

## Algebras

### Sets

- Carrier set ( $U$ ): The set that contains all possible elements that we might consider in the algebra.
- Set of operations: union, intersection, difference, complement.
- Tournaments, players, teams, and matches can all be modeled as sets.
  - There cannot be duplicates of players within the same tournament
  - There cannot be two or more instances of the same tournament at the same time.
  - The same match cannot be played twice
- Example of usages:
  - The set of teams registered in Tournament A
  - The union of teams to obtain the team members
  - The intersection between teams in different tournaments to obtain all the tournaments that team is or has participated in.
  - The difference between the set of communities the user has followed and the set of unfollowed communities

### Boolean Algebra

- Carrier set ( $U$ ): contains all possible Boolean values {TRUE, FALSE} or {0,1}
- Set of operations: NOT, AND, OR, NOR, NAND, XOR
- Used in logic for system decisions (permissions, bracket advancement, conditions).
- Example of usages:
  - A match result is valid if (matchPlayed = TRUE) AND (scoreReported = TRUE).
  - A team (team A) wins a match if [teamAscore > teamBscore] = TRUE] OR NOT(hasOpponent) = TRUE
  - XOR to decide a single winner for the match

## Tree Data Structure

- Carrier set ( $U$ ): The set of all possible nodes in the tree
  - Each node can contain different data:
    - Players
    - Matches
    - Teams
- Set of operations: Different traversal methods that depend upon the implementation
  - Pre-Order (Root, Left, Right)
  - In-Order (Left, Root, Right)
  - Post-Order (Left, Right, Root)
- Example of usage:
  - Tournament brackets, each bracket is a pair of nodes that contain a team