

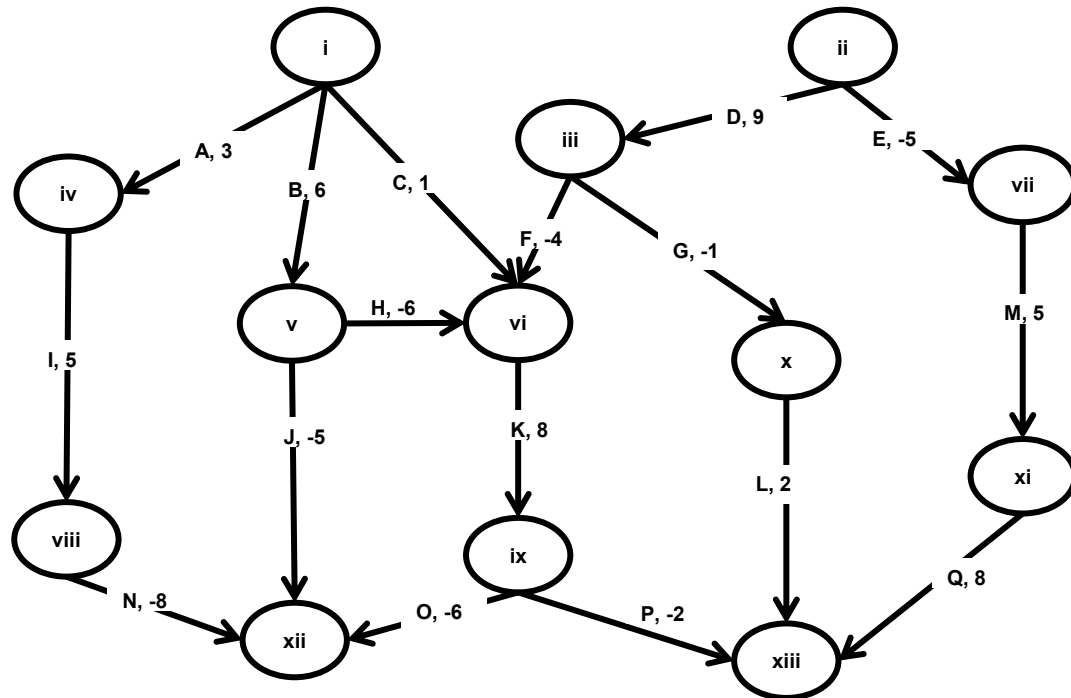
Genome 540: Discussion Section

Class - 11

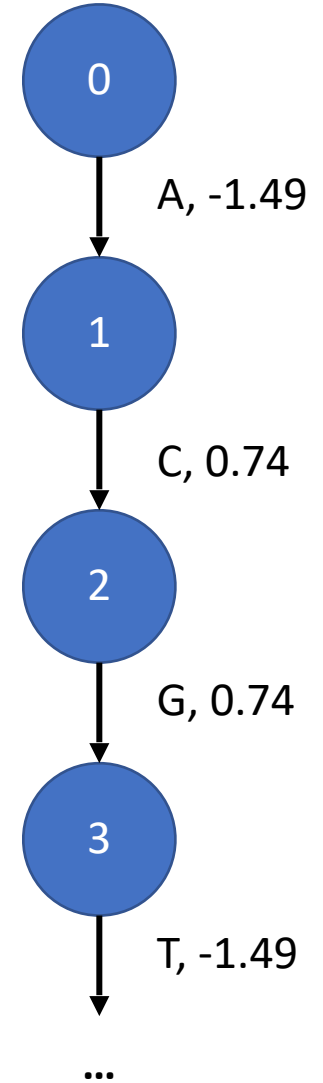
Chengxiang Qiu

HW4 questions?

- Part 1



- Part 2



Checking if you match the template

- When testing your code on the example, run 'diff' between your output and the sample output

```
> diff your_output.txt example_output.txt
```

- The only differences should be the header.

Diff Example

file1.txt:

```
I need to go to the store.  
I need to buy some apples.  
When I get home, I'll wash the dog.
```

file2.txt:

```
I need to go to the store.  
I need to buy some apples.  
Oh yeah, I also need to buy grated cheese.  
When I get home, I'll wash the dog.
```

```
diff file1.txt file2.txt
```

Output:

```
2a3  
> Oh yeah, I also need to buy grated cheese.
```

Diff Example

file1.txt:

```
I need to go to the store.  
I need to buy some apples.  
When I get home, I'll wash the dog.
```

file2.txt:

```
I need to go to the store.  
I need to buy some apples.  
Oh yeah, I also need to buy grated cheese.  
When I get home, I'll wash the dog.
```

```
diff -y file1.txt file2.txt
```

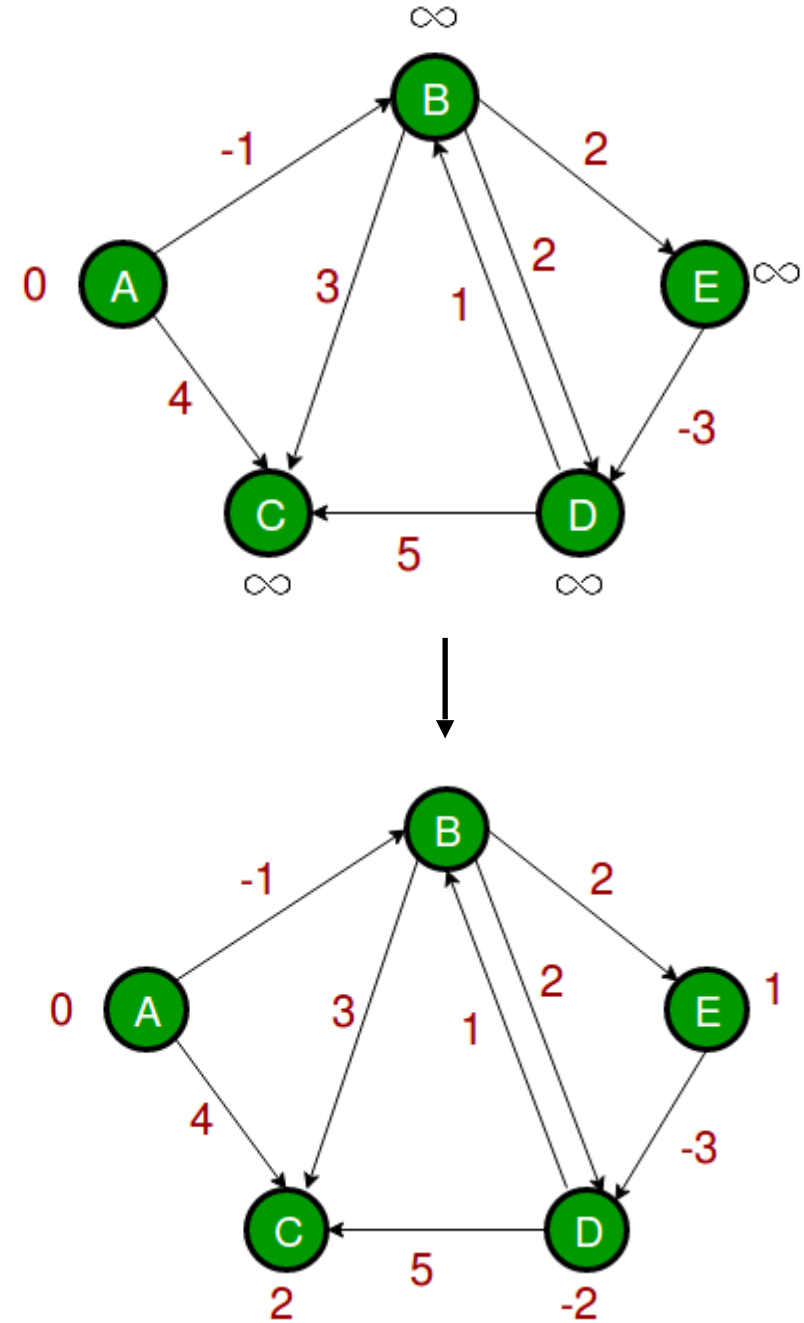
Output:

```
I need to go to the store.      I need to go to the store.  
I need to buy some apples.      I need to buy some apples.  
                                > Oh yeah, I also need to buy grated cheese.  
When I get home, I'll wash the dog.  When I get home, I'll wash the dog.
```

Time complexity

- Bellman-Ford algorithm (for given start vertex)
 - Choose source node and set distance to 0
 - Set distance to all other nodes to infinity
 - For **each** edge (u,v), if v's distance can be reduced by taking that edge, update v's distance
 - Cycle through all edges in this way $|V|-1$ times
 - (can also check for negative-weight cycle with one extra iteration)

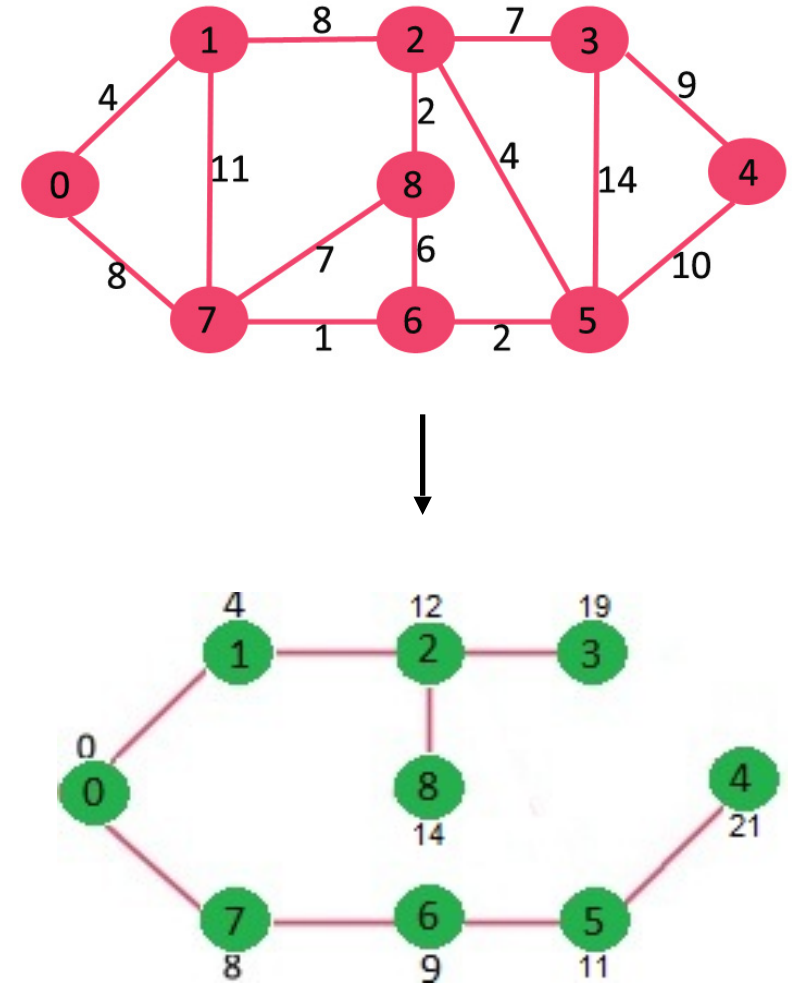
$$O(V * E)$$



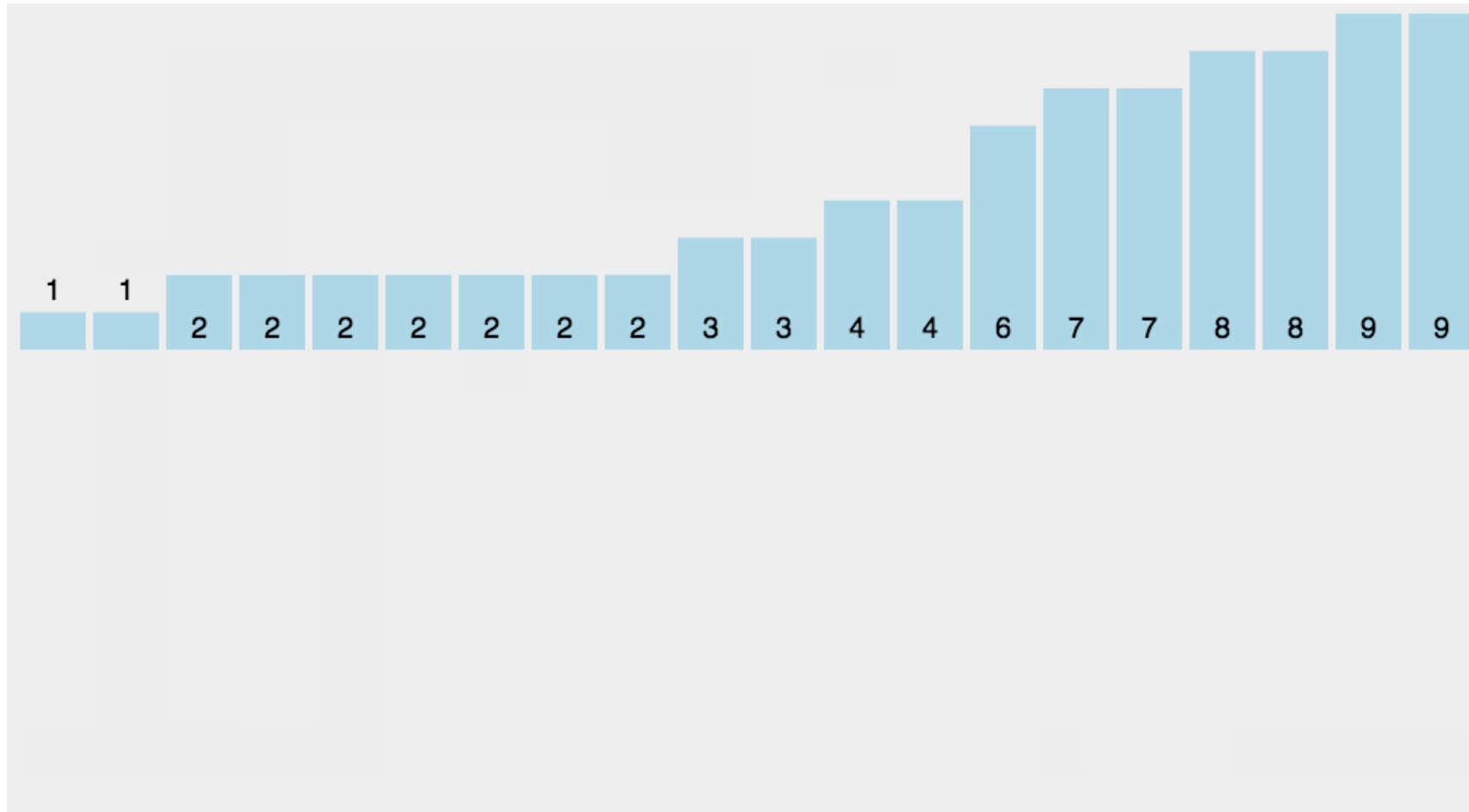
Time complexity

- Dijkstra's algorithm (for given start vertex)
 - Choose source node and set distance to 0
 - Set distance to all other nodes to infinity
 - Set source node to **current**
 - Make distance offers to all **unvisited** neighbors, which are accepted if they're less than the previous best offer
 - Mark current as **visited** (it will never be updated again)
 - Select unvisited neighbor with smallest distance, set it to current, and repeat

$$O(V^2)$$



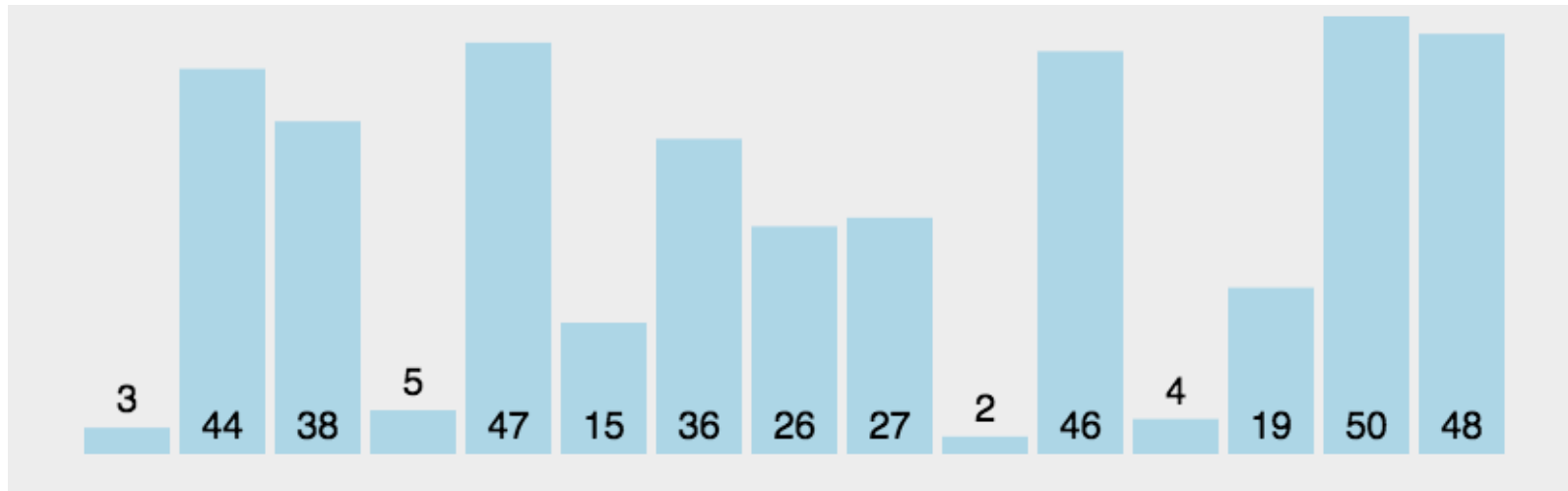
Sorting algorithms and their time complexities



Bucket Sort

$O(M + N)$

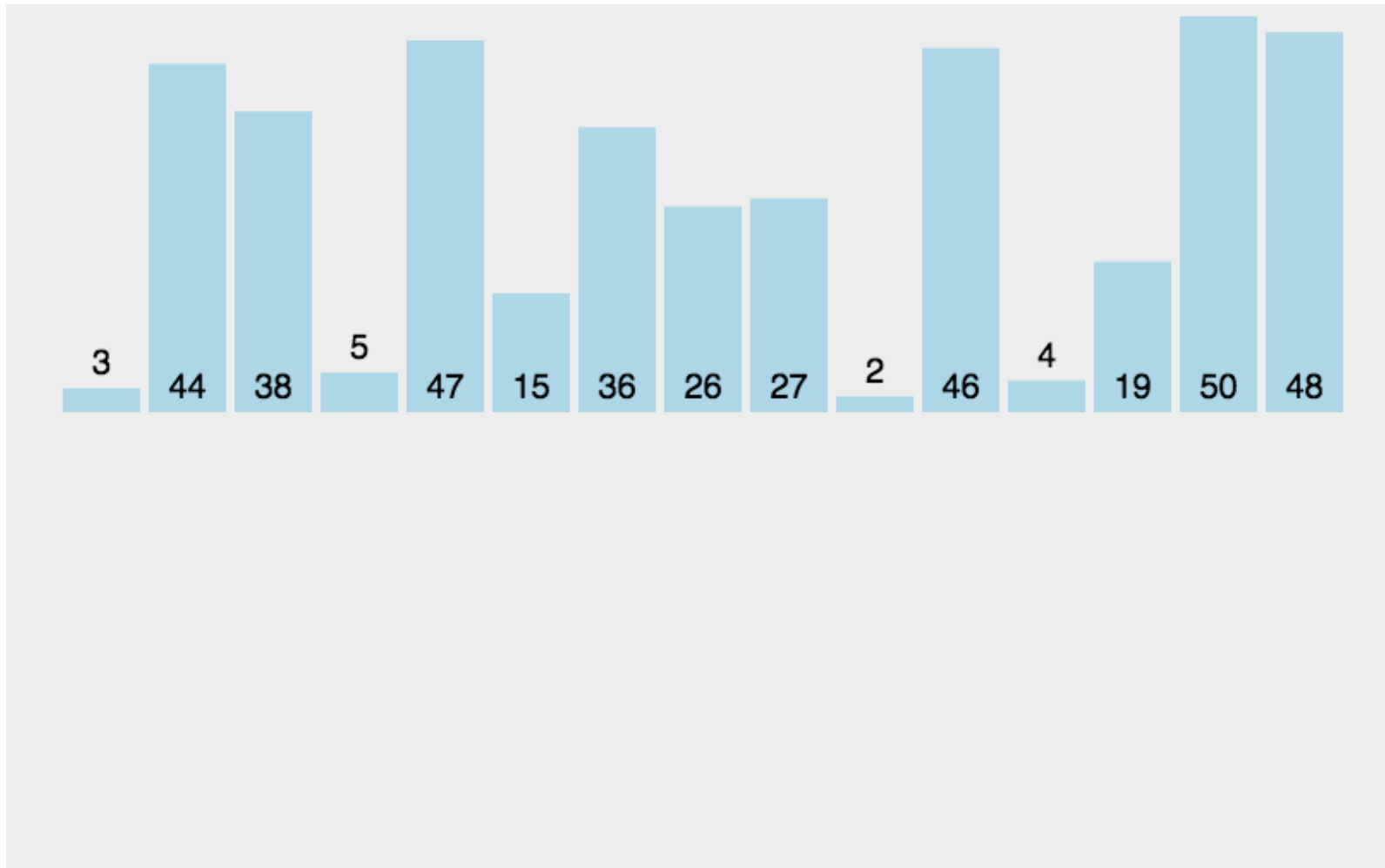
Sorting algorithms and their time complexities



Bubble Sort

$O(N^2)$

Sorting algorithms and their time complexities

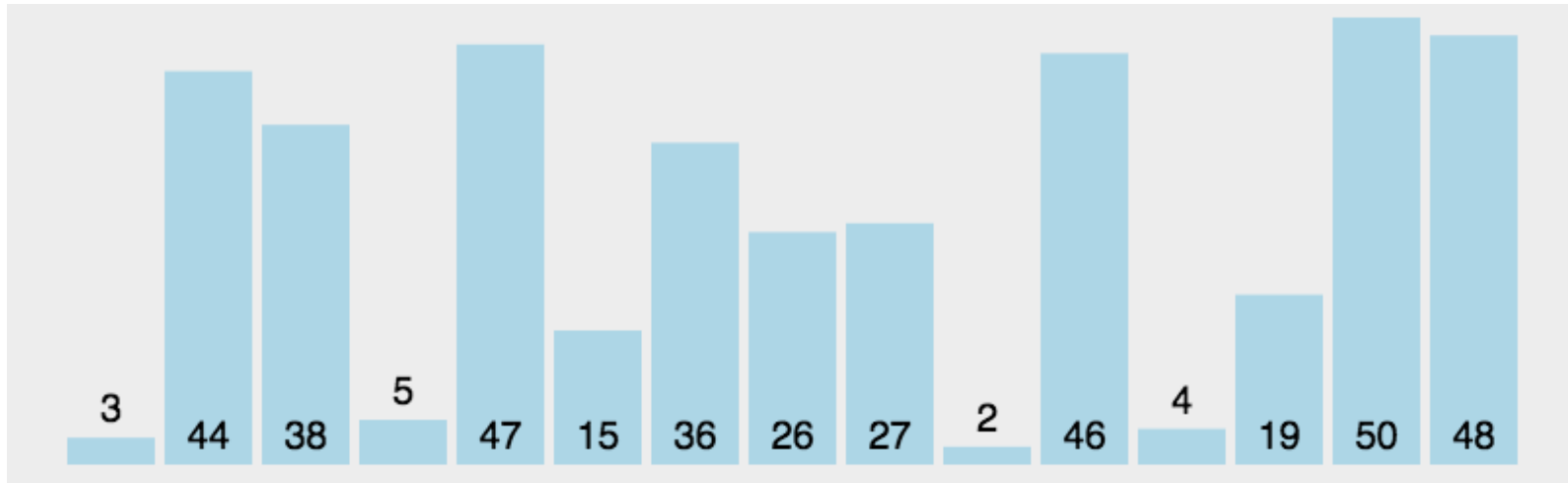


Insertion Sort

$O(N^2)$

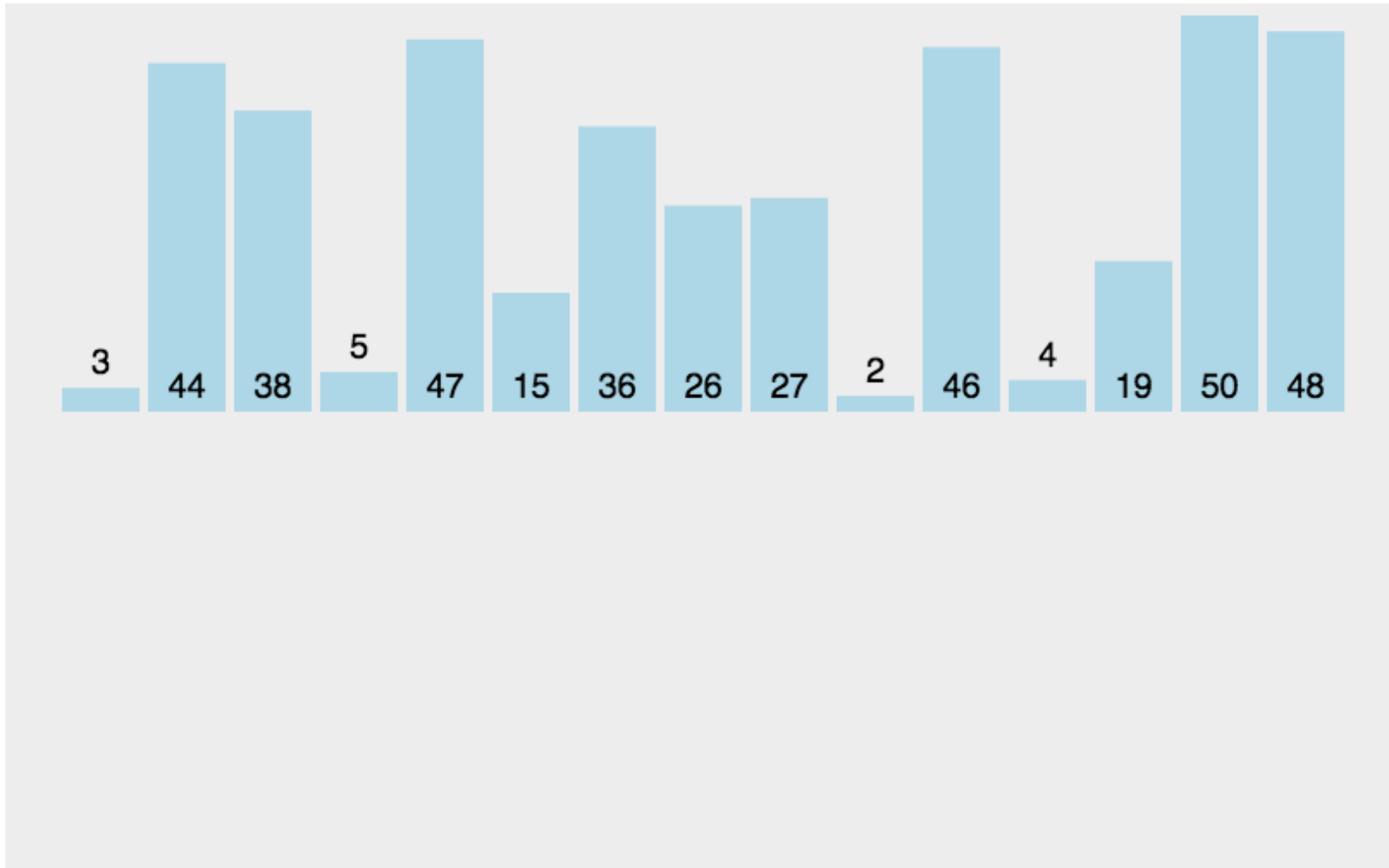
Sorting algorithms and their time complexities

Selection Sort



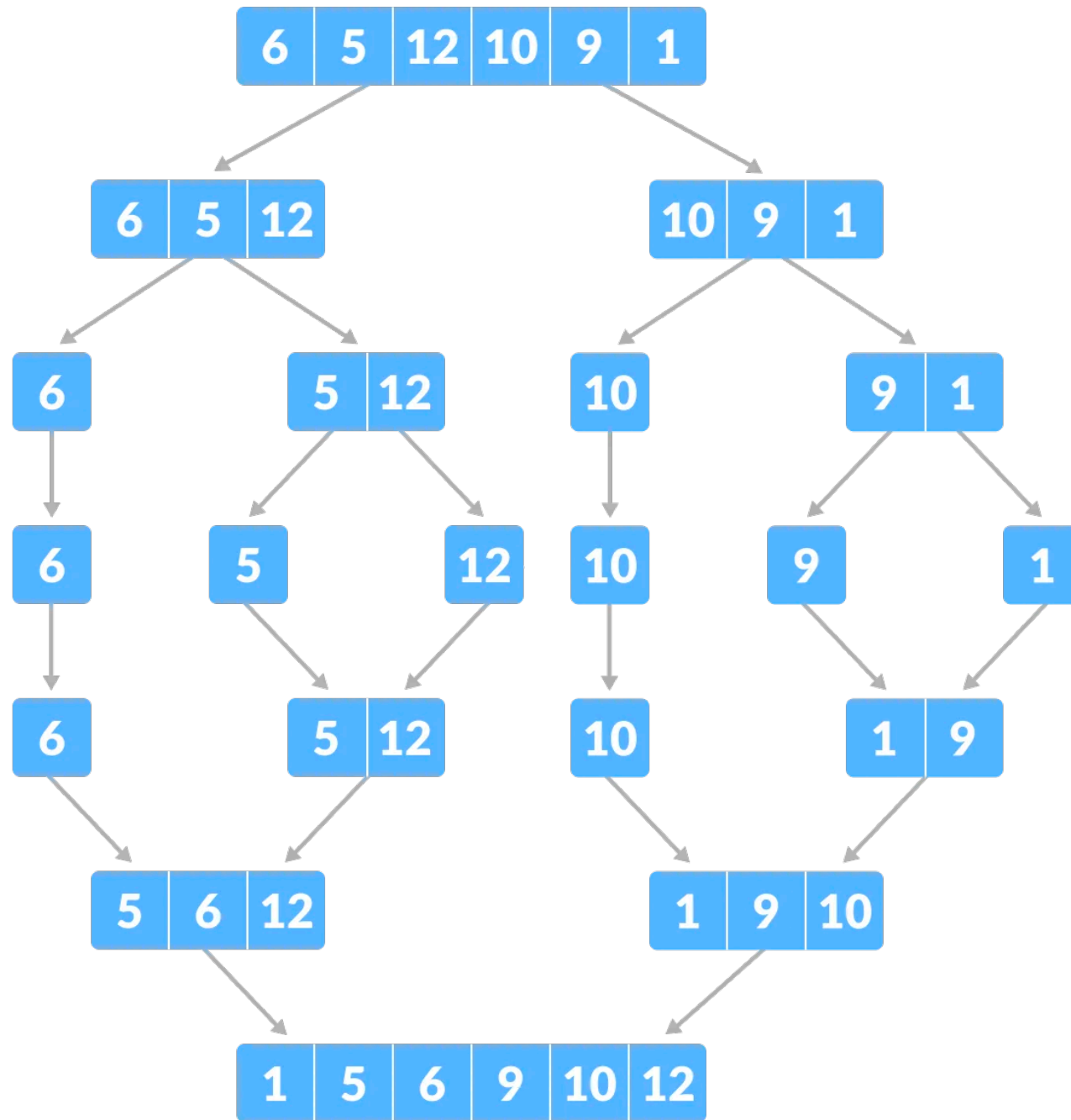
$O(N^2)$

Sorting algorithms and their time complexities



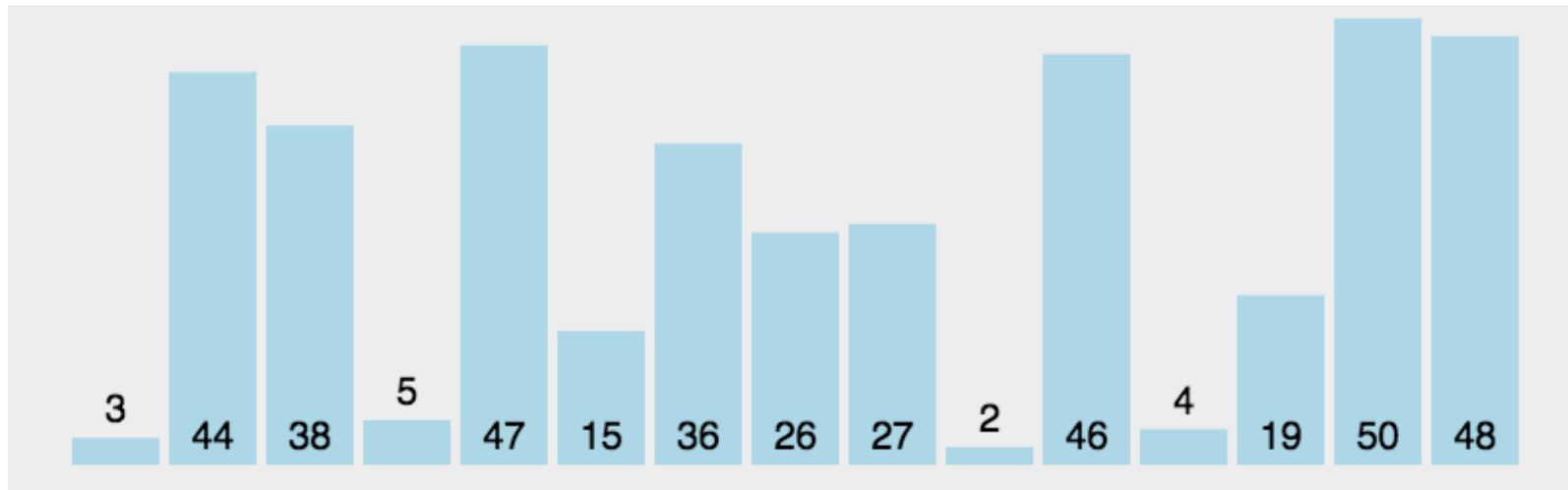
Merge Sort

$O(N \log N)$



Sorting algorithms and their time complexities

Quick Sort



$O(N \log N)$

Quick Sort

