

# Asymptotic Notations

$$O(g(n)) = \{f(n) \mid \exists c \in \mathbb{R}^{+*}, \exists n_0 \in \mathbb{N}, \forall n \geq n_0, 0 \leq f(n) \leq cg(n)\}$$

$$\Omega(g(n)) = \{f(n) \mid \exists c \in \mathbb{R}^{+*}, \exists n_0 \in \mathbb{N}, \forall n \geq n_0, 0 \leq cg(n) \leq f(n)\}$$

$$\Theta(g(n)) = \{f(n) \mid \exists c_1 \in \mathbb{R}^{+*}, \exists c_2 \in \mathbb{R}^{+*}, \exists n_0 \in \mathbb{N}, \forall n \geq n_0, 0 \leq c_1g(n) \leq f(n) \leq c_2g(n)\}$$

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = \infty \iff g(n) \in O(f(n)) \text{ et } f(n) \notin O(g(n)) \quad f(n) \in O(g(n)) \iff g(n) \in \Omega(f(n))$$

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = 0 \iff f(n) \in O(g(n)) \text{ et } g(n) \notin O(f(n)) \quad f(n) \in \Theta(g(n)) \iff \begin{cases} f(n) \in \Omega(g(n)) \\ g(n) \in \Omega(f(n)) \end{cases}$$

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = c \in \mathbb{R}^{+*} \iff f(n) \in \Theta(g(n))$$

## Order of Growth

constant	$\Theta(1)$	
logarithmic	$\Theta(\log n)$	
polylogarith.	$\Theta((\log n)^c)$	$c > 1$
	$\Theta(\sqrt{n})$	
linear	$\Theta(n)$	
	$\Theta(n \log n)$	
quadratic	$\Theta(n^2)$	
	$\Theta(n^c)$	$c > 2$
exponential	$\Theta(c^n)$	$c > 1$
factorial	$\Theta(n!)$	
	$\Theta(n^n)$	

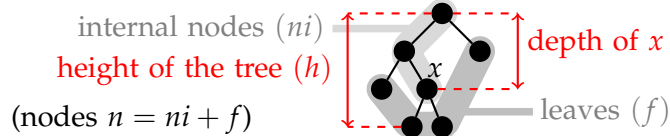
## General Theorem for Recurrence Equations

Given  $T(n) = aT(n/b) + f(n)$  with  $a \geq 1, b > 1$

- If  $f(n) = O(n^{\log_b a - \epsilon})$  for some  $\epsilon > 0$ , then  $T(n) = \Theta(n^{\log_b a})$ .
- If  $f(n) = \Theta(n^{\log_b a})$ , then  $T(n) = \Theta(n^{\log_b a} \log n)$ .
- If  $f(n) = \Omega(n^{\log_b a + \epsilon})$  for some  $\epsilon > 0$ , and if  $af(n/b) \leq cf(n)$  for some  $c < 1$  and for all  $n$  large enough, then  $T(n) = \Theta(f(n))$ .

(Note: it is possible that none of the 3 cases apply.)

## Trees



For any binary tree:

$$n \leq 2^{h+1} - 1$$

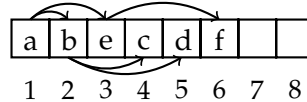
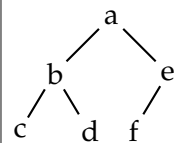
$$h \geq \lceil \log_2(n+1) - 1 \rceil = \lfloor \log_2 n \rfloor \text{ si } n > 0$$

$$f \leq 2^h$$

$$h \geq \lceil \log_2 f \rceil \text{ si } f > 0$$

$$f = ni + 1 \text{ (if the tree is complete = all internal nodes have 2 children)}$$

In a complete binary tree a leaf is either at depth  $\lfloor \log_2(n+1) - 1 \rfloor$  or at depth  $\lceil \log_2(n+1) - 1 \rceil = \lfloor \log_2 n \rfloor$ . For these trees  $h = \lfloor \log_2 n \rfloor$ . A perfect tree (= complete, with all leaves from last level filled on the left) can be stored in an array.



Indices are related with:

$$\text{Father}(y) = \lfloor y/2 \rfloor$$

$$\text{LeftChild}(y) = y \times 2$$

$$\text{RightChild}(y) = y \times 2 + 1$$

## Useful identities

$$\sum_{k=0}^n k = \frac{n(n+1)}{2}$$

$$\sum_{k=0}^n x^k = \frac{x^{n+1} - 1}{x - 1} \quad \text{si } x \neq 1$$

$$\sum_{k=0}^{\infty} x^k = \frac{1}{1-x} \quad \text{si } |x| < 1$$

$$\sum_{k=0}^{\infty} kx^k = \frac{x}{(1-x)^2} \quad \text{si } |x| < 1$$

$$\sum_{k=1}^n \frac{1}{k} = \Theta(\log n)$$

$$n! = \sqrt{2\pi n} \left(\frac{n}{e}\right)^n \left(1 + \Theta\left(\frac{1}{n}\right)\right)$$

## Various definitions

The complexity of a problem is that of the best algorithm that solves it.

A stable sort keeps the relative order of equal elements.

In place sorts use  $O(\log n)$  auxiliary memory.

## Probabilistic reminders

Expected value of a random variable  $X$ : It's its mean.

$$E[X] = \sum_x \Pr\{X = x\}$$

Variance:  $\text{Var}[X] = E[(X - E[X])^2] = E[X^2] - E^2[X]$

Binomial distribution: Throw  $n$  balls to  $r$  baskets, with equal chances to land in each basket ( $p = 1/r$ ). If  $X_i$  is the number of balls in basket  $i$ . We have  $\Pr\{X_i = k\} = \binom{n}{k} p^k (1-p)^{n-k}$ . Also  $E[X_i] = np$  and  $\text{Var}[X_i] = np(1-p)$ .

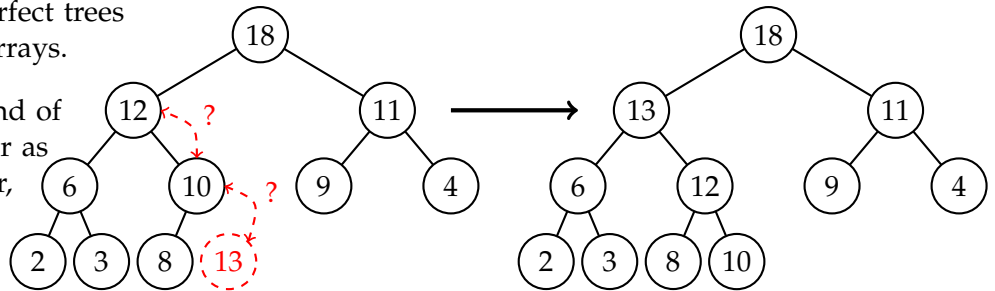
# Binary Heaps

A **binary heap** is a perfect tree with the **heap property**: a node's label is greater than that of its children.

In the following operations, perfect trees are more efficiently stored as arrays.

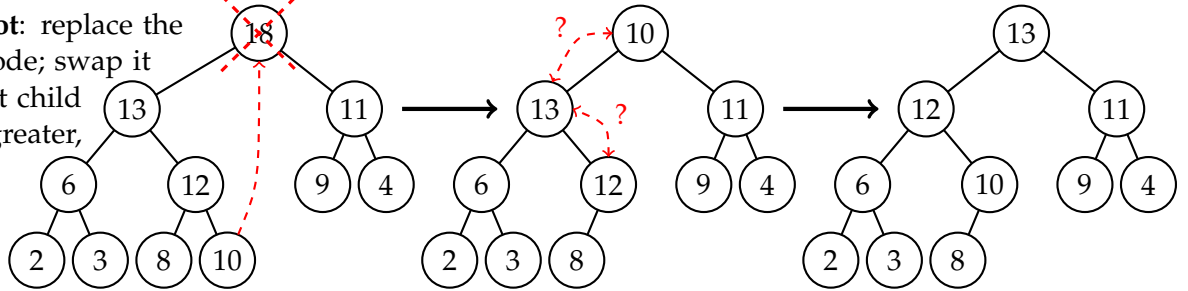
**Insertion:** add a node to the end of the heap, swap it with its father as long as it is not in correct order, moving up to the root.

$$T_{\text{insert}} = O(\log n)$$



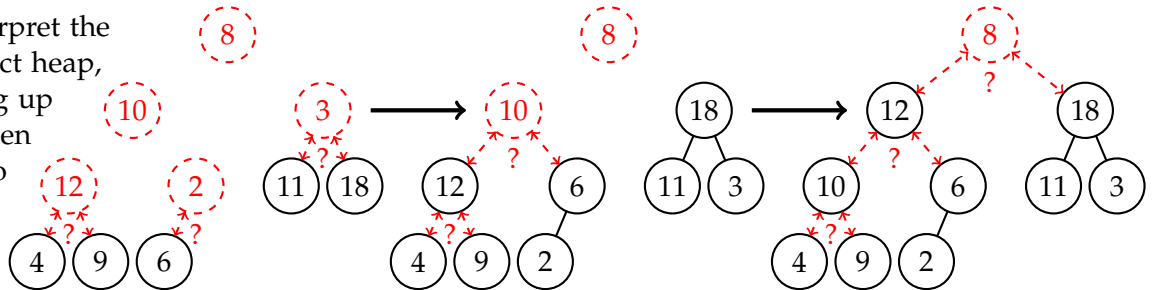
**Deleting the root:** replace the root with last node; swap it with the greatest child as long as it is greater, moving down.

$$T_{\text{rem}} = O(\log n)$$



**Construction:** interpret the array as an incorrect heap, then fix it up going up from the leaves (seen as correct heaps) to the root.

$$T_{\text{build}} = \Theta(n)$$



# Red-Black Trees

RBT are binary search trees where: (1) a node is **red** or **black**, (2) root and leaves (NIL) are black, (3) children of red nodes are black, and (4) from any node all paths descending to a leaf have the same number of black nodes (= the *black height*). These constraints keep the tree self-balanced with a height in  $\Theta(\log n)$ .

**Insertion of a value:** insert a node as red at the position it would have in a binary search tree. If the father is red, consider the following three cases in order.

**Case 1:** If father and uncle of current node are both red, invert colors of father, uncle, and grandfather.

**Repeat** this transformation from the grandfather if its father is red too.

**Case 2:** If the father is red, the uncle is black, and the current node is not in the axis father-grandfather, a rotation will align the current node, its father and its grandfather.

**Case 3:** If the father is red, the uncle is black, and the current node is aligned with its father and grandfather, a rotation and a color inversion will restore the RBT properties.

