## CS 240 Midterm Review (Module 1–7)

## **Asymptotic Analysis**

- Problem instance (I) input for the specified problem
- Problem solution output for the specified problem instance
- Problem size Size(I) = size of instance I
- Algorithm a step-by-step process for carrying out a series of computations
  - An algorithm A solves a problem P if, for every instance I of P, A computes a valid solution for I in <u>finite</u> time
- RAM model
  - Assume any memory access & primitive operation is constant time
  - Assume infinite amount of memory
  - Sequential operation
  - Running time is determined by the # of memory accesses & primitive operations
- Order notations
  - $f(n) \in O(g(n))$  if  $\exists c > 0$  and  $n_0 > 0$  such that  $0 \le f(n) \le cg(n) \ \forall n \ge n_0$ 
    - $\circ$  f "grows no faster than" g
    - $\circ$  f is "upper-bounded" by  $g (\leq)$
  - $f(n) \in \Omega(g(n))$  if  $\exists c > 0$  and  $n_0 > 0$  such that  $0 \le cg(n) \le f(n) \ \forall n \ge n_0$ 
    - $\circ$  f "grows no slower than" g
    - $\circ$  f is "lower-bounded" by  $g \geq 0$
  - $f(n) \in \Theta(g(n)) \text{ if } \exists c_1, c_2 > 0 \text{ and } n_0 > 0 \text{ such that } 0 \le c_1 g(n) \le f(n) \le c_2 g(n) \ \forall \ n \ge n_0$ 
    - $\circ$  f and g grow at the same rate
  - $f(n) \in o(g(n))$  if  $\forall c > 0, \exists n_0 > 0$  such that  $0 \le f(n) < cg(n) \ \forall n \ge n_0$ 
    - $\circ$  f is "strictly upper-bounded" by g(<)
  - $\underline{f(n)} \in \omega(\underline{g(n)})$  if  $\forall c > 0, \exists n_0 > 0$  such that  $0 \le c\underline{g(n)} < f(n) \ \forall n \ge n_0$ 
    - $\circ$  f is "strictly lower-bounded" by q(>)
  - Suppose  $L = \lim_{n\to\infty} \frac{f(n)}{g(n)}$ 
    - $\circ \quad \text{If } L = 0 \text{ then } f \in o(g)$
    - $\circ \quad \text{If } 0 < L < \infty \text{ then } f \in \Theta(g)$
    - $\circ$  If  $L = \infty$  then  $f \in \omega(g)$
  - If  $f \in O(g)$  and  $f \in \Omega(g)$ , then  $f \in \Theta(g)$
- Loop analysis
  - $\blacksquare$  Begin from the innermost nested loop; use  $\sum$  for each outer loop

- Recurrence relations analysis
  - e.g. mergesort:
  - Step 1: split array of length n into two subarrays, of lengths  $\lceil \frac{n}{2} \rceil$  and  $\lfloor \frac{n}{2} \rfloor$   $(T = \Theta(n))$
  - Step 2: recursively run mergesort on subarrays  $(T = T(\lceil \frac{n}{2} \rceil) + T(\lfloor \frac{n}{2} \rfloor))$
  - Step 3: merge sorted subarrays into a single sorted array  $(T = \Theta(n))$
  - Thus the recurrence relation is

$$T(n) = \Theta(1) \qquad \text{if } n = 1$$

$$T(n) = T(\lceil \frac{n}{2} \rceil) + T(\lfloor \frac{n}{2} \rfloor) + \Theta(n) \qquad \text{if } n > 1$$

$$= 2T(\frac{n}{2}) + cn$$

$$= 2(2T(\frac{n}{4}) + \frac{cn}{2}) + cn$$

$$= \dots$$

$$= 2^k T(\frac{n}{2^k}) + kcn \qquad \text{where } k = \log n$$

$$= nT(1) + \log n(cn)$$

$$\in \Theta(n \log n)$$

■ In general,  $\{T(n) = T(n/2) + c\} \in \Theta(n \log n)$ 

## Priorty Queues and Heaps

- **Priority queue**: an **abstract data type** containing a collection of items each with a priority
- **Heap**: binary tree with 2 structures
  - Structural property: all levels of filled except the lowest, which is left-justified
  - Ordering property: the parent of any node has greater value than the node itself
- The height of a heap with n nodes is  $\Theta(\log n)$ 
  - Since  $2^k \le n$  (# of nodes on all levels above) and  $n \ge 2^{k+1} 1$  (# of nodes including this level)
- Bubble-up algorithm: used for heap insertion
  - If node.key > node.parent.key then swap
  - Brings a large value from a leaf node up
- Bubble-down algorithm: used for heap deletion
  - If node.key < node.largest\_child.key then swap
  - Brings a small node from the root down
- Heapify with bubble-up: insert each item, total runtime =  $\Theta(n \log n)$
- Heapify with bubble-down (given an unordered array): since leaf nodes can't bubble-down, start bubbling down from second-last level (n/2 nodes)

 $\quad \blacksquare \ \ \text{Total runtime} = \Theta(n)$ 

Sorting and Randomized Algorithms