

CSE 326 Lecture 15: Midterm Review

◆ Midterm details:

- ⇒ Chapters 1-6 in the textbook
- ⇒ Closed book, closed notes except:
 - ◆ You may bring one 8 1/2" x 11" sheet of handwritten notes
- ⇒ Format: 5 questions, 100 points total
- ⇒ Time: Wednesday, class time 12:30-1:20 (50 minutes)
- ⇒ Practice midterm and solutions are on class website
- ⇒ Midterm will contain space for answers; no bluebooks
- ⇒ Bring pens/sharpened pencils (and sharpened minds)

Midterm Review: Math Background

- ◆ Know definitions of *Big-Oh*, *little-oh*, *big-omega*, and *theta*:
 - ⇒ $T(N) = O(f(N))$ if there are positive constants c and n_0 such that $T(N) \leq cf(N)$ for $N \geq n_0$.
- ◆ Think of $O(f(N))$ as “less than or equal to” $f(N)$
 - ⇒ Upper bound
- ◆ Think of $\Omega(f(N))$ as “greater than or equal to” $f(N)$
 - ⇒ Lower bound
- ◆ Think of $\Theta(f(N))$ as “equal to” $f(N)$ “Tight” bound
 - ⇒ Same growth rate
- ◆ Think of $o(f(N))$ as “strictly less than” $f(N)$
 - ⇒ Strict upper bound
 - ⇒ $T(N) = o(f(N))$ means $f(N)$ has faster growth rate than $T(N)$

Summations

$$\sum_{i=1}^N i = \frac{N(N+1)}{2}$$

Run time of program segment:

for (i = 1; i <= N; i++)

for (j = 1; j <= i; j++)

<print "Hello">

$$\sum_{i=1}^N i^k \approx \frac{N^{k+1}}{|k+1|} \text{ for large } N \text{ and } k \neq -1$$

$$\sum_{i=0}^N A^i = \frac{A^{N+1} - 1}{A - 1}$$

$$\sum_{i=0}^N 2^i = 2^{N+1} - 1$$

Recurrences

- ♦ Used to analyze run time $T(N)$ of recursive function for input size N
 - ◊ Write down cost of each line of function
 - ◊ Recursive calls: write cost in terms of T and new input size N'
 - ◊ E.g. $T(N) = (\text{cost for non-recursive lines}) + T(N-1)$

```
int sum ( int [ ] v, int num)
{ if (num == 0) return 0;
  else return v[num-1] + sum(v,num-1); }
```

- $T(\text{num}) = \text{constant} + T(\text{num}-1)$
 $= 2 * \text{constant} + T(\text{num}-2) = \dots = \text{num} * \text{constant} + \text{constant}$
 $= \Theta(\text{num})$

Lists, Stacks, and Queues

- ◆ Lists: Insert, Find, Delete
 - ⇒ Singly-linked lists with header node
 - ⇒ Doubly-linked and Circularly-linked
 - ⇒ Run time and space needed for array-based versus pointer-based
- ◆ Stacks: Push, Pop
 - ⇒ Know what push and pop do
 - ⇒ Pointer versus array implementation
 - ⇒ Use of stacks in balancing symbols and function calls
- ◆ Queues: Enqueue and Dequeue
 - ⇒ Array-based implementation using Rear and Front, and modulo arithmetic for wrap-around

Trees

- ◆ Terminology: Root, children, parent, path, height, depth, etc.
 - ⇒ Height of a node is maximum path length to any leaf
 - ⇒ Height of tree is height of root
 - ⇒ Single node tree has height and depth 0
- ◆ Recursive definition of tree
 - ⇒ Null or a root node with (sub)trees as children
- ◆ Preorder, postorder and inorder traversal of a tree
 - ⇒ Implementation using recursion or a stack
- ◆ Minimum and maximum depth of a binary tree

Binary Search Trees

- ◆ BSTs: What makes a binary tree a BST?
 - ⇒ Know how to do Find, Insert, and Delete in example BSTs
- ◆ AVL tree: What makes a BST an AVL tree?
 - ⇒ Balanced due to restriction on heights of left/right subtrees
 - ⇒ Upper bound on height of AVL tree of N nodes
 - ⇒ Worst case run time for operations
 - ⇒ Know what happens when you do Inserts into an AVL tree
 - ⇒ Re-balancing tree using Single or Double rotation
- ◆ Splay trees: No explicit balance condition but accessing an item causes splaying (rotations); item moves to root
 - ⇒ Amortized/worst case running time for operations
 - ⇒ Know what happens when you do Find/Insert/Delete

B-Trees

- ◆ Nodes have up to M children, with M-1 keys
 - ⇒ Children to the right of key k contain values $\geq k$
- ◆ All leaf nodes at same height
- ◆ Know how to do Find, Insert, and Delete in example B-trees
 - ⇒ Insert may cause leaf node to overflow and split, causing parent to split etc.
 - ⇒ Deletion may cause leaf to become less than half full, causing a merge with sibling, which may cause parent to merge etc.
- ◆ Find: Run time is $O(\text{depth} * \log M) = O(\log_{\lceil M/2 \rceil} N * \log M) = O(\log N)$
 - ⇒ Insert/Delete: Run time is $O(\text{depth} * M) = O((M/\log M) * \log N)$

Priority Queues: Binary Heaps

- ◆ What is a binary heap?
 - ⇒ Understand array implementation: parent and children in array
 - ⇒ d-heaps: d children per node
- ◆ Main operations: FindMin, Insert, DeleteMin
 - ⇒ Know how to Insert/DeleteMin in example binary heaps
 - ⇒ Insert: Add item to end of array, then *percolate up*
 - ⇒ DeleteMin: Move item at end of array to top, then *percolate down*
- ◆ Other operations: DecreaseKey, IncreaseKey, Merge
- ◆ What is the depth and running time of operations for binary heap of N nodes?
- ◆ No need to know details of leftist or skew heaps

Binomial Queues

- ◆ Recursive definition of binomial trees
 - ⇒ Contains one or more trees B_i , each containing exactly 2^i nodes
- ◆ Binomial queue = forest of binomial trees, each obeying heap property
- ◆ Main operation: Merge two binomial queues
 - ⇒ Start from $i = 0$ and attach pairs of B_i to create B_{i+1}
- ◆ Insert item: Merge original BQ with new one-item BQ
- ◆ DeleteMin: Delete smallest root node and merge its subtrees with original BQ
- ◆ First Child/Next Sibling implementation and run time analysis

Hashing

- ◆ Know how hash functions work:
 - ⇒ $\text{Hash}(X) = X \bmod \text{TableSize}$
 - ⇒ *TableSize* is chosen to be a prime number in real-world applications
- ◆ Know what the load factor λ of a hash table means and how the run time of Find/Insert is related to λ

Hashing and Collisions

- ◆ Know how the different collision resolution methods work:
 - ⇒ *Chaining*: colliding values are stored in a linked list
 - ⇒ *Open addressing with linear probing*: look linearly ($\text{Hash}(X) + i, i = 0, 1, 2, \dots$) for empty slot; clustering problem
 - ⇒ *Open addressing with quadratic probing*: look using squares ($\text{Hash}(X) + i^2, i = 0, 1, 2, \dots$) for empty slot
 - ◆ Theorem guarantees a slot will be found if *TableSize* prime and array less than half full
 - ⇒ *Double Hashing*: look for empty slot using a second hash function ($\text{Hash}(X) + i \cdot \text{Hash}_2(X), i = 0, 1, 2, \dots$)
 - ⇒ *Rehashing*: when probing is used and the table starts to get full, allocate a bigger table and rehash all stored values

Next Class: Midterm exam

To Do:

Hash Chapters 1-6 into those good ol' gray cells

Minimize collisions

Practice the practice midterm