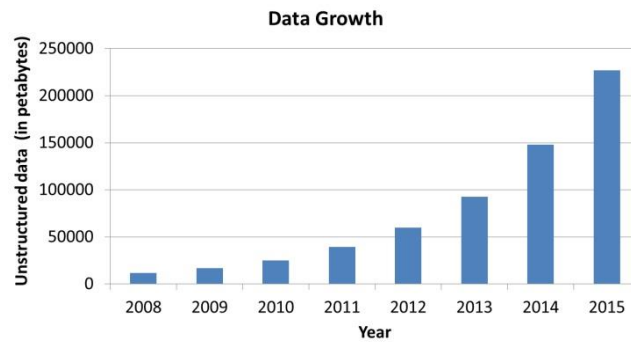
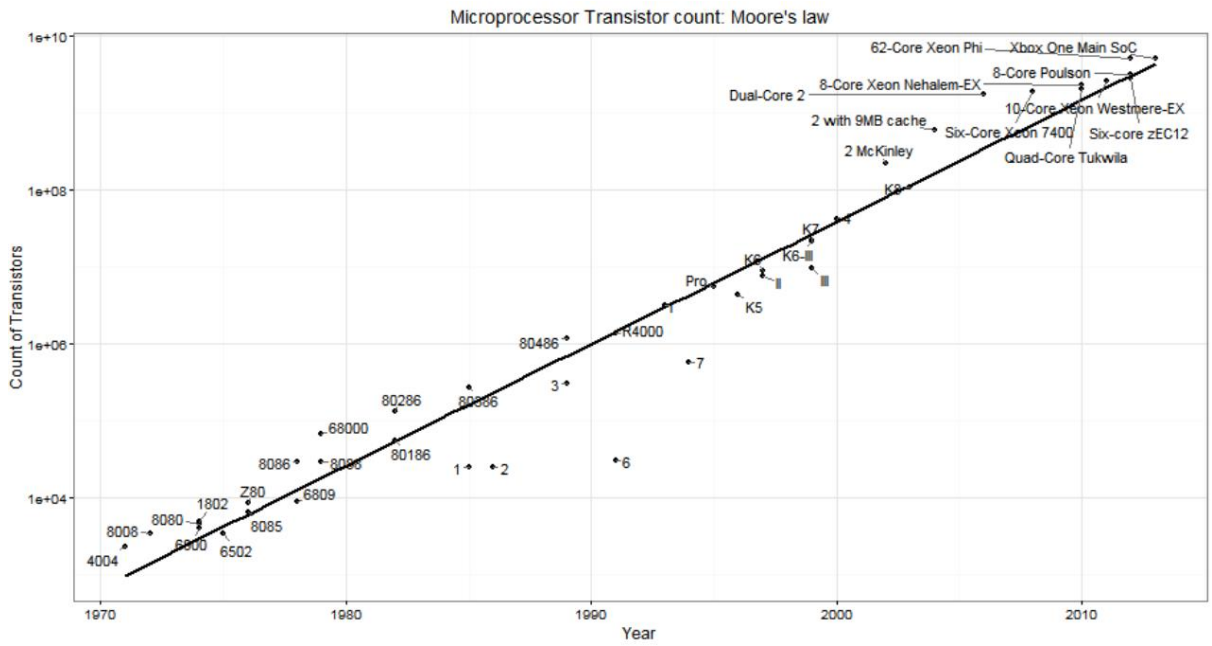
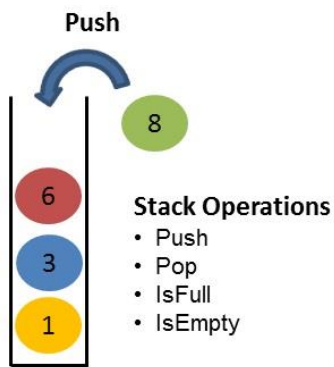
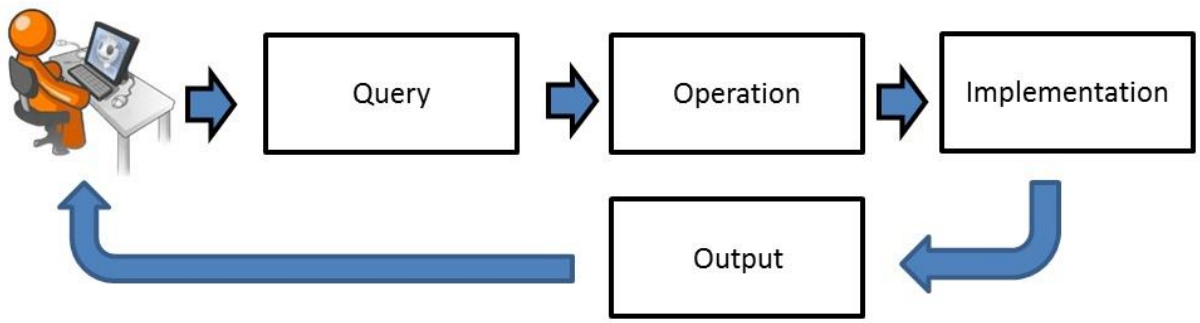
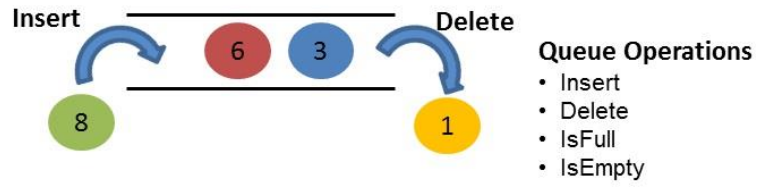


Chapter 1: Getting Started

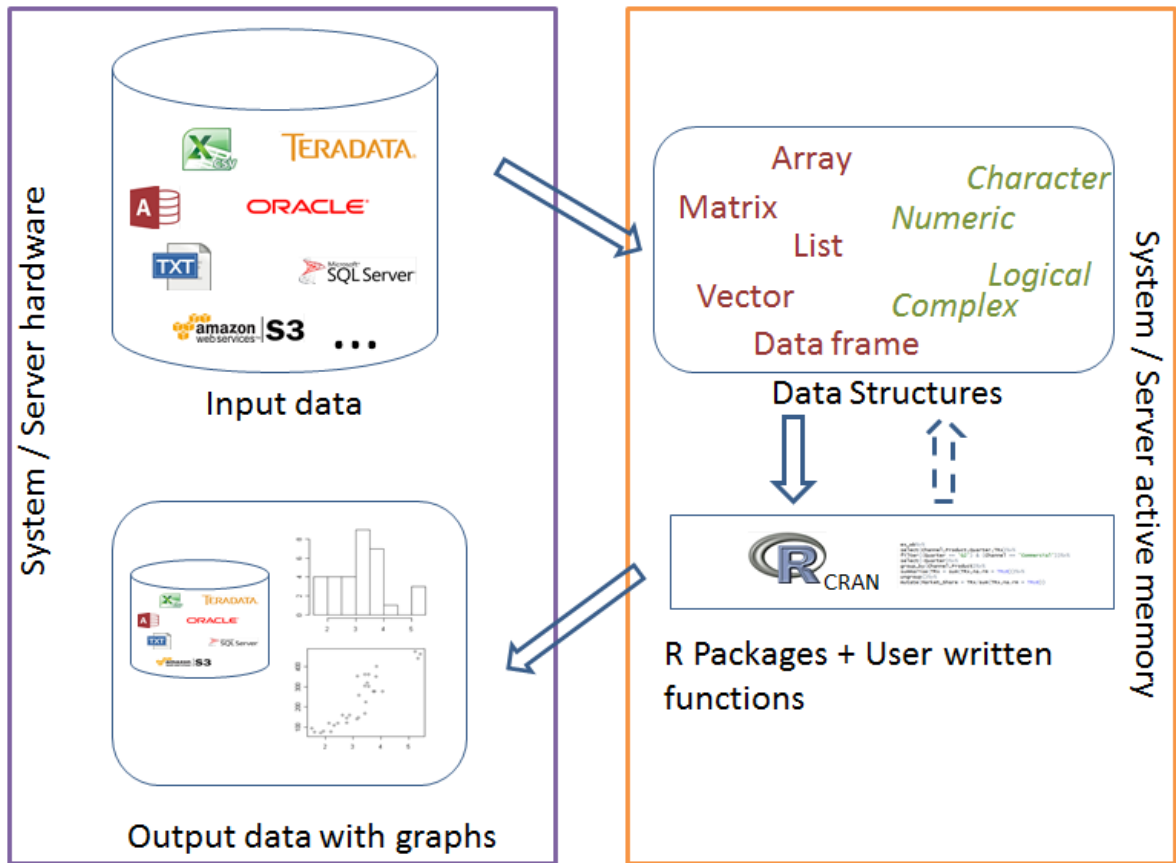


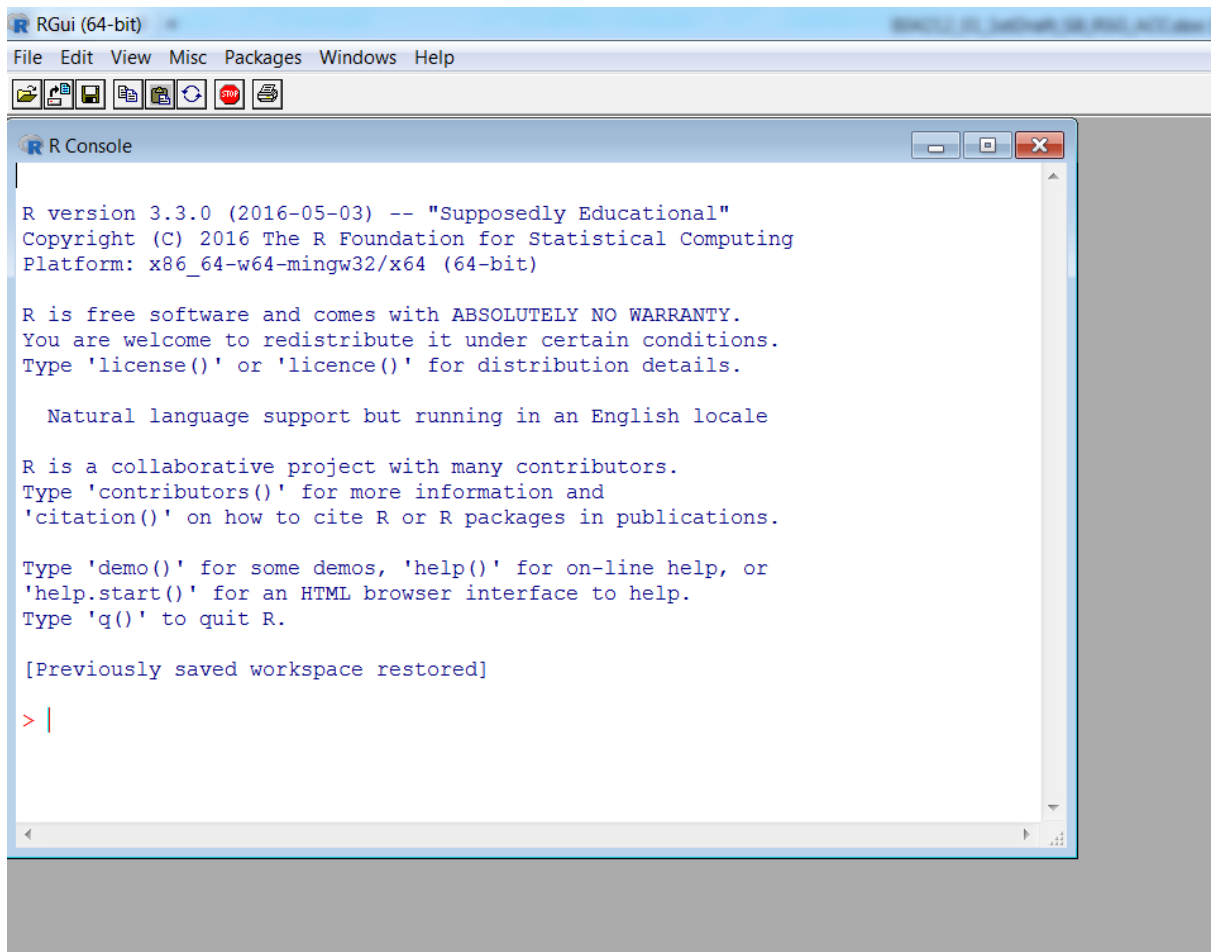


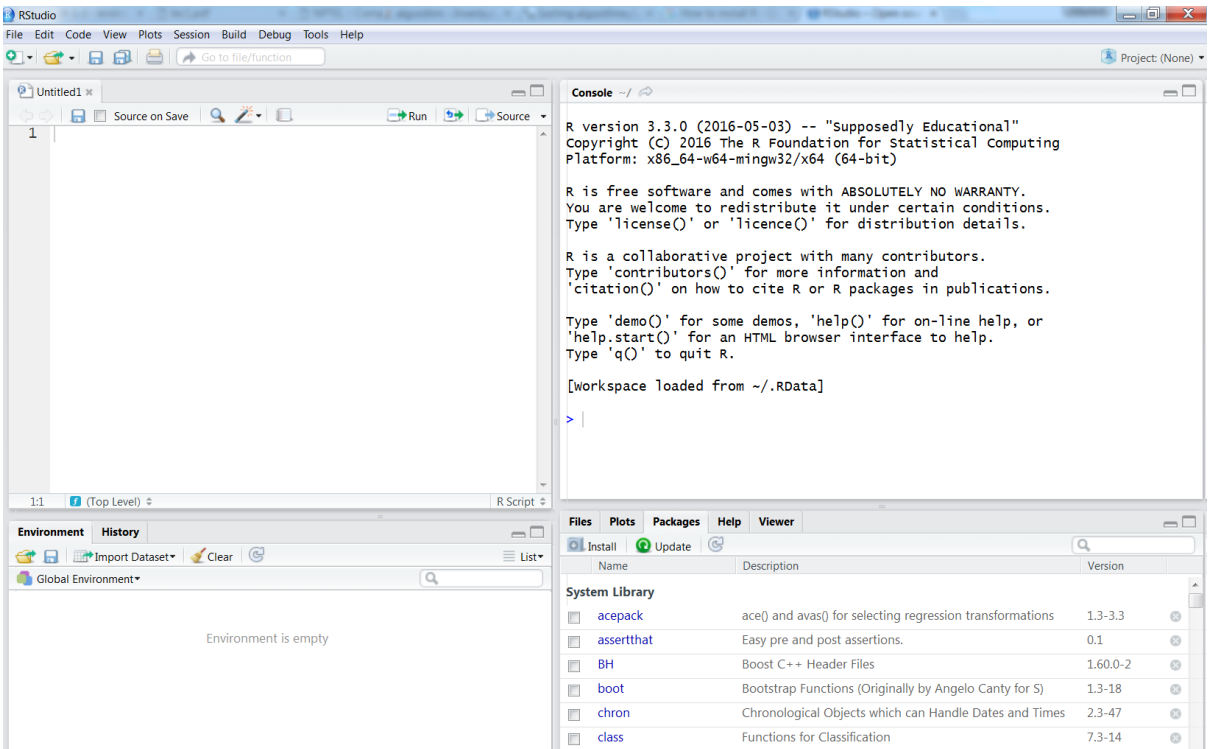
a) Stack Implementation



b) Queue Implementation







	Homogeneous	Heterogeneous
1-D	Atomic vector	List*
2-D	Matrix	Data Frame
n-D	Array	

*List can be converted into *n-D* by composite usage

Operators	Explanations
+	Addition
-	Subtraction
*	Multiplication
/	Division
** or ^	Exponentiation
%%	Modulus
%/%	Integer Quotient

Operators	Explanations
==	Exact equal to
<	Less than
>	Greater than
<=	Less than or equal to
>=	Greater than or equal to

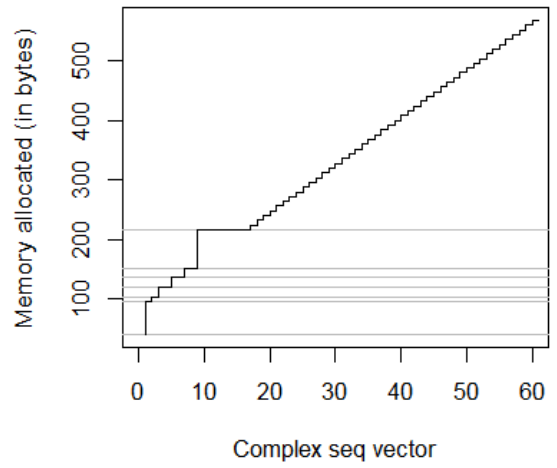
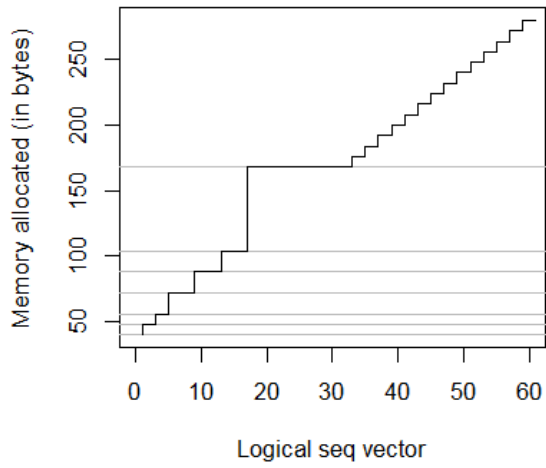
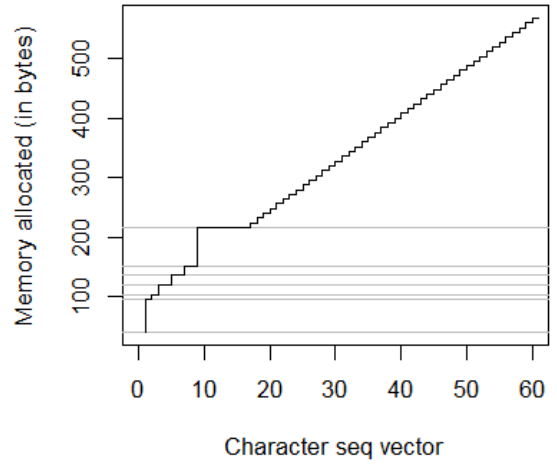
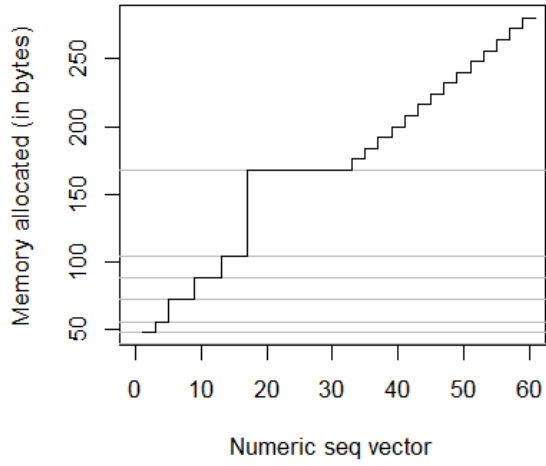
Function	Input data type	Output data type
apply	<u>dataframe</u> or matrix or array (with margins)	vector, matrix, array, list
<u>lapply</u>	vector, list, variables in <u>dataframe</u> or matrix	list
<u>sapply</u>	vector, list, variables in <u>dataframe</u> or matrix	matrix, vector, list
<u>mapply</u> (multivariate <u>sapply</u>)	vector, list, variables in <u>dataframe</u> or matrix	matrix, vector, list
<u>tapply</u>	ragged array	array
<u>rapply</u>	vector, list, variables in	list

```
> dat<- list(c(4, 2, 6, 1, 5), c("P", "S", "N", "K", "K"))
> tapply(1:5, dat, sum)
      K N P S
1  4 NA NA NA
2 NA NA NA  2
4 NA NA  1 NA
5  5 NA NA NA
6 NA  3 NA NA
```


Chapter 2: Algorithm Analysis

Size of Input data n	Double log form $\log \log n$	Single log form $\log n$	Linear form n	N times log form $n * \log n$	Quadratic form n^2	Cubic form n^3	Exponential form 2^n
4	1	2	2^2	2^3	2^4	2^6	2^4
16	2	4	2^4	2^6	2^8	2^{12}	2^{16}
256	3	8	2^8	2^{11}	2^{16}	2^{24}	2^{256}
512	~3.2	9	2^9	~ 2^{12}	2^{18}	2^{27}	2^{512}
1,024	~3.3	10	2^{10}	2^{13}	2^{20}	2^{30}	2^{1024}
5,000	~3.62	~12.28	2^{12}	~ 2^{16}	~ 2^{24}	~ 2^{36}	2^{5000}
10,000	~3.73	~13.28	2^{13}	~ 2^{17}	~ 2^{26}	~ 2^{39}	2^{10000}
50,000	~3.96	~15.61	2^{16}	~ 2^{20}	~ 2^{32}	~ 2^{49}	2^{50000}
100,000	~4.05	~16.61	2^{17}	~ 2^{21}	~ 2^{34}	~ 2^{51}	2^{100000}
1000,000	~4.31	~19.93	2^{20}	~ 2^{24}	~ 2^{40}	~ 2^{60}	$2^{1000000}$

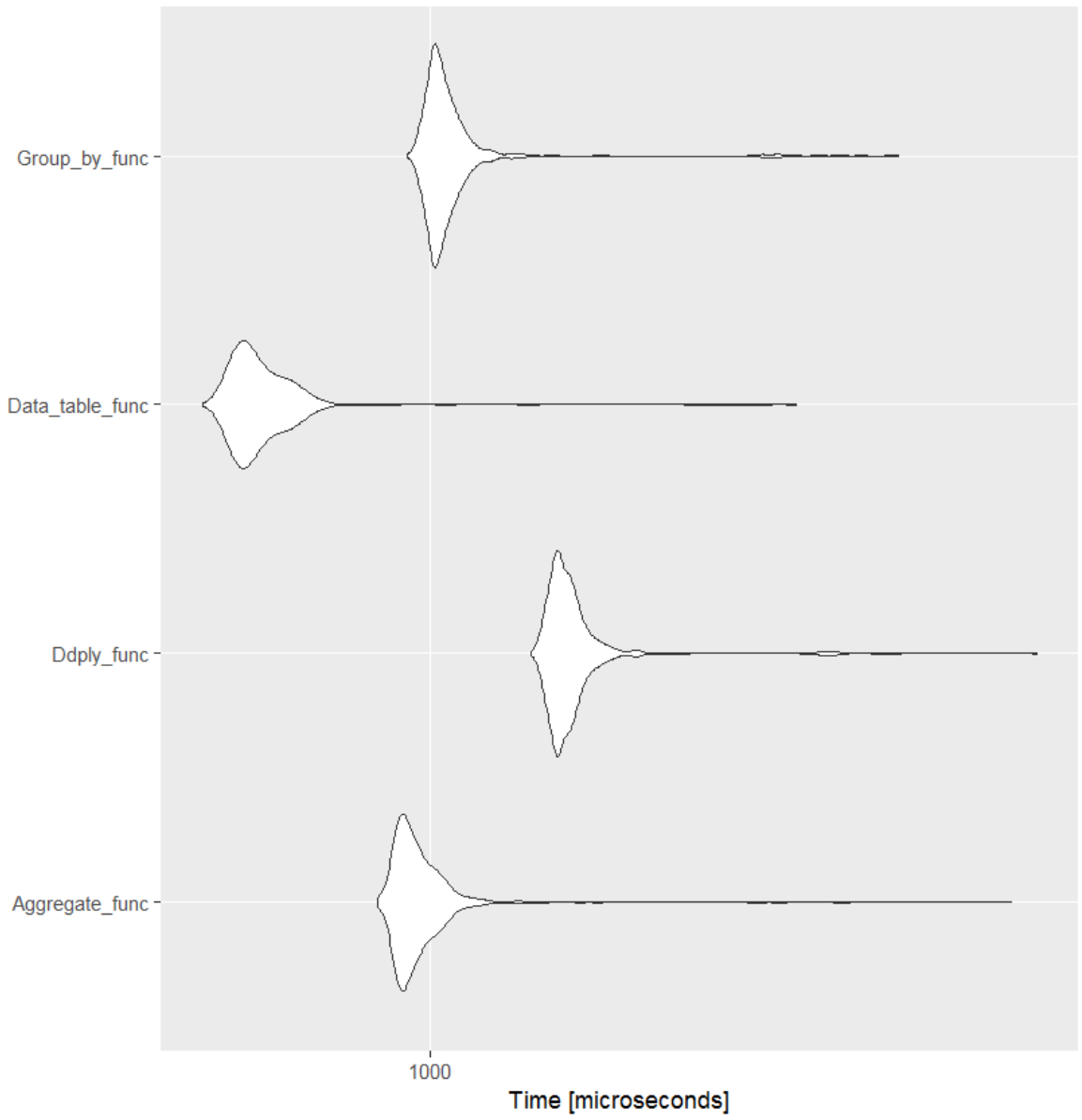
S. No.	Data Type	Package	Memory allocation (Bytes)
1	Numeric	base	40
2	Character	base	40
3	Logical	base	40
4	Complex	base	40
5	Vector	base	40
6	List	base	40
7	Matrix	base	208
8	Data Frame	base	560
9	Data Table	data.table	846



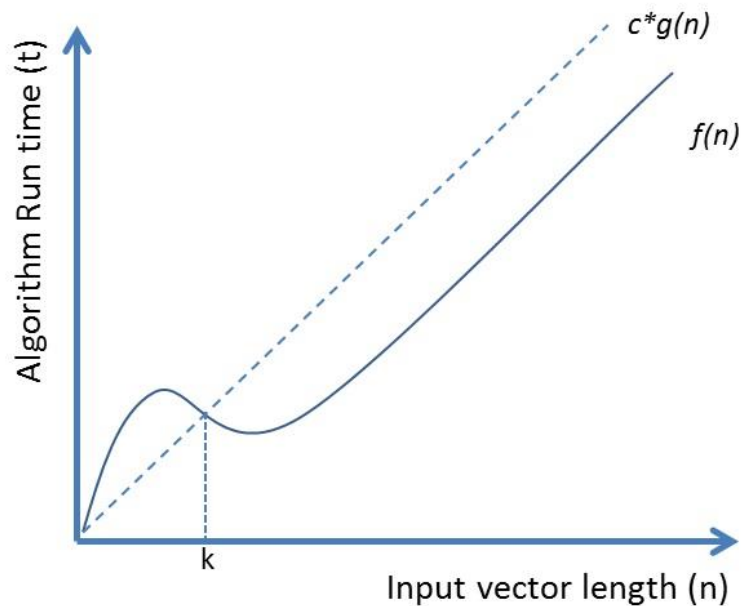
```
> MB_res
```

```
Unit: microseconds
```

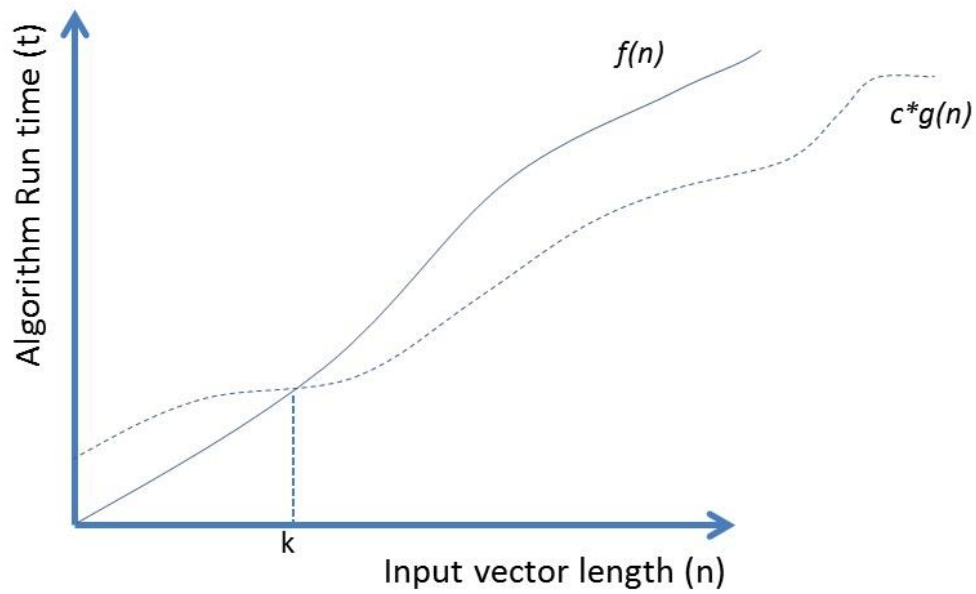
expr	min	1q	mean	median	uq	max	neval
Aggregate_func	851.489	913.8015	1001.9007	944.775	1000.4905	6094.209	1000
Dply_func	1370.519	1475.1685	1579.6123	1517.322	1575.7855	6598.578	1000
Data_table_func	493.739	552.7540	610.7791	577.495	621.6635	3125.179	1000
Group_by_func	932.129	1008.5540	1095.4193	1033.113	1076.1825	4279.435	1000

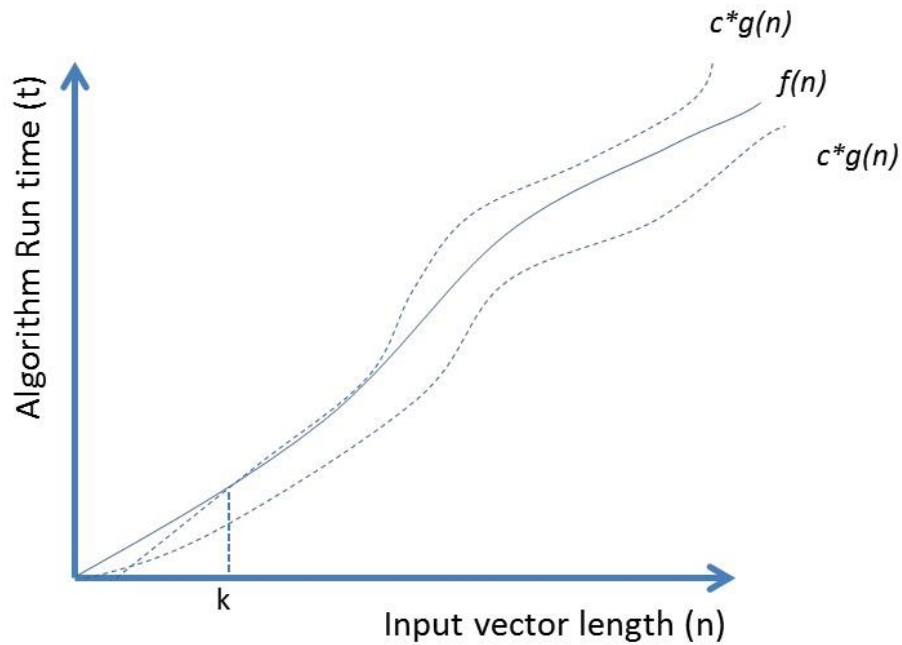


Functional form of growth rate $f(n)$	~Size of dataframe to perform 100,000 operations in computer A (n_1)	~Size of dataframe to perform 1,000,000 operations in computer B (n_2)	Methodological change of n_1 towards n_2	Ratio of n_2 upon n_1
$k * n$	$100,000 / k$	$1,000,000/k$	$n_2 = 10 * n_1$	10
$k * \text{Log}_{10}(n)$	$10^{100,000/k}$	$10^{1,000,000/k}$	$n_2 = \sqrt[k]{10} n_1$	$\sqrt[k]{10}$
$k * n \text{Log}_{10}(n)$	$\frac{10^{100,000/k}}{n_1 > \sqrt{(100,000/k)}}$	$\frac{10^{1,000,000/k}}{n_2 > \sqrt{(1,000,000/k)}}$	$\sqrt{10} * n_1 < n_2 < k * n_1$	$\sqrt{10}$ to 10
$k * n^2$	$\sqrt{(100,000/k)}$	$\sqrt{(1,000,000/k)}$	$n_2 = \sqrt{10} * n_1$	$\sqrt{10}$
$k * n^3$	$\sqrt[3]{100,000/k}$	$\sqrt[3]{1,000,000/k}$	$n_2 = \sqrt[3]{10} * n_1$	$\sqrt[3]{10}$
$k * 2^n$	$\text{Log}_2(100,000/k)$	$\text{Log}_2(1,000,000/k)$	$n_2 = \text{Log}_{10^{10^5/k}}(10^6/k) * n_1$	$\text{Log}_{10^{10^5/k}}(10^6/k)$



Type of growth order	Representation using Big O notation
Constant	$O(1)$
Linear	$O(n)$
Quadratic	$O(n^2)$
i^{th} order	$O(n^i)$
Logarithmic	$O(\log_2 n)$
$n \log_2(n)$	$O(n \log_2 n)$
Polynomial of order i	$n^{O(i)}$
Exponential	$2^{O(n)}$ or $O(2^n)$ *





Property	Rule definition	Interpretation
Transitive	If $f(n) = O(g(n))$ and $g(n) = O(h(n))$, then $f(n) = O(h(n))$	Upper bound of an upper bound is always an upper bound to any growth rate function $f(n)$.
Constants	If $f(n) = O(c \cdot g(n))$, then $f(n) = O(g(n))$ for any constant $c > 0$	Constants can be ignored while determining simplest forms for any growth rate function $f(n)$.
Sequence	If $f_1(n) = O(g_1(n))$ and $f_2(n) = O(g_2(n))$, then $f_1(n) + f_2(n) = O(\max(g_1(n), g_2(n)))$	The most costly part of the simplest forms is considered when two parts of a growth rate functions run in sequence.
Loop	If $f(n) = O(g(n))$ then $n \cdot f(n) = n \cdot O(g_1(n))$ where n is number of repeat iterations within a loop	The cost associated with each iteration can be simply added when a growth rate function runs within a loop.

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = \frac{\lim_{n \rightarrow \infty} f(n)}{\lim_{n \rightarrow \infty} g(n)}$$

Condition	Observation	Comparison in terms of simplest form
If limit tends to infinity	Then, f(n) has faster growth rate than g(n)	$f(n) = \Omega(g(n))$
If limit tends to zero	Then, f(n) has slower growth rate than g(n)	$f(n) = O(g(n))$
If limits tends to a constant greater than zero	Then, f(n) has a comparable growth rate as g(n)	$f(n) = \theta(g(n))$

Line wise	System run time	Simplifying rule	Asymptotes (big Theta notation)
a <- 0	Constant	Constant	$\theta(1)$
for(i in 1:n)	---		
a <- a + i	Constant (repeats n times)	Loop	$\theta(n)$

Line wise	System run time	Simplifying rule	Asymptotes (big Theta notation)
a <- 1 i <- 1 b <- list()	Constant	Constant	$\theta(c_1) \sim \theta(1)$
while(i <= n)	---		
{ a <- a + i i <- i + 1 }	Constant (repeats n times)	Loop	$\theta(c_2 * n) \sim \theta(n)$
for(j in 1:i) for(k in 1:i)	---		
{ b[[j]] <- a + j * k }	Constant (For each j, k iterates n times)	Nested Loop	$\theta(c_3 * n^2) \sim \theta(n^2)$

Line wise	System run time	Simplifying rule	Asymptotes (big Theta notation)
<code>a <- 1</code>	Constant	Constant	$\theta(c_1) \sim \theta(1)$
<code>for(i in 1:n)</code> <code>{</code> <code>...</code> <code>}</code>	---		
<code>if(i <= n/2)</code> <code>{</code> <code> for(j in 1:i)</code> <code> a <- a+i</code> <code>}</code>	Constant (repeats $n(n+3)/8$ times)	Nested Loops when if condition is True	$\theta(c_2 * n(n+3)/8) \sim \theta(n^2)$
<code>else{</code> <code> a <- a*i</code> <code>}</code>	Constant (repeats $n/2$ times)	Simple Loop when if condition is False	$\theta(c_3 * n) \sim \theta(n)$

Line wise	System run time	Simplifying rule	Asymptotes (big Theta notation)
<code>fact_n <- 1</code>	Constant	Constant	$\theta(c_1) \sim \theta(1)$
<code>for(i in 2:n)</code> <code>{</code> <code>...</code> <code>}</code>	---		
<code>fact_n <- fact_n * i</code>	Constant (repeats n times)	Loop	$\theta(c_2 * n) \sim \theta(n)$


Chapter 3: Linked Lists

Vector

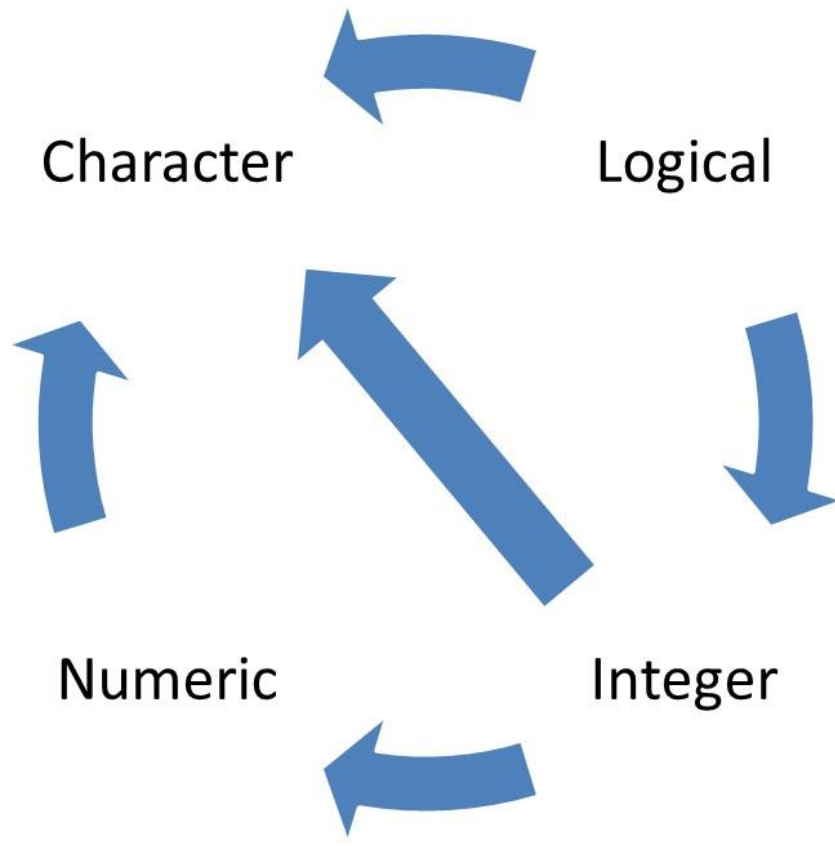
"1"	"R"	"TRUE"
-----	-----	--------

Name	Age	Sex
"Matt"	21	"M"
"Adny"	35	"M"
"Parita"	49	"F"
"Krishna"	60	"M"

character numeric character

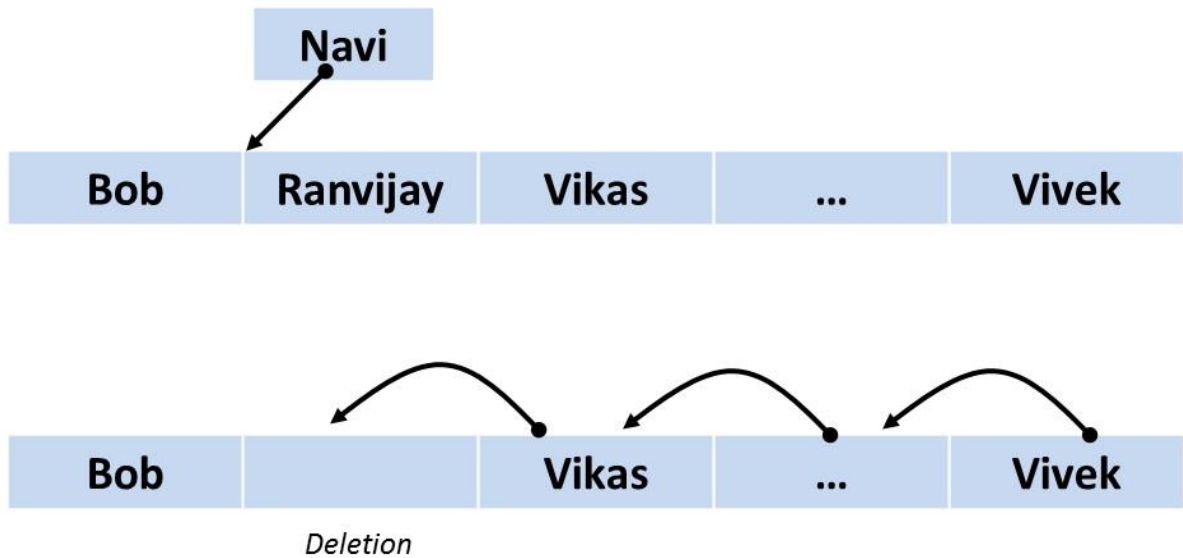


Name	Age	Sex
"Matt"	"21"	"M"
"Andy"	"35"	"M"
"Parita"	"49"	"F"
"Krishna"	"60"	"M"



Operators in R	Mode Conversion		Examples
	From	To	
as.numeric	Character	Numeric	"1", "2.5", "3" --> 1, 2.5, 3
			"A", "B", "C" --> NA, NA, NA
	Logical	Numeric	TRUE --> 1
			FALSE --> 0
as.character	Numeric	Character	1, 2, 3, 4 --> "1", "2", "3", "4"
	Logical	Character	TRUE --> "TRUE"
			FALSE --> "FALSE"
as.logical	Numeric	Logical	0 --> FALSE
			Non-Zero --> TRUE
	Character	Logical	"F", "FALSE" --> FALSE
			"T", "TRUE" --> TRUE
			Others --> NA

typeof	mode	storage.mode
logical	logical	logical
integer	numeric	Integer
double	Numeric	double
complex	complex	complex
character	character	character
raw	raw	raw

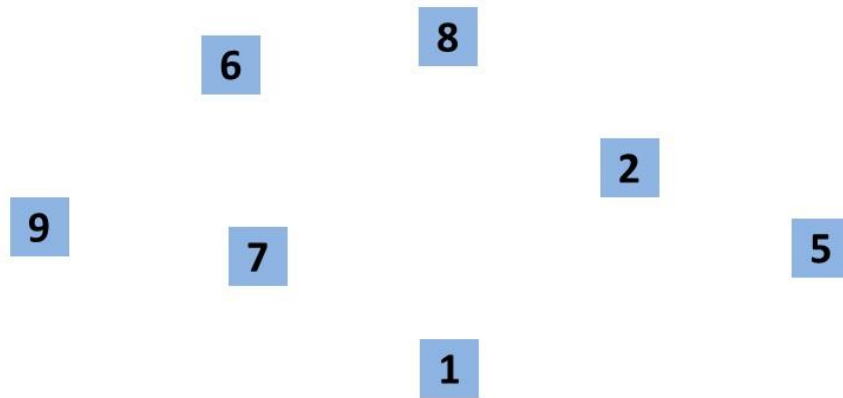


Methods	Generic function
Print any object	<i>print()</i>
Extract summary of any object	<i>summary()</i>
Plotting multiple objects	<i>plot()</i>

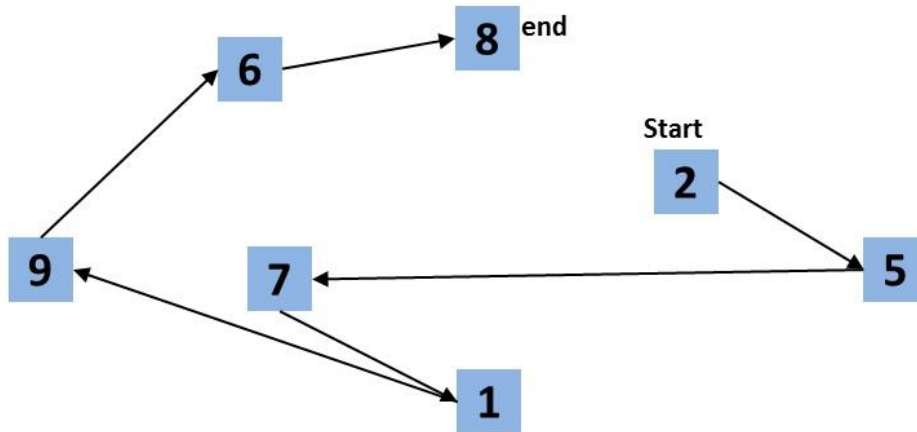
Properties	S3	S4	R5 (Reference class)
Identify class of an object	<code>pryr::otype()</code>	<code>pryr::otype()</code> or <code>isS4()</code>	<code>(is(x,"refClass"),pryr::otype())</code>
Identify class of a generic function and method	<code>pryr::ftype()</code>	<code>pryr::ftype()</code> or <code>isS4()</code>	<code>(is(x,"refClass"),pryr::ftype())</code>
Define classes using	Not applicable	<code>setClass()</code>	<code>setRefClass()</code>
Create new objects using	Class attributes	<code>new()</code>	Generator functions
Access attributes using	<code>\$</code>	<code>@</code>	<code>\$</code>
Methods belong to	Generic functions	Generic functions	Classes
Follows copy on modify semantics	Yes	Yes	No

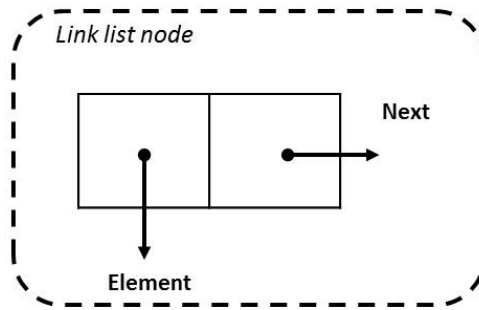


(a) Contiguous memory allocation

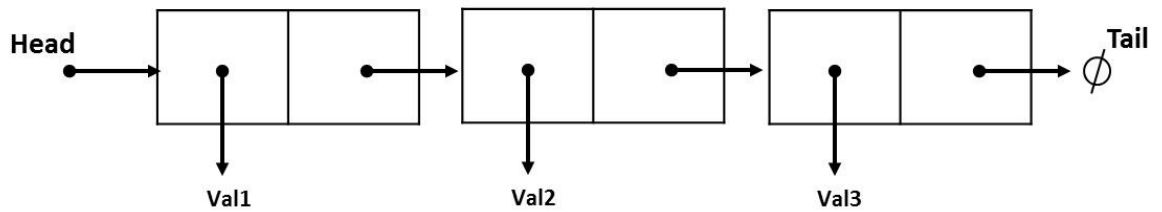


(b) Non-contiguous memory allocation





a) Example of node of link list

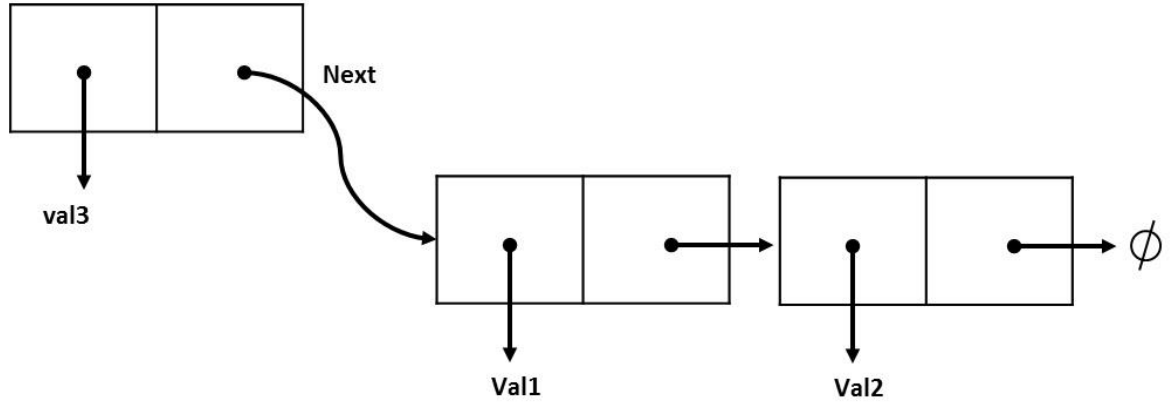


b) Example of link list

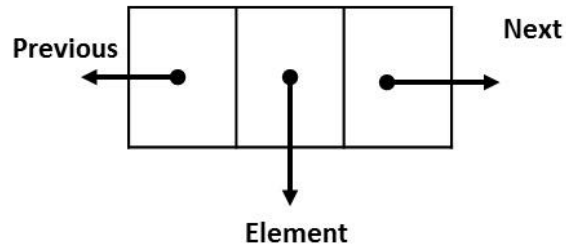
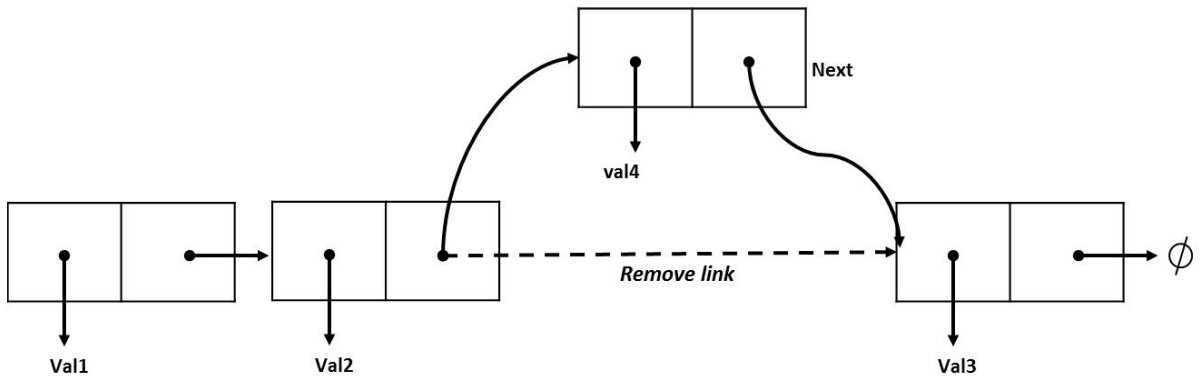
S. No.	Operation	Input	Output
1	Create new empty list	None	Empty list
2	Boolean Check if link list is empty	List	Return Boolean value {True, False}
3	Get size of list	None	Return size as an integer
4	Add an item to existing list	Item to be added	Modified list
5	Remove an item from existing list	Item to be deleted	Modified list
6	Searches for an item in the list	Item to be searched	Return Boolean value {True, False}

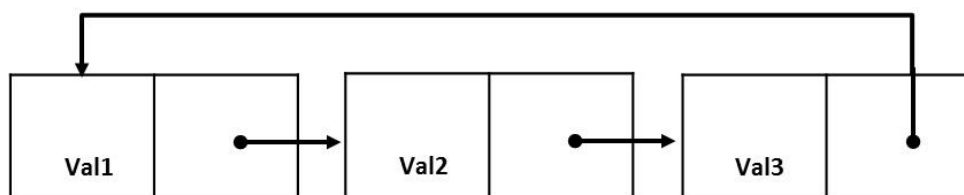
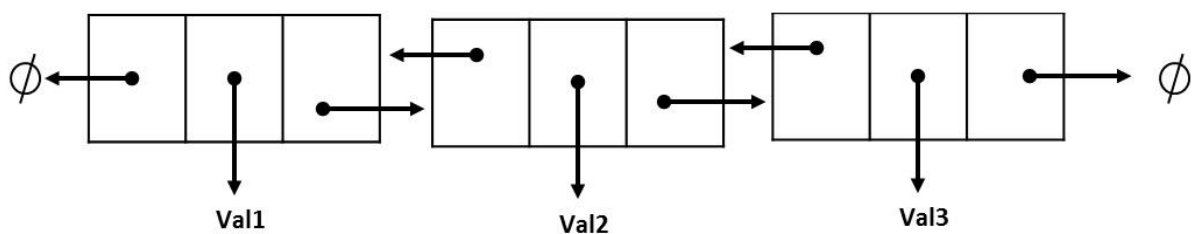
$$\langle e_n \rangle_{n \in \mathbb{N}}$$

New node

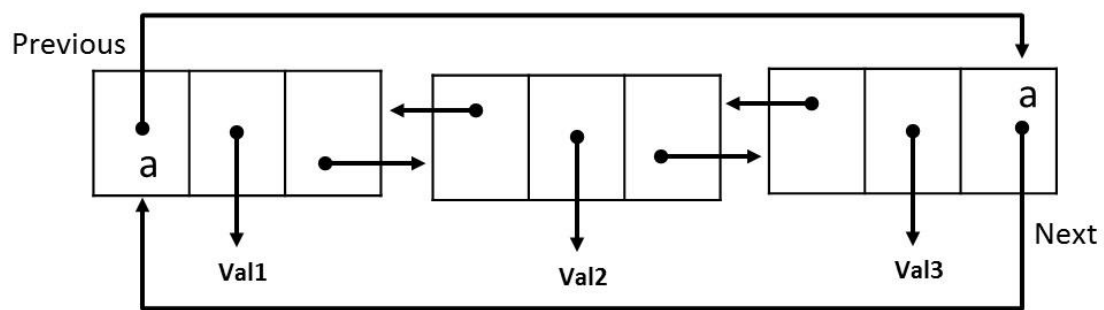


Add new element

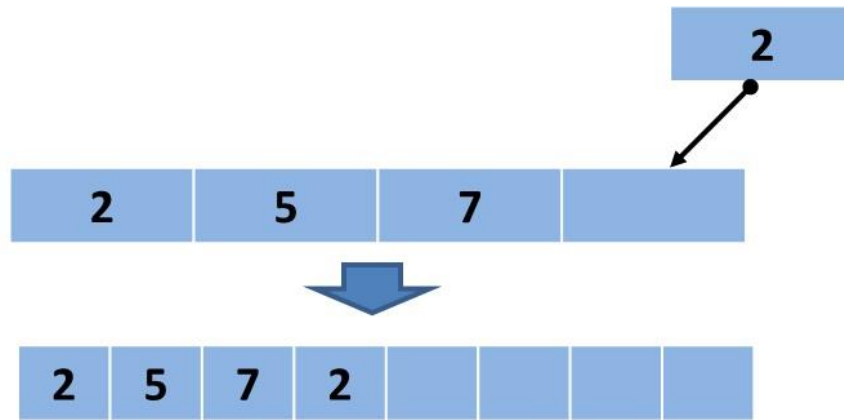




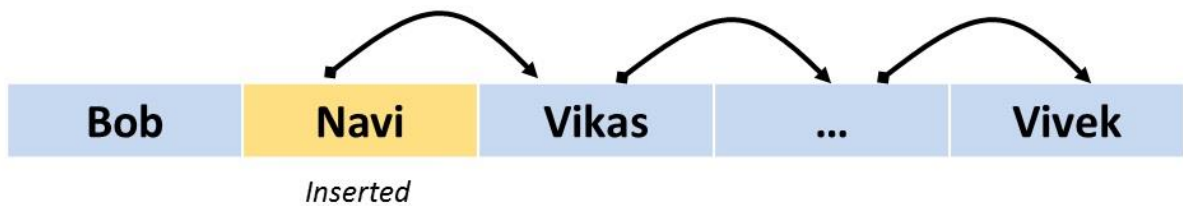
a) Circular singly linear link list



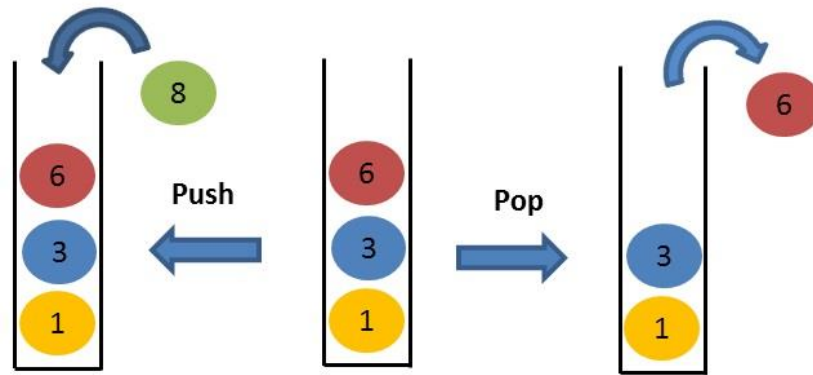
b) Circular doubly link list



S. No.	Operation	Input	Output
1	Create new empty array list	None	Empty array list
2	Get size of array list	None	Return size as an integer
3	Add an item to existing array list and expand if it's filled	Item to be added	Modified list
4	Remove an item from existing array list based on position	position to be deleted	Modified list
5	Searches for an item in the array list	Item to be searched	Return Boolean value {True, False}

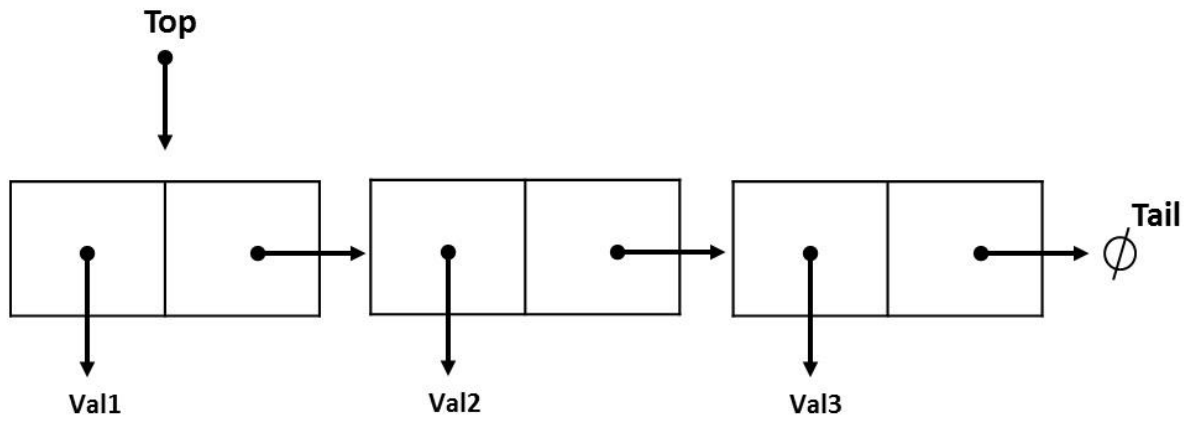


Chapter 4: Stacks and Queues



S. No.	Operation	Input	Output
1	Create new empty stack	None	Empty stack
2	Check if stack is empty	stack	Return Boolean value {True, False}
3	PUSH an element to the stack	Item to be PUSHED	Modified Stack
4	POP an element from stack	None	Modified stack
5	Size of stack	stack	Return size of stack
6	Top value in the stack	Stack	Return top value of stack





Reference class object of class "Linkstack"

Field "Lsize":

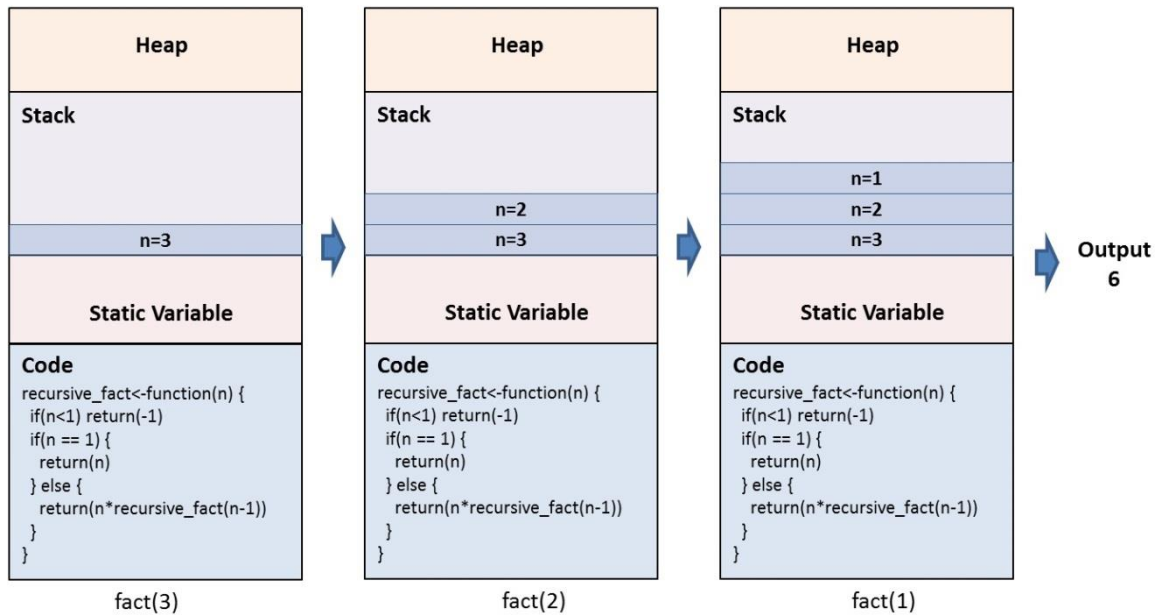
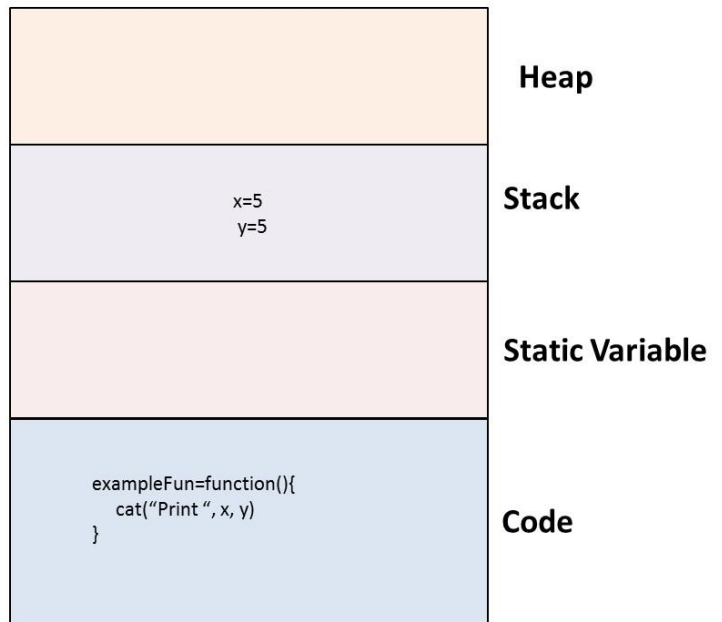
[1] 1

Field "Lstacktop":

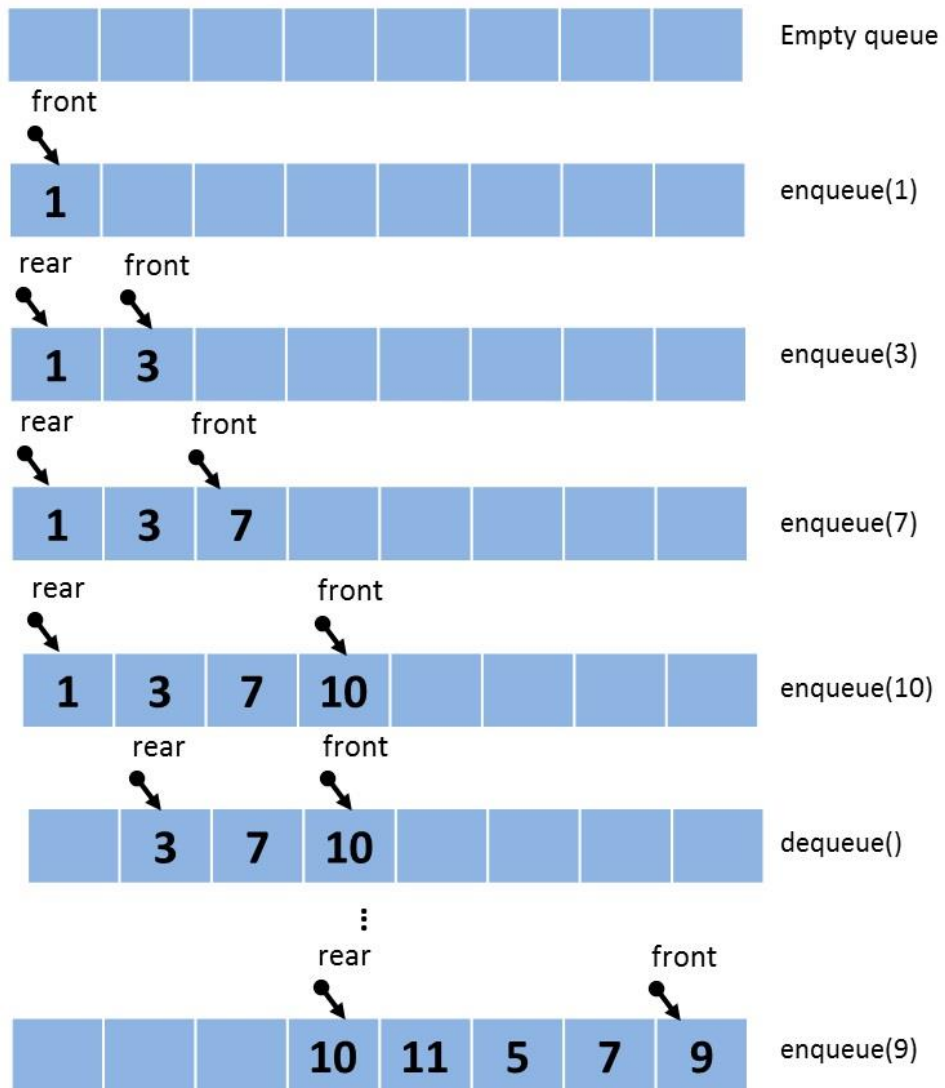
<environment: 0x00000000405fc248>

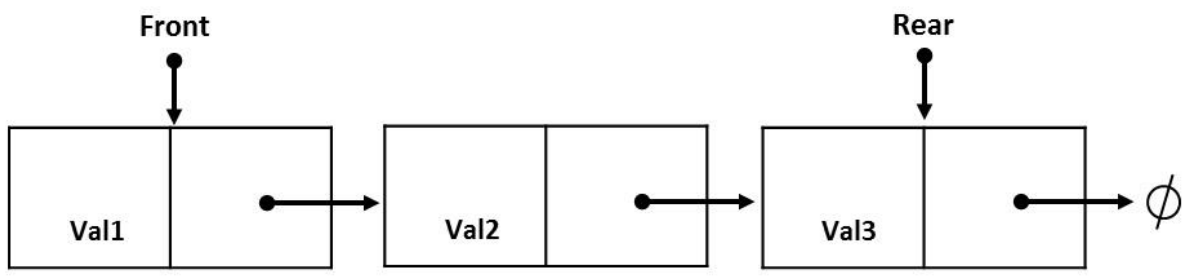
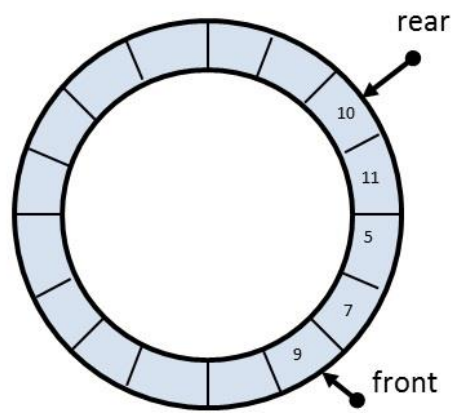
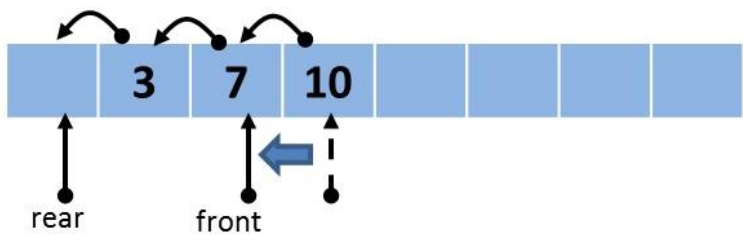


```
exampleFun = function(){
  x=5
  y=5
  cat("Print ", x, y)
}
```



S. No.	Operation	Input	Output
1	Create new empty queue	None	Empty queue
2	Add an element to the queue	Item to be added	Modified queue
3	Delete an element from queue	None	Modified queue
4	Size of queue	Queue	Return size of queue
5	Check if queue is empty	Queue	Return Boolean value {True, False}

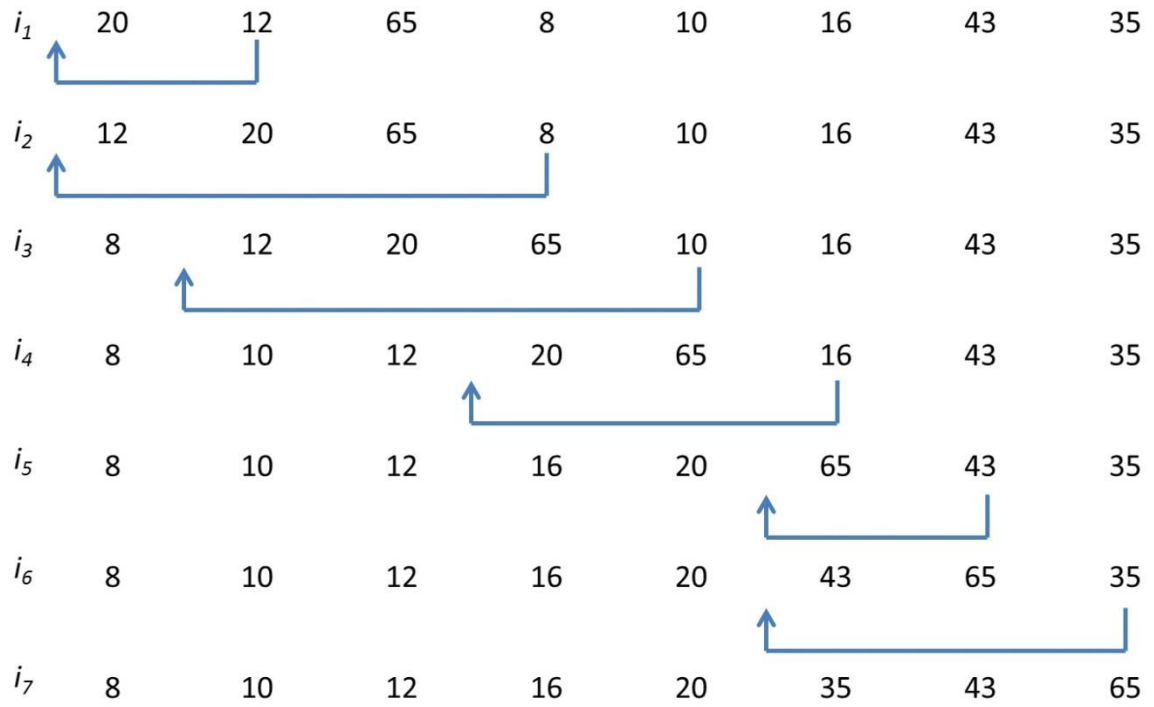




Key	Value
-----	-------

S. No.	Operation	Input	Output
1	Initialization dictionary	Dictionary	Empty dictionary
2	Add an element	Key and value pair	Updated dictionary
3	Delete an element	Key	Updated dictionary
4	Size	None	Size of dictionary
5	Find value based on key	Key	Boolean {TRUE, FALSE}

Chapter 5: Sorting Algorithms

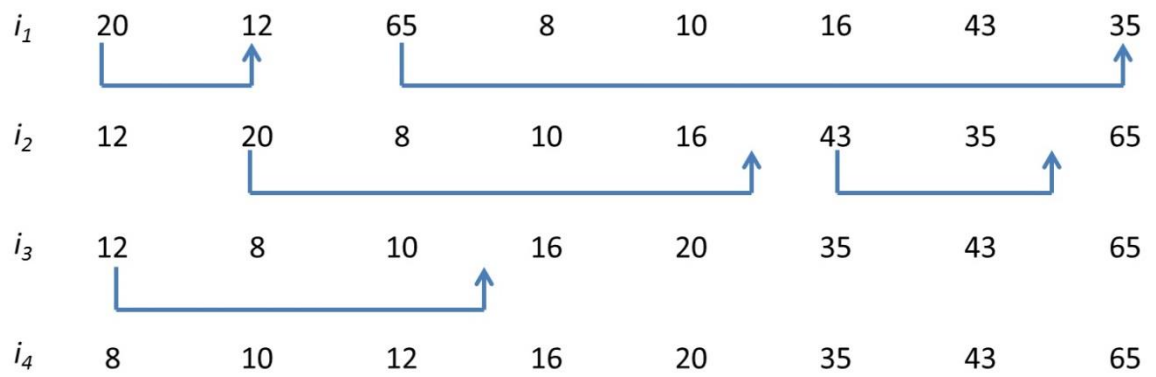


$$\sum_{i=2}^n i = \frac{(n-1)(n)}{2} \sim \theta(n^2)$$

$$\sum_{i=2}^{n-1} 1 = n = \theta(n)$$

$$\left(\frac{n}{2} - 1\right)$$

$$\binom{(n-2)(n)}{8}$$



i_1	20	12	65	8	10	16	43	35	
	↑	—————			↑				
i_2	8	12	65	20	10	16	43	35	
		↑	—————			↑			
i_3	8	10	65	20	12	16	43	35	
			↑	—————		↑			
i_4	8	10	12	20	65	16	43	35	
			↑	—————		↑			
i_5	8	10	12	16	65	20	43	35	
				↑	—————		↑		
i_6	8	10	12	16	20	65	43	35	
					↑	—————			↑
i_7	8	10	12	16	20	35	43	65	
							↑		
i_8	8	10	12	16	20	35	43	65	

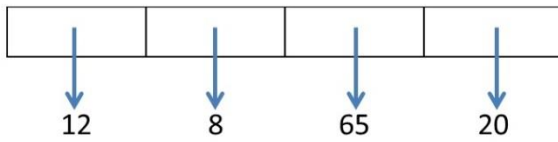


Fig (a)

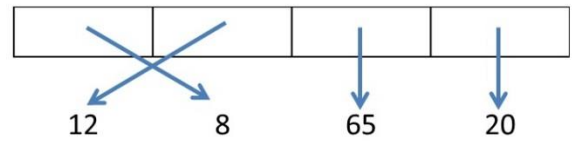
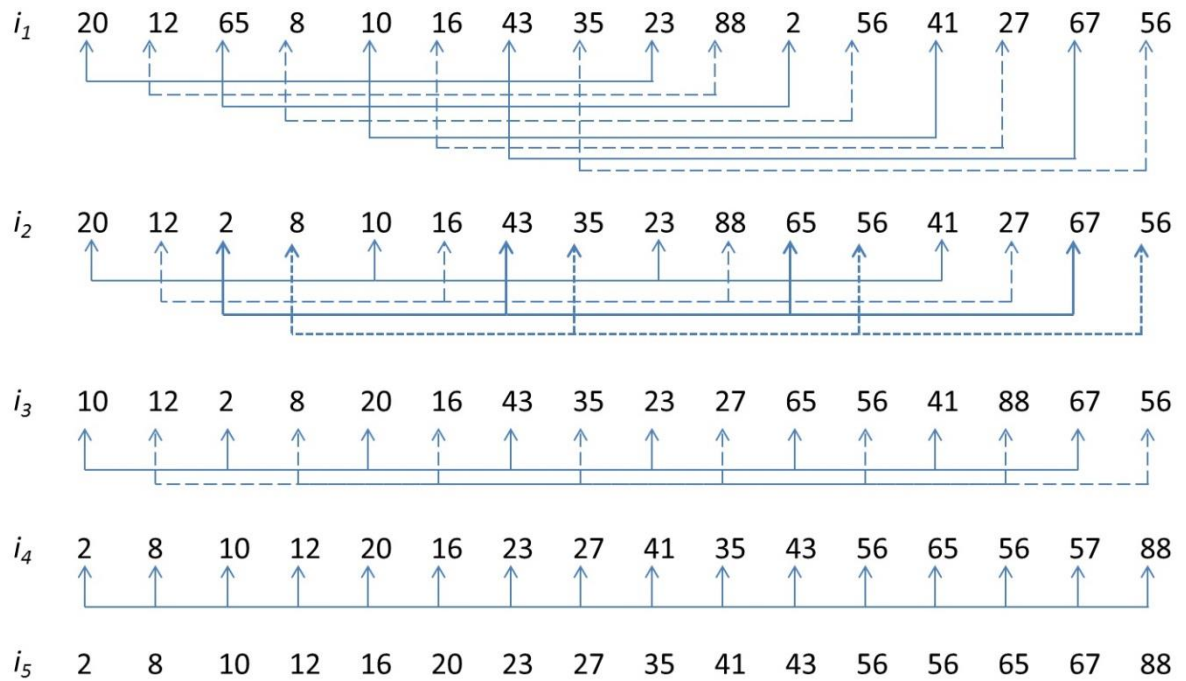


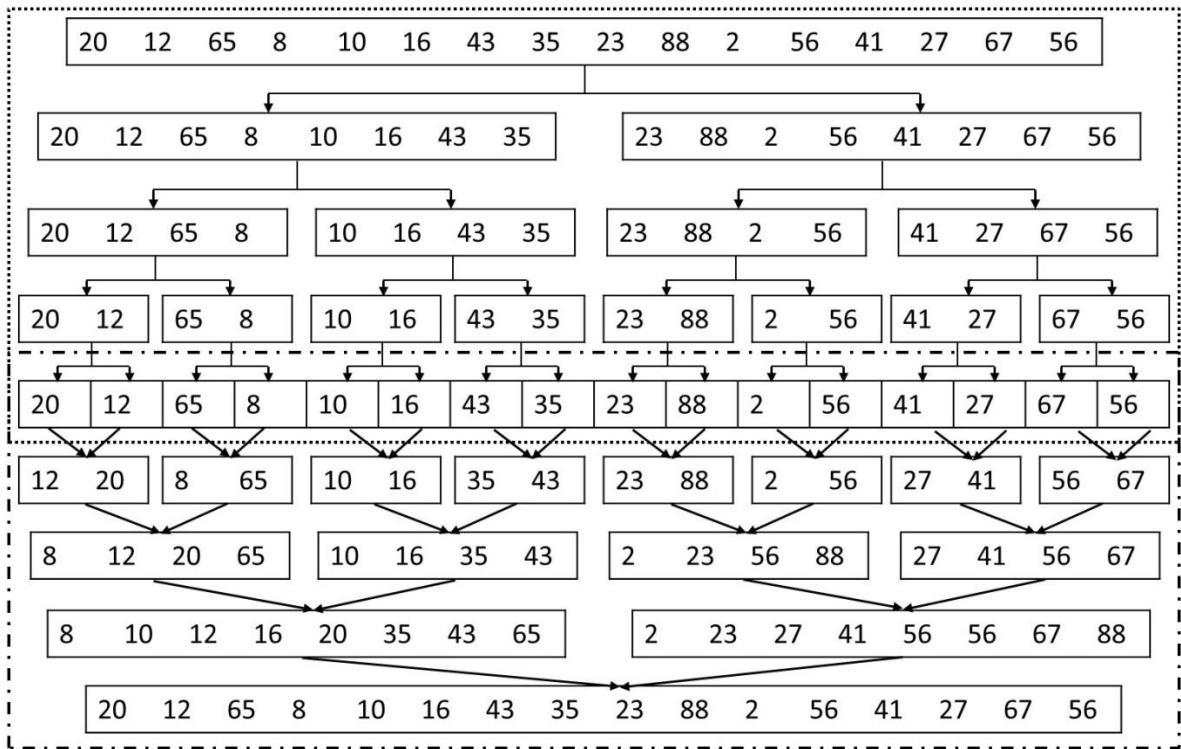
Fig (b)

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

$$\frac{n(n-1)}{4}$$

		Insertion sort	Bubble sort	Selection sort
Number of Comparisons	Best case	$\Theta(n)$	$\Theta(n^2)$	$\Theta(n^2)$
	Average case	$\Theta(n^2)$	$\Theta(n^2)$	$\Theta(n^2)$
	Worst case	$\Theta(n^2)$	$\Theta(n^2)$	$\Theta(n^2)$
Number of Swaps	Best case	0	0	$\Theta(n)$
	Average case	$\Theta(n^2)$	$\Theta(n^2)$	$\Theta(n)$
	Worst case	$\Theta(n^2)$	$\Theta(n^2)$	$\Theta(n)$





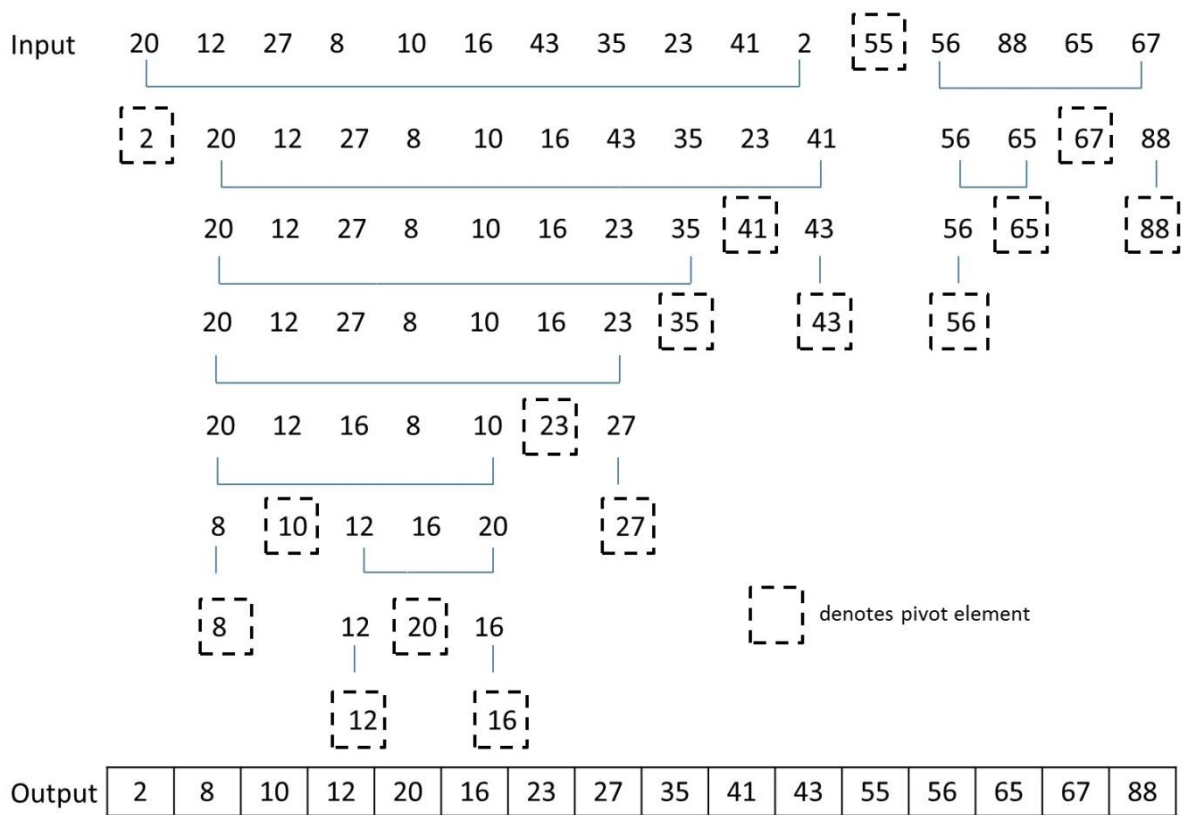
20 12 65 8 10 16 43 35 23 88 2 56 41 27 67 55 Pivot
 ← left → right

Swap 1

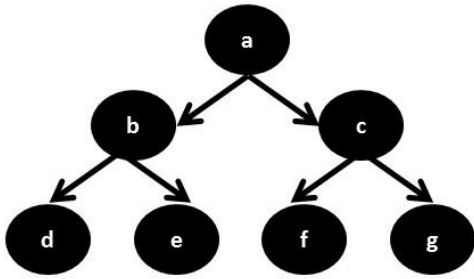
20 12 27 8 10 16 43 35 23 88 2 56 41 65 67 55
 ← left → right

Swap 2

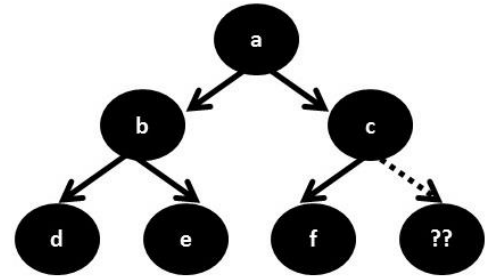
20 12 27 8 10 16 43 35 23 41 2 56 88 65 67 55
 ← left → right



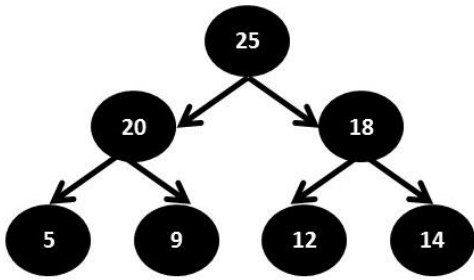
$$\theta(n) = kn + \frac{1}{n} \sum_{s=0}^{n-1} [\theta(s) + \theta(n-1-s)], \text{ where } k \text{ is a constant and } \theta(0) = \theta(1) = k$$



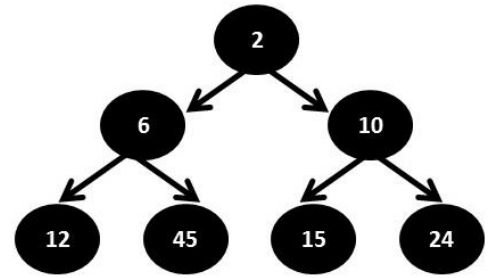
Complete binary tree



In-complete binary tree



Max-heap

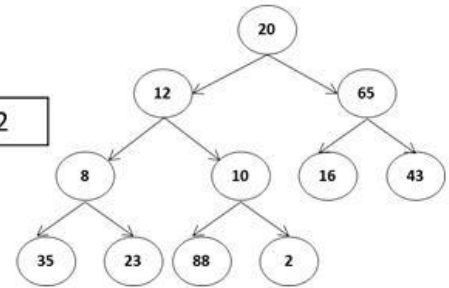


Min-heap

Step 1

20	12	65	8	10	16	43	35	23	88	2
----	----	----	---	----	----	----	----	----	----	---

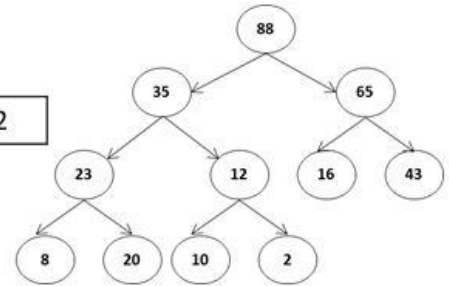
Original input vector (V) of length 11



Step 2

88	35	65	23	12	16	43	8	20	10	2
----	----	----	----	----	----	----	---	----	----	---

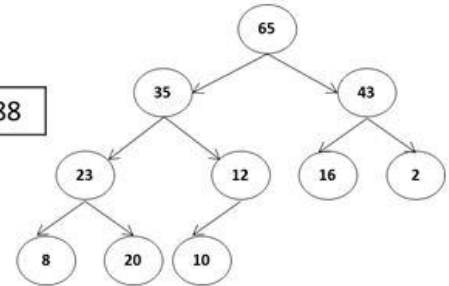
Build initial Max-Heap



Step 3

65	35	43	23	12	16	2	8	20	10	88
----	----	----	----	----	----	---	---	----	----	----

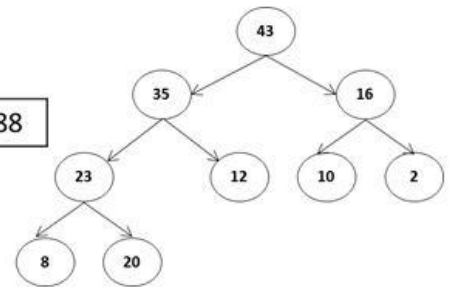
Extract 88 and place in the 11th position



Step 4

43	35	16	23	12	10	2	8	20	65	88
----	----	----	----	----	----	---	---	----	----	----

Extract 65 and place in the 10th position



Step n

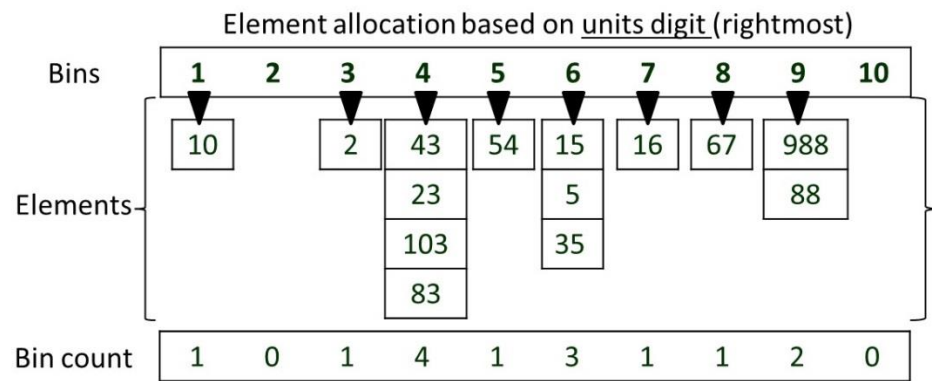
2	8	10	12	16	20	23	35	43	65	88
---	---	----	----	----	----	----	----	----	----	----

Iteration 0

Input vector

67	54	10	988	15	5	16	43	35	23	88	2	103	83
----	----	----	-----	----	---	----	----	----	----	----	---	-----	----

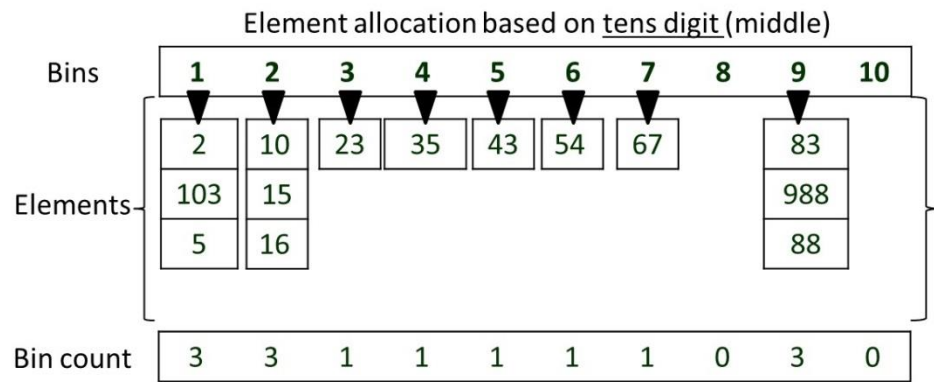
Iteration 1



Updated vector which is input to iteration 2

10	2	43	23	103	83	54	15	5	35	16	67	988	88
----	---	----	----	-----	----	----	----	---	----	----	----	-----	----

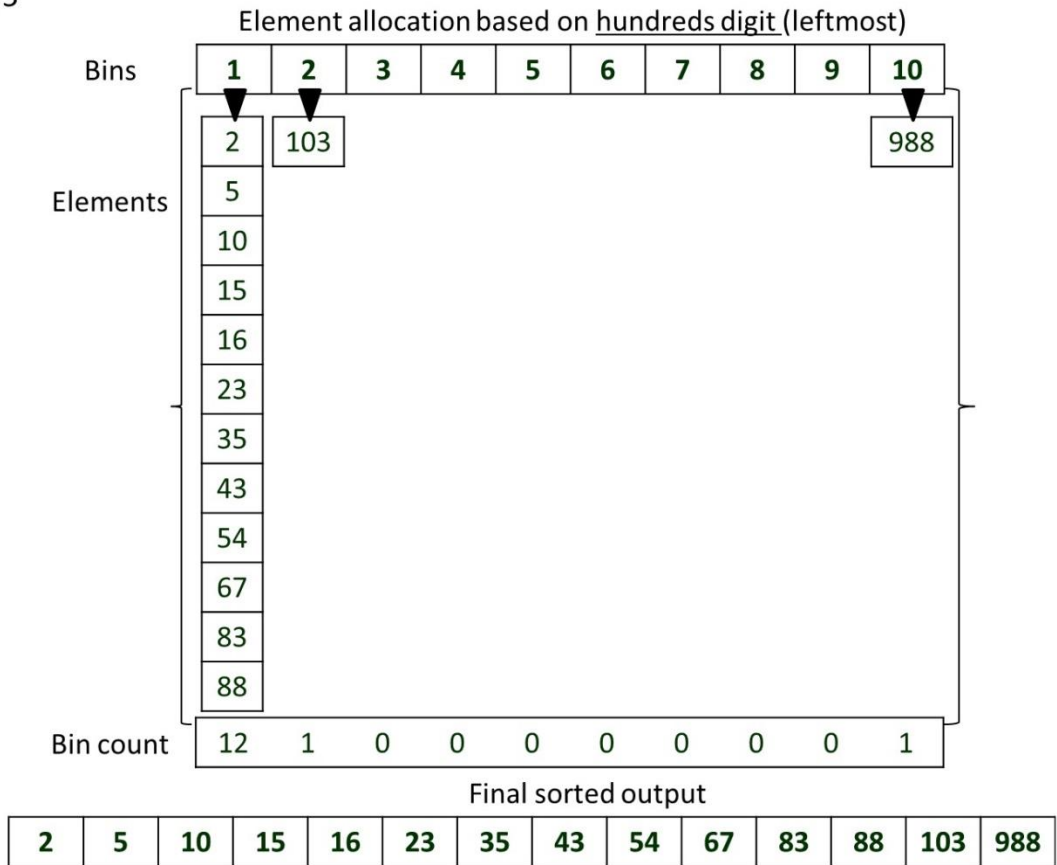
Iteration 2



Updated vector which is input to iteration 3

2	103	5	10	15	16	23	35	43	54	67	83	988	88
---	-----	---	----	----	----	----	----	----	----	----	----	-----	----

Iteration 3

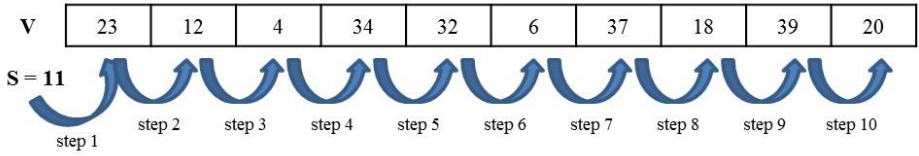


Algorithm	10	100	1k	10k	Best case	Worst case
Insertion sort	0.0818	6.831	757.851	77713.30	2.351	1615.53
Bubble sort	0.0866	14.440	1382.405	140627.75	0.772	2224.58
Selection sort	0.0690	6.453	507.285	46800.13	493.901	479.04
Shell sort	0.0914	1.864	28.038	446.30	14.264	33.47
Merge sort	0.0964	2.836	34.649	491.92	16.687	20.06
Quick sort	0.1115	2.211	26.759	907.60	96.938	691.21
Heap sort	0.1986	4.872	67.710	1887.41	70.570	72.84
Bin sort	0.1658	1.592	31.607	1585.52	28.659	28.42
Radix sort	0.4119	3.206	16.881	276.77	16.948	16.725

Algorithm	Type of sort	Best case	Average case	Worst case
Insertion sort	Comparison sort	$O(n)$	$O(n^2)$	$O(n^2)$
Bubble sort	Comparison sort	$O(n)$	$O(n^2)$	$O(n^2)$
Selection sort	Comparison sort	$O(n^2)$	$O(n^2)$	$O(n^2)$
Shell sort	Comparison sort	$O(n \log n)$	$O(n^{4/3})$	$O(n \log^2 n)$
Merge sort	Comparison sort	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$
Quick sort	Comparison sort	$O(n \log n)$	$O(n \log n)$	$O(n^2)$
Heap sort	Comparison sort	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$
Bin sort	Non-comparison sort	-	$O(n)$	$O(n^2)$
Radix sort	Non-comparison sort	-	$O(n)$	$O(n)$

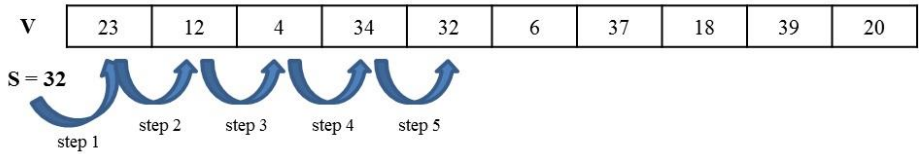
Chapter 6: Exploring Search Options

Part (a)

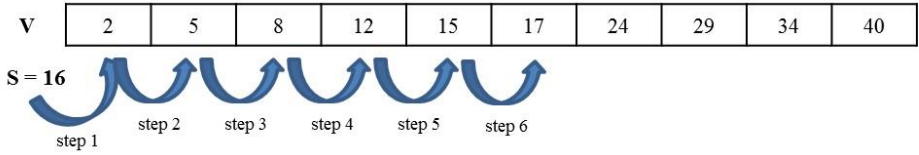


S
not found even after 10
comparisons

Part (b)

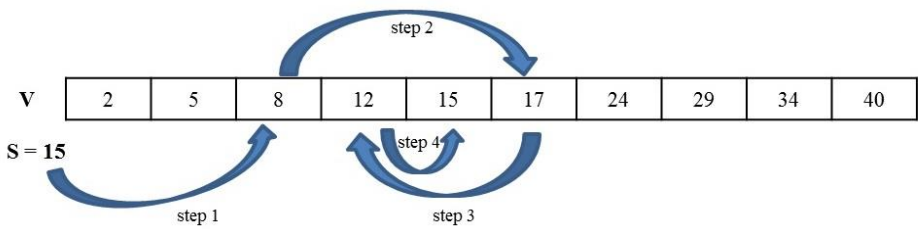


S
found at 5th position after
5 comparisons

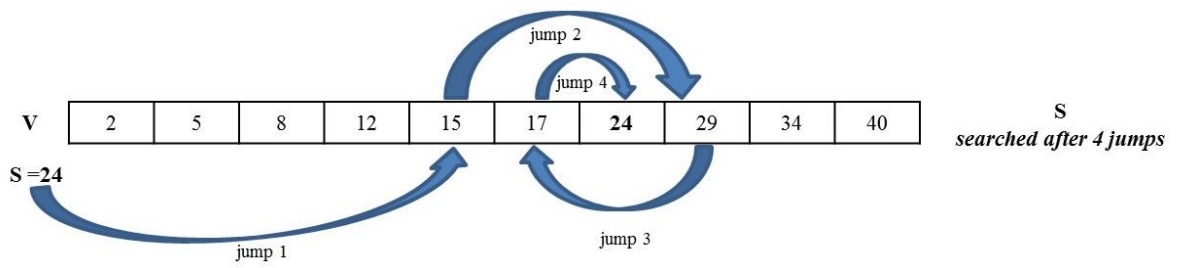


S
not present as 6th element
is greater than 16

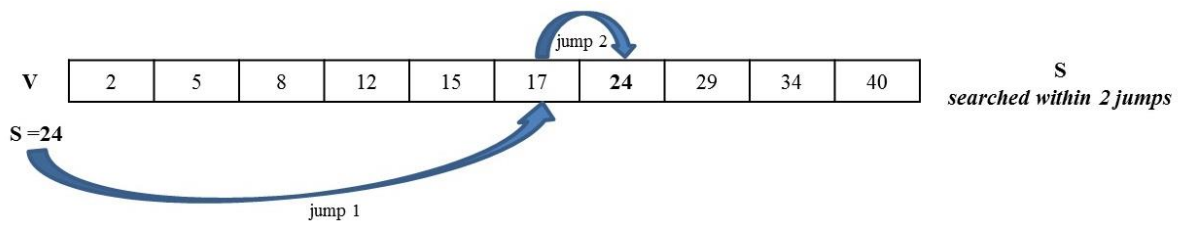
$$\sqrt{n}$$



S
searched after two jumps
(step 1 and 2) and two
comparisons (step 3 and 4)



$$p = \frac{S - V[1]}{V[n] - V[1]}$$



$$C'n = 1p_1 + 2p_2 + \dots + np_n$$

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

6	4	6	7	5	7	6	1	4	6	7	5
---	---	---	---	---	---	---	---	---	---	---	---

6	7	4	5	1	2	3	8
---	---	---	---	---	---	---	---

5	7	6	4	1	2	3	8
---	---	---	---	---	---	---	---

1	2	6	4	7	5	3	8
---	---	---	---	---	---	---	---

Input raw vector

Hash function

Hash table : *Linked List*

484
253
697
467
865
823
963
651



$$H(K) = K \bmod 10$$



0		/
1	651	/
2		/
3	253	• →
4	484	/
5	865	/
6		/
7	697	• →
8		/
9		/

823	• →	963	/
-----	-----	-----	---

467	/
-----	---

Input raw vector

484
253
697
467
865
823
963
651

Hash function

$$H(K) = K \bmod 10$$

Hash Table with Overflow Bucket

Bucket	Value
0	
1	865
	651
2	697
	467
3	253
	823
4	484

Hash Table

Value
963

Overflow bucket

Input raw vector

484
253
697
467
865
823
963
651

Hash function

$$H(K) = K \bmod 10$$

Hash Table with Overflow Bucket

Bucket	Slot	Value
0	0	
	1	651
1	2	823
	3	253
2	4	484
	5	865
3	6	467
	7	697
4	8	
	9	

Value
963

Overflow bucket

Hash Table

Slot No.	0	1	2	3	4	5	6	7	8	9
Chances	1/10	1/10	0	0	3/10	1/10	0	0	0	4/10

Step 0			Step 1			Step 2			Step 3			Step 4			Step 5		
Slot No.	Key Values	Probability	Slot No.	Key Values	Probability	Slot No.	Key Values	Probability	Slot No.	Key Values	Probability	Slot No.	Key Values	Probability	Slot No.	Key Values	Probability
0		1/10	0		1/10	0		1/10	0		1/10	0		1/10	0		1/10
1		1/10	1		1/10	1		1/10	1		1/10	1		1/10	1		1/10
2		1/10	2		1/10	2	362	0	2	362	0	2	362	0	2	362	0
3		1/10	3	453	0	3	453	0	3	453	0	3	453	0	3	453	0
4		1/10	4		2/10	4		3/10	4		3/10	4		3/10	4		3/10
5		1/10	5		1/10	5		1/10	5		1/10	5		1/10	5		1/10
6		1/10	6		1/10	6		1/10	6	396	0	6	396	0	6	396	0
7		1/10	7		1/10	7		1/10	7		2/10	7	156	0	7	156	0
8		1/10	8		1/10	8		1/10	8		1/10	8		3/10	8	957	0
9		1/10	9		1/10	9		1/10	9		1/10	9		1/10	9		4/10

$$\alpha = \frac{N}{M}$$

$$\frac{N(N-1)\dots(N-i-1)}{M(M-1)\dots(M-i-1)}$$

$$1 + \sum_{i=1}^{\infty} (N/M)^i \approx \frac{1}{1-\alpha}$$

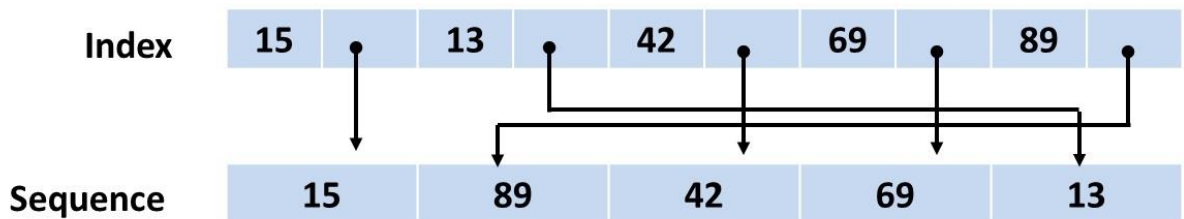
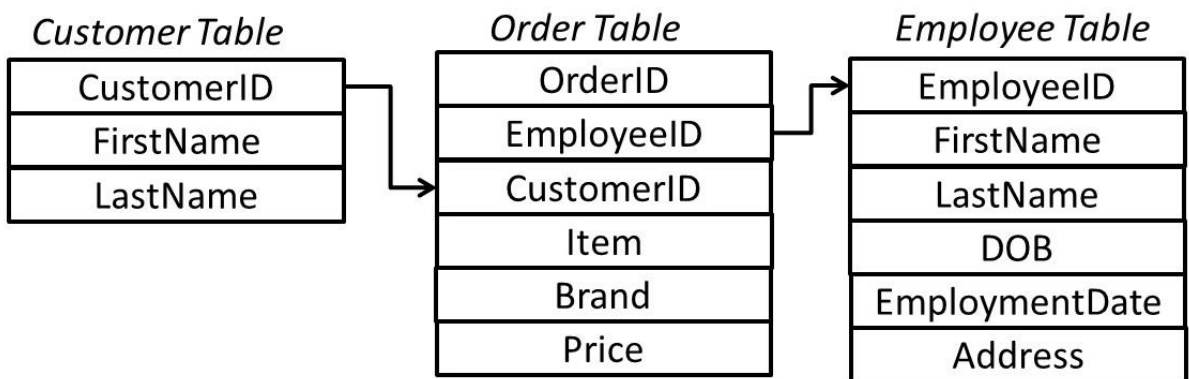
$$\frac{1}{\alpha} \int_0^{\alpha} \frac{1}{1-x} dx = \frac{1}{\alpha} \log_e \frac{1}{1-\alpha}$$

$$\frac{1}{2} \left(1 + \frac{1}{(1+\alpha)^2} \right)$$

$$\frac{1}{2} \left(1 + \frac{1}{1-\alpha} \right)$$

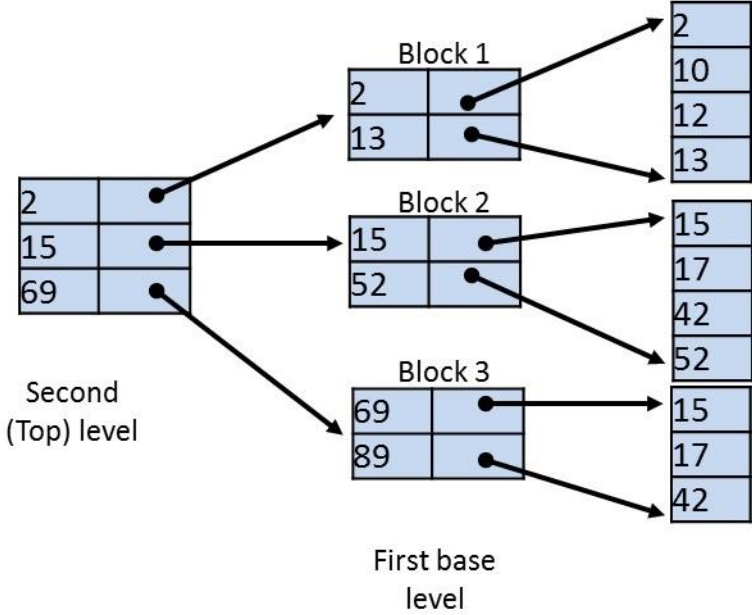
$$\sqrt{n}$$

Chapter 7: Indexing



15	52	13	12	42	17	69	10	89	75	2
----	----	----	----	----	----	----	----	----	----	---

a) Data array



b) Example of second level index

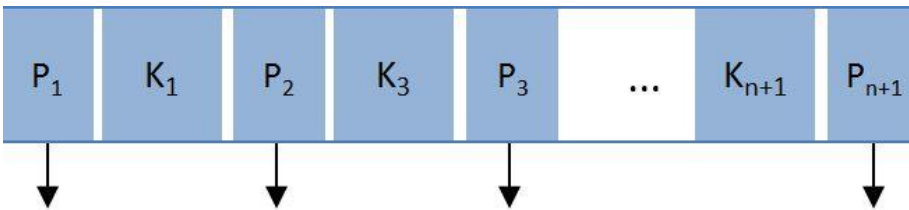
Memory resident cylinder



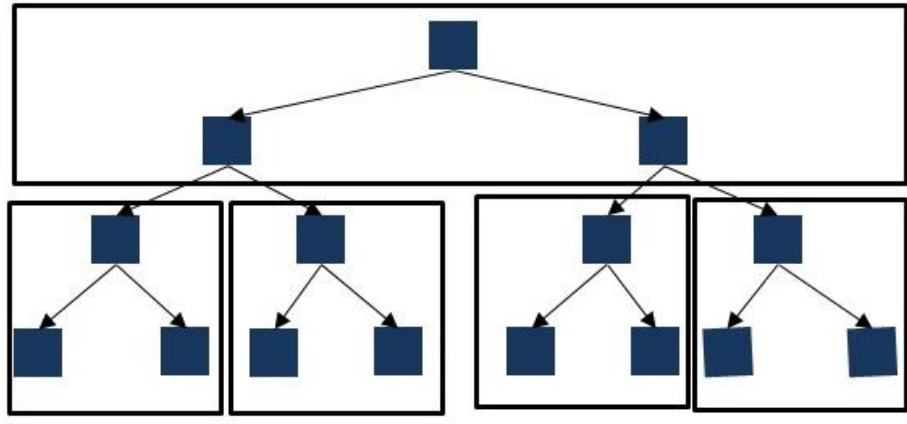
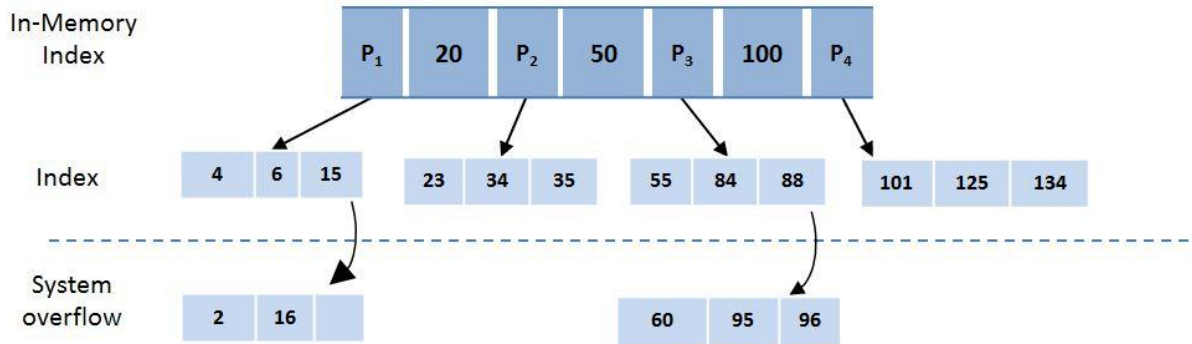
Cylinder 1 Cylinder 2 ... Cylinder n

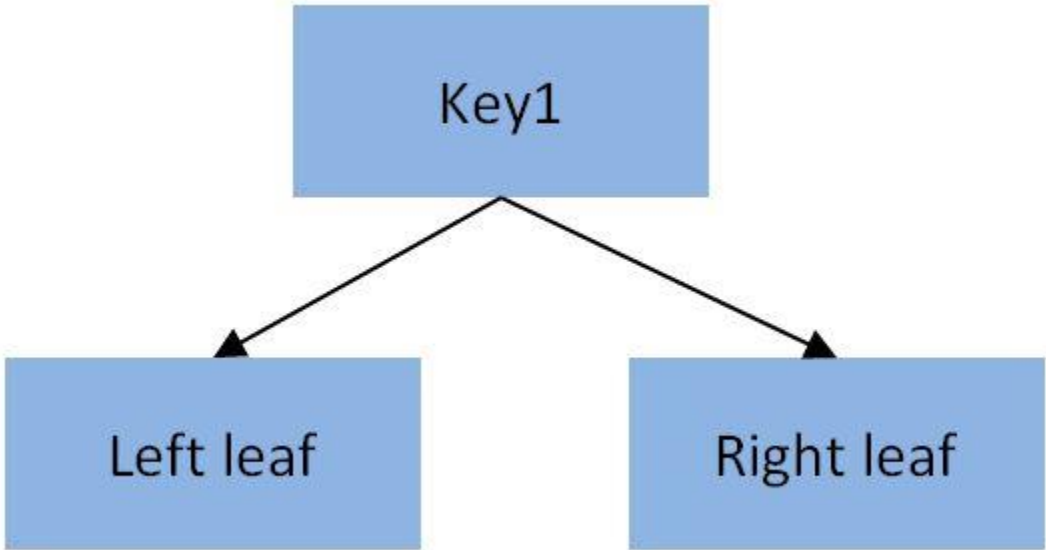
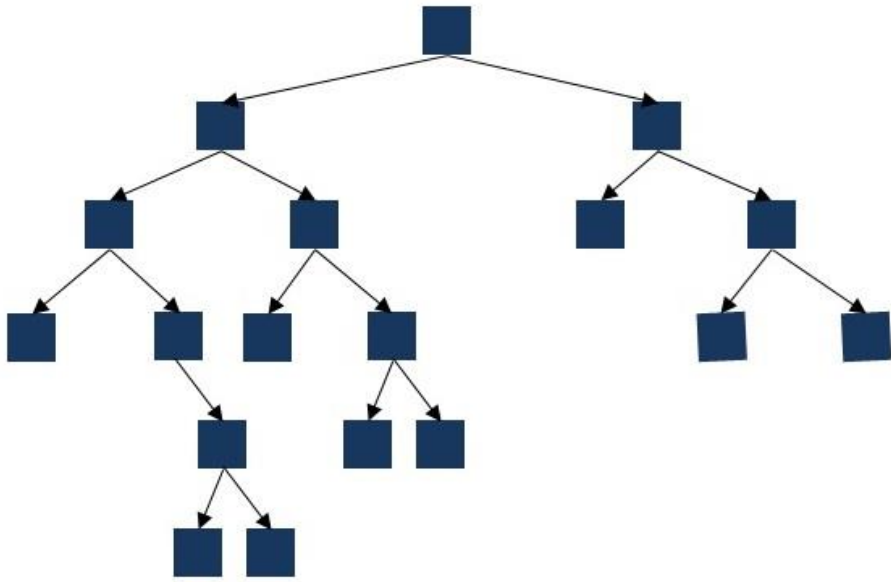


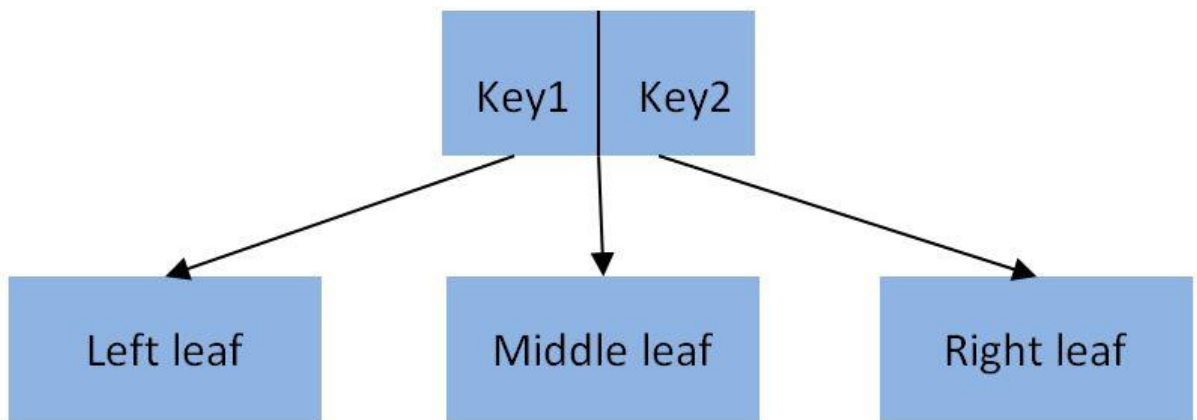
System overflow



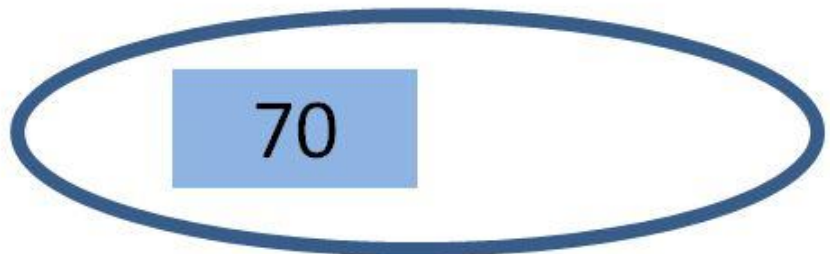
K_i : Key
 P_i : Pointer



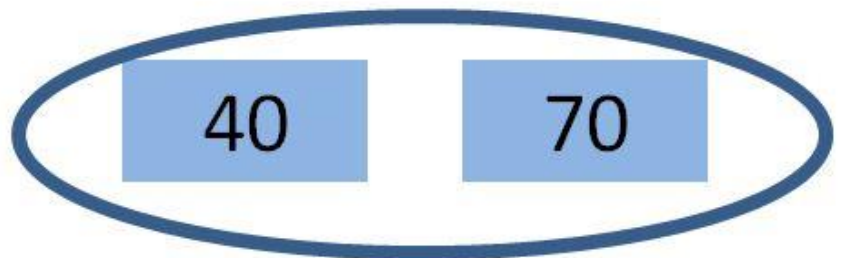




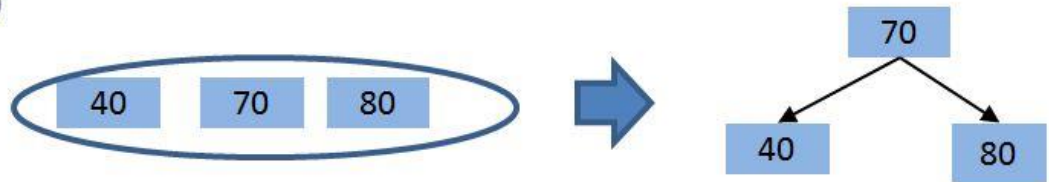
Insert 70



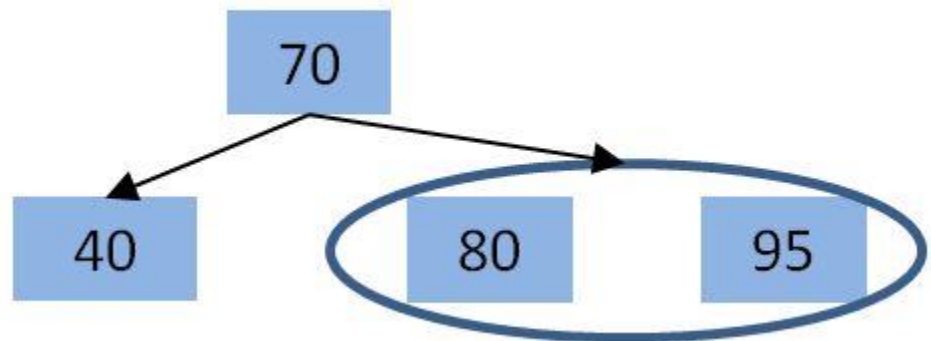
Insert 40



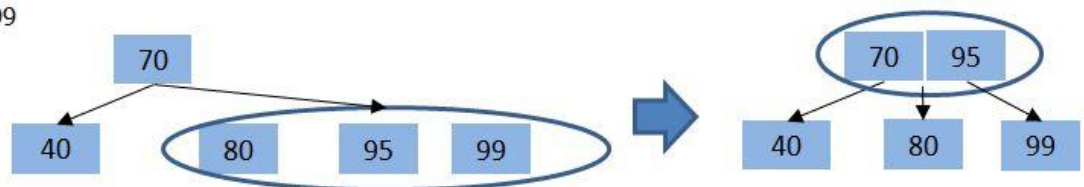
Insert 80

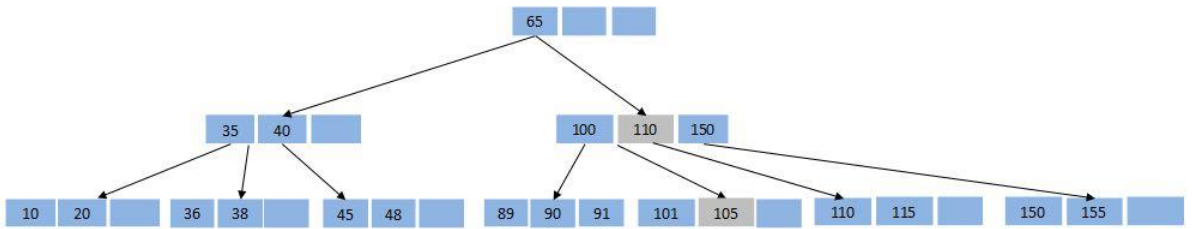
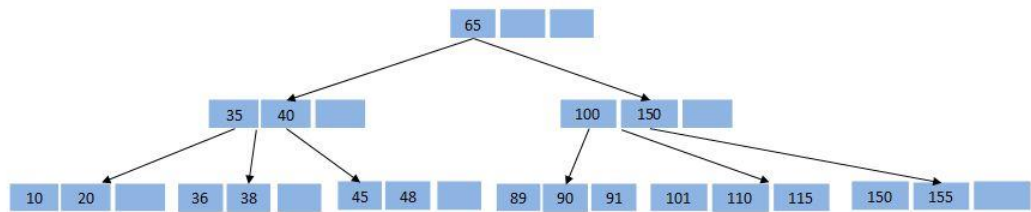
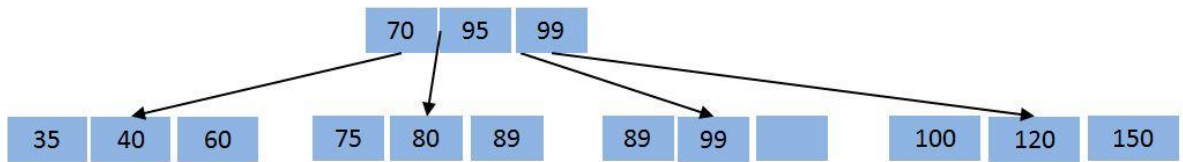


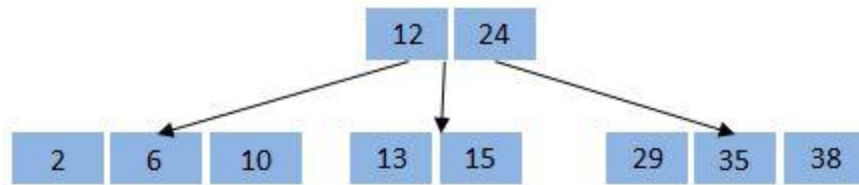
Insert 95



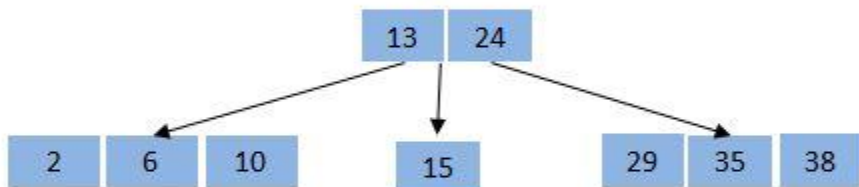
Insert 99



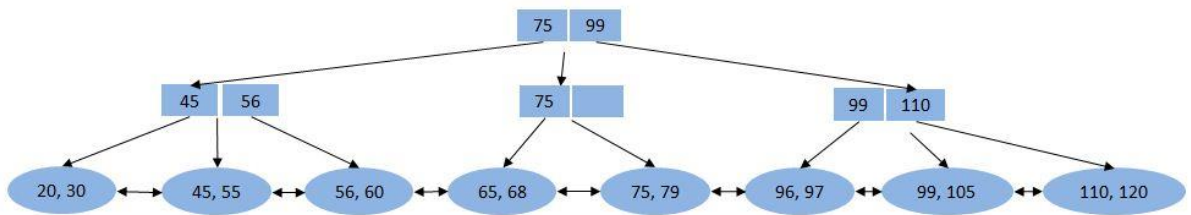
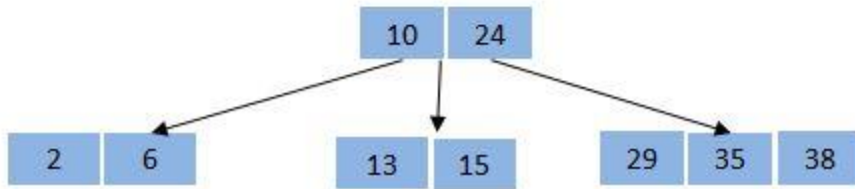




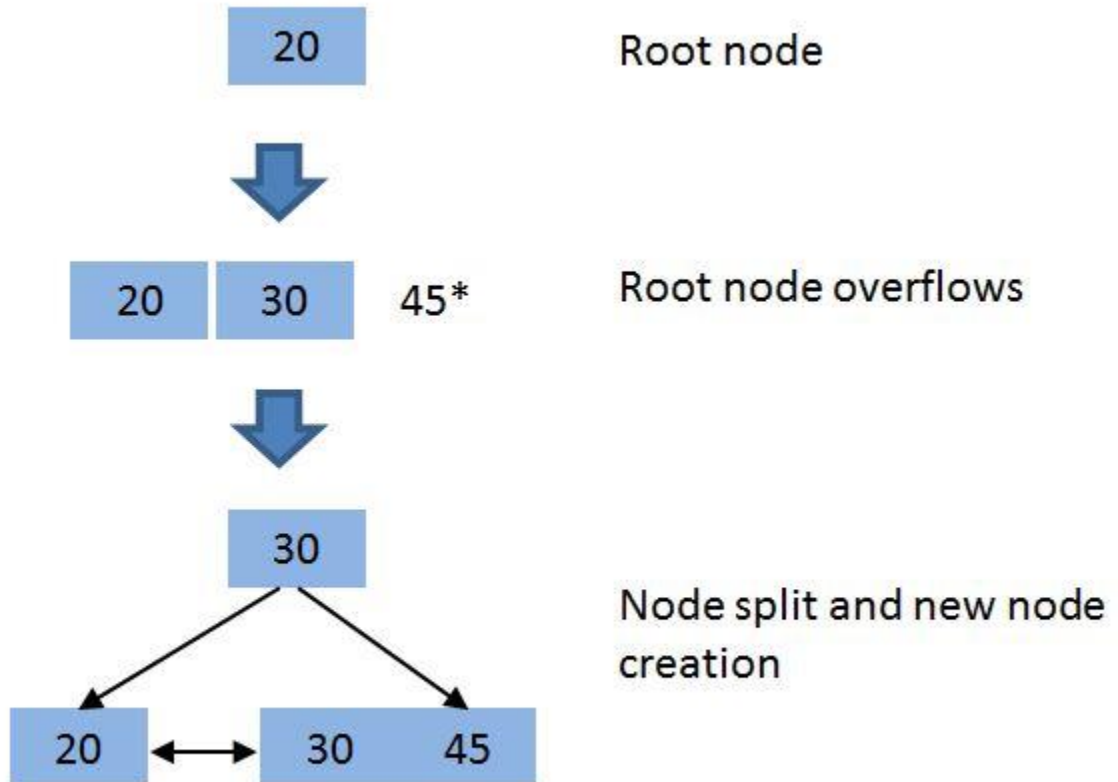
Delete 12

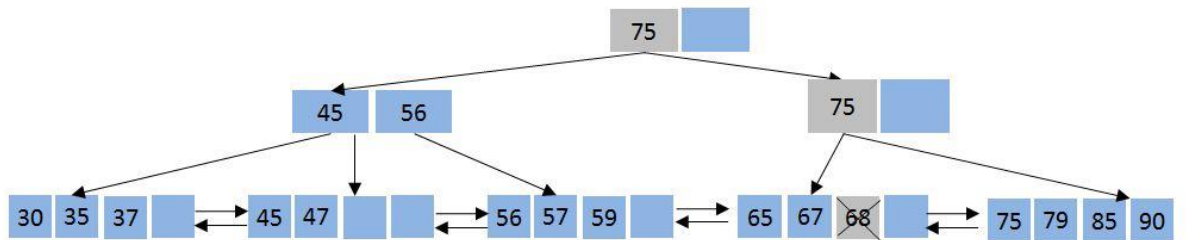
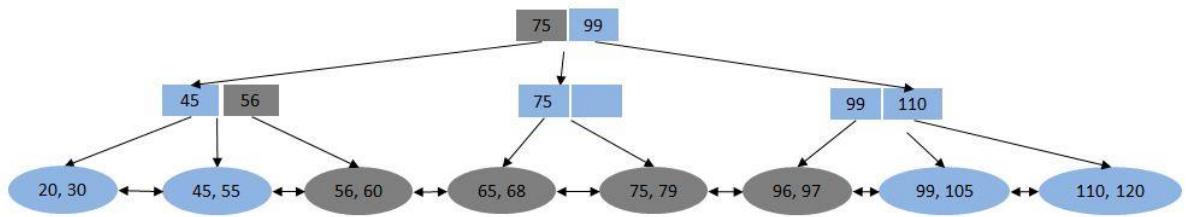
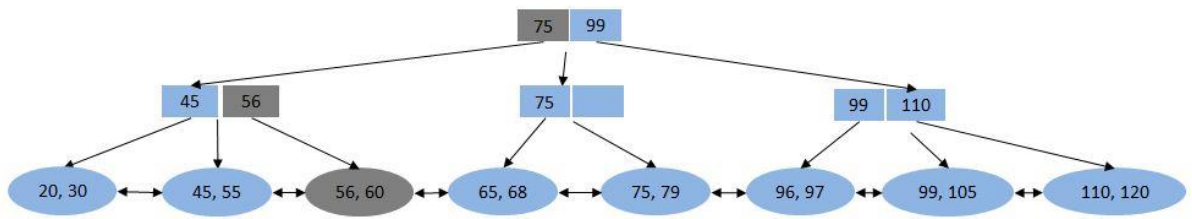


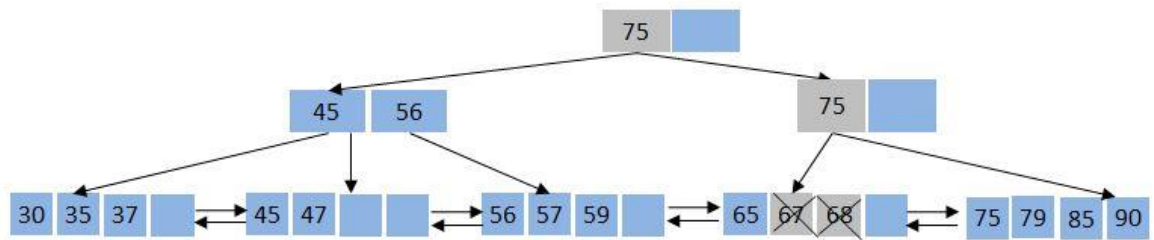
readjust



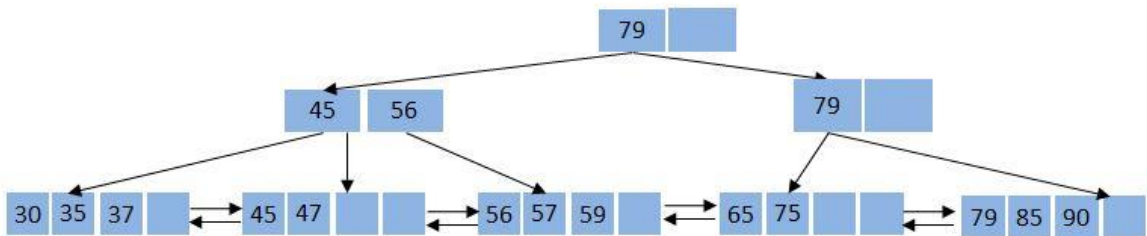
```
> dlinkchildNode(1)
<environment: 0x00000000d034c88>
attr(,"class")
[1] " dlinkchildNode"
```





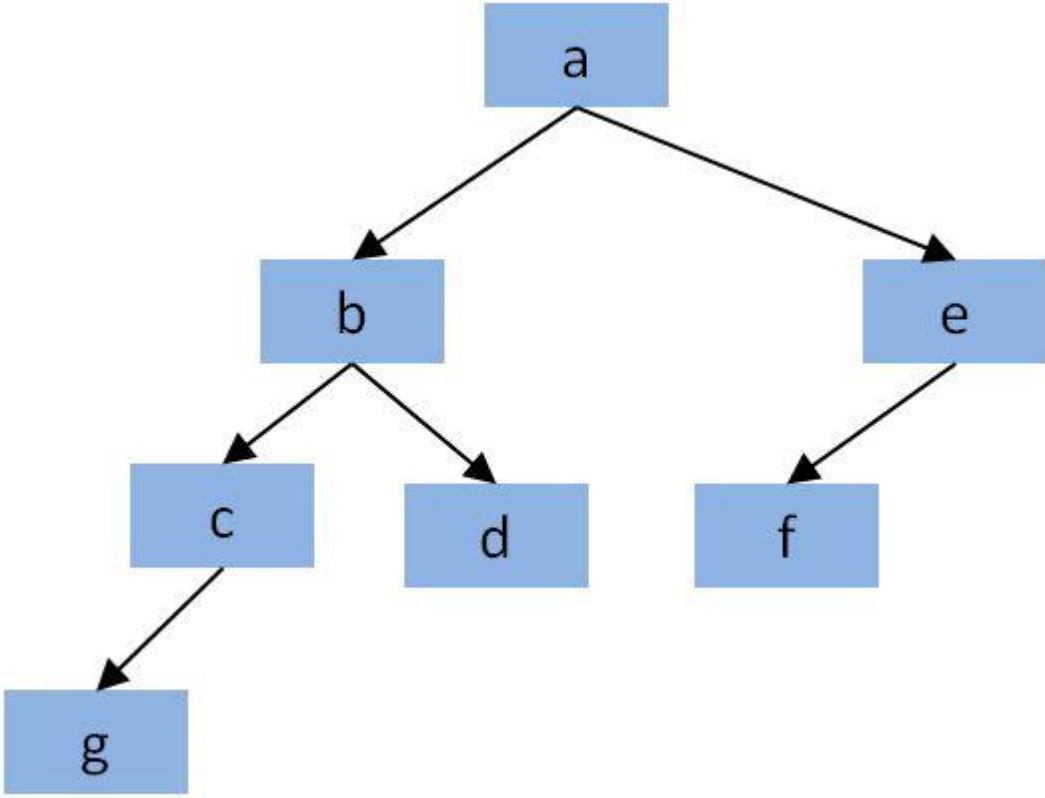


a) Deletion of key 67 and 68

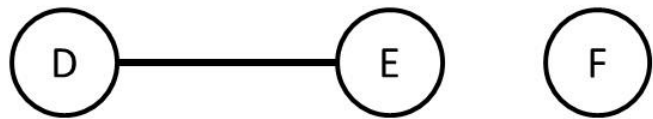
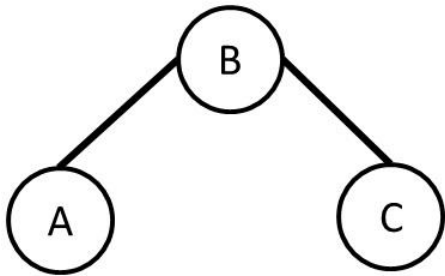
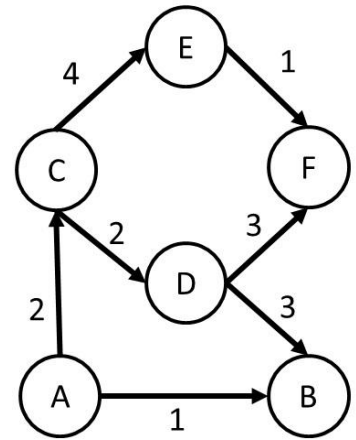
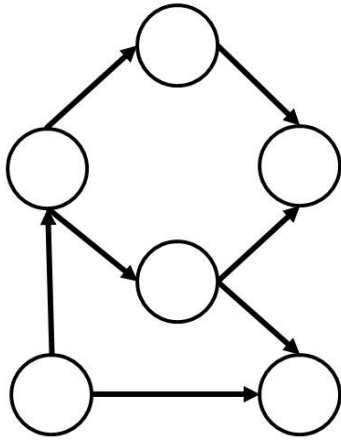
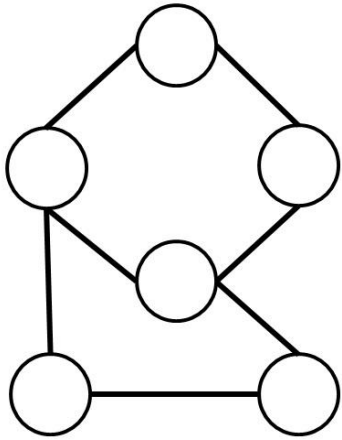


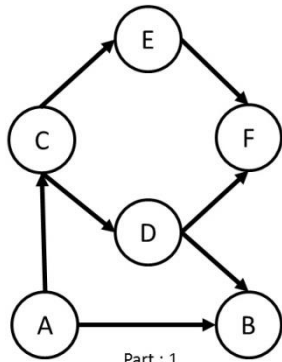
b) B+ tree readjust to balance the tree

Depth	Average number of object	# of leaf nodes
$d=0$	133	1
$d=1$	$133^2=17,689$	133
$d=2$	$133^3=2,352,637$	17,689
$d=3$	$133^4=312,900,721$	2,352,637
...
$d=n$	133^n	133^{n-1}



Chapter 8: Graphs

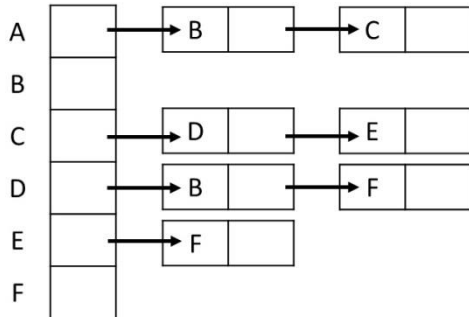




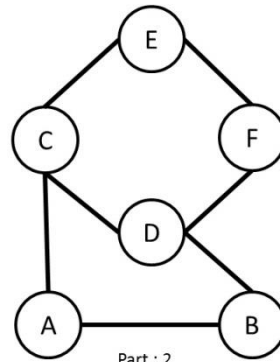
Part : 1

	A	B	C	D	E	F
A	0	1	1	0	0	0
B	0	0	0	0	0	0
C	0	0	0	1	1	0
D	0	1	0	0	0	1
E	0	0	0	0	0	1
F	0	0	0	0	0	0

Part : 3



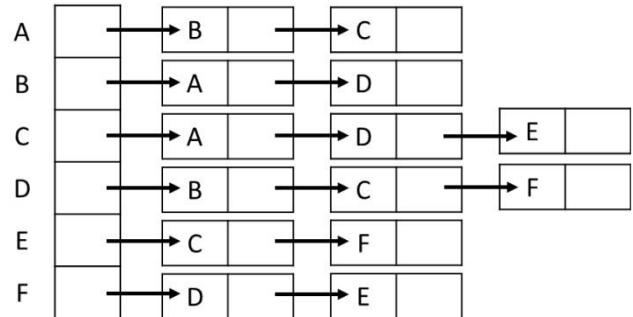
Part : 5



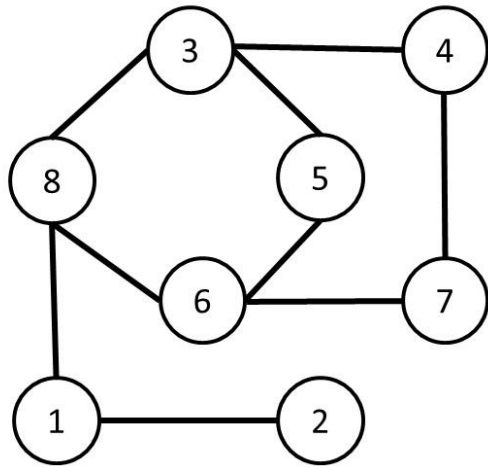
Part : 2

	A	B	C	D	E	F
A	0	1	1	0	0	0
B	1	0	0	1	0	0
C	1	0	0	1	1	0
D	0	1	1	0	0	1
E	0	0	1	0	0	1
F	0	0	0	1	1	0

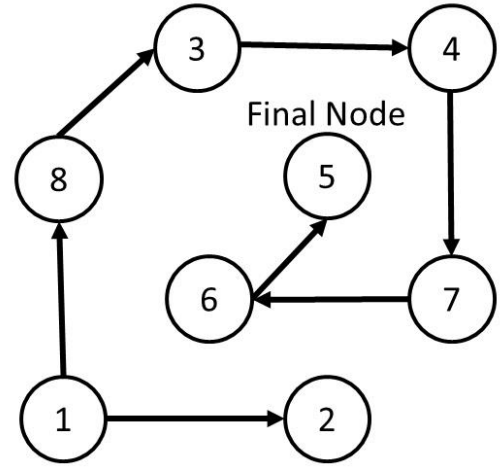
Part : 4



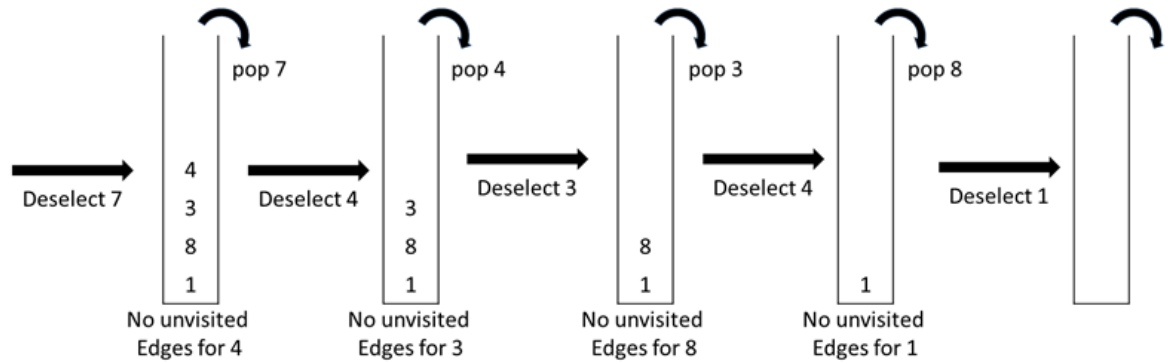
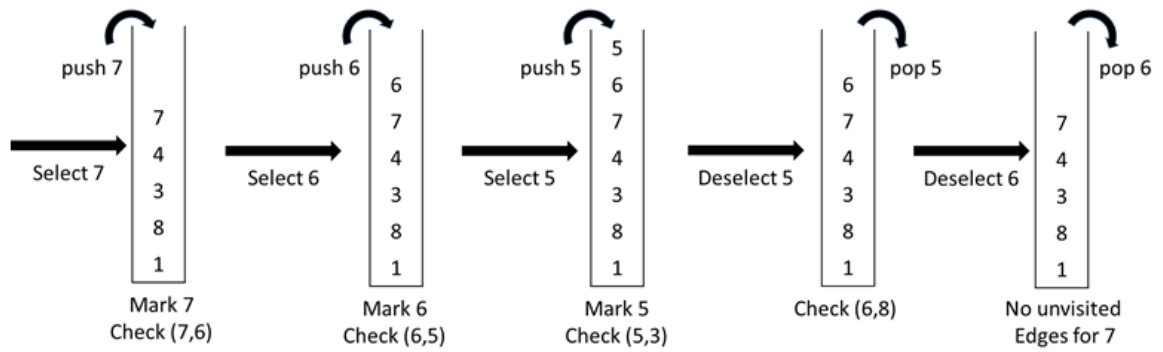
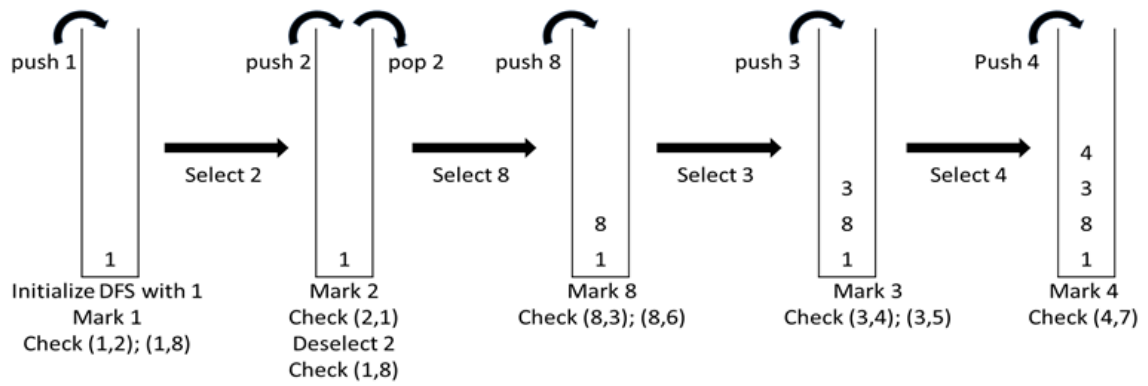
Part : 6

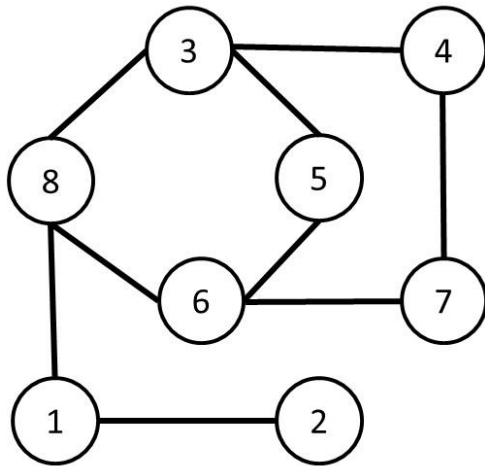


Start Node

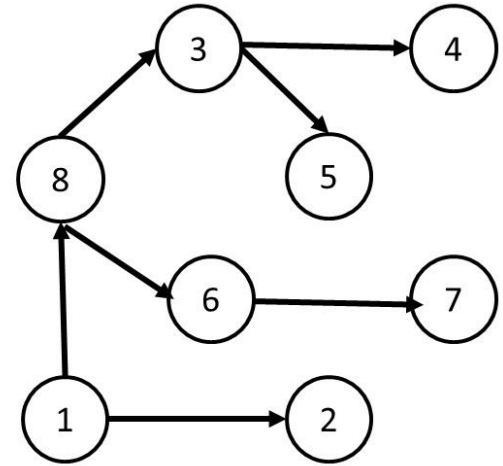


Start Node

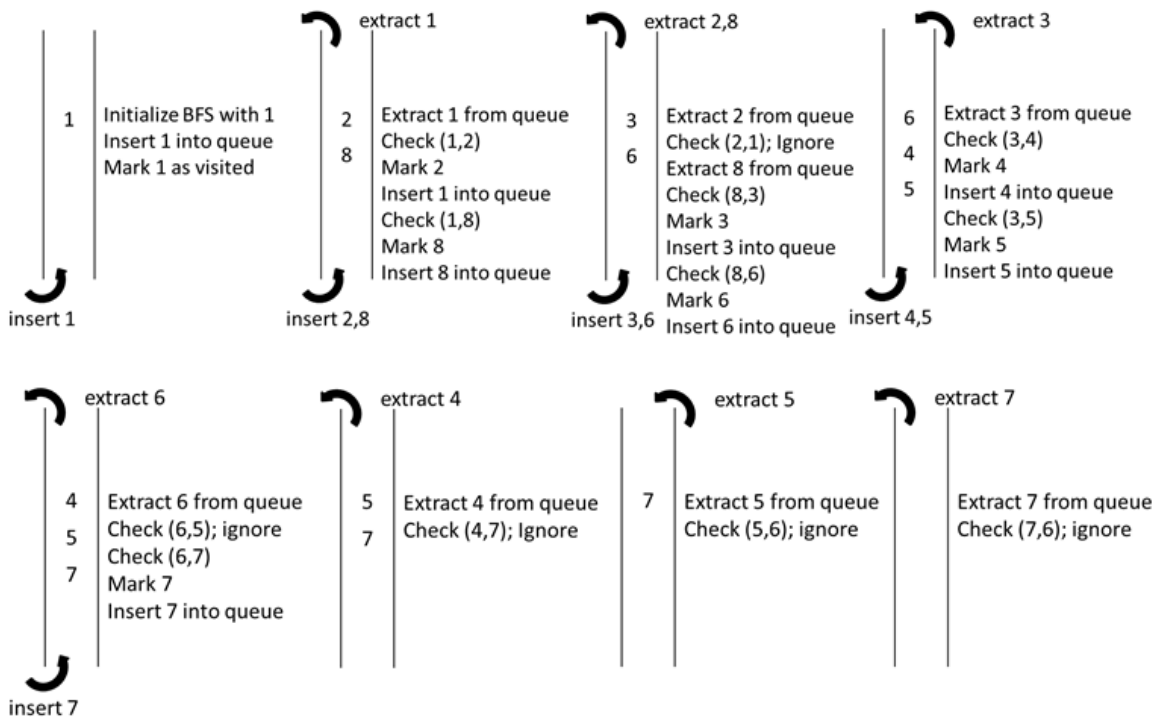


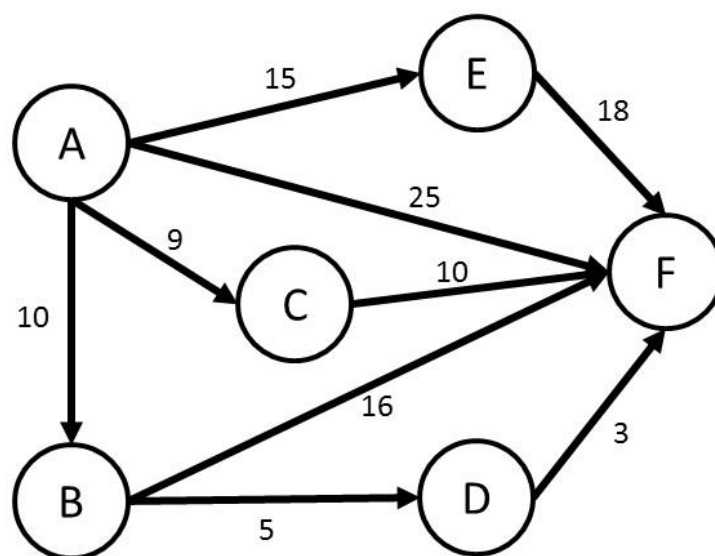
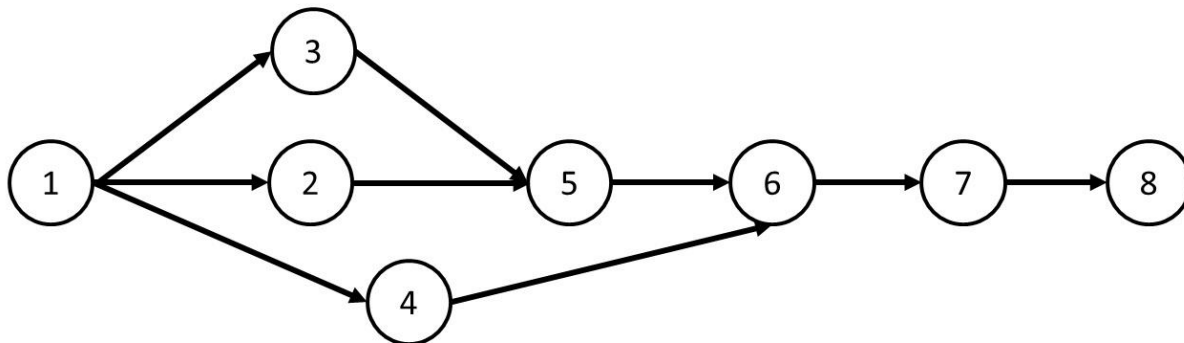


Start Node

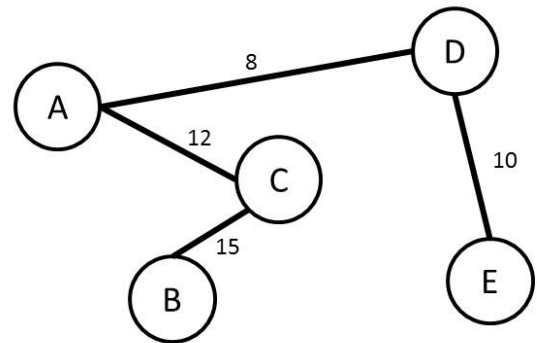
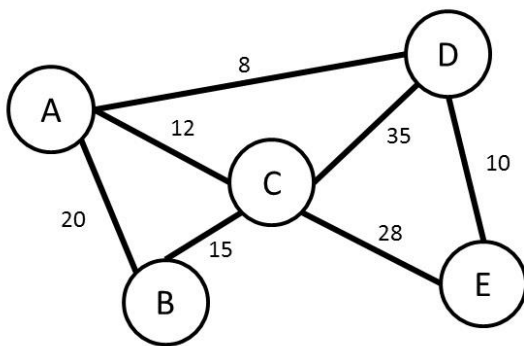


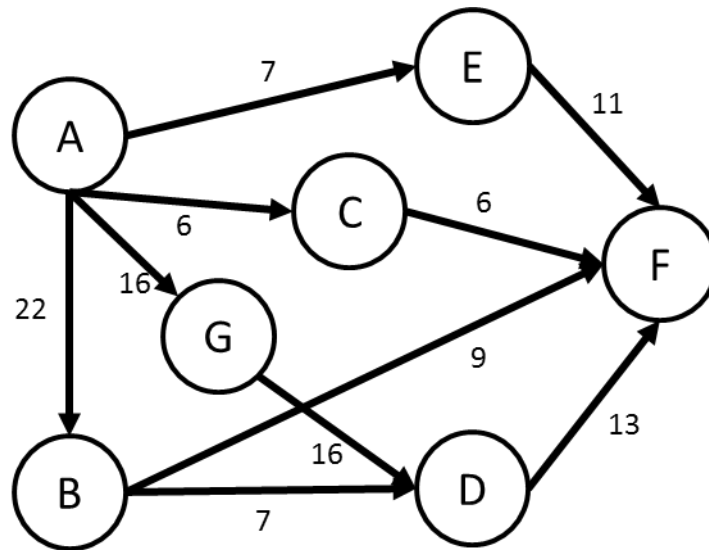
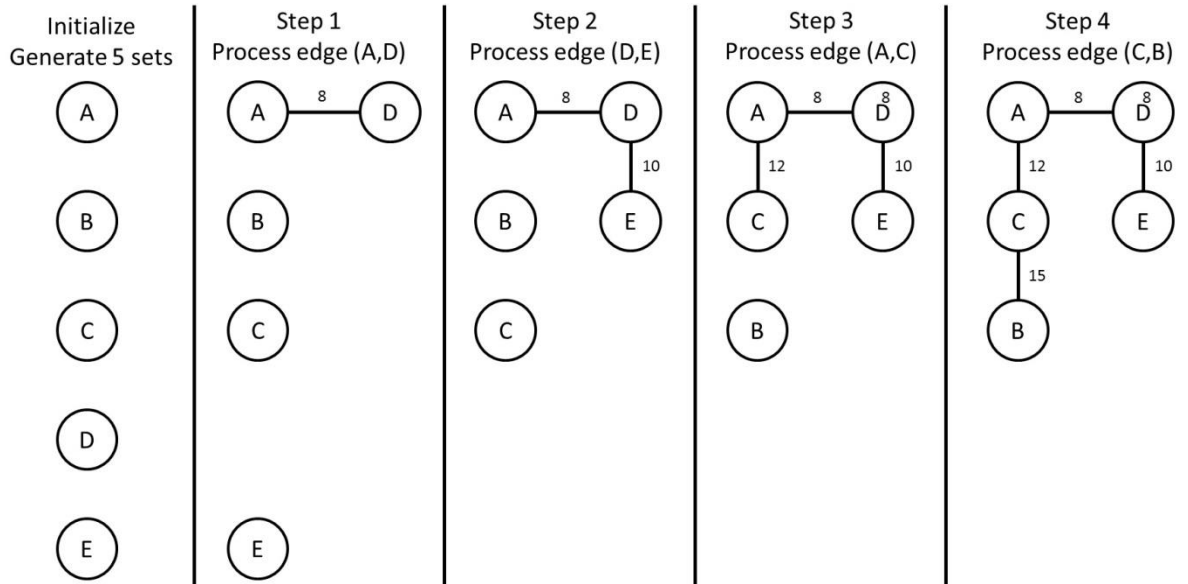
Start Node



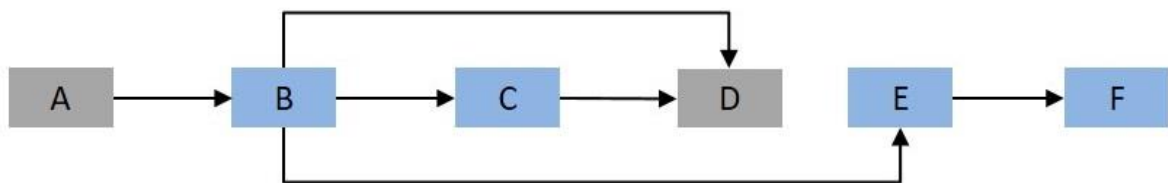
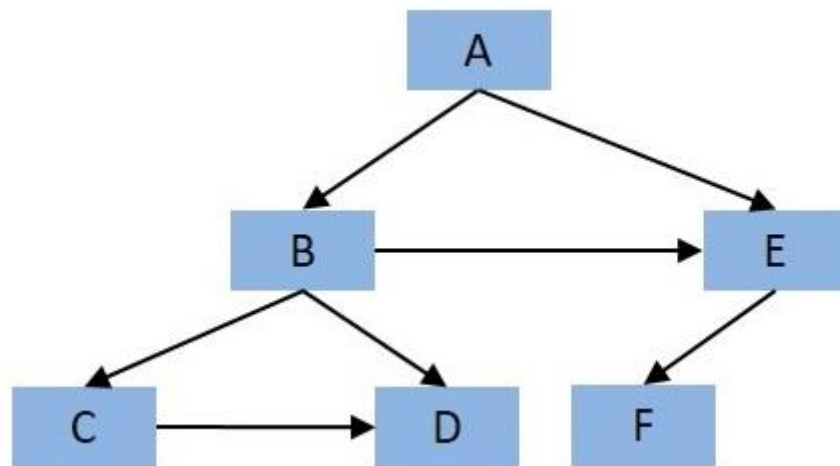


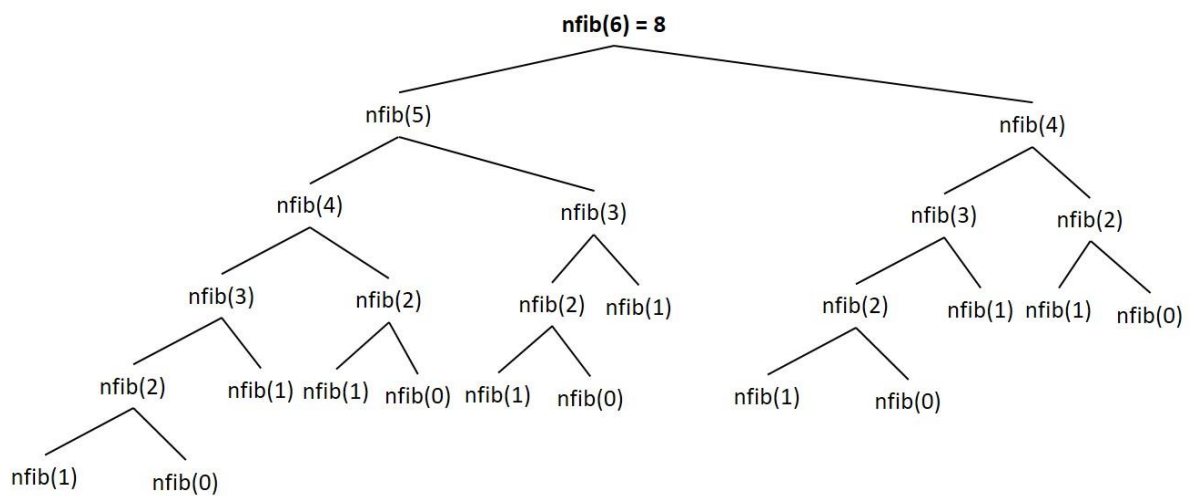
	A	B	C	D	E	F
Initialise	0	∞	∞	∞	∞	∞
Extract A	0	10	9	∞	15	25
Extract C	0	10	9	∞	15	19
Extract B	0	10	9	15	15	19
Extract D	0	10	9	15	15	18
Extract E	0	10	9	15	15	18

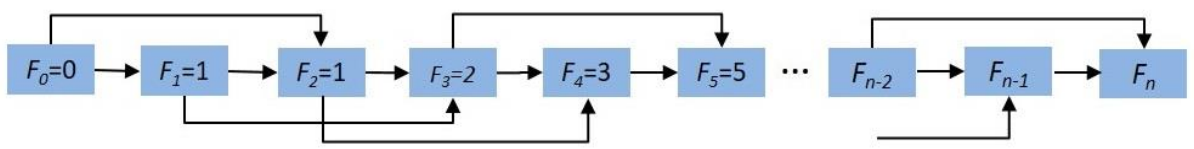
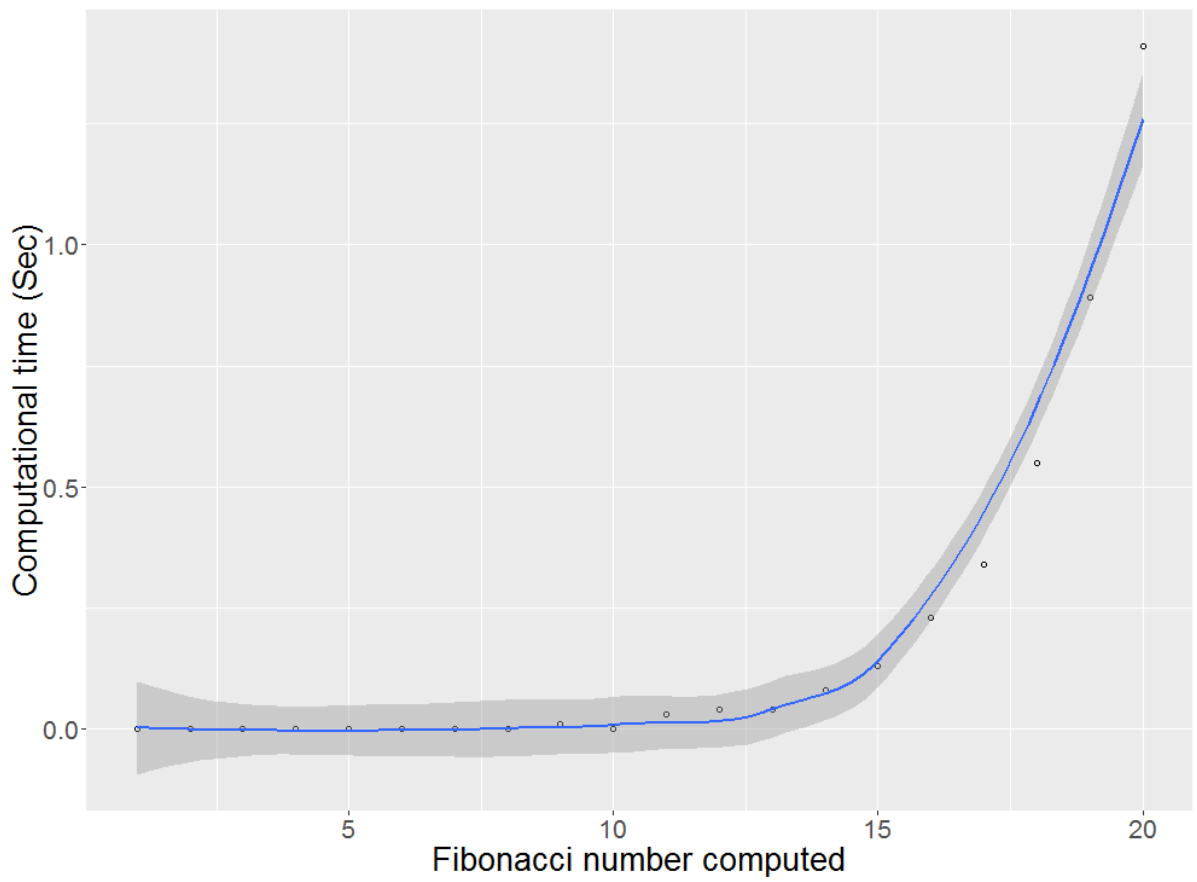




Chapter 9: Programming and Randomized Algorithms

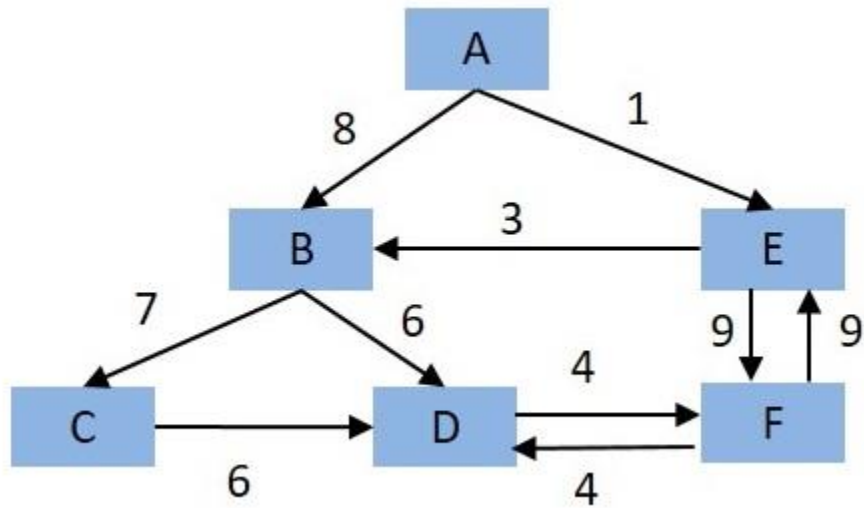






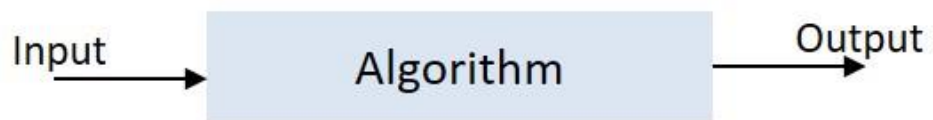
$$\begin{aligned}
 & \text{maximize } \sum_{i \in F^{(*)}} c_i \\
 & \text{subject to } \sum_{i \in F^{(*)}} s_i \leq W
 \end{aligned}$$

$(u, v) \in E$

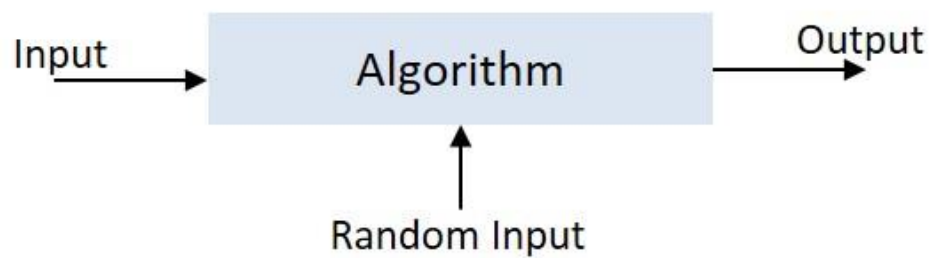


$$d(u, v) = \begin{cases} 0 & \text{if } u = v \\ \text{dist}(u, v) & \text{if } u \neq v \text{ and } (u, v) \in E \\ \infty & \text{else} \end{cases}$$

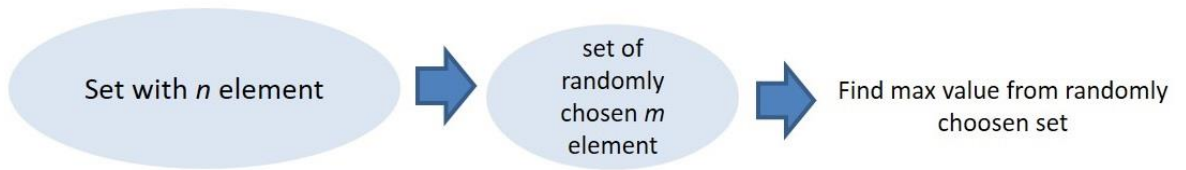
	A	B	C	D	E	F
A	0	4	11	10	1	10
B	<i>Inf</i>	0	7	6	19	10
C	<i>Inf</i>	13	0	6	19	10
D	<i>Inf</i>	7	14	0	13	4
E	<i>Inf</i>	3	10	9	0	9
F	<i>Inf</i>	3	10	4	9	0



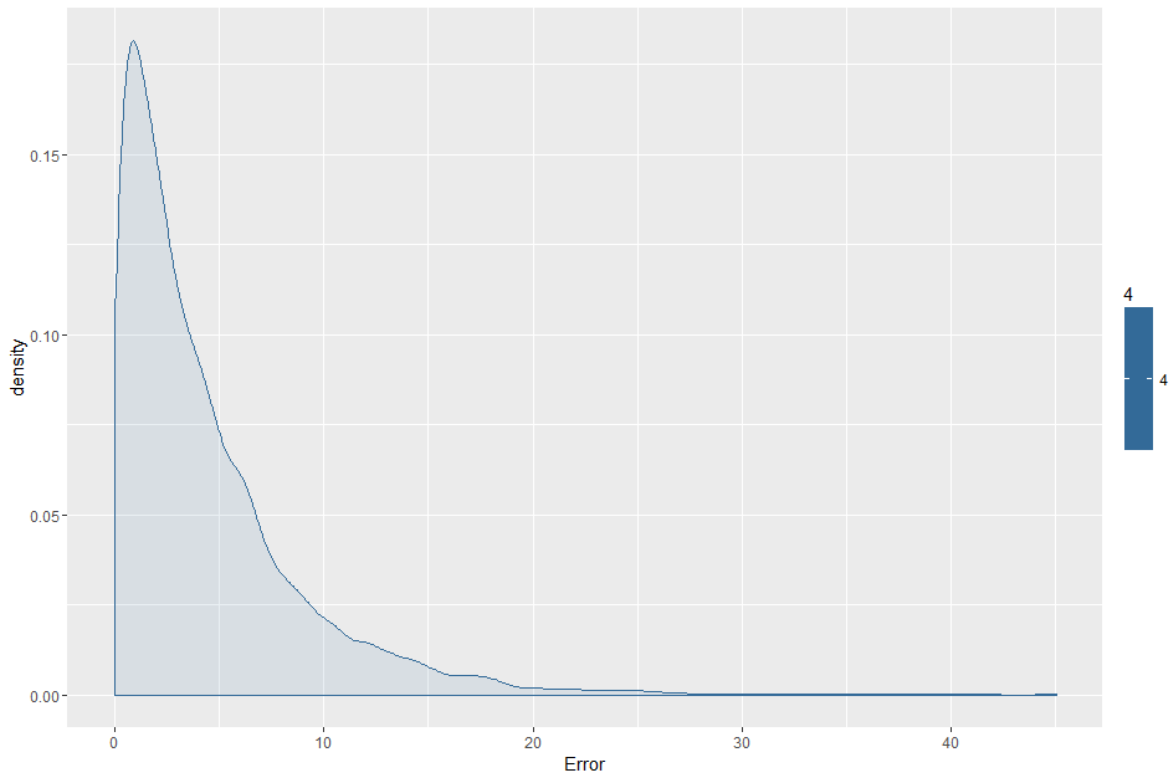
(a) Deterministic algorithm structure



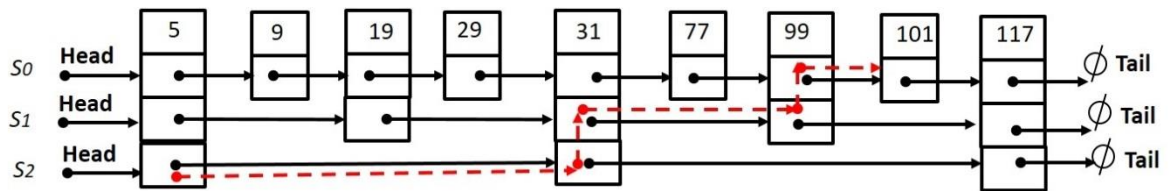
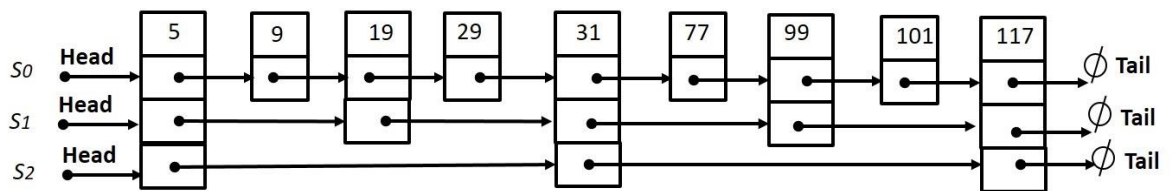
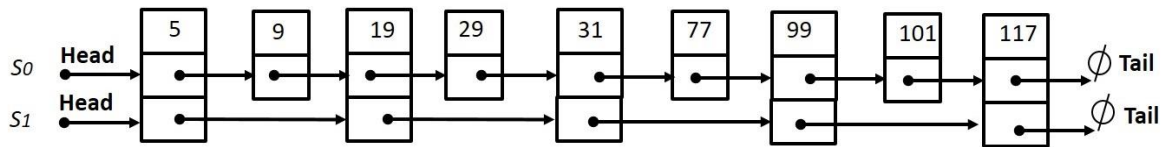
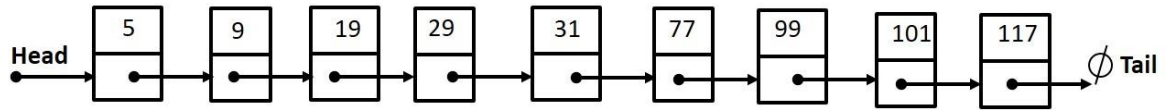
(b) Randomized algorithm structure



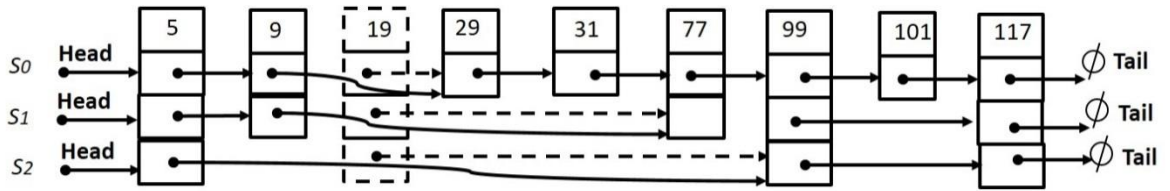
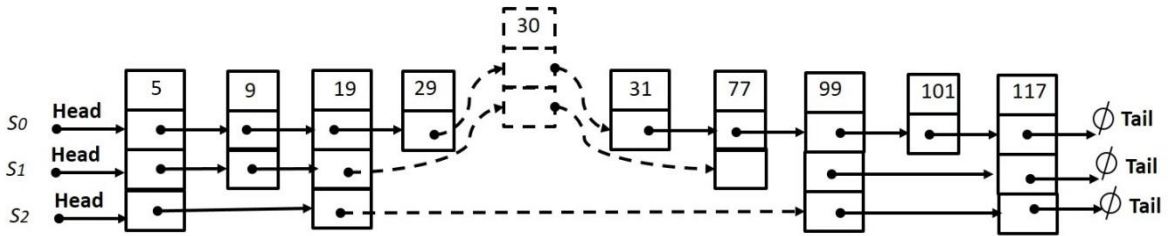
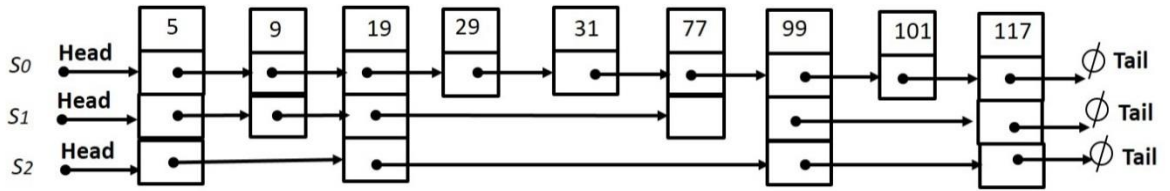
$$1 - \left(\frac{19}{20}\right)^{20}$$



$$1 - \frac{1}{2^k}$$



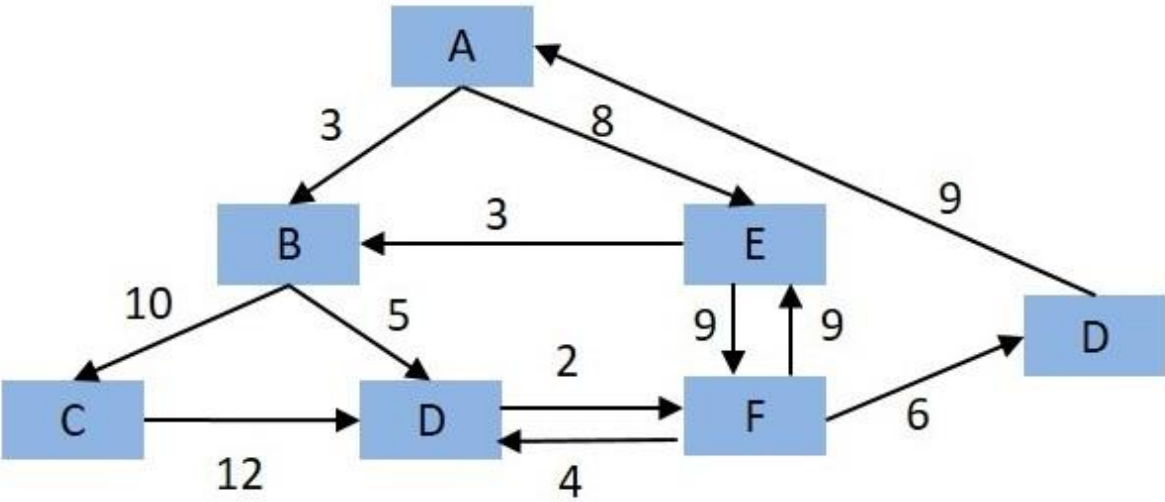
$$\frac{1}{2^k}$$



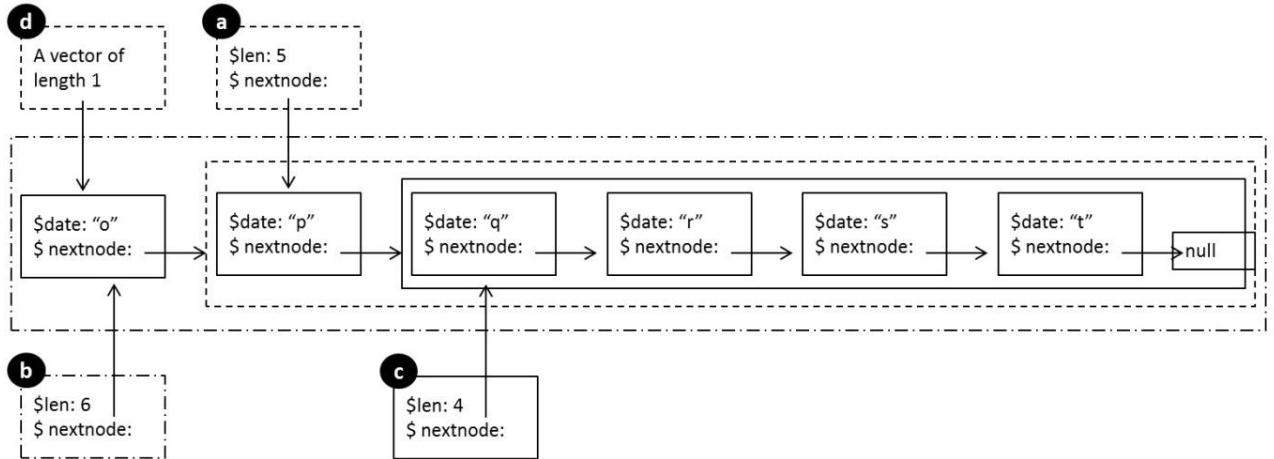
$$\frac{n}{2^k}$$

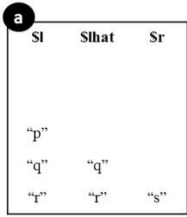
$$P_{3 \log n} \leq \frac{n}{2^{3 \log n}} = \frac{n}{n^3}$$

$$P_{c \log n} \leq \frac{n}{2^{c \log n}} = \frac{n}{n^c} = \frac{1}{n^{c-1}}$$



Chapter 10: Functional Data Structures

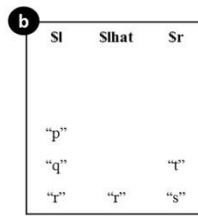




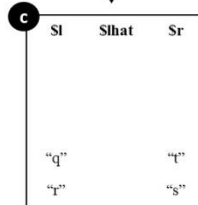
Create a new persistent queue



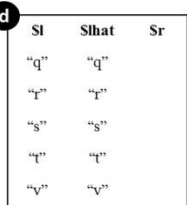
Insert a new element "t" in the back of the queue. This operation deletes one element from *ihat*. However, it does not cause any readjustment between *l* and *r* stacks as *ihat* is not empty yet.



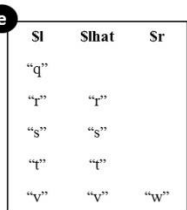
Remove the element "p" from the front of the queue. Again, this operation deletes one element from *ihat*. However, it does not cause any readjustment between *l* and *r* stacks yet as *ihat* is not empty yet.



Insert a new element "v" in the back of the queue. As *ihat* is empty, the readjustment occurs between *l* and *r*. All the elements are assigned to left stack *l* and stack *ihat*. This operation delays run time because of readjustment.



Insert a new element "w" in the back of the queue (*r* stack). This operation deletes one element from *ihat*. However, it does not cause any readjustment between *l* and *r* stacks yet as *ihat* is not empty yet.



Remove the element "q" from the front of the queue. Again, this operation deletes one element from *ihat*. However, it does not cause any readjustment between *l* and *r* stacks yet as *ihat* is not empty yet.

