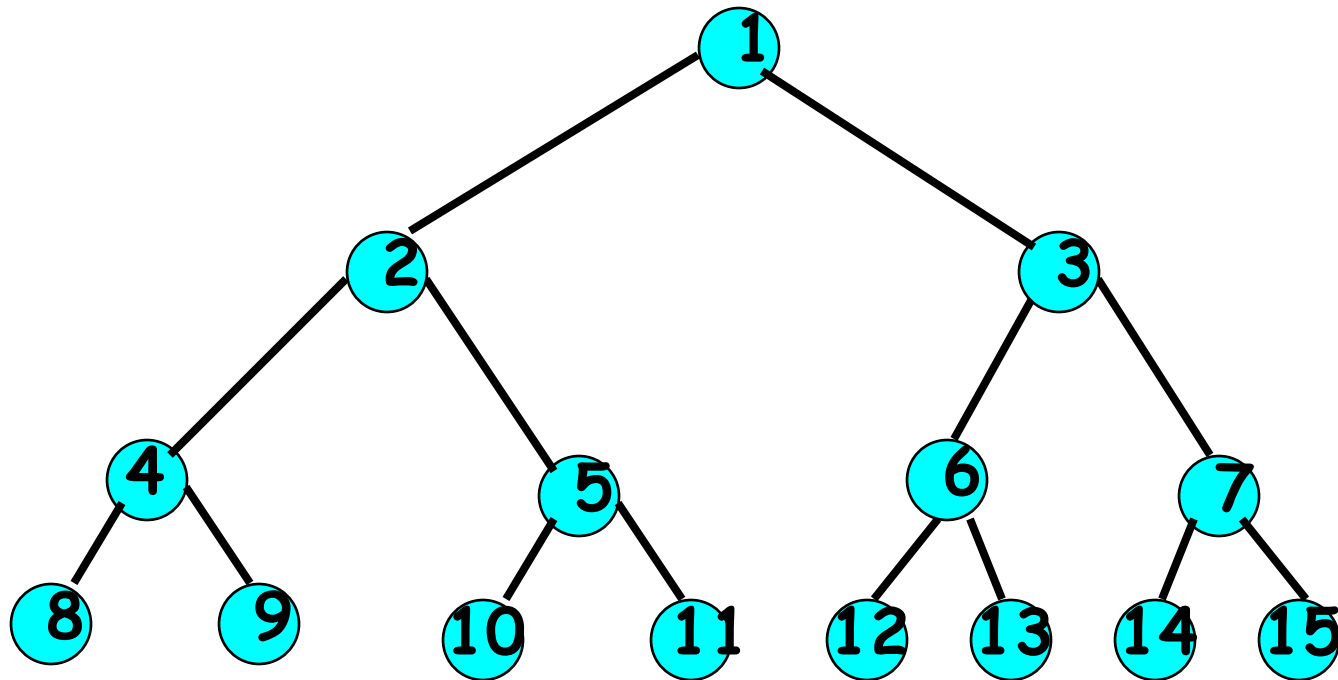
Number of Nodes & Height

- Let n be the number of nodes in a binary tree whose height is h .
- $h \leq n \leq 2^h - 1$
- $\log_2(n+1) \leq h$

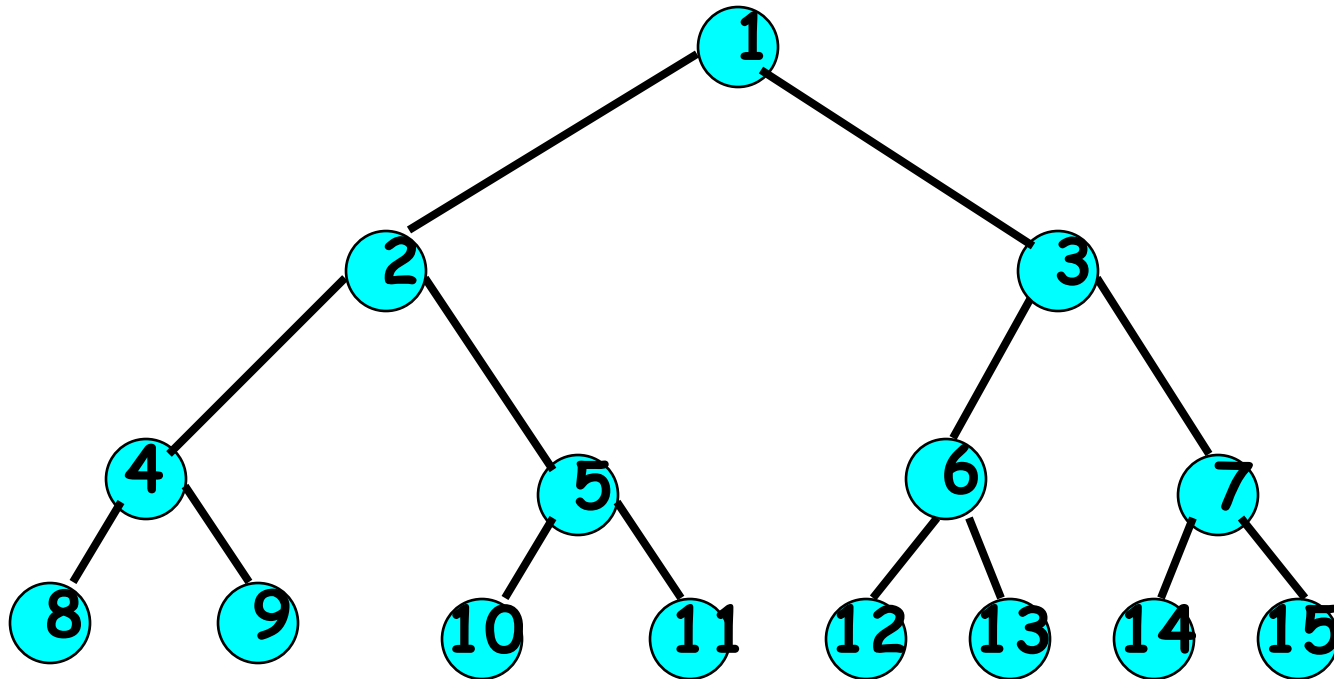
h 的上界 (upper bound)? n 下界 (lower bound)? $\log_2(n+1)$

Numbering Nodes in a Full Binary Tree

- Number the nodes **1** through $2^h - 1$.
- Number by levels from top to bottom.
- Within a level number from left to right.



Node Number Properties

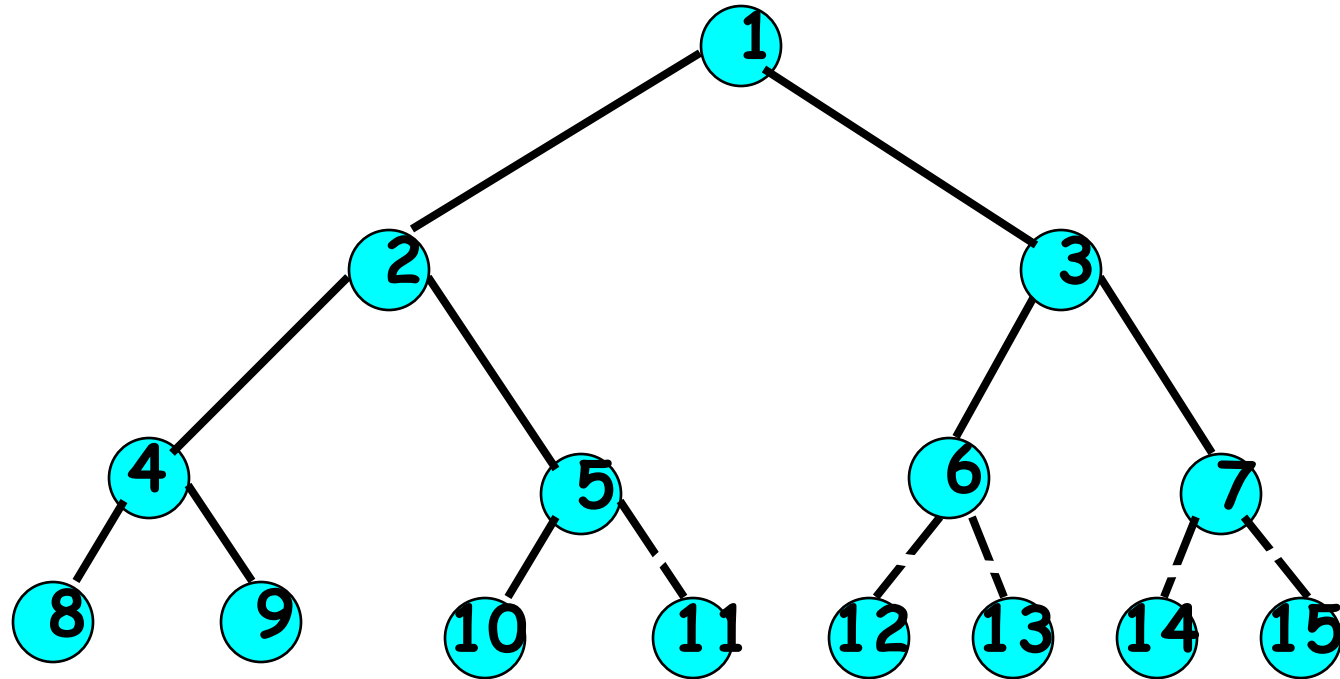


- Parent of node i is node $\text{floor}(i / 2)$
 - Node 1 is the root and has no parent
- Left (or Right) child of node i is node $2i$ (or $2i+1$)

"Complete" Binary Tree with n Nodes

- Number the nodes as described earlier.
- The binary tree defined by the nodes numbered 1 through n is the unique n node complete binary tree.

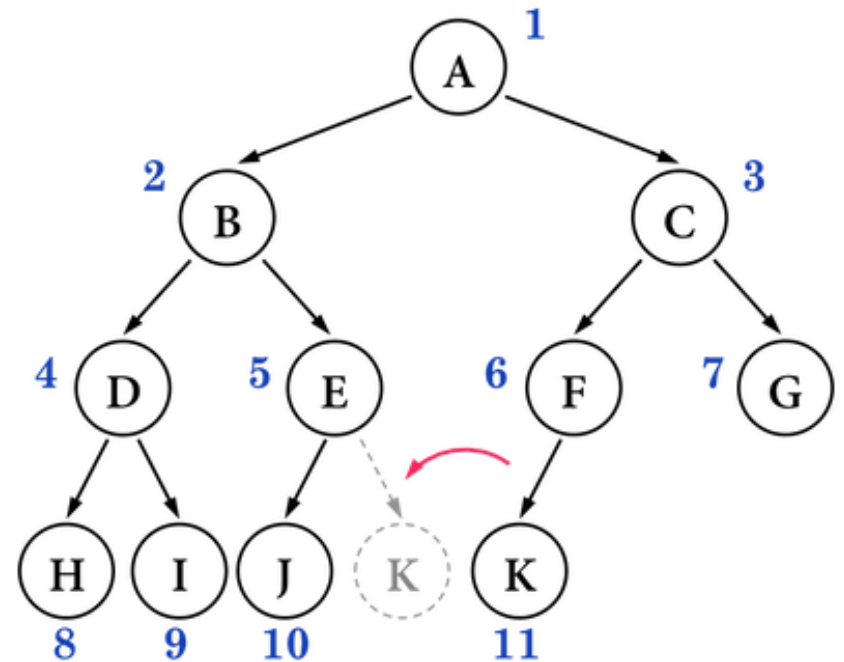
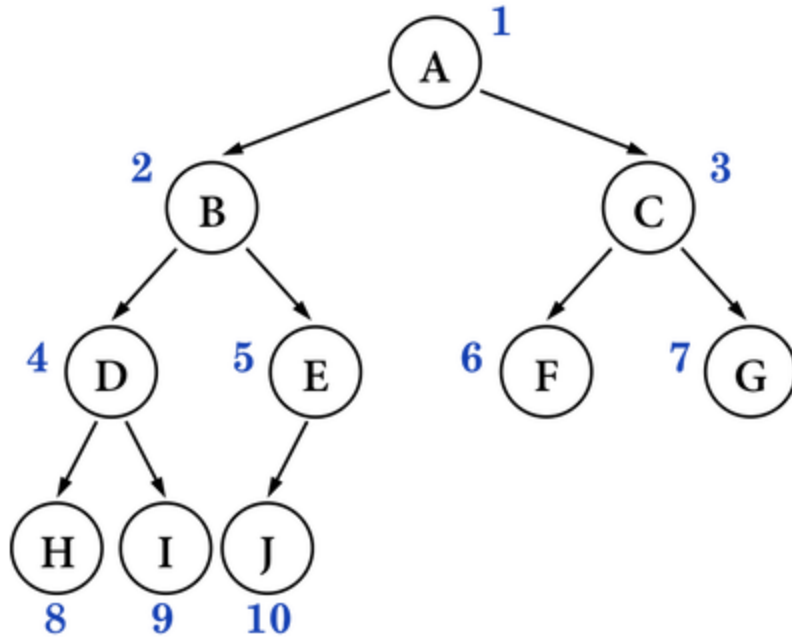
Example



Complete binary tree with 10 nodes.

Note: Full binary tree是complete binary tree的一個特例

Yes (Left) and No (Right)



Binary "Search" Trees

Binary Search Trees

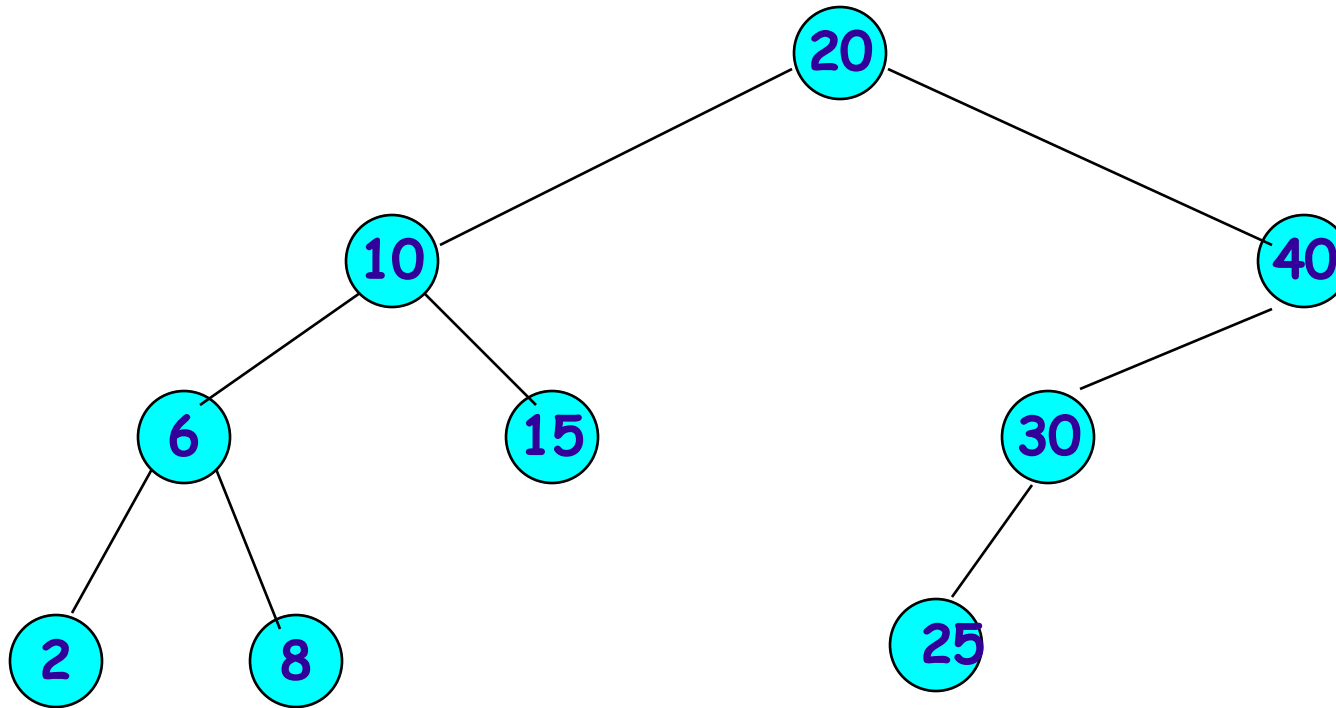
- Operations:
 - Search(key)
 - Insert(key, value)
 - Delete(key)
 - ...

Definition of Binary Search Tree

- A binary tree.
- Each node has a (key, value) pair.
- For every node x , all keys in the left subtree of x are smaller than that in x .
- For every node x , all keys in the right subtree of x are greater than that in x .

我們暫時僅考慮所有資料的keys皆不同的情形

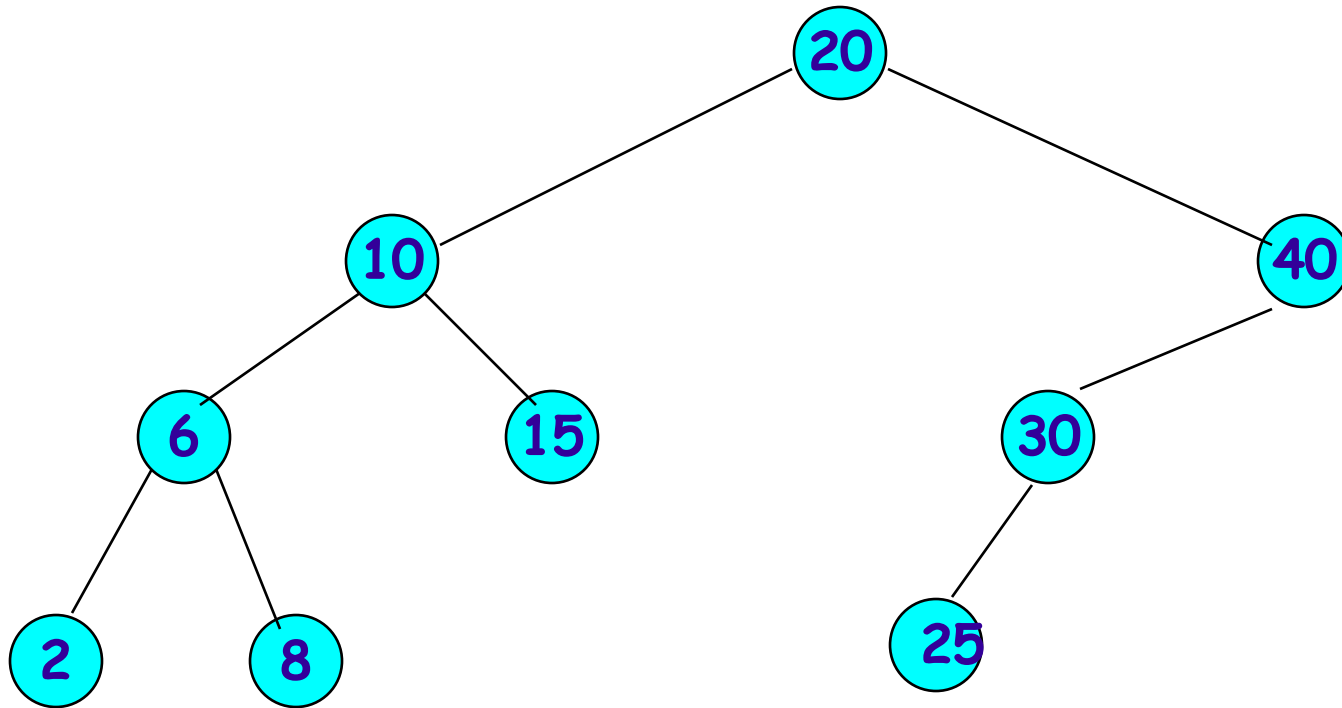
Example Binary Search Tree



Only "keys" are shown.

(節點內還會有其他的資料欄位)

The Operation Search()

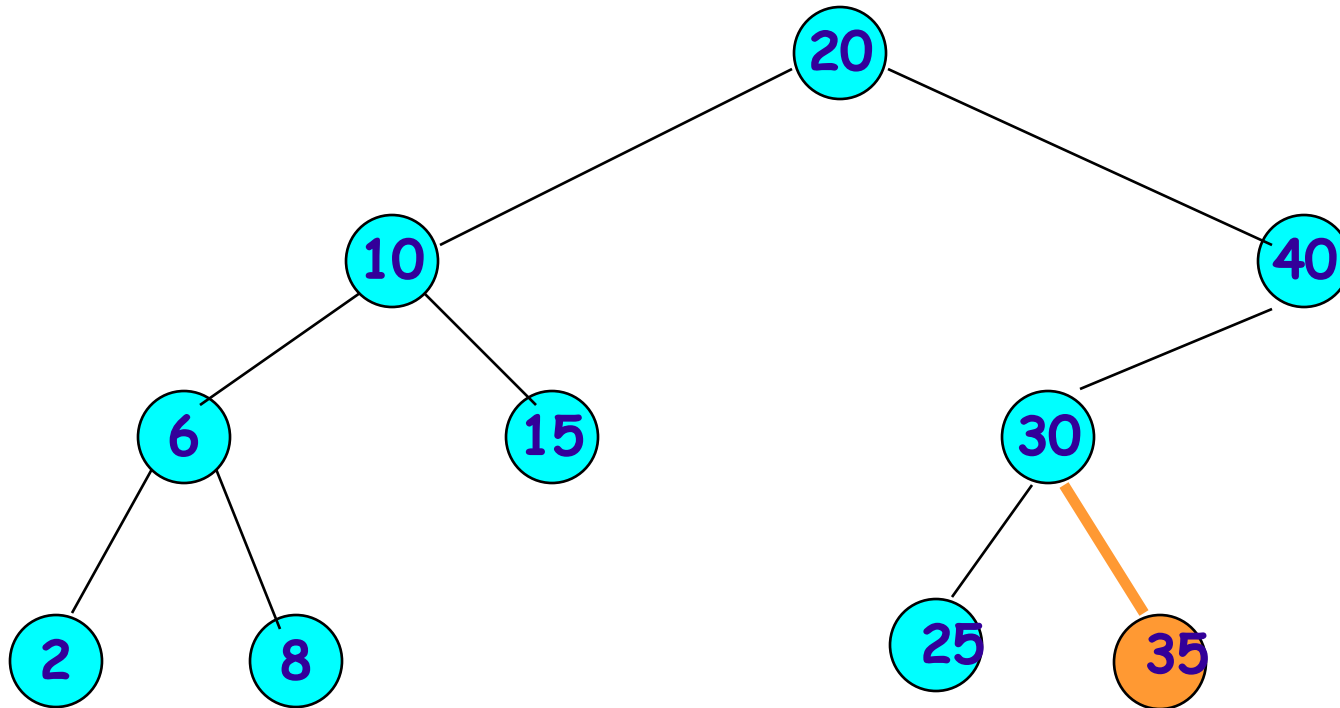


Complexity is $O(\text{height}) = O(n)$, where n is number of nodes/elements. (樹可能歪歪斜斜的, skew)

Insert與Delete的初體驗

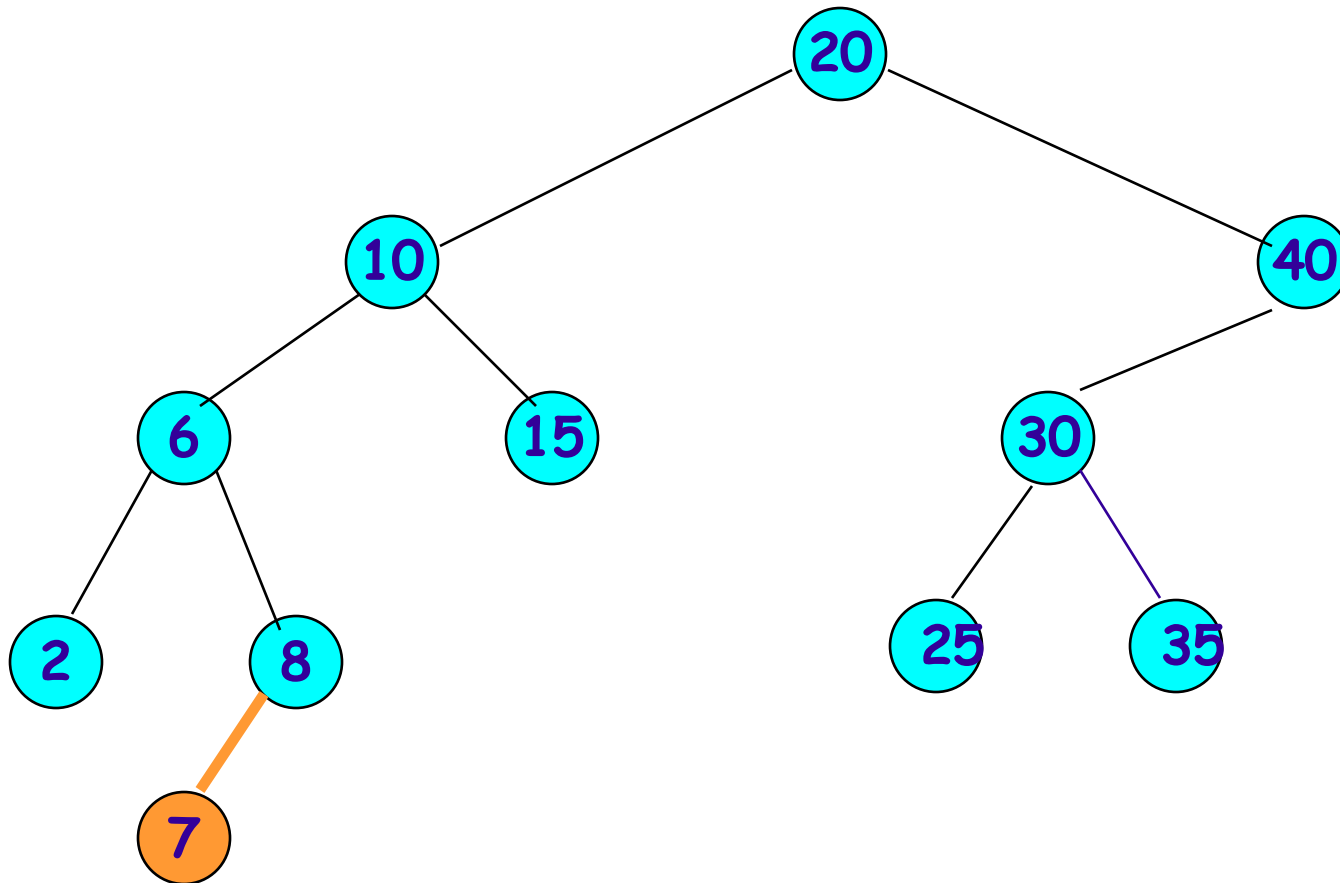
- 僅是讓同學了解insert與delete之於binary search tree上的操作之初體驗
 - Insert前是binary search tree, insert後還是binary search tree (binary tree的定義必須被維持)
 - Delete也是如此
- 往後, 我們會面對“結構”上較具要求的binary search tree

The Operation Insert()



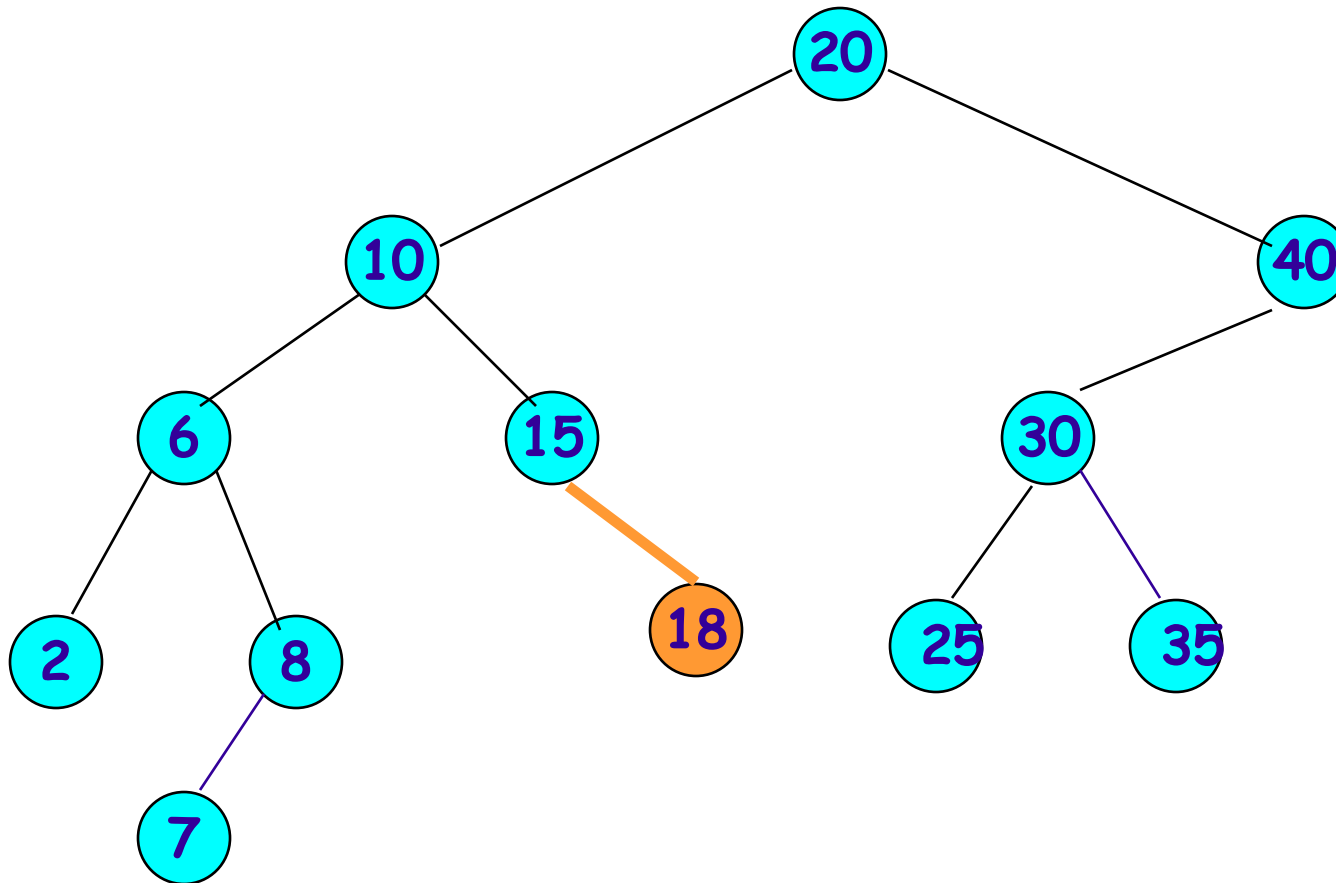
Insert a pair whose key is 35.

The Operation Insert()



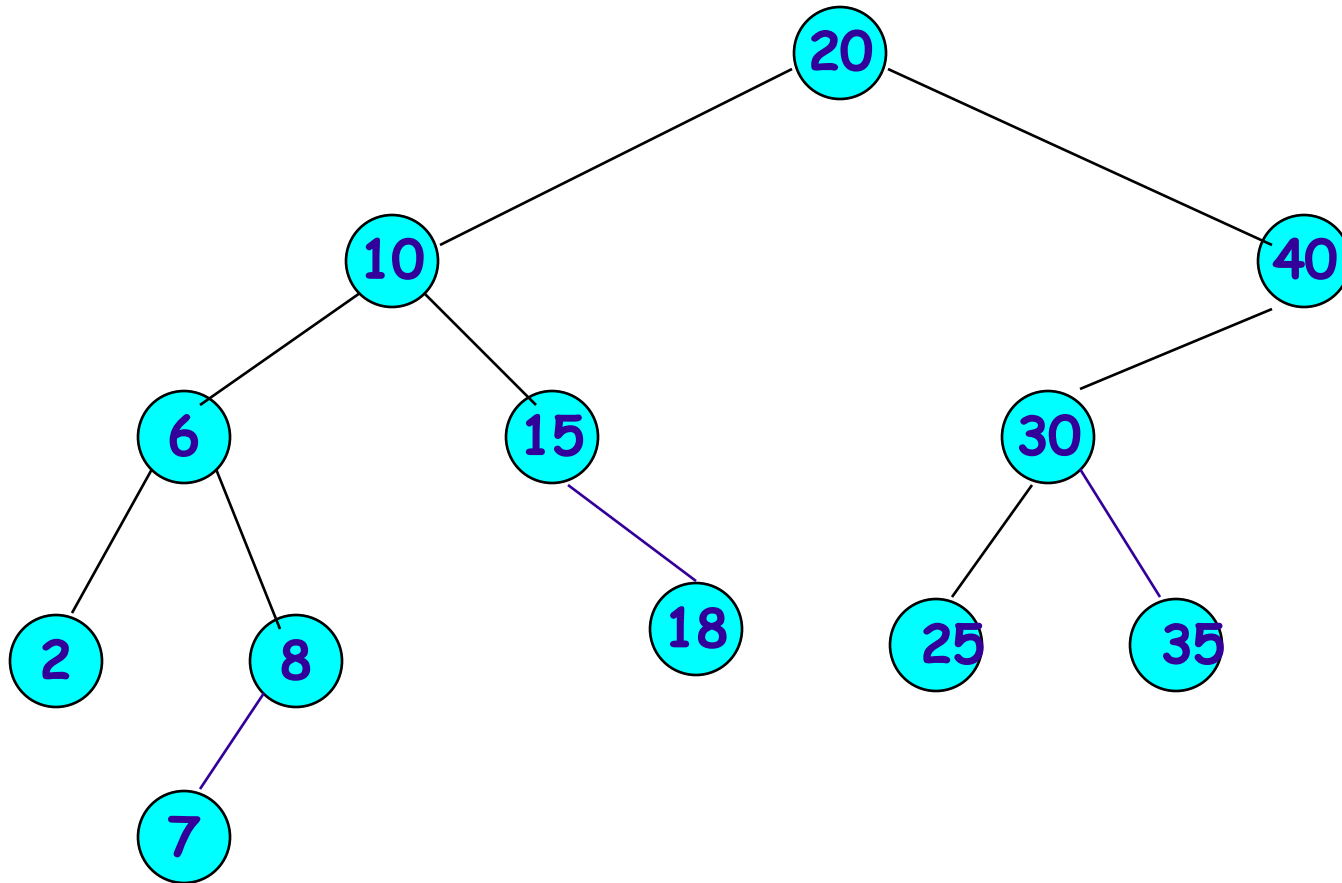
Insert a pair whose key is 7.

The Operation Insert()



Insert a pair whose key is 18.

The Operation Insert()

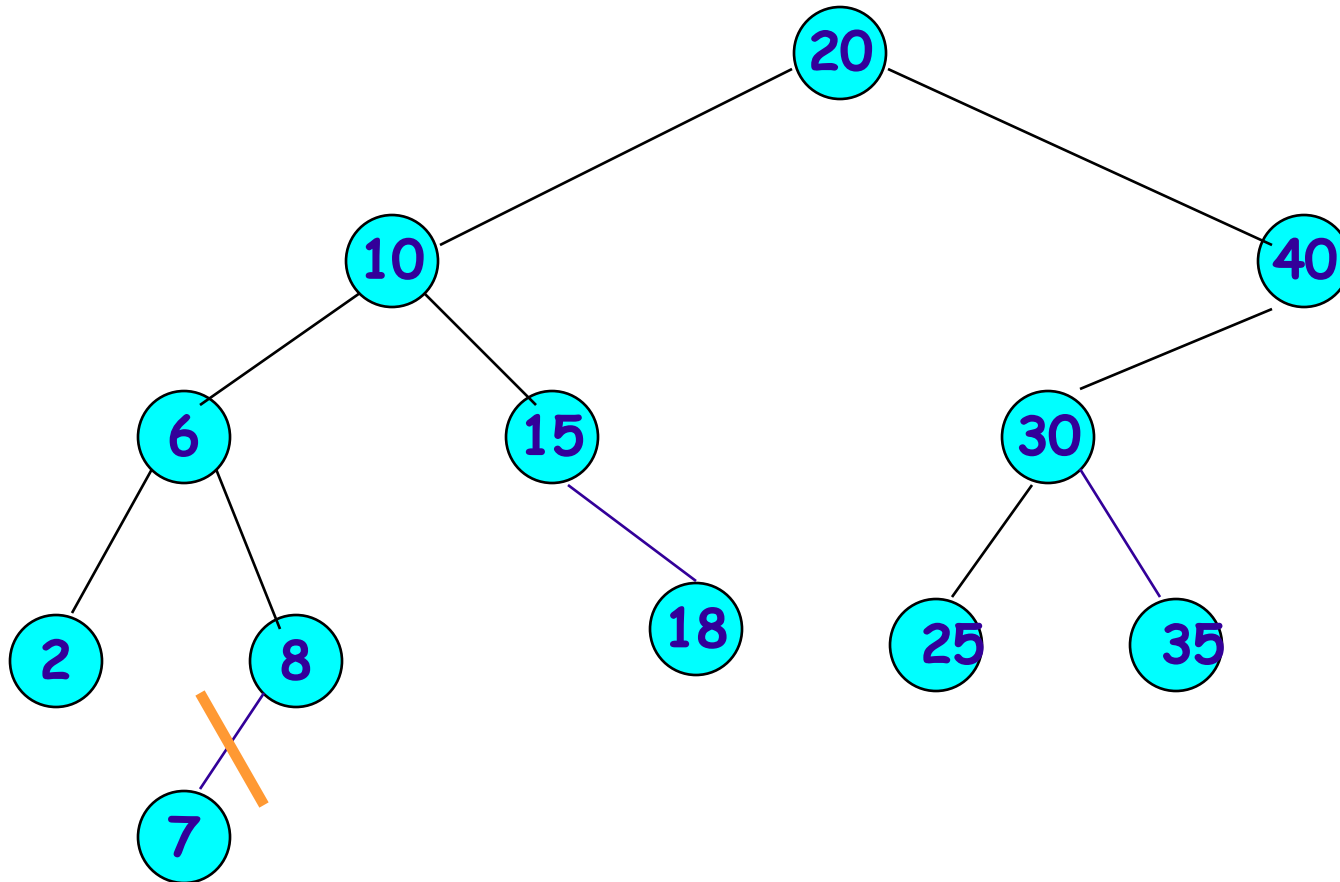


Complexity of Insert() is $O(\text{height})$.

The Operation Delete()

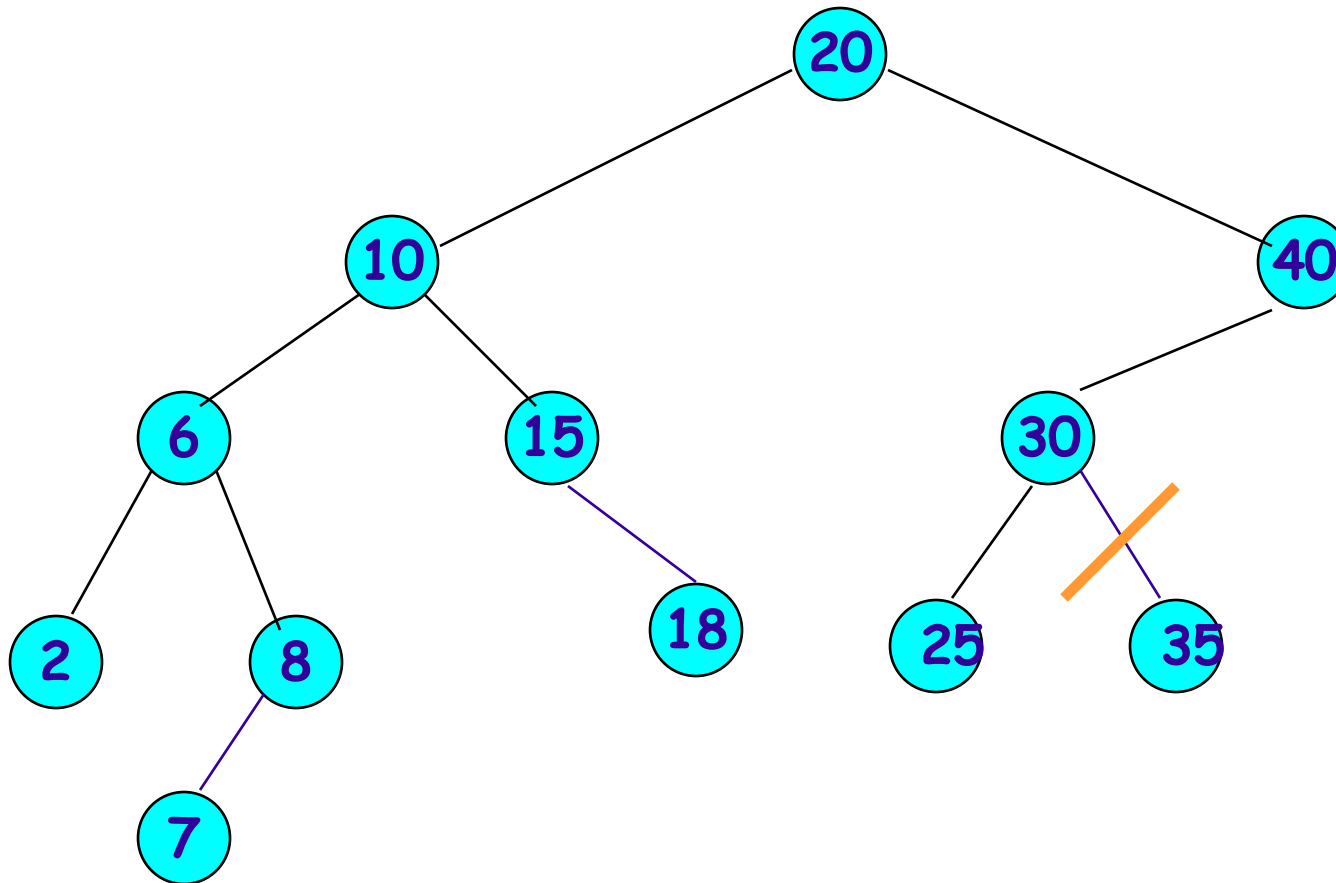
- Four cases:
 - No element with delete key.
 - Element is in a leaf.
 - Element is in a degree 1 node.
 - Element is in a degree 2 node.

Delete from a Leaf



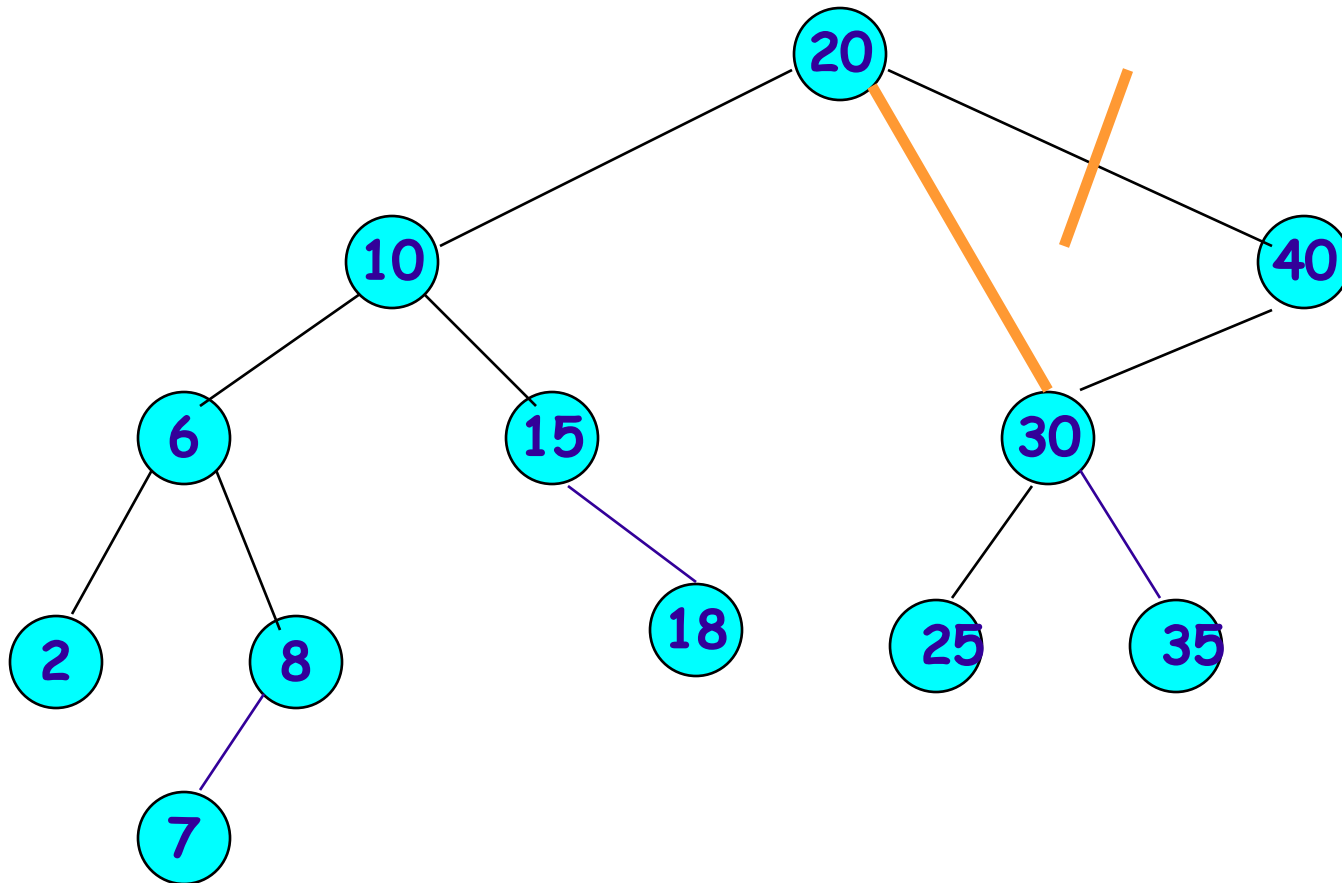
Delete a leaf element. key = 7

Delete from a Leaf (contd.)



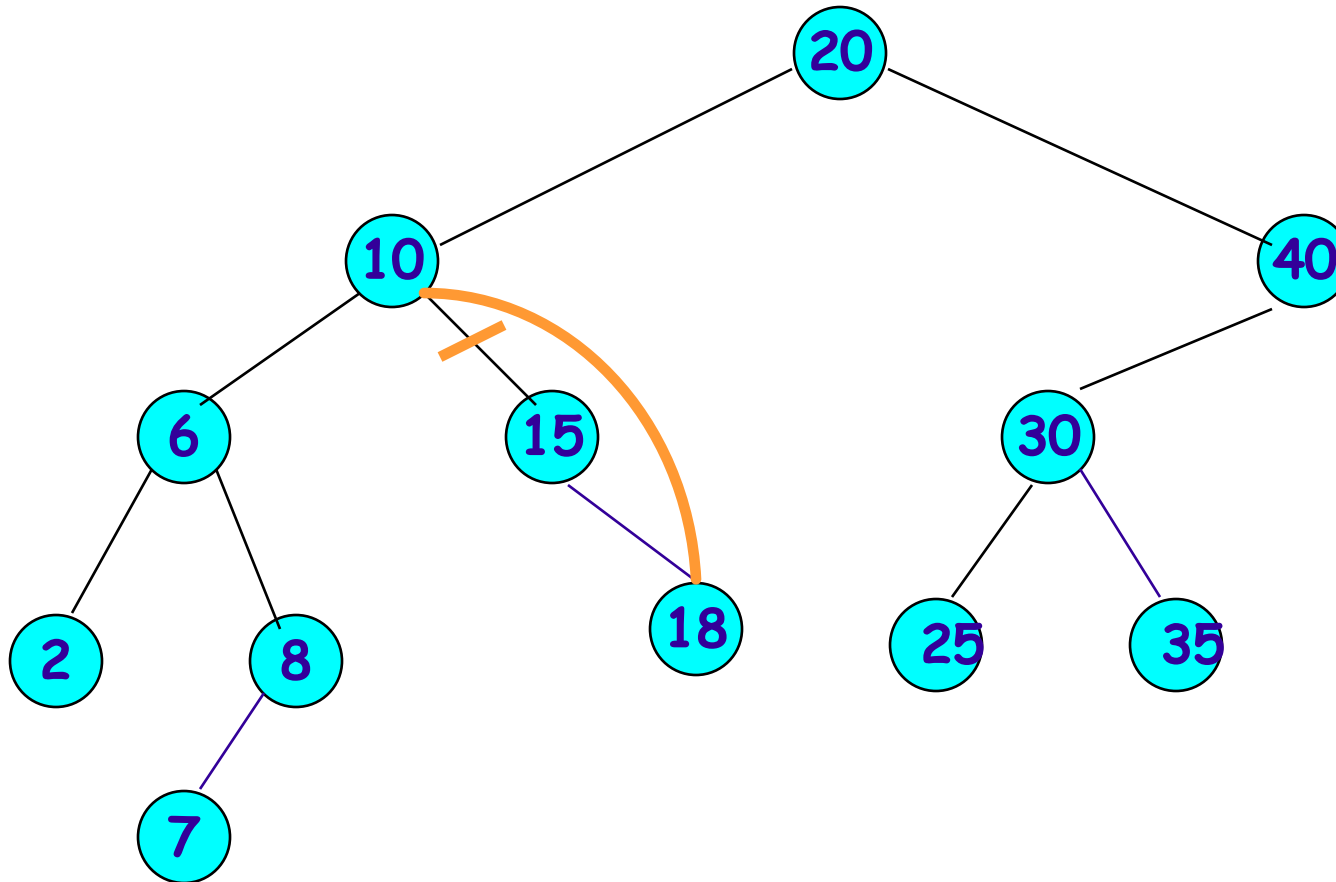
Delete a leaf element. key = 35

Delete from a Degree 1 Node



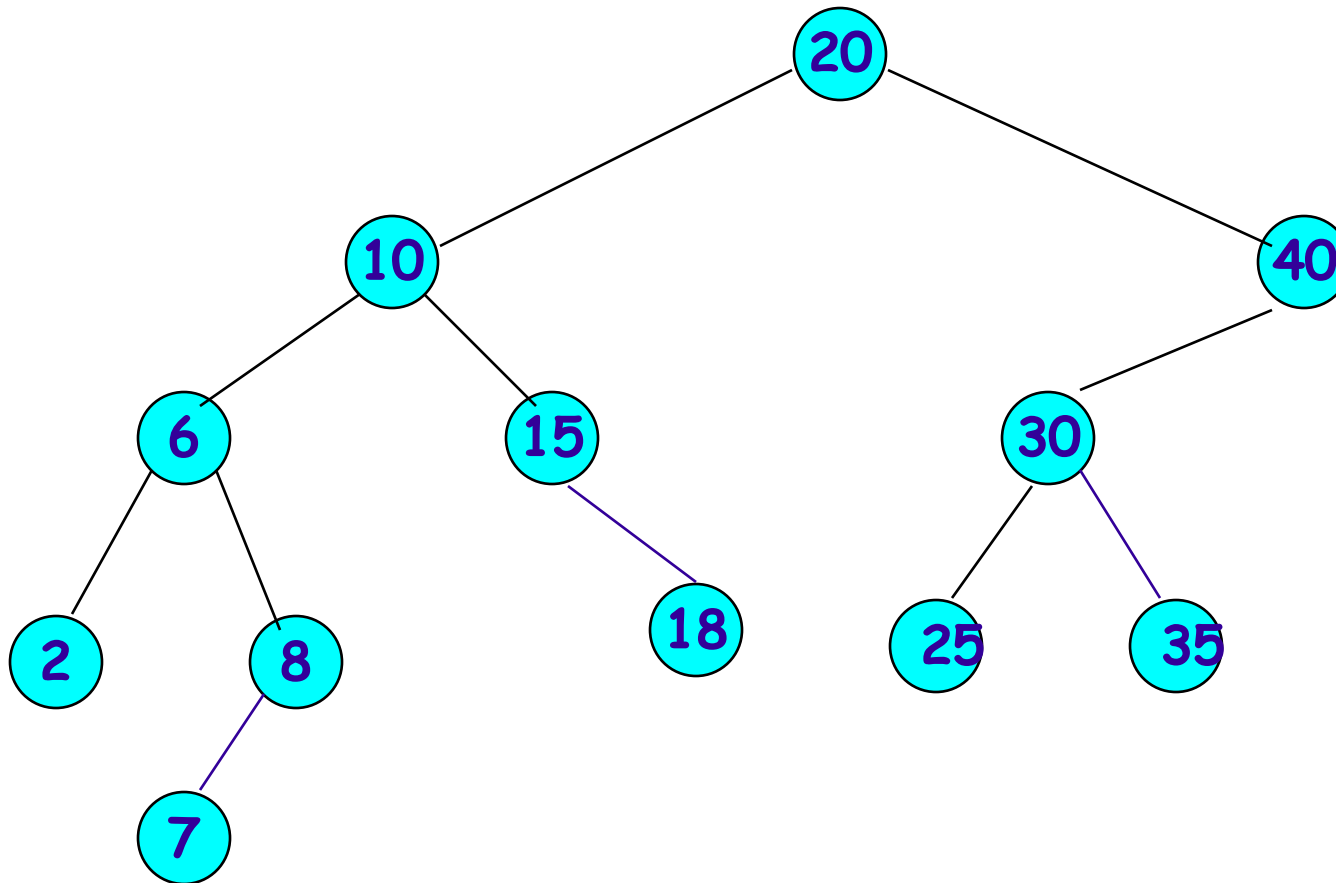
Delete from a degree 1 node. key = 40

Delete from a Degree 1 Node (contd.)



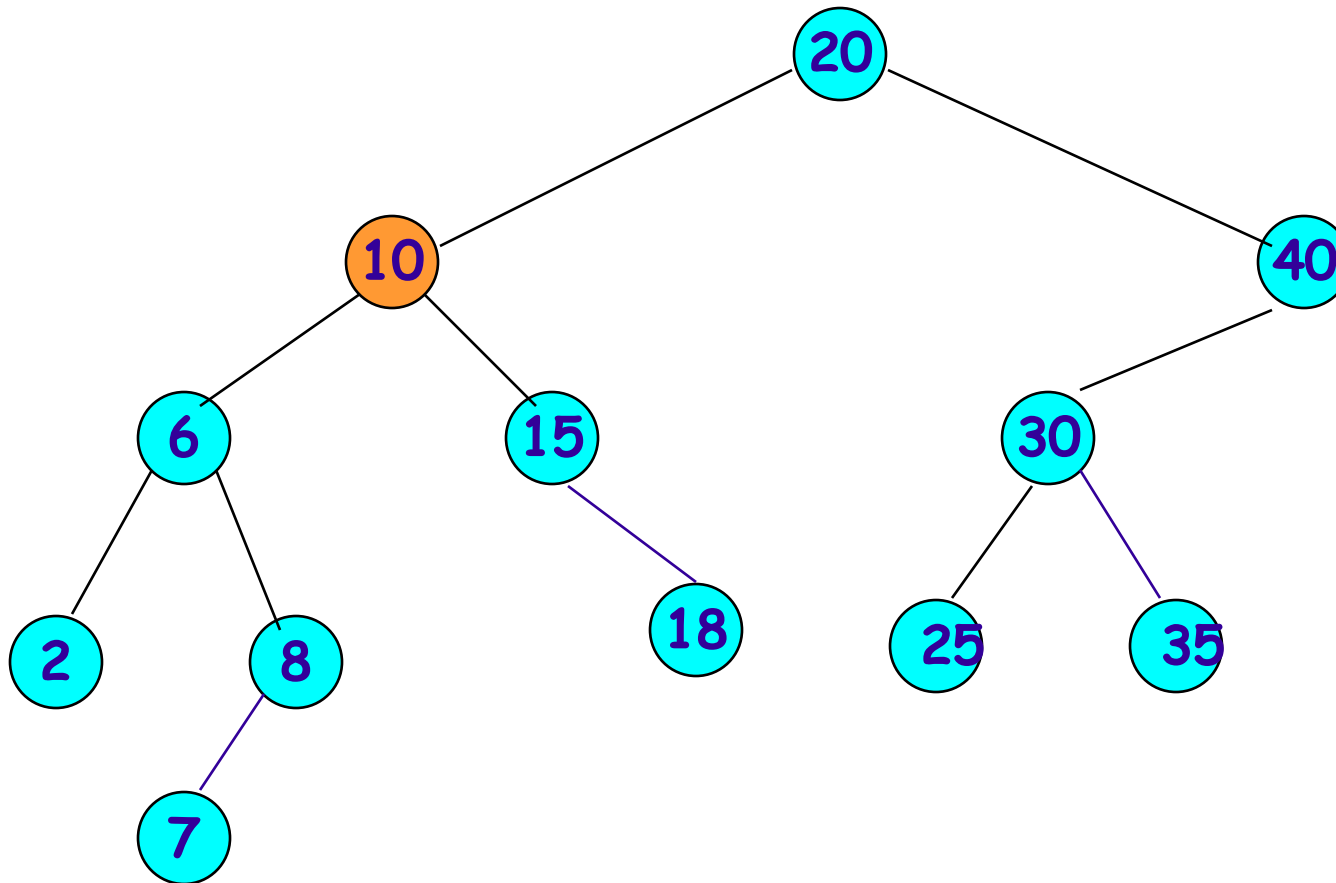
Delete from a degree 1 node. key = 15

Delete from a Degree 2 Node



Delete from a degree 2 node. key = 10

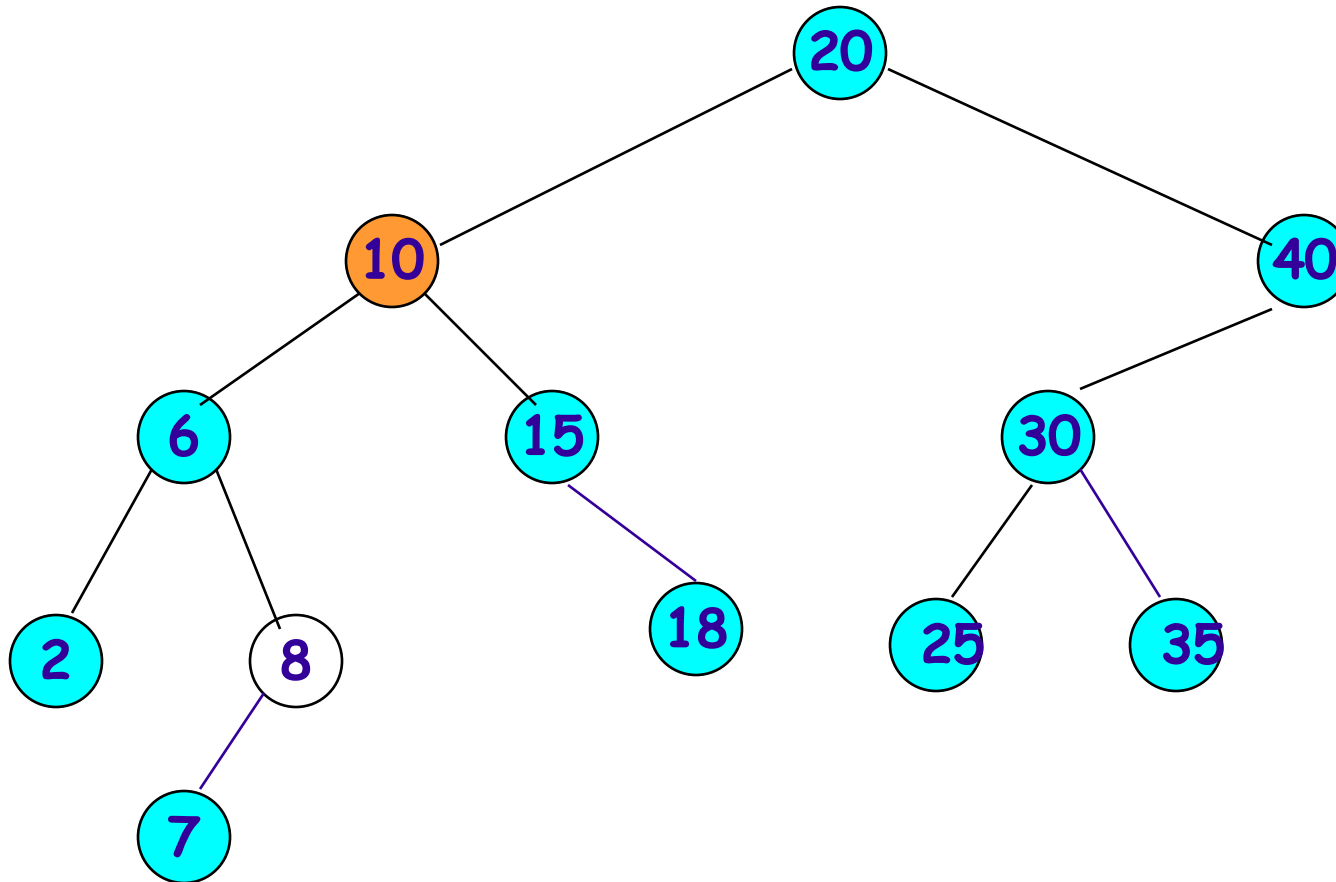
Delete from a Degree 2 Node



Replace with largest key in left subtree (or smallest in right subtree).

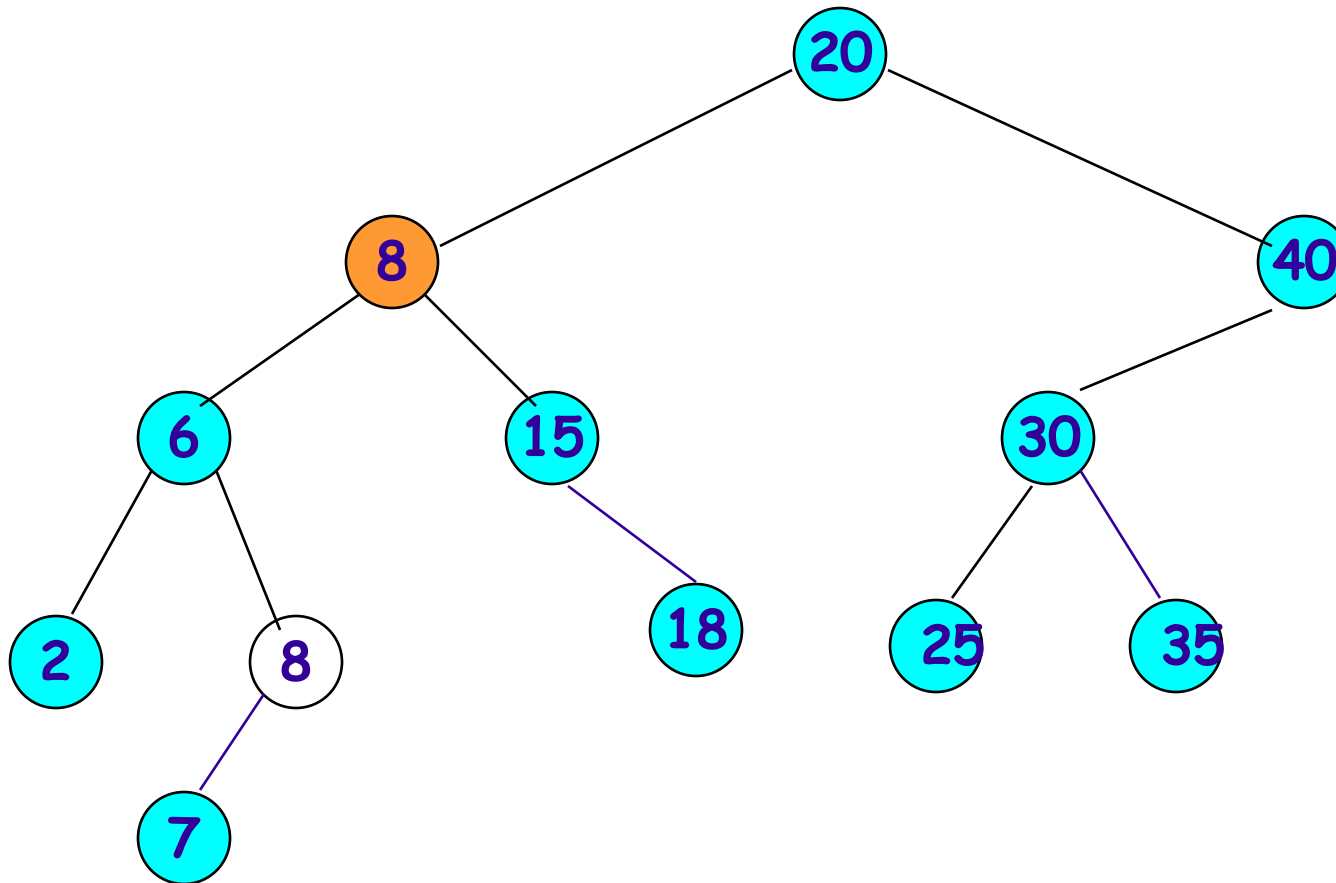
Delete from a Degree 2 Node

(我們說明一種可能的做法，做法非唯一)



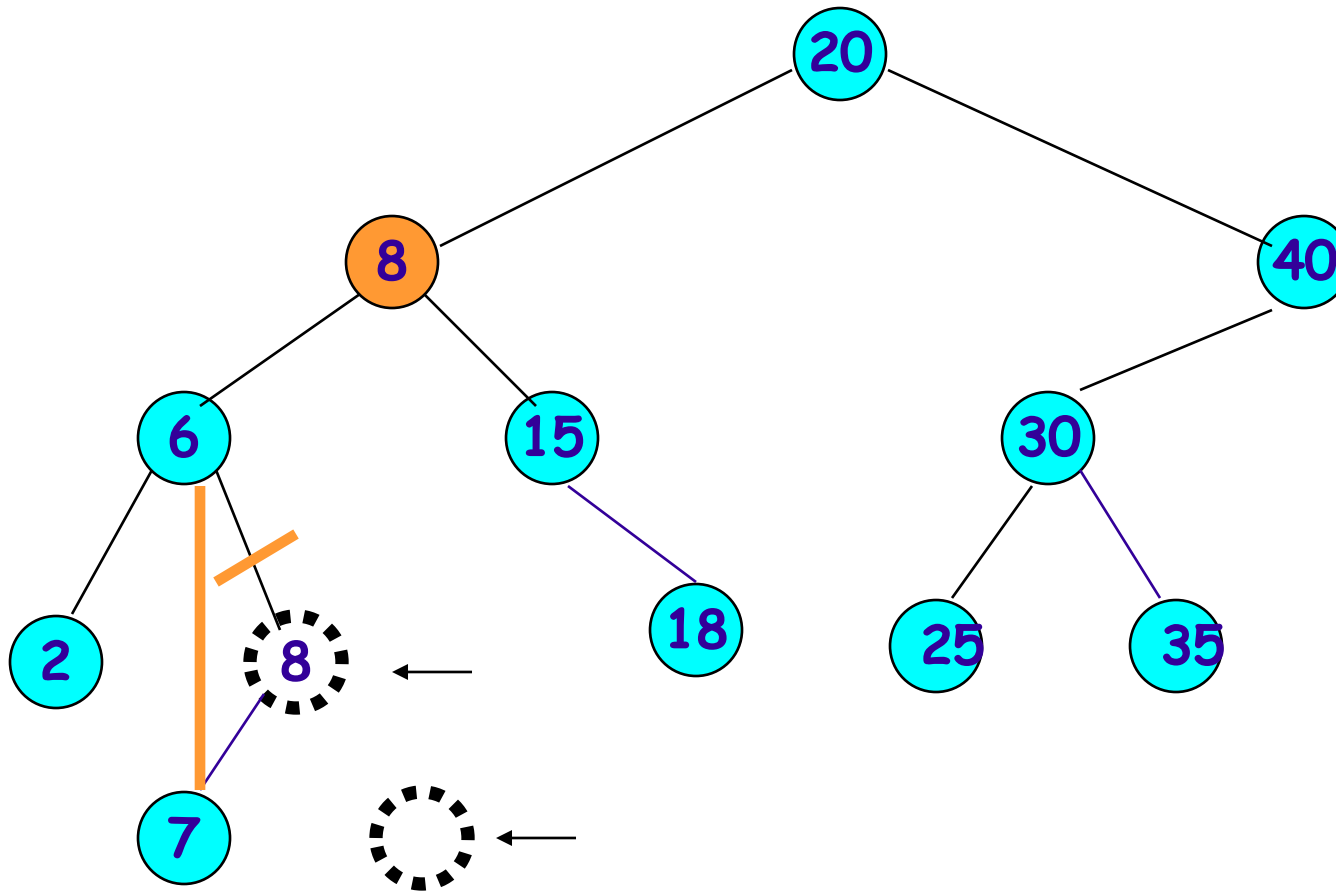
Replace with largest key in left subtree (or smallest in right subtree).

Delete from a Degree 2 Node



Replace with largest key in left subtree (or smallest in right subtree).

Delete from a Degree 2 Node

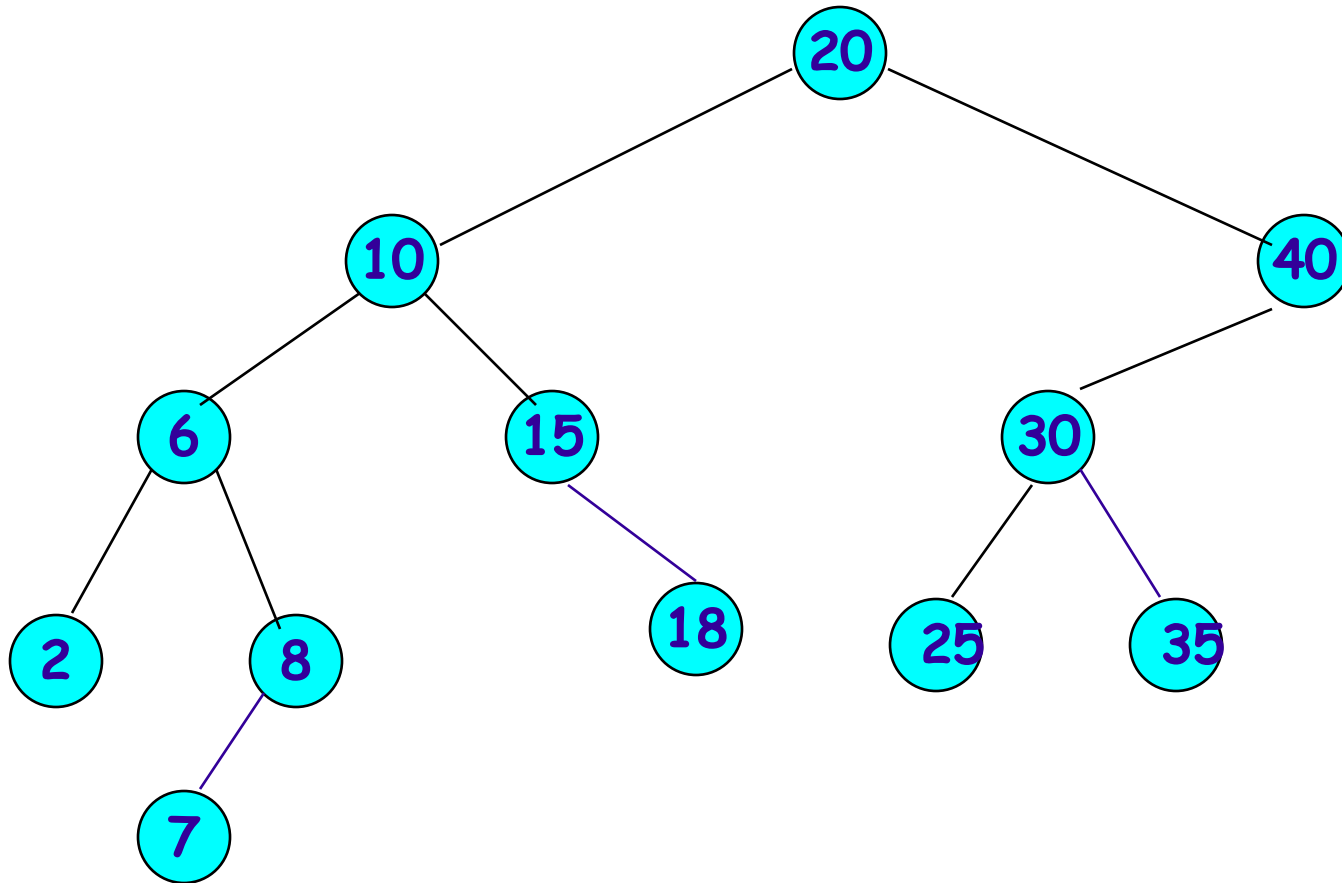


Largest key must be in a leaf or degree 1 node. Why? 

善用已經存在的操作...

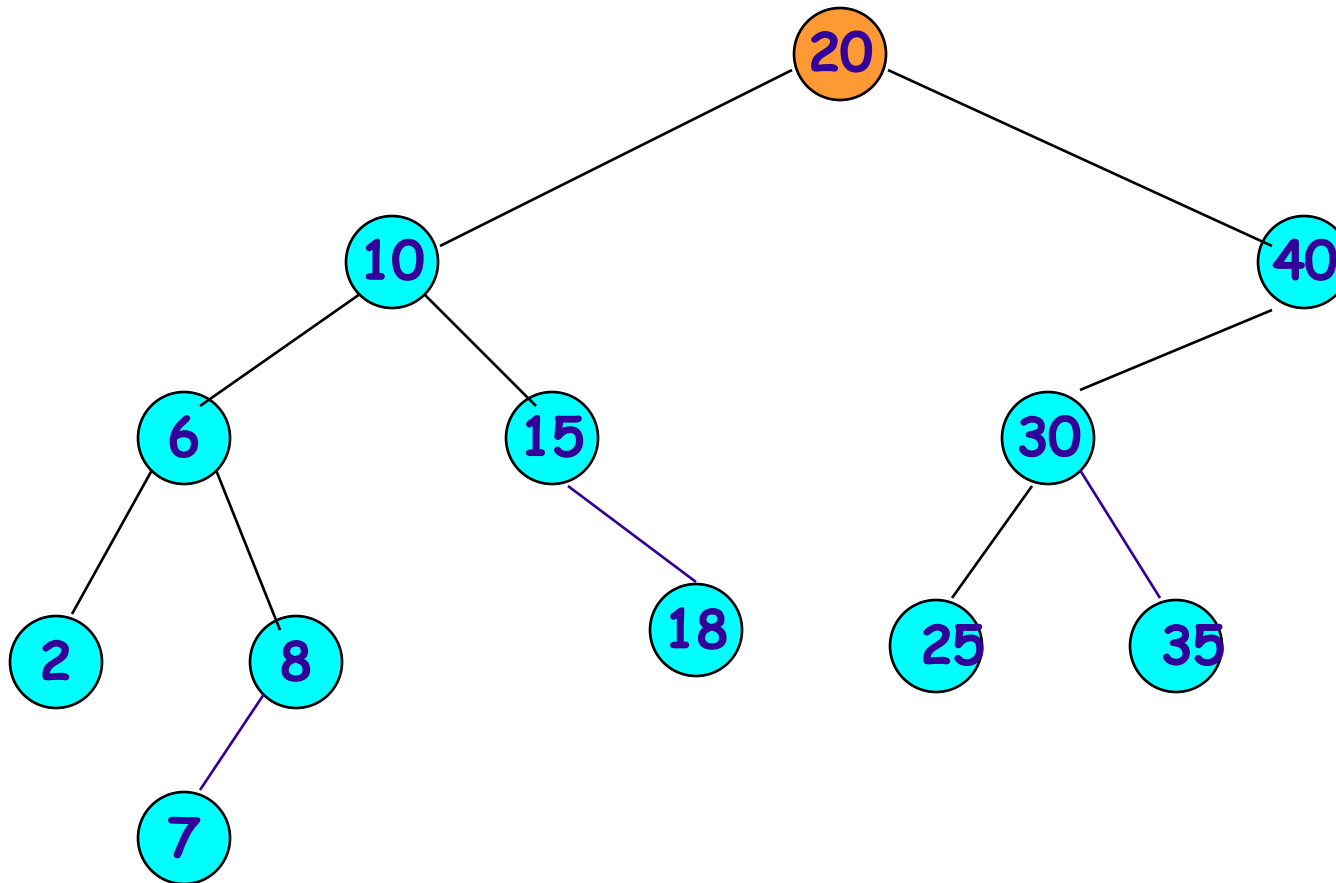
- 轉換成delete
 - degree-1 node, or
 - leaf

Another Delete from a Degree 2 Node



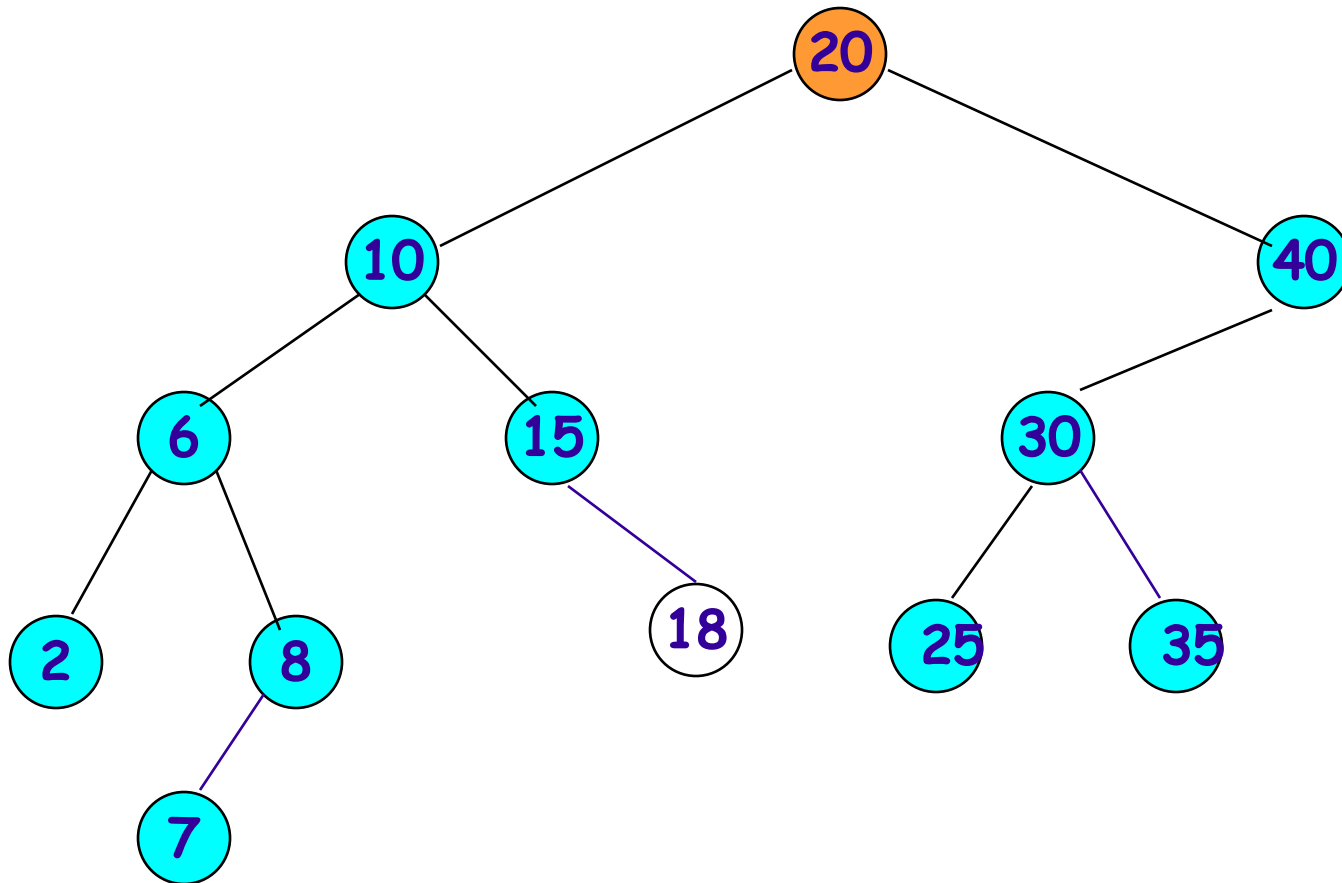
Delete from a degree 2 node. key = 20

Delete from a Degree 2 Node



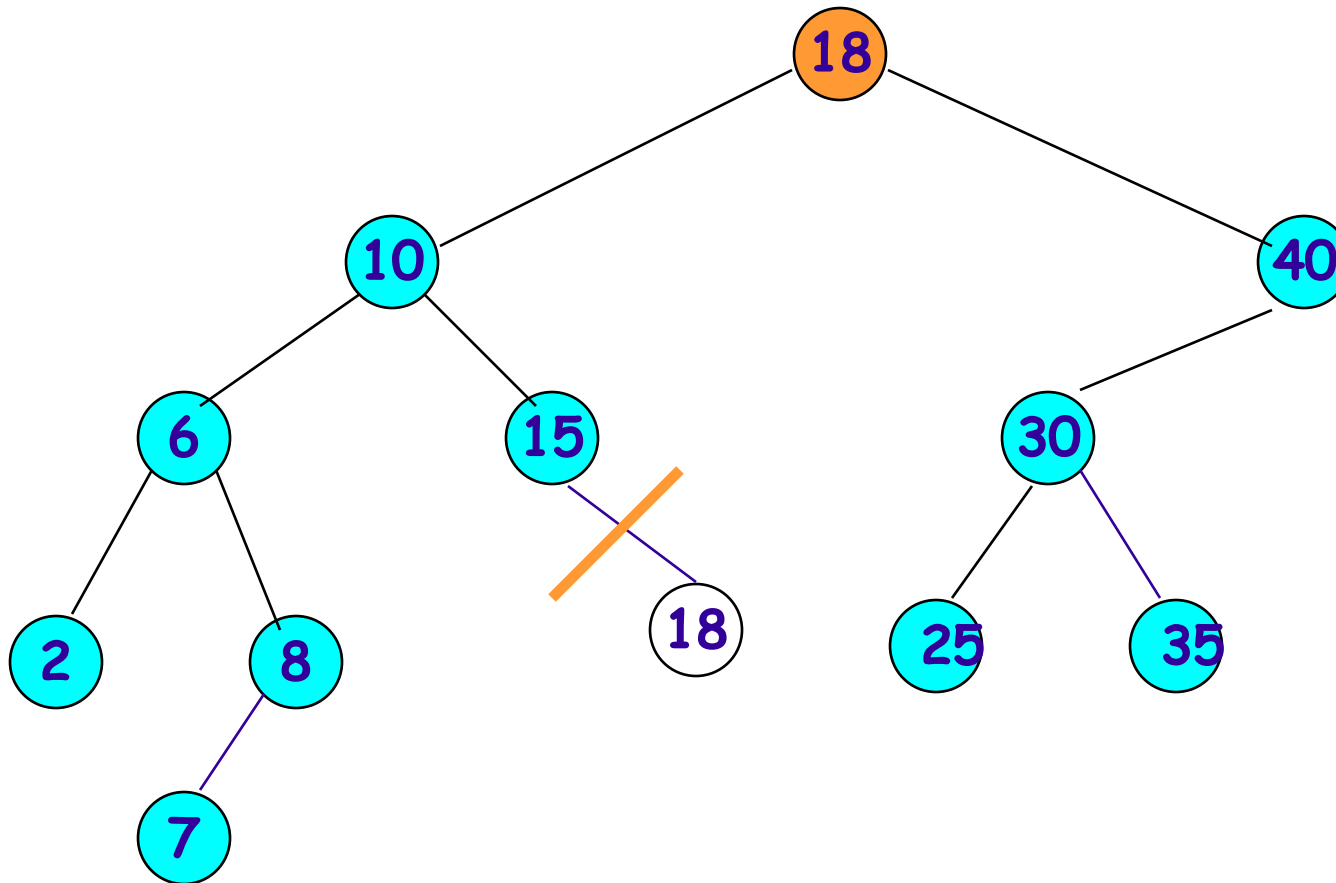
Replace with largest in left subtree.

Delete from a Degree 2 Node



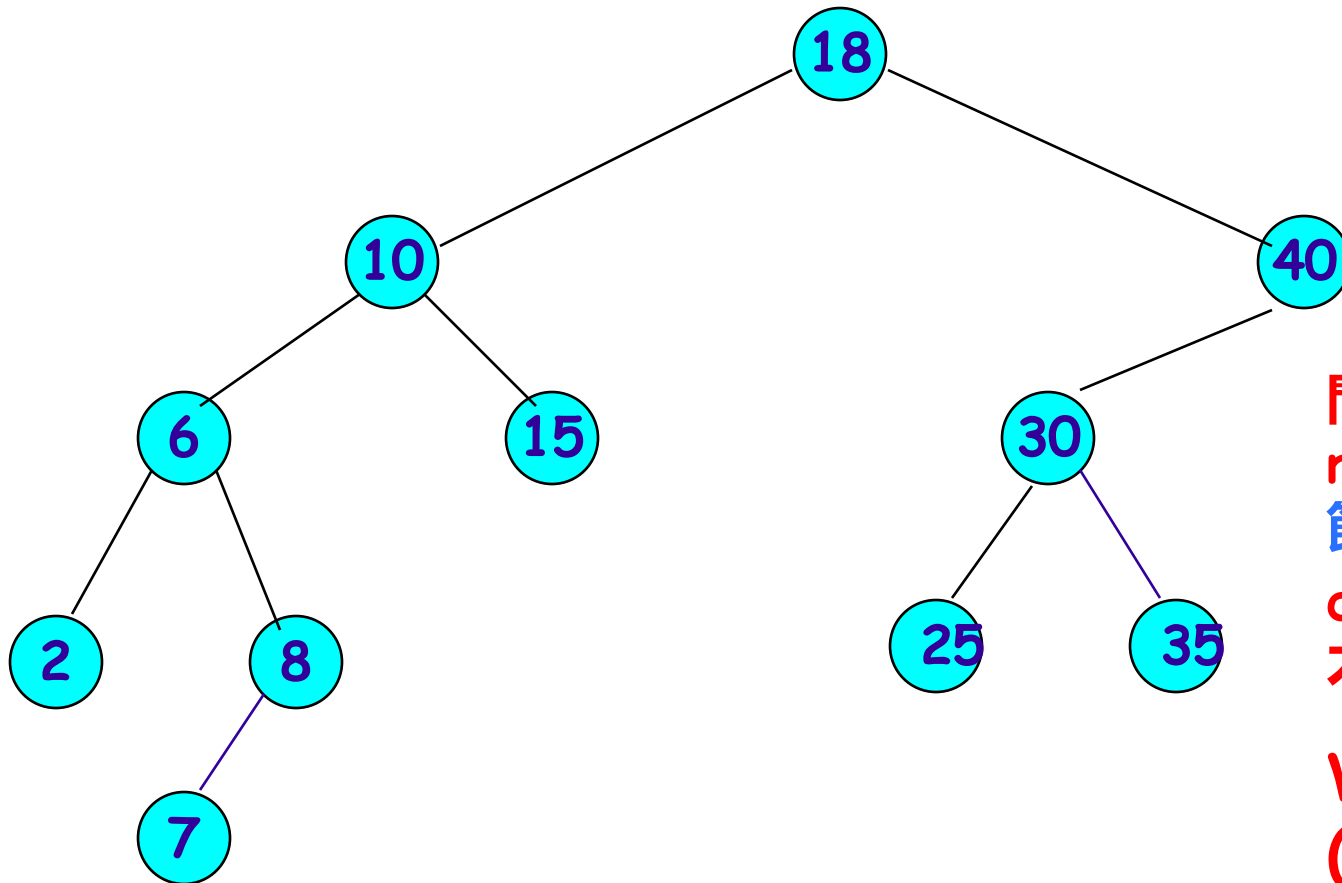
Replace with largest in left subtree.

Delete from a Degree 2 Node



Replace with largest in left subtree.

Delete from a Degree 2 Node



問: 有可能
replacement (藍色
節點) 是一個
degree-2的node?
不可能!

Why?
(見前述)

Complexity is $O(\text{height})$.

Indexing

- Databases最重要、最核心的功能之一
 - 基於some search trees

Graphs

Graphs

- $G = (V, E)$
- V is the vertex set.
- Vertices are also called nodes and points.
- E is the edge set.
- Each edge connects two different vertices.
- Edges are also called arcs and lines.
- Directed edge has an orientation (u, v) .



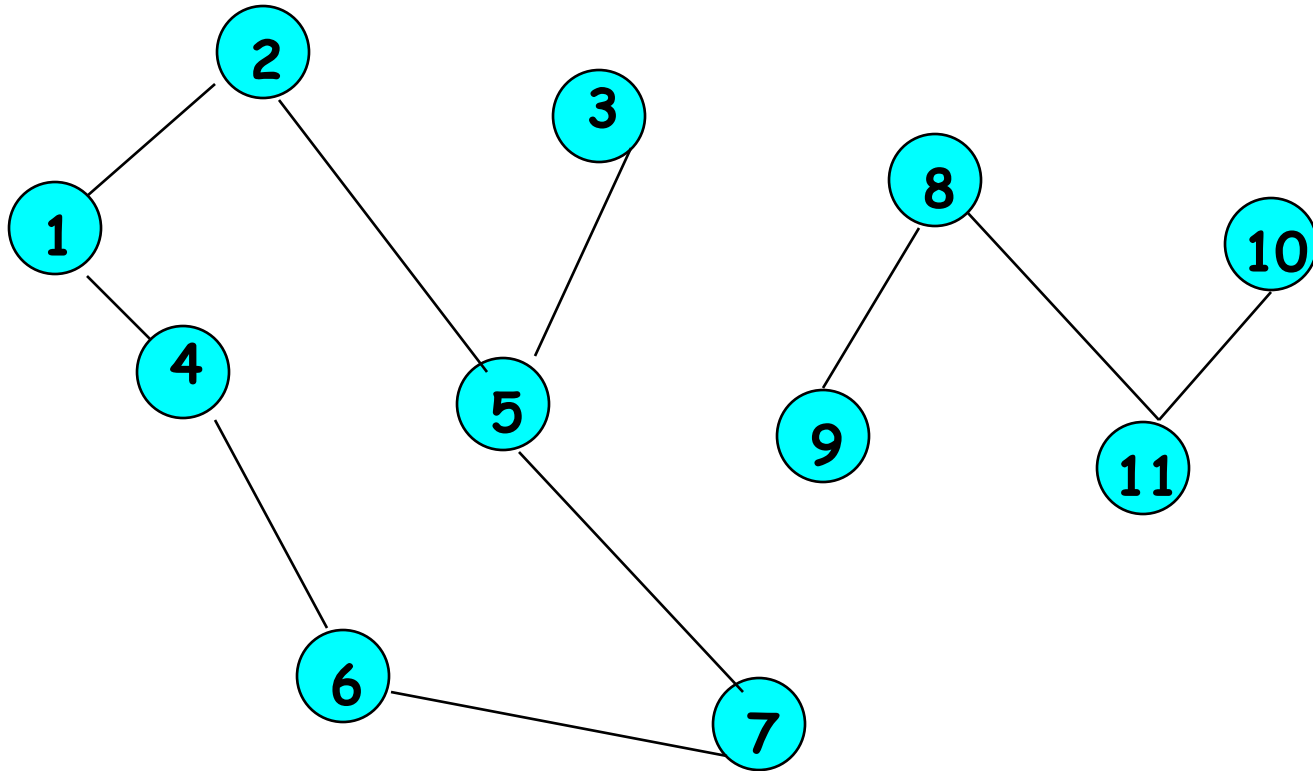
Undirected and Directed Graphs

- Undirected edge has no orientation (u, v) .

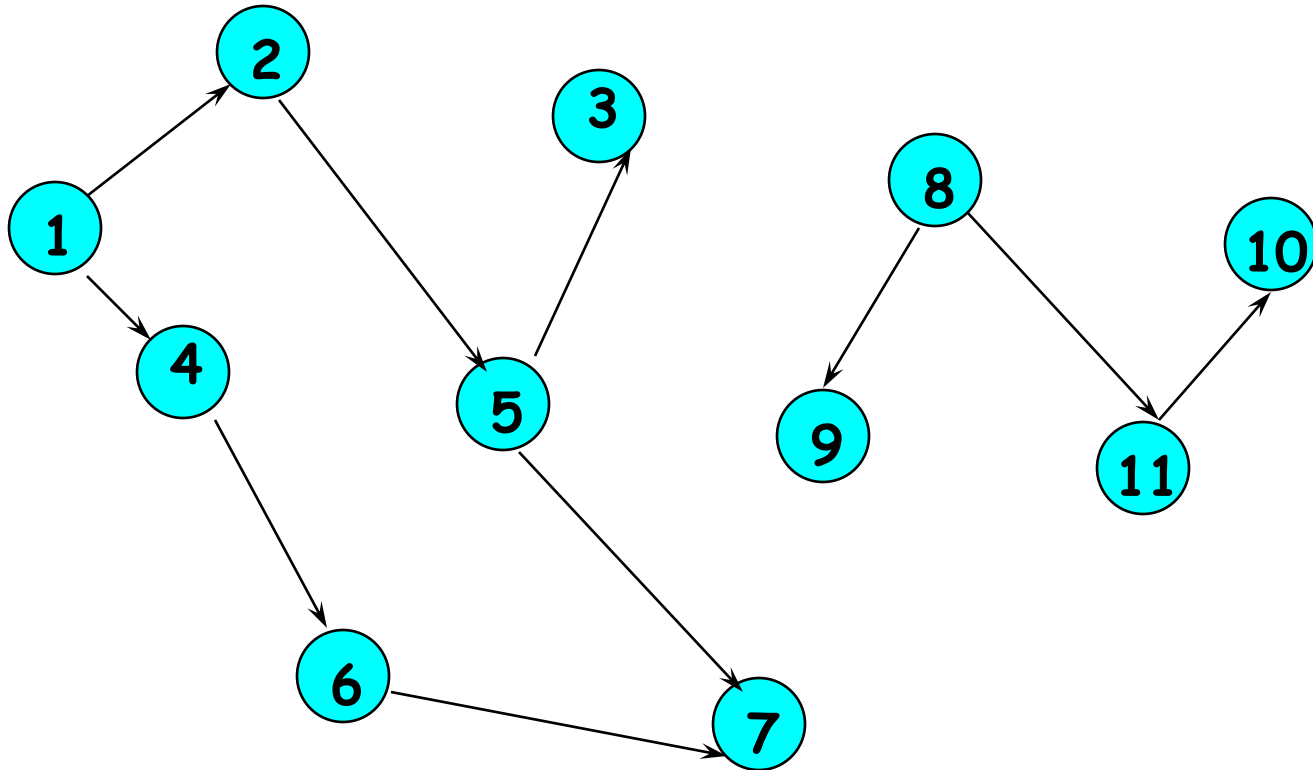


- Undirected graph \Rightarrow no oriented edge.
- Directed graph \Rightarrow every edge has an orientation.

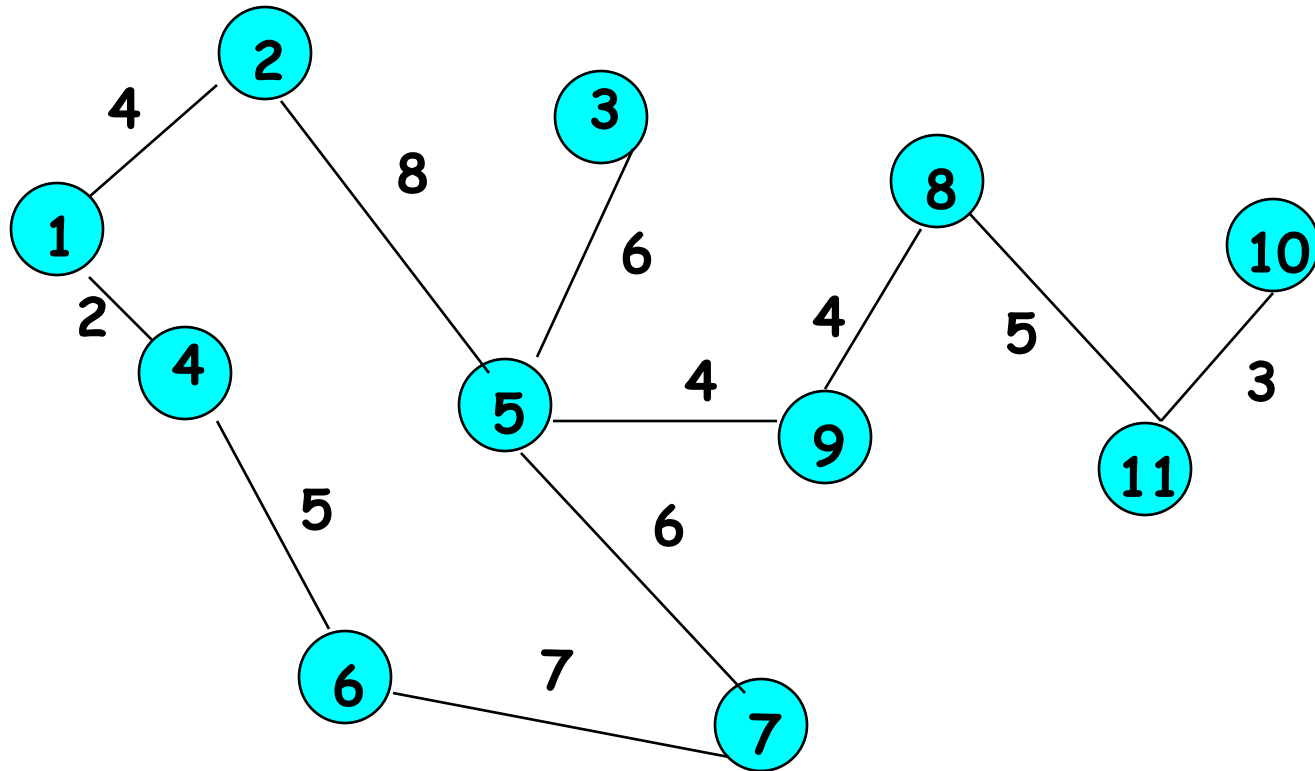
Undirected Graph



Directed Graph (Digraph)



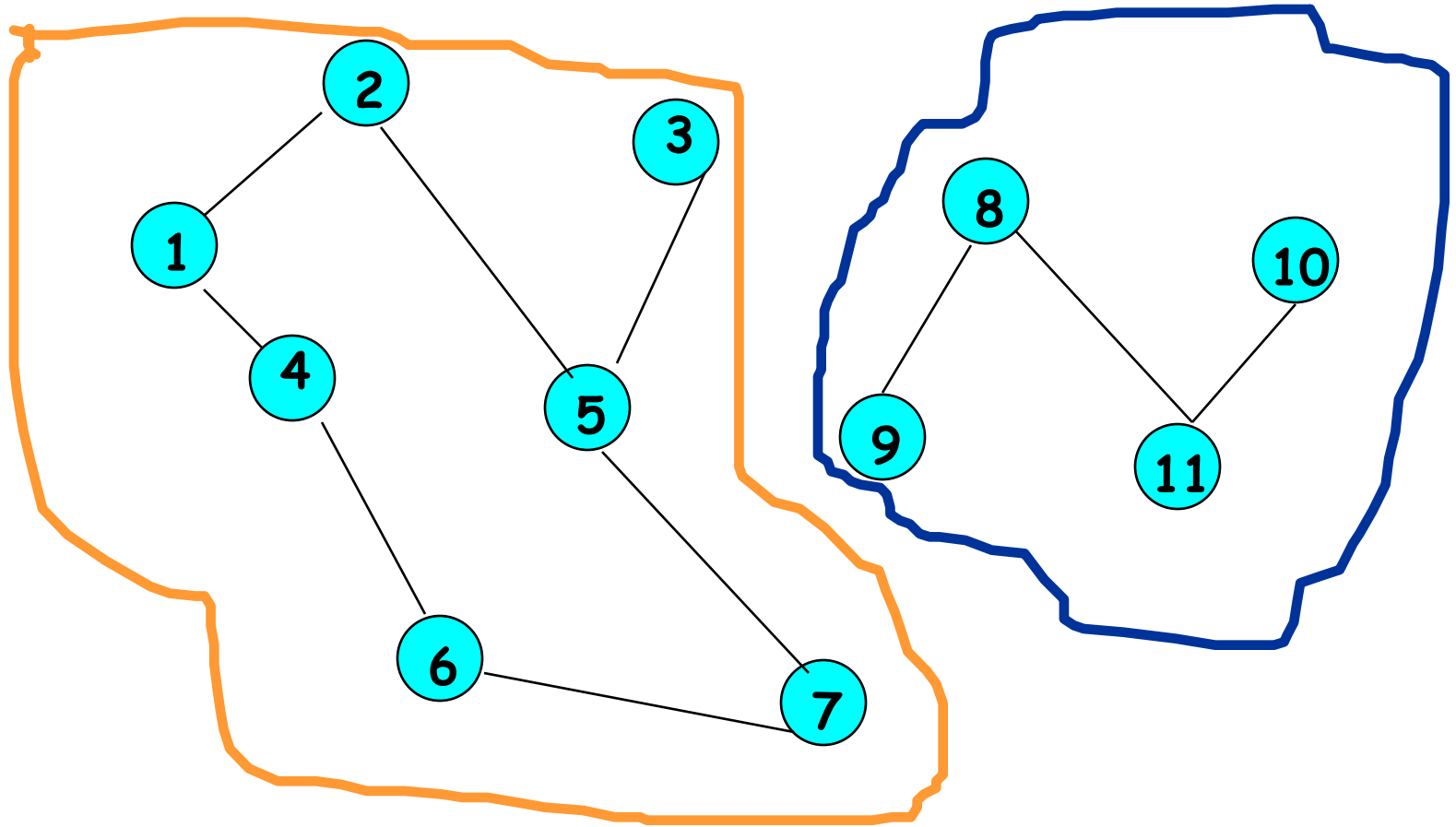
Applications: Driving Distance/Time Map



Vertex = city

Edge weight = driving distance/time.

Applications: Connected Components

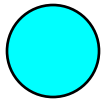


Notes

- **Tree**是一種特別的graph
- **Graph**本質上並沒有超出**tree**會考量使用的資料結構
 - Array, e.g., adjacent matrix
 - Linked list

Complete Undirected Graph

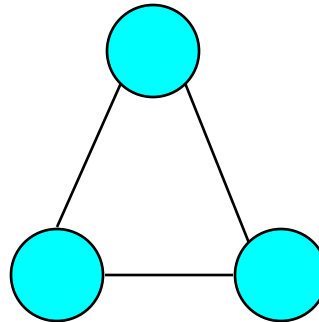
Has all possible edges.



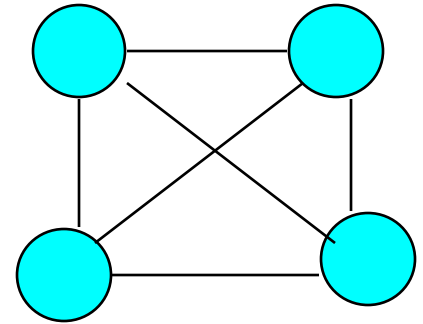
$n = 1$



$n = 2$



$n = 3$



$n = 4$

Some Trivial Properties

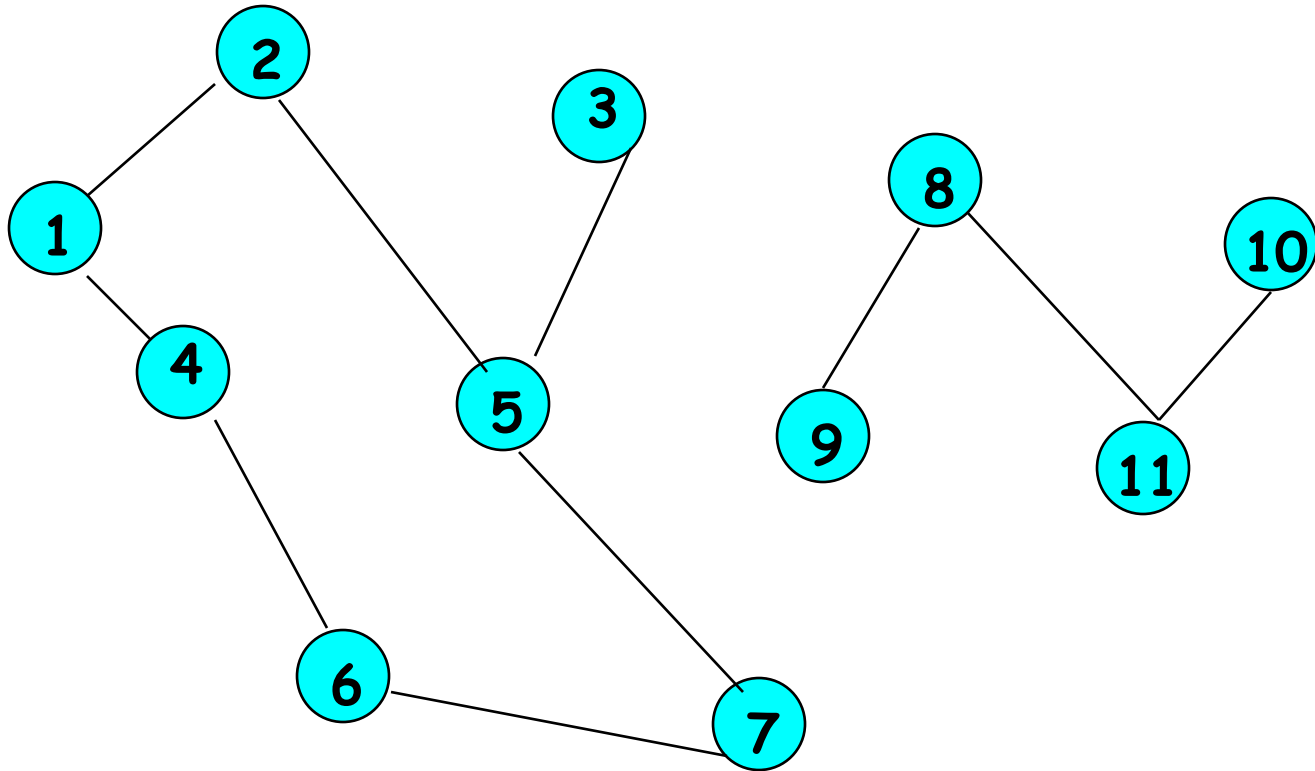
Number of Edges—Undirected Graph

- Each edge is of the form (u, v) , $u \neq v$.
- Number of such pairs in an n vertex graph is $n(n-1)$.
- Since edge (u, v) is the same as edge (v, u) , the number of edges in a complete undirected graph is $n(n-1)/2$.
- Number of edges in an undirected graph is $\leq n(n-1)/2$.

Number of Edges—Directed Graph

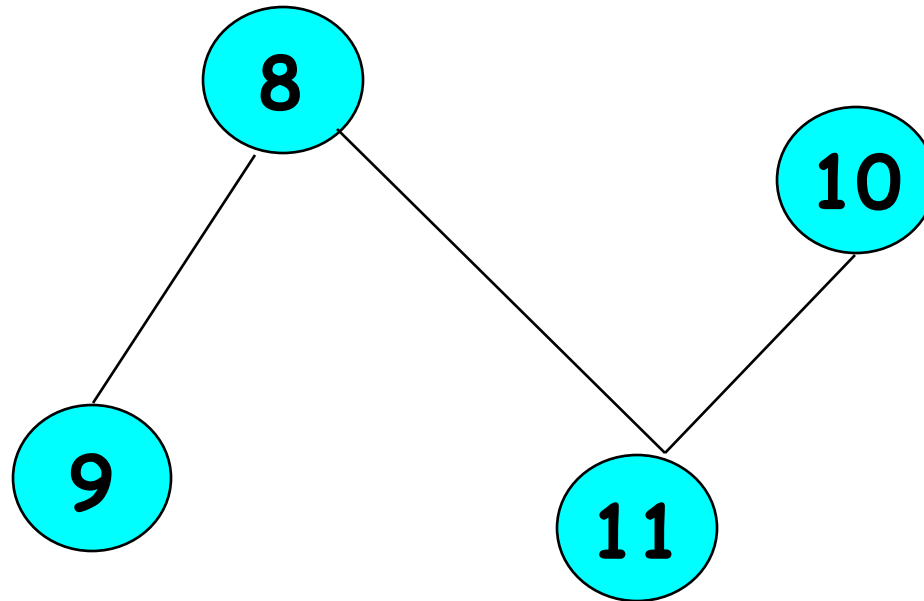
- Each edge is of the form (u,v) , $u \neq v$.
- Number of such pairs in an n vertex graph is $n(n-1)$.
- Since edge (u,v) is not the same as edge (v,u) , the number of edges in a complete directed graph is $n(n-1)$.
- Number of edges in a directed graph is $\leq n(n-1)$.

Vertex Degree



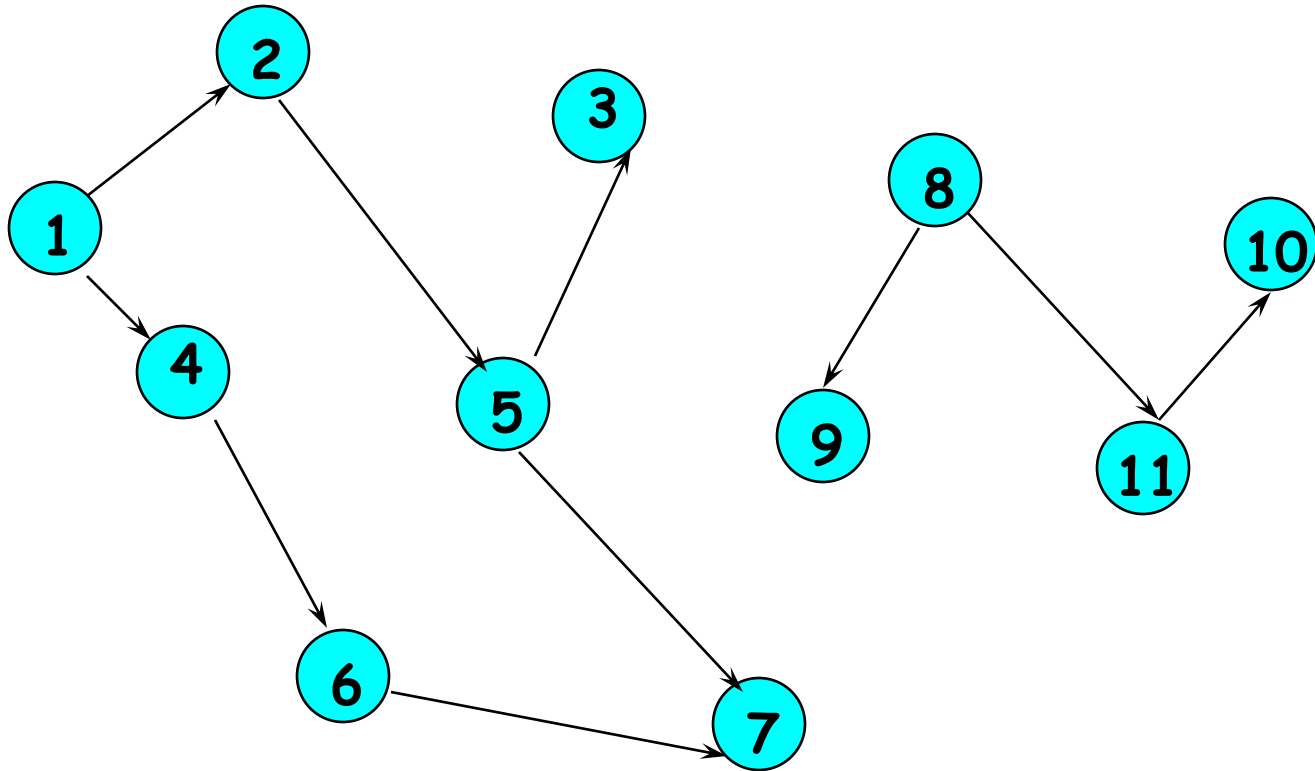
- Number of edges incident to vertex.
- $\text{degree}(2) = 2$, $\text{degree}(5) = 3$, $\text{degree}(3) = 1$

Sum of Vertex Degrees



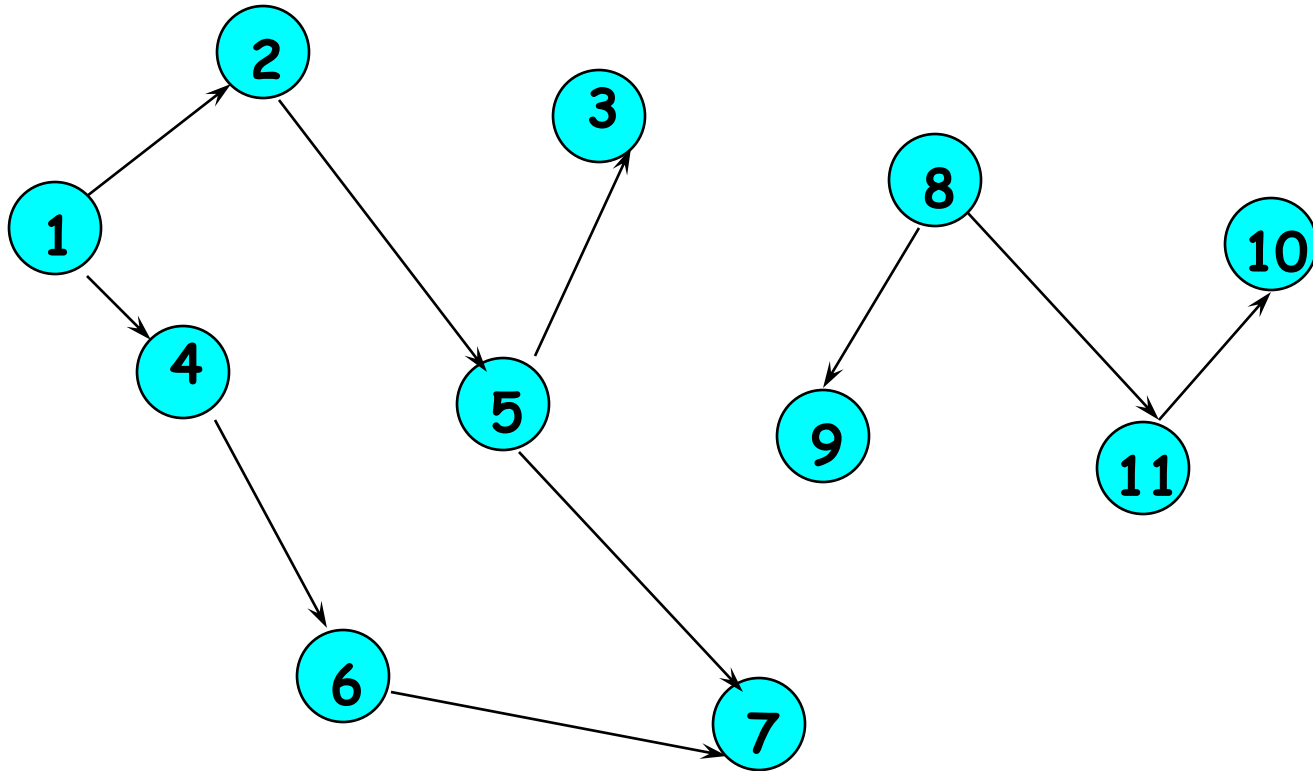
Sum of degrees = $2e$
(where e is number of edges)

In-Degree of a Vertex



- in-degree is number of incoming edges
- $\text{indegree}(2) = 1$, $\text{indegree}(8) = 0$

Out-Degree of a Vertex



- out-degree is number of outbound edges
- $\text{outdegree}(2) = 1$, $\text{outdegree}(8) = 2$

Sum of In- and Out-Degrees

- each edge contributes 1 to the in-degree of some vertex and 1 to the out-degree of some other vertex
- sum of in-degrees = sum of out-degrees = e , where e is the number of edges in the digraph

Tree

- Connected graph that has no cycles.
 - Connected graph: a graph contains a single connected component
- n vertex connected graph with $n-1$ edges.
- Tree本質是directed graph, 惟我們大部分的時候不會如此強調。Tree透過parent, children, left child (in case binary tree), right child (in case binary tree) 等等定義了方向性。