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CMP-SCI 5130
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Pseudocode and Complexity analysis

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Pseudocode

- **1** Struct Node
- 2 Let parent, left, middle, right, val be member elements of Node.
- 3 Let CASE[0..n][0..n] and CTRL[0..n][0..n] be new vectors

/* Global 2D vectors, CASE, CTRL[0] are headers (first row: ID), first column are snp names such as CASE[1][0] and CTRL[2][0] */

```
    Let opt_pattern[0..n] be a new vector
        // char type stores the snp pattern when hit optimal solution //
    RESULT= 0.0
        // double type stores optimal solution //
```

MakeTreeNode(c) // character

- 1 Let newNode be **new** Node
- 2 newNode.val = c
- 3 return newNode

```
FindTwoAlleles( a ) // string vector a //

for i = 1 to a.size()

if a[i][0] not = a[i][1]

return a[i]

return "error"

// see which two alleles in one snp //
```

```
Occur_difference( path ) // char vector path, length same to number of snp in file //
1
        diff, count1, count2 = 0.0
2
        found = true
3
        for i = 1 to CASE[i].size()
4
                for j = 0 to CASE.size() -1
5
                        if 'N' in CASE[j+1][i]
6
                                 print CASE[0][i] + "has no alleles"
7
                        else if path[j] == 'X'
8
                                 continue
9
                        else if path[j] not in CASE[j+1][i]
10
                                 found = false
11
                if found
12
                        count1 = count1 + 1
13
                found = true
14
        diff = count1 / CASE[1].size() -1 // occurrence percentage in CASE
15
        for i = 1 to CTRL[i].size()
16
                for j = 0 to CTRL.size -1
17
                        if 'N' in CASE[j+1][i]
18
                                 print CASE[0][i] + "has no alleles"
                        else if path[j] == 'X'
19
20
                                 continue
21
                        else if path[j] not in CTRL[j+1][i] // Path doesn't match the alleles
22
                                 found = false
23
                if found
                             // bool value found = true
24
                        count2 = count2 +1
25
                found = true
26
        diff = diff - count2 / CTRL[1].size()-1 // percentage in CASE - percentage in CTRL
27
        return abs(diff)
```

```
BuildTree_and_travese_everything_whatever( node, allele, path )
// Function that finds the solution, where node is a Node struct, allele and path are char vector//
// allele has characters ATXCGXACX.... Which are every SNPs' two pattern with additional 'X' //
// X in allele means when we pick it, we pick no allele in this SNP, which is equivalent to null //
1
        if allele not empty
2
               node.right = MakeTreeNode( allele.back() )
               // .back() simply means the last element in it //
3
               node.right.parent = node
4
                delete last element in allele //allele.pop back()
5
                node.middle = MakeTreeNode( allele.back() )
6
                node.middle.parent = node
7
                delete last element in allele
8
                node.left = MakeTreeNode( allele.back() )
9
                node.left.parent = node
10
                delete last element in allele
        else
               // this means it's built to lowest level, now get one single path, and delete the node //
11
12
               Let cur be new Node
13
               cur = node
14
               for i = 0 to CASE.szie() – 1p
                        if cur.left, cur.right, cur.middle == NULL
15
16
                                Let temp be new Node
17
                                temp = cur
18
                                path = path append cur.val // path.push_back( cur.val )
19
                                cur = cur.parent
20
                                delete temp
21
                        else
22
                                path = path append cur.val // path.push_back( cur.val )
```

```
23
                                cur = cur.parent
24
                reverse(path) // member function in vector to reverse vector path //
25
                if RESULT < Occur_difference( path )</pre>
                        // get biggest occur diff here
26
                        opt_pattern = path
27
                        RESULT = Occur_difference( path )
28
                return
29
        BuildTree_and_travese_everything_whatever( node.right, allele, path )
30
        BuildTree_and_travese_everything_whatever( node.middle, allele, path )
31
        BuildTree_and_travese_everything_whatever( node.left, allele, path )
       // go over every pattern, path is deleted
Go_get_all_folks( C, a ) // 2D string Vector C and 1D char vector a
1
        found = true
2
        for i = 0 to C[1].size()
3
                for j = 0 to C.size()-1
4
                        if a[j] == 'X'
5
                                continue
6
                        else if a[j] not in CASE[j+1][i]
7
                                found = false
                if found
8
                        print C[0][i]
9
```

MAIN

10

1 caseGroup = casefileName

found = true

```
2
        ctrlGroup = ctrlfileName
3
        Let in1 = input from caseGroup as string // ifstream
4
        Let in2 = input from ctrlGroup as string
5
        for line, getline(in1, line)
6
                Let ss1 be string converted from stream
7
                Let row[0..n] be a new vector
8
                for d, ss1 >> d
9
                        row = row append d
10
                CASE = CASE append row
11
        for line, getline(in2, line)
12
                Let ss2 be string converted from stream
13
                Let row[0..n] be a new vector
14
                for d, ss2 >> d
15
                        row = row append d
16
                CTRL = CTRL append row
17
        types = "", Let root be new Node
18
        for i = 1 to CASE.size()
19
                types = FindTwoAlleles( CASE[i] + 'X') + types
20
        Let path[0..n] be a new vector, type[0..types.size] be a new vector
21
        BuildTree_and_traverse_everything_whatever( root, type, path )
22
        print "The optimal solution for " + CASE.size()-1 + " snp case/ctrl file is: " + RESULT
23
        print "The pattern is: "
24
        for j=1 to CTRL.size()
```

print CTRL[j][0] + opt_pattern[j-1]

25

```
26
        print "Note: The X means the program doesn't take any allele at the particular SNP, which
        doesn't counted in pattern size as well"
27
        choice = 0
        print "enter '1' to see all CASE ID that has this pattern, '2' for CTRL, '3' for both, other keys to
28
        end: "
29
        if choice == 1
                "CASE:"
30
31
                print go get all folks( CASE, opt pattern )
        else if choice == 2
32
                print "CTRL: "
33
34
                go_get_all_folks( CTRL, opt_pattern )
35
        else if choice == 3
                print "CASE:"
36
37
                go_get_all_folks( CASE, opt_pattern )
                print "CTRL: "
38
39
                go_get_all_folks( CTRL, opt_pattern )
40
        return 0
```

Complexity analysis

The space complexity is concluded in these aspects:

Global line 3: CASE, CTRL are 2D vectors which takes [0..n][0..n] space each, where n is number of id in the case and control text file, so is considered

```
O(\# \text{ of ID } X \# \text{ of SNP} + 1 \text{ (header))}
```

Global line 4: opt pattern is 1D array [0..n], where n is number of SNP in both case and control file.

```
O(# of SNP)
```

Main line 7 and 13: two vector called "row" [0..n] is 1D vector

O(# of ID)

Main line 20: path and type are 1D vector [0..n]:

O(# of SNP) + O(# of SNP X 3)

Since # of SNP X 3 is greater, the overall sub-section space complexity is:

O(# of SNP X 3)

Overall space complexity is: $O(n^2) \rightarrow O(\frac{\# \text{ of ID } \times \# \text{ of SNP} + 1}{2})$

The time complexity concluded in these aspects:

Main line 5 and 11: Two for loop go over # of ID times:

O(# of ID) + O(# of ID) = O(# of ID) overall in this sub-section.

Main line 18 and 24: for loop go over # of SNP times:

O(n) = O(# of SNP)

Main 19: call function **FindTwoAlleles**: → Function definition line 1: a for-loop

O(# of ID) for worst case

O(# of SNP) for best case

Main 21 call function **BuildTree_and_travese_everything_whatever** → Function definition

Line 14: A for-loop O(# of ID)

Line 29, 30, 31: Recursion to make every branch O(3ⁿ), where n is the # of SNP,

which is O(3^(# of SNP))

Line 25 and 27: call function **Occur_difference** → Function definition

Line 3,4 and 15,16: $O(n^2) = O(\# \text{ of ID } X \# \text{ of ID})$, since line 25 and 27 call it twice, it's total of 4 X O(# of ID X # of ID)

Overall time complexity is: O(3^(# of ID))