Cost of Operations on...

1 Arrays

-> O(1) access to a given element by inclex

· access = read, write

-70(n) to delete a given element

-70(n) to resize

-720,3D, Rd 2mays:

axb matrix

(2) Linked Lists

-> acless = read, write

-> If I'm already at an elt, O(1) time to delete it, assuming doubly connected.

-> O(1) to delete ladd to front of list

-> to delete third element: (5(1)

-72 common LL we see: FIFO, LIFO quem stack

Problem: S = a set of objects (e.g., points in the plane)

"What" n := |S| the closest pair",

that is  $(a,b) \in S \times S$  such that  $a \neq b$  and  $dist(a,b) \leq dist(c,d)$   $\forall c,d \in S$   $c \neq d$ 

Assume: dist (a,b) is O(1) operation.

Solution: We a try all pairs of points. "How" FIND CLOSEST PAIR (S) 2: for S, ES 1 for 82 ES K 4: if 5, \$52 if dist (5,552) < curdist 5: pair (5,52) cur dist (5,552) 7: end if 8: endif 9: I end for 10' end for 11: return pair

Each iter through, lines 4-9 are  $\Theta(1)$  time. With nested for loops, they repeat  $\Theta(n^2)$  times. Line I line Z-11  $PT = \Theta(1) + \Theta(n^2) + \Theta(1) = \Theta(n^2)$ 

for convenience, on lik). Let's assume S is an array. FIND CLOSEST PAIR FAST (S, n) 1: pair = x; curdint = 00 2: for = 1,2, ..., n-1 for j= i+1, i+2, ..., n if dist  $(s_i, s_j)$  < cordist

| pair  $\leftarrow$   $(s_i, s_j)$ | cordist  $\leftarrow$  dist  $(s_i, s_j)$ | end if end for return pair What is the cost of iter i in the outer for loop? Inner for loop goes n- (i+1)+1 times, each time costs O(1)  $\sum_{n=1}^{n-1} n - (i+1) + 1 = \sum_{n=1}^{n-1} n - i = (n-1) + (n-2) + \dots + (n-k-1)$ = 5 i

 $=\frac{(n-1)(n-1+1)}{2}$ 

= 0 (n2)

I can do better!

In general, we can't do better, unless we know something about the structure/geomotry of our dath. e.g., what if SCR1? , fartuit left on right si & Suppon-1 subprob-2 Median  $T(n) = 2T(\frac{n}{2}) + \Theta(n)$ before divide: need to divide into 2 sets, so need to chock every pt  $\Theta(n)$ after we're conquered, we have 3 options to conside 1 Sort Alternatively.

(2) linearly walk through, only considering adjacent pairs of points.

Algorithms you present should have the following

1) What? State the problem, independent of the solution.

2) How? Give the algorithm, clearly.
Assumed to be efficient in worst rase.

(3) Why? Why does this work

Proof of Correctness, inc. loop/recusion
invariant.

4) How fast? Give the nortime, with sustification.

(3) Could also consider (sometines)

-7 space complexity

-) external messages passed

-7 specific resource con supprtion

-> degree of predicates used

a2 +b "easier" tran "a3+b+c"