

# Intro to Competitive Programming

**CPMSoc** 

### Welcome





- Mathematics workshops will run every even-numbered week (4, 6, 8, ...)
- Programming ones will run every odd-numbered week (3, 5, 7, ...)
- Slides will be uploaded on our website (unswcpmsoc.com)

### **Workshop Overview**



- Key concepts
- Application to Binary Search
- Demonstration
- Solve problems together

### **Conceptual toolbox**



- Time Complexity
- Precomputation
- Solution space
- Invariants



- Big "O" Notation
- Asymptotic Time Complexity
- Worst-Case Time Complexity

If you change the input size, how does it change the runtime of your algorithm?



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Approach: For each dog-owner, ask every other dog owner if they have the same breed. Time complexity:

- Double the houses => Quadruple the time
- Grows "Quadratically" or  $O(n^2)$  (like a square)

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What is the optimal strategy?



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■ I have a number between 1 and 1000.

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Let's play a game of Higher or Lower.

- I have a number between 1 and 1000.
- After each guess you make, I'll tell you if my number is higher or lower than your guess.

What is the optimal strategy?

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Observations:



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- Never need more than  $log_2$ (number of options) moves

### Time complexity:

- Double the number of options => 1 extra guess
- lacktriangle Grows "Logarithmically" or  $O(\log n)$  (basically nothing)

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#### "Rules":

- Constants dont matter: O(n+3) = O(n)
- Coefficients dont matter: O(42n) = O(n)
- Small things dont matter:  $O(n^2 + n) = O(n^2)$





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- There are more subtleties and nuances to the topic
- Which you'll learn in COMP2521 and COMP3821
- I'll focus on how you'd practically use it





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- $\blacksquare$  For example, an  $O(n^2)$  algorithm when  $n \leq 100,000$
- $\blacksquare$   $(100,000)^2 > 10^8$  So it's too slow.



A good rule of thumb is the Magic Number of 100 Million or  $10^8.$ 

| n              | Possible Complexities            |
|----------------|----------------------------------|
| $n \le 10$     | O(n!)                            |
| $n \le 20$     | $O(n \cdot 2^n)$                 |
| $n \le 400$    | $O(n^3)$                         |
| $n \le 10^4$   | $O(n^2)$                         |
| $n \le 10^5$   | $O(n\sqrt{n})$ or $O(n\log^2 n)$ |
| $n \le 10^6$   | $O(n \log n)$                    |
| $n \le 10^7$   | O(n)                             |
| $n \le 10^9 +$ | $O(\log n)$ or $O(1)$            |

### **Precomputation**



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Process the data beforehand to save time later

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- Process the data beforehand to save time later
- Structure your data, specific for the queries you need



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- Double the dogs => Double the time (plus a bit)
- Grows "log-linearly"  $O(n \log n)$





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Time complexity is O(nq).





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Approach 2: Sort the phonebook and use higher-or-lower to search for each of your numbers.





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Approach 2: Sort the phonebook and use higher-or-lower to search for each of your numbers.

Time complexity is  $O(n \log n + q \log n)$ .

### **Binary Search Code**



```
int binary_search(int arr[100000], int val) {
    int left = 0;
    int right = 100000;
    while (right - left > 1) {
        int mid = (left + right) / 2;
        if (arr[mid] <= val) left = mid;
        else right = mid;
    }
    return left;
}</pre>
```

#### **Invariants**



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- arr[L] < val is true at every iteration.
- $\blacksquare$  arr[R]  $\ge$  val is true at every iteration.

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- After each iteration, the remaining interval halves

#### Medusa's Snakes





Medusa has snakes instead of hair. Each of her snakes DNA is represented by an uppercase string of letters. Each letter is one of S, N, A, K or E. Your extensive research shows that a snakes venom level depends on its DNA. A snake has venom level x if its DNA:

- has exactly 5x letters
- begins with x copies of the letter S
- then has x copies of the letter N
- then has x copies of the letter A
- then has x copies of the letter K
- ends with x copies of the letter E.

By deleting zero or more letters from the DNA, what is the maximum venom level this snake could have?

The length of the DNA is at most 100 000.

#### **Toolbox - data structures**





- Arrays
- Sorted arrays
- Linked lists
- Graphs
- Hash table
- Cache/memoization

#### **Toolbox - algorithms**



- Binary search
- Graph search algorithms
- Greedy algorithms
- Recursion/divide and conquer
- Dynamic programming
- String algorithms
- Sorting and searching

#### Attendance form :D





#### Feedback form:D





#### **Further events**





- Social session tomorrow 4pm
- Math workshop next week
- Programming workshop in two weeks