

# Big-O Terminology

"An algorithm is  $O(\text{something})$ "

"worst case"  $\exists k \geq 0, c \geq 1. \forall n \geq k. \text{algorithm} \leq c \cdot \text{something}$

✓ Bubble sort is  $O(n^2)$   $\ll$

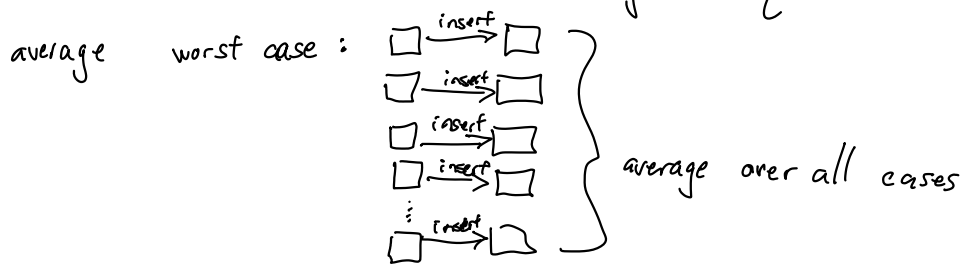
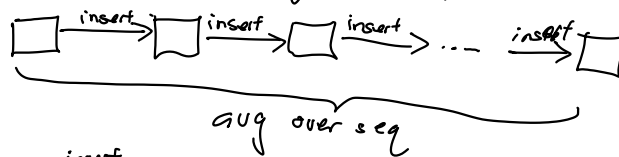
✓ Bubble sort is  $O(n^3)$   $\sim$

Randomized  
Quick Sort

$O(n^2)$

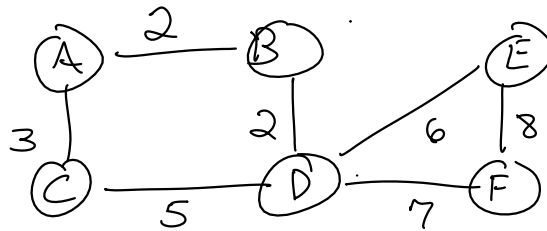
$O(n \log n)$

\_\_\_\_\_ worst case : absolute worst situation ; universe out to get you  
expected worst case : bad input , but universe normal ; dice work, not loaded  
amortized worst case : ultimately, after a sequence of operations, each op cost X



Hash Table operations are amortized average  $O(1)$

# Minimum Spanning Trees



Tree is a graph which is weakly connected and has  $|E| = |V| - 1$



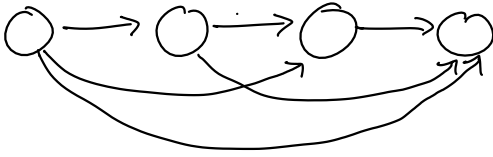
MST is a subgraph of a graph which

1. Has all of the vertices
  2. Is connected
  3. Is a tree
  4. Has total weight  $\leq$  all other spanning trees
- } spanning tree

# BFS

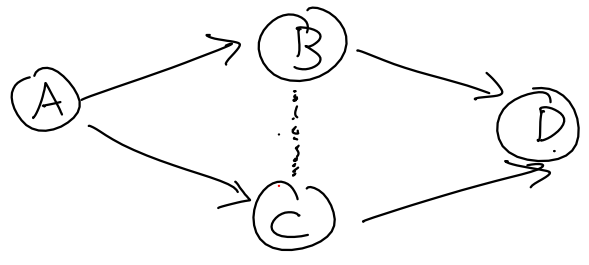
$$|E| \leq |V|^2 - |V|$$

$|E|$  is  $O(|V|^2)$



$$n^2 \text{ is } O(n^3) \quad \underline{\underline{\quad}}$$

# Topological Sort

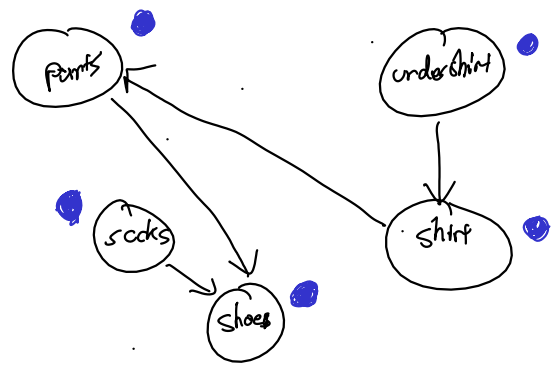


A, B, C, D

A, C, B, D

C, B, A, D X

Produce an ordering of vertices in a graph such that each vertex is visited before any vertex it points to.



[undershirt, shirt, socks, pants, shoes]

$$\begin{aligned} O(V+E) &= O(V+V) \\ O(\max(V, E)) &= O(V) \end{aligned}$$

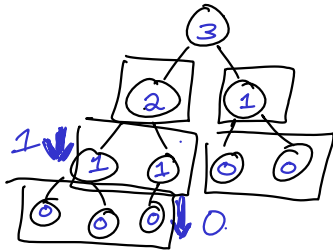
Heapify is  $O(n)$ .

insert(heap) : amortized  $O(\log n)$

For each of  $n$  things: }  $O(n \log n)$   
 heap.insert( $O$ ;  $n$ )

$h \leftarrow \text{heapify}(n \text{ things}) \} O(n)$

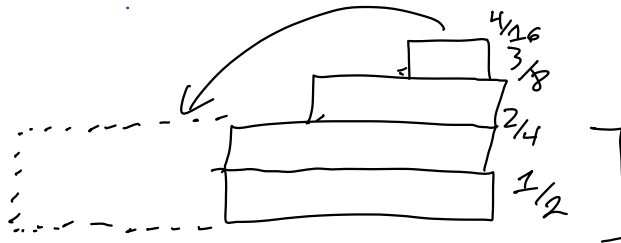
cc "most"  
 "Almost all bubble downs are small."



Function Heapify:

For each node from end to beginning:  
 bubbleDown(node)

$$\frac{0}{2}n + \frac{1}{4}n + \frac{2}{8}n + \frac{3}{16}n + \dots$$



$$\sum_{i=1}^n \frac{i-1}{2^i} n = n \sum_{i=1}^n \frac{i-1}{2^i} \leq n \sum_{i=1}^{\infty} \frac{i-1}{2^i} \leq 2$$

# Quick Sort

0 n-1

Function QS (array, start, end)

If start  $\geq$  end : Return

pivot  $\leftarrow$  Partition(array, start, end)

QS(array, start, pivot-1)

QS(array, pivot+1, end)

End Function

Function Partition(array, start, end)

pivotVal  $\leftarrow$  array[end]

frontier  $\leftarrow$  start

fence  $\leftarrow$  start

While frontier < end :

frontier  $\leftarrow$  frontier + 1

If array[frontier-1] < pivotVal :

swap(array[fence], array[frontier-1])

fence  $\leftarrow$  fence + 1

EndIf

EndWhile

swap(array[end], array[fence])

Return fence

End Function



pref  $O(n)$

Partition : given start and end,

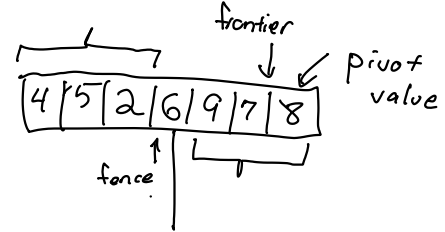
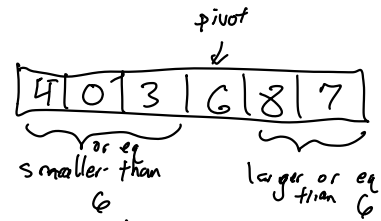
return pivot

start  $\leq$  pivot  $\leq$  end

all things to left of pivot index are smaller than pivot value

• start ... fence : small

• fence ... frontier : large



# ADTs

Dictionary	—————	Linear, BSTs, AVL trees, Hash Table
Stack	—————	Linked Stack, Array Stack
List	—————	LinkedList, Array List
Queue	—————	Linked Queue, Array Queue
Graph	—————	Adjacency List, Adjacency Matrix
Priority Queue	—————	Heap

Hash Table good in what way? average amortized  $O(1)$  !!

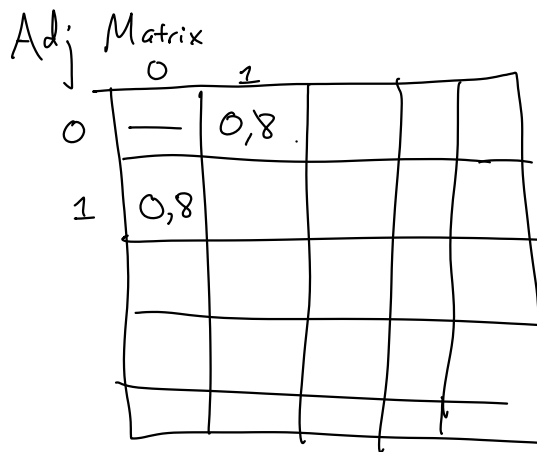
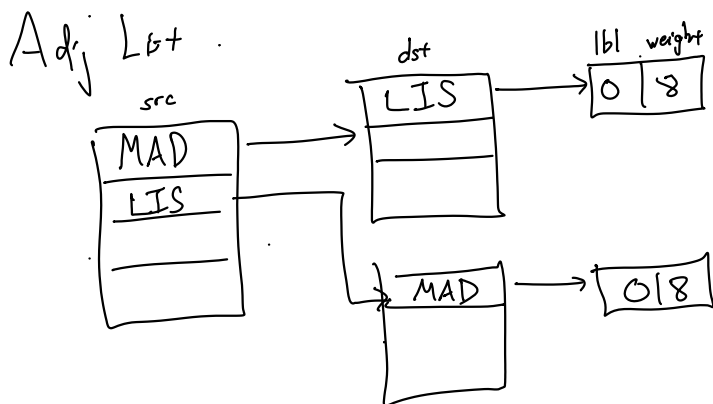
bad? memory hungry !!

need good hash !!

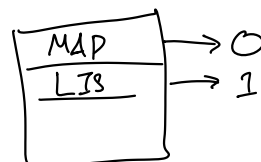
always a set of keys for which hash table is slow

AVL tree good? never under any circumstances worse than  $O(\log n)$

Linear ——— small values of  $n$ ; simple

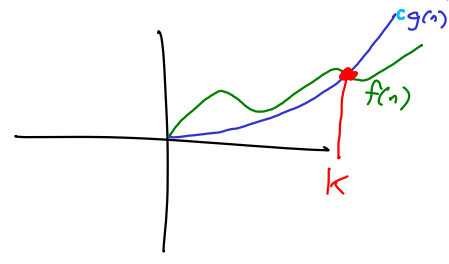


- Adding vertices is easy
- Uses less memory



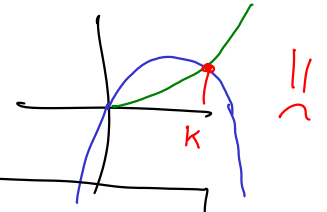
- Cohesive (all in one place)

$f(n)$  is  $O(g(n))$   
 $\equiv$



you pick  $\rightarrow \exists c \geq 1, k \geq 0. \forall n \geq k. f(n) \leq cg(n)$

$n^2 + n$  is  $O(n^2)$  I pick  $\Leftarrow$



Let  $c=2, k=5$

Do not do this.  $\left\{ \begin{array}{l} n^2 + n \leq 2n^2 \\ 5^2 + 5 \leq 2 \cdot 5^2 \\ 30 \leq 50 \checkmark \end{array} \right.$

$$cx \leq cy \quad c \geq 0$$

$$\uparrow$$

$$x \leq y$$

$$\downarrow$$

$$x-a \leq y-a$$

destructive  $\left[ \begin{array}{l} n^2 + n \leq 2n^2 \\ n \leq n^2 \\ 1 \leq n \end{array} \right.$

$\exists k \geq 0, c \geq 1. \forall n \geq k. n^2 + n \leq cn^2$   
 $\forall n \geq 1. n^2 + n \leq 2n^2$

$\forall n \geq 1. 1 \leq 1$   
 $\forall n \geq 1. 1 \leq n$   
 $\forall n \geq 1. n \leq n^2$

$\forall n \geq 1. 1 \leq n^2$

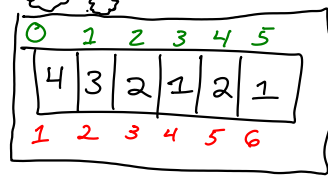
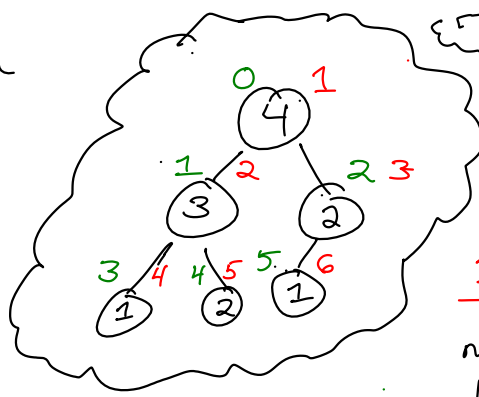
$\forall n \geq 1. n^2 \leq n^2$

$\forall n \geq 1. n^2 + n \leq n^2 + n^2$   
 $\forall n \geq 1. n^2 + n \leq 2n^2$

$\exists c \geq 1. \forall n \geq 1. n^2 + n \leq cn^2$   
 $\exists k \geq 0. c \geq 1. \forall n \geq k. n^2 + n \leq cn^2$   
 $\equiv$   
 $n^2 + n$  is  $O(n^2)$



# Bubble Down



## 1-based land

node :  $n$   
 left :  $2n$   
 right :  $2n+1$   
 parent :  $\lfloor \frac{n}{2} \rfloor$

## 0-based land

node :  $n$   
 left :  $2(n+1)-1$   
 $2n+2-1$   
 $2n+1$   
 right :  $2(n+1)+1-1$   
 $2(n+1)$   
 $2n+2$   
 parent :  $\lfloor \frac{n+1}{2} \rfloor - 1$

