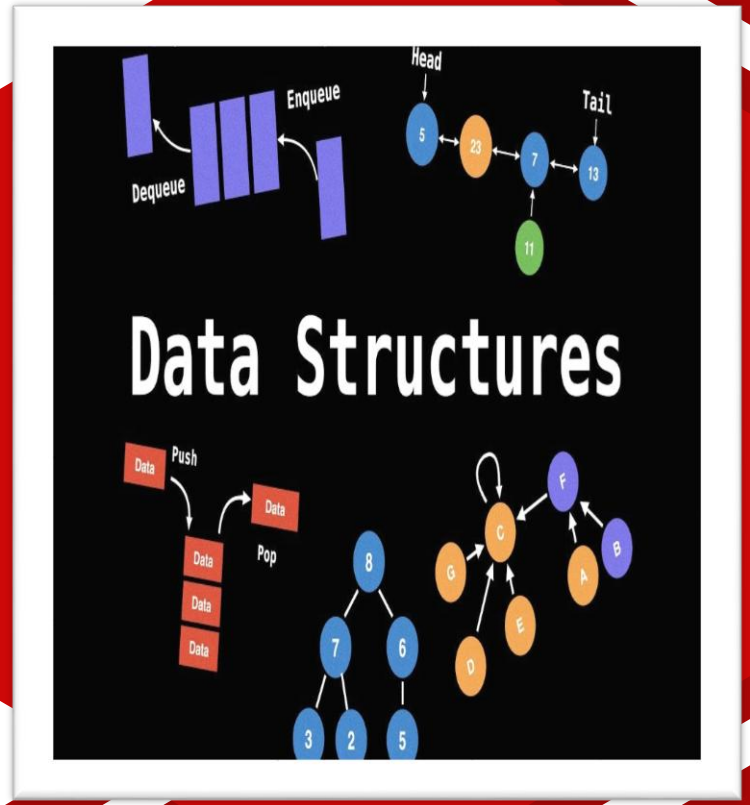
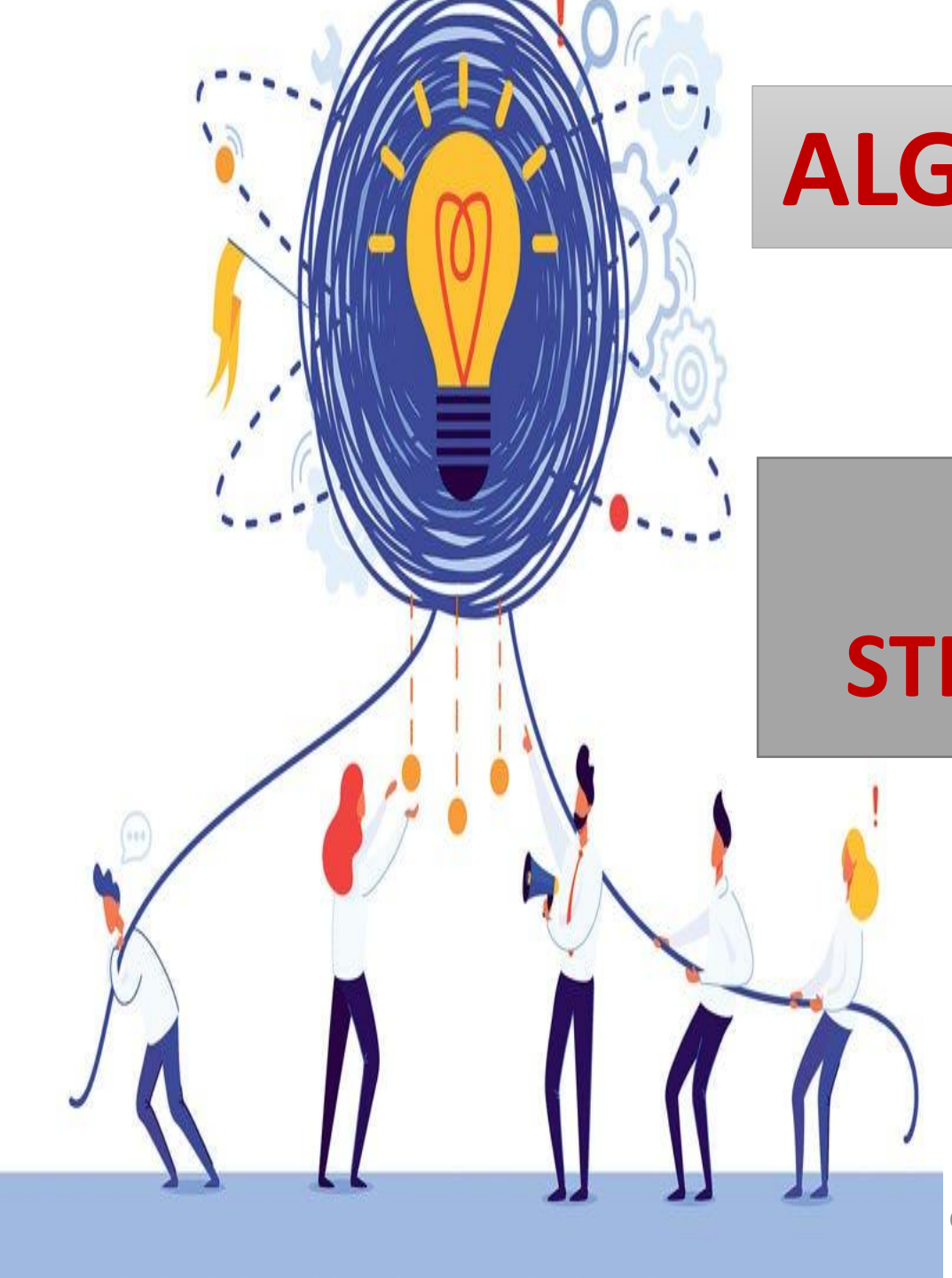
Algorithms and Data Structures



Introduction to Data Structures

S e s s i o n : D a y 1

Dr Kiran Waghmare
CDAC Mumbai



ALGORITHM

+

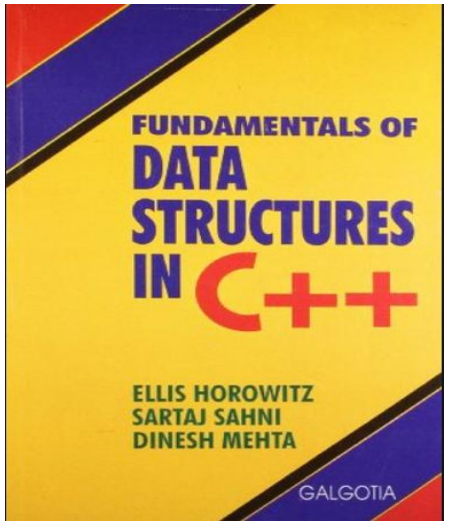
DATA STRUCTURE

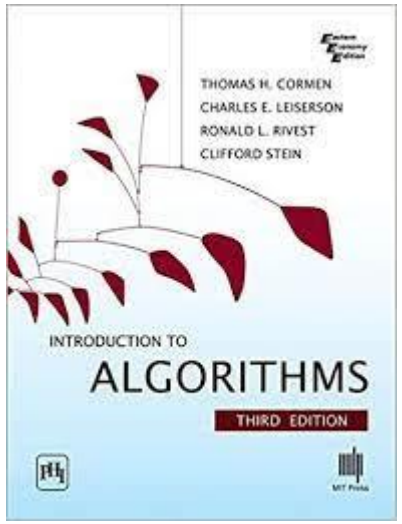
Logical Real life Problem

1. Travelling from Mumbai to Goa
2. Criteria for Marriage
3. ATM money withdrawal
4. Online Money transfer
5. Online shopping

Module 2: Algorithms and Data Structures

- **Text Book:**
  - Fundamentals of Data Structures in C++ by Horowitz, Sahani & Mehta
- **Topics:**
  - 1.Problem Solving & Computational Thinking
  - 2.Introduction to Data Structures & Recursion
  - 3.Stacks
  - 4.Queues
  - 5.Linked List Data Structures
  - 6.Trees & Applications
  - 7.Introduction to Algorithms
  - 8.Searching and Sorting
  - 9.Hash Functions and Hash Tables
  - 10.Graph & Applications
  - 11.Algorithm Designs





Algorithms and Data Structures

Data Structures and Algorithms

- Data Structure
  - Basic
    - Binary Search Tree (BST)
    - Hash Table
    - Linked List
    - Queue
    - Array
    - Stack
    - Set
  - Advanced
    - Directed Acyclic Graph(DAG)
    - Doubly linked list
    - Trie/Radix tree
    - AVL Tree
    - Heap
- Time Complexity
  - O(1) – Constant
  - O(log n) – Logarithmic
  - O(n) – Linear
  - O(n log n) – Linearithmic
  - O(n ^ 2) – Quadratic
  - O(n ^ 3) – Cubic
  - O(2 ^ n) – Exponential
- Search algorithms
  - Linear Search
  - Binary Search
- Sorting algorithms
  - O(n log n)
    - Quick sort
    - Heap sort
    - Merge sort
  - O(n ^ 2)
    - Bubble sort
    - Selection sort
    - Insertion sort
  - O(n * k)
    - Radix sort
    - n numbers consisting of k digits
- Graph Traversal
  - Depth-First Search (DFS)
  - Breadth-First Search (BFS)
- Tree traversal algorithms
  - Pre-order
  - In-order
  - Post-order

Agenda

- **Problem Solving & Computational Thinking**
- **Algorithm & Data Structure**
  - OODesign: ADTs
- **Recursion**
  - Base condition
  - Direct & indirect recursion
  - Memory allocation
  - Pros and Cons
  - Complexity analysis

Computational Thinking : Researcher

- Niklaus Wirth

Linus Torvalds

Martin Karplus, Michael Levitt, and Arieh Warshel

Why Study Algorithms and Data Structures?

- World domination

Algorithms are Everywhere

- Search Engines
- GPS navigation
- Self-Driving Cars
- E-commerce
- Banking
- Medical diagnosis
- Robotics
- Algorithmic trading
- and so on …

Modern World of Computing

- Age of Big Data, birth of Data Science
- Digitization, communication, sensing, imaging…
- Entertainment, science, maps, health, environmental, banking…

00101010010101010101001001001010100000100100101000....

- Volume, variety, velocity, variability
- What all happens in 1 Internet minute?

What Happens in an **Internet Minute?**

And **Future Growth** is **Staggering**

Today, the number of networked devices = the global population

By **2015**, the number of networked devices = 2x the global population

In **2015**, it would take you **5 years**

to view all video crossing IP networks each **second**

Credit: Intel Corporation

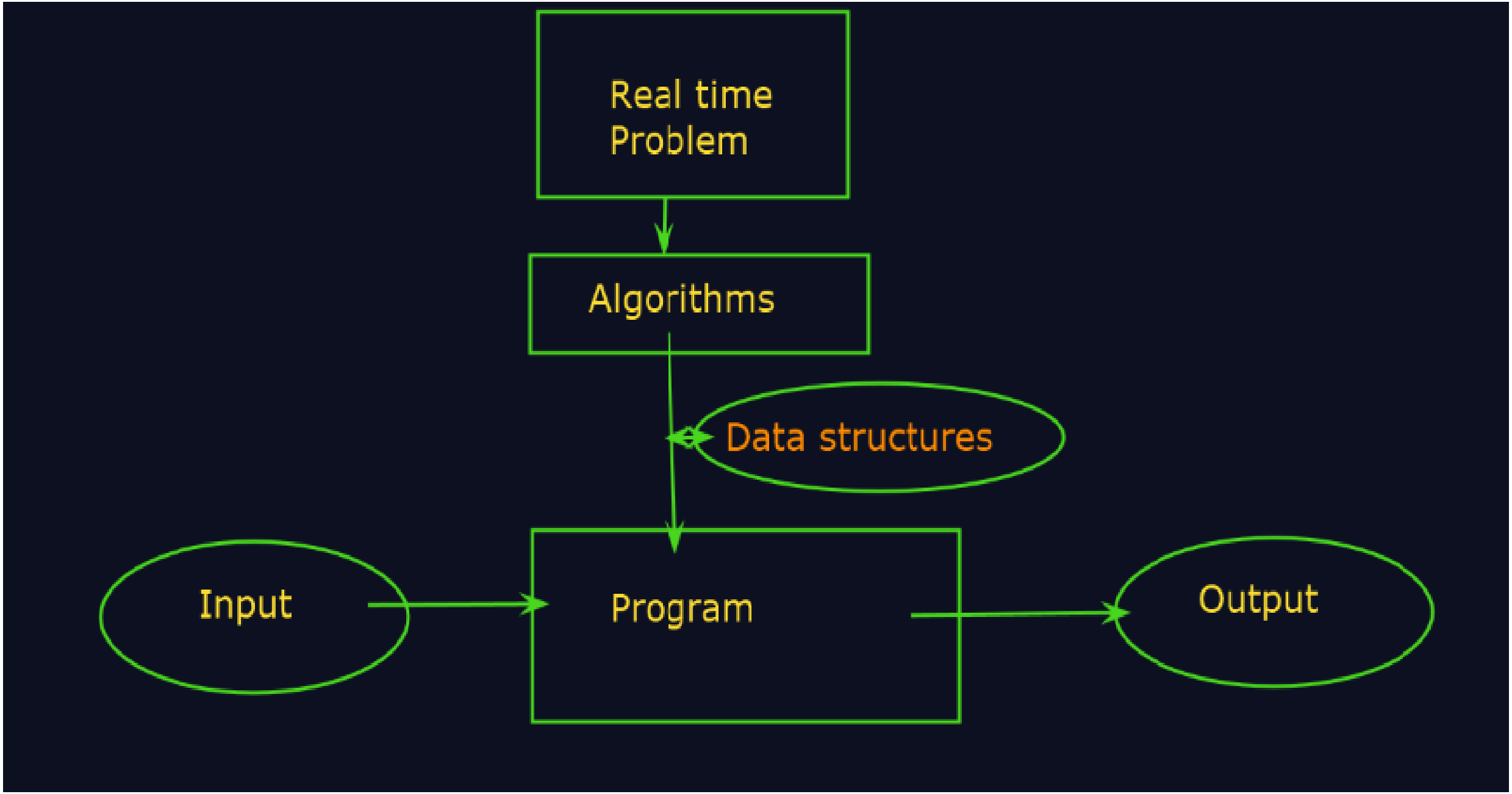
Intelligent Computational Systems

"Big data" will allow us to put the "smarts" into everything …

- Smart homes
- Smart cars
- Smart health
- Smart robots
- Smart crowds and human-computer systems
- Smart interaction (virtual and augmented reality)
- Smart discovery (exploiting the data deluge)

Definition

- **Data:**
  - Collection of Raw facts.
- **Algorithm:**
  - Outline, the essence of a computational procedure, step-by-step instructions.
- **Program:**
  - An implementation of an algorithm in some programming language
- **Data Structure:**
  - Organization of data needed to solve the problem.
  - The programmatic way of storing data so that data can be used efficiently


Real time
Problem
Algorithms
Data structures
Input
Program
Output

Algorithm

- An ***algorithm*** is a sequence of unambiguous instructions/operations for solving a problem, for obtaining a required output for any legitimate input in a finite amount of time.

Algorithm Design Strategies

- Brute force
- Divide and conquer
- Decrease and conquer
- Transform and conquer
- Greedy approach
- Dynamic programming
- Backtracking and branch and bound
- Space and time tradeoffs

Invented or applied by many genius in CS

Analysis of Algorithms

- **How good is the algorithm?**
  - Correctness
  - Time efficiency
  - Space efficiency

- **Does there exist a better algorithm?**
  - Lower bounds
  - Optimality

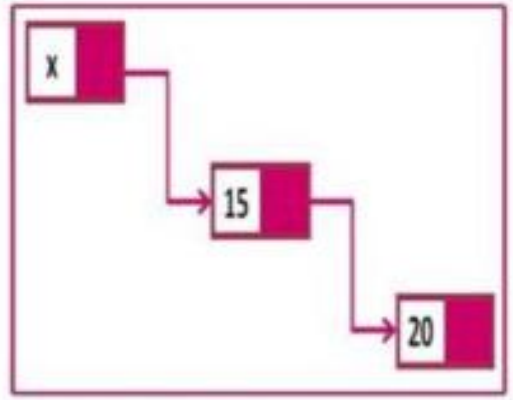
Analysis of Algorithms

- An algorithm is said to be efficient and fast, if **it takes less time to execute and consumes less memory space**.
- The performance of an algorithm is measured on the basis of following properties :

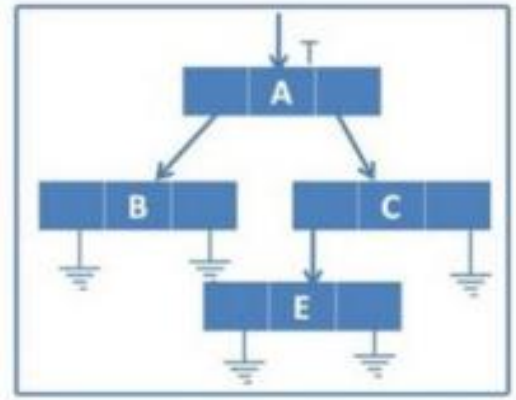
1.Time Complexity

2.Space Complexity

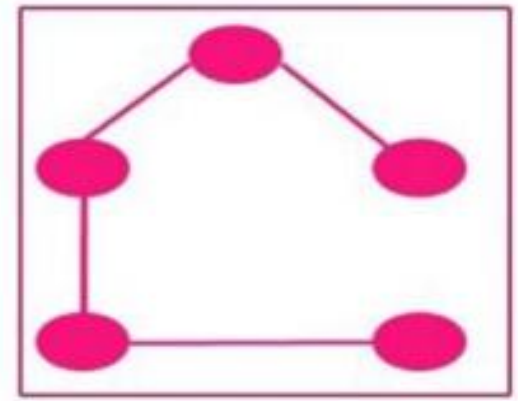
Sorting



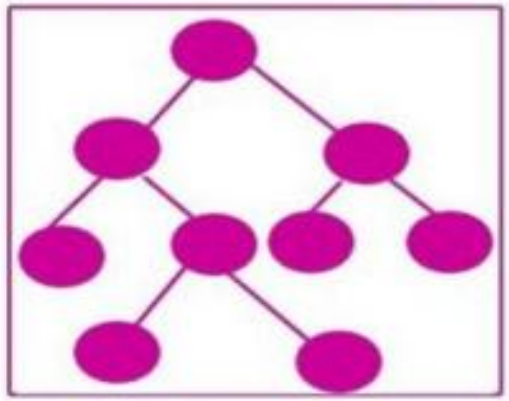
Link list



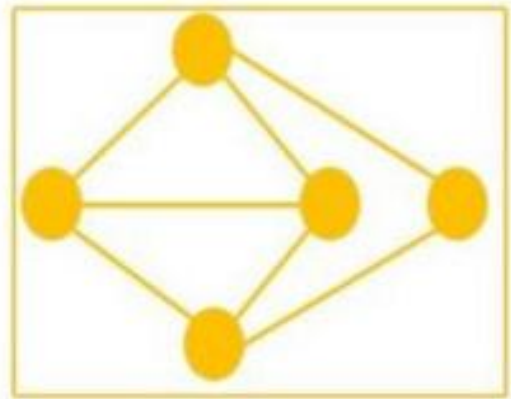
list



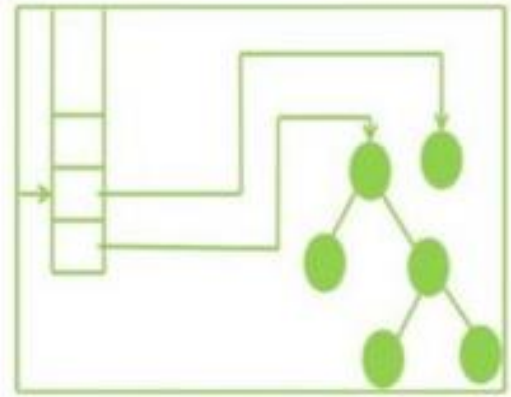
spanning tree



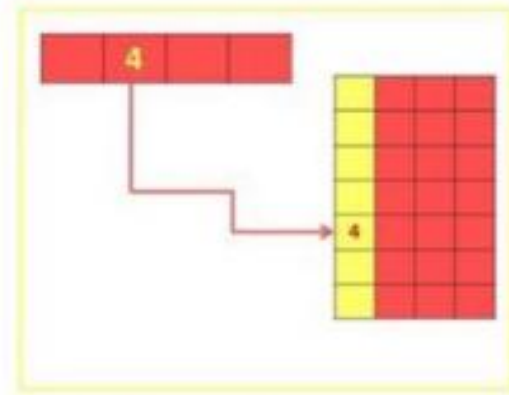
Tree



Graph

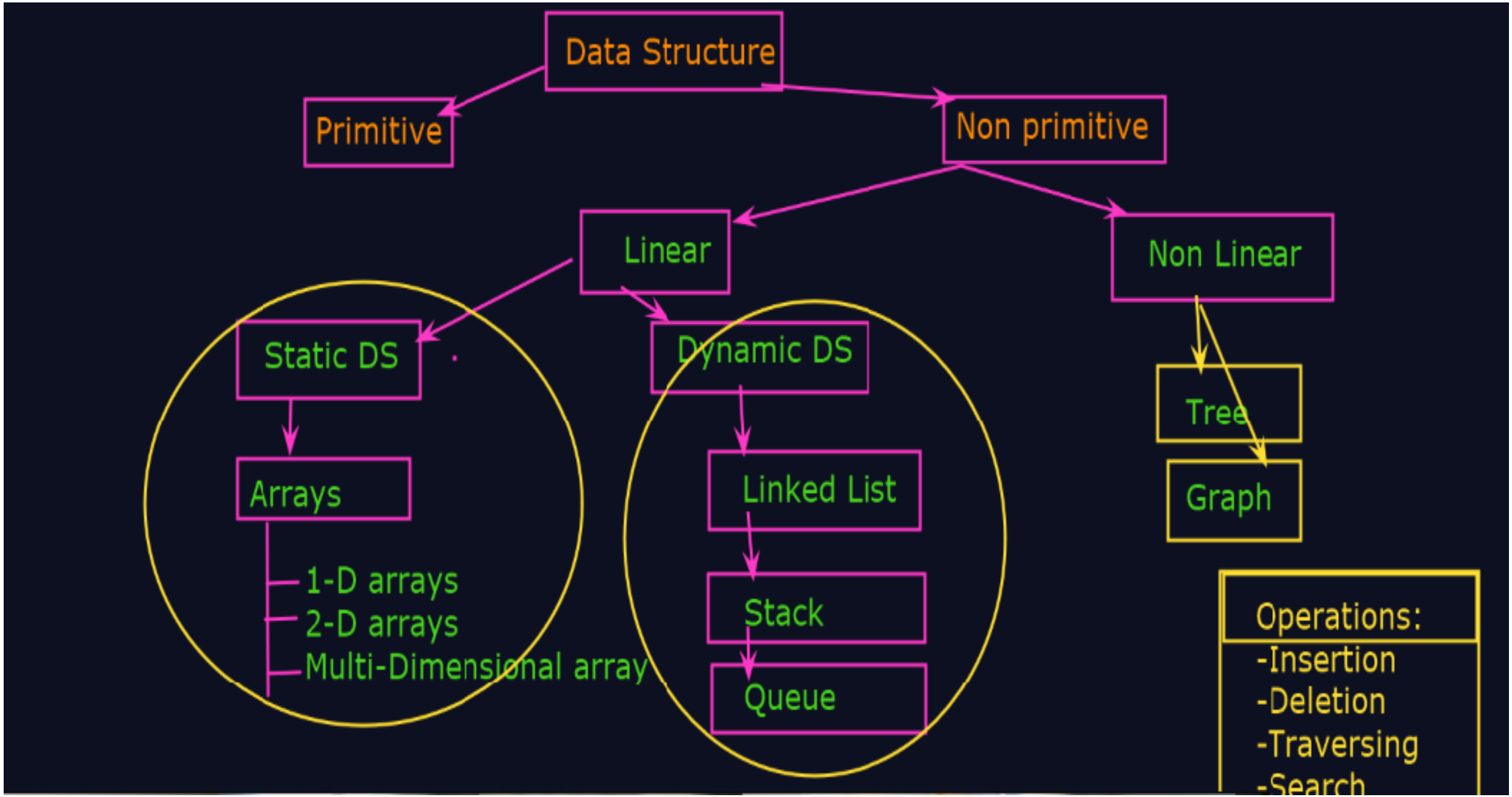


Stack

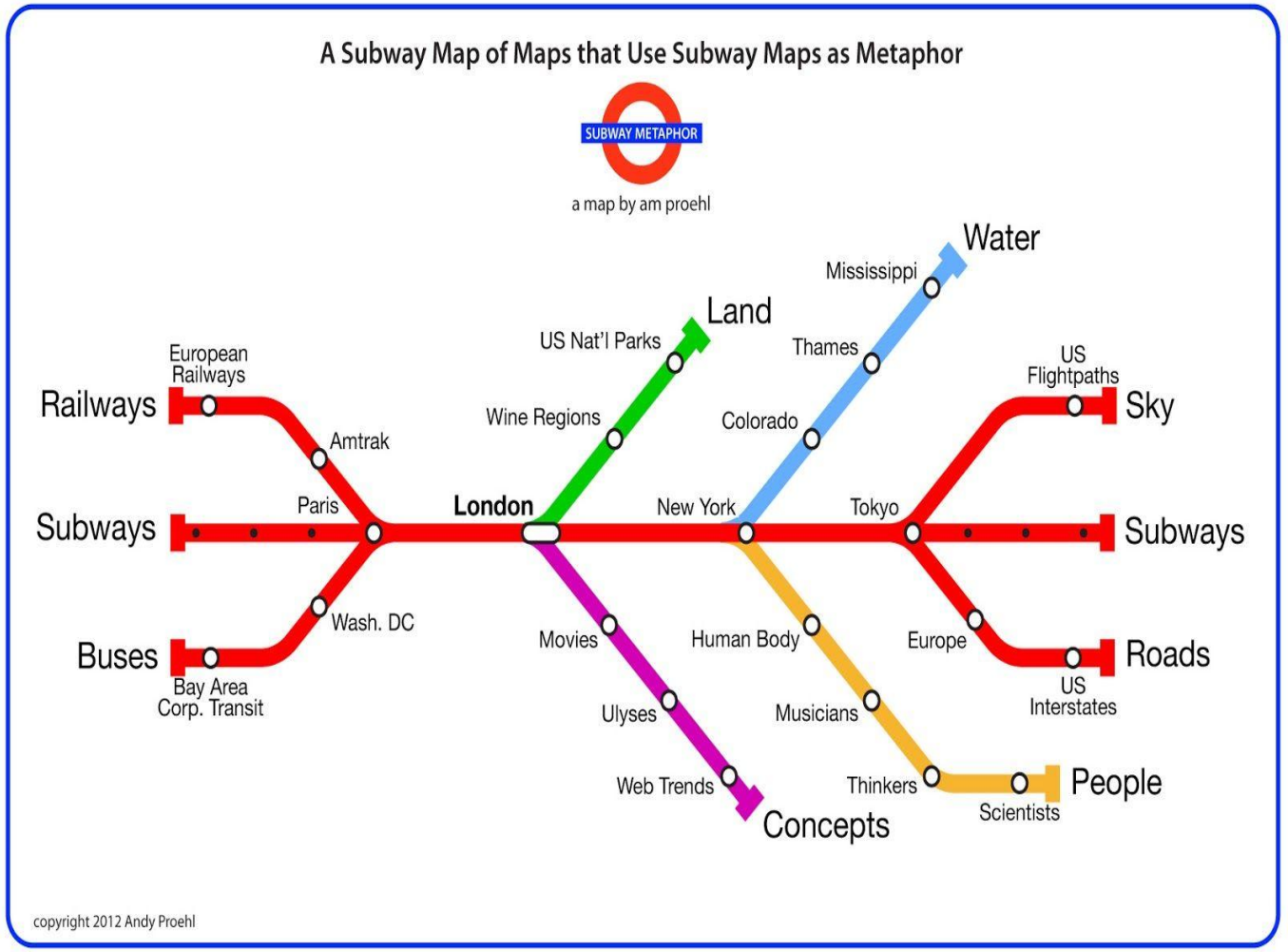


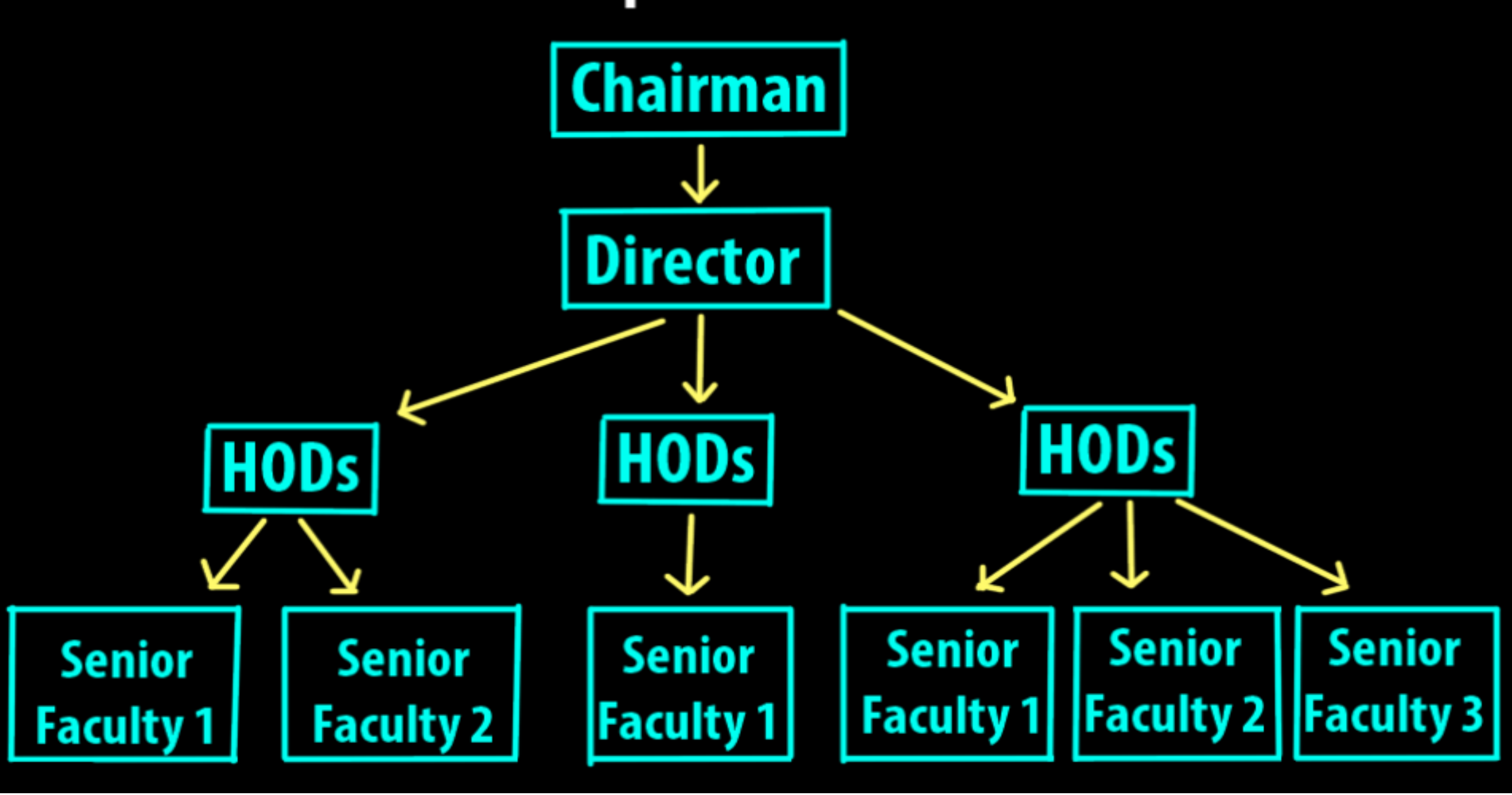
Hashing

By...navinkumardhoprephotography.com

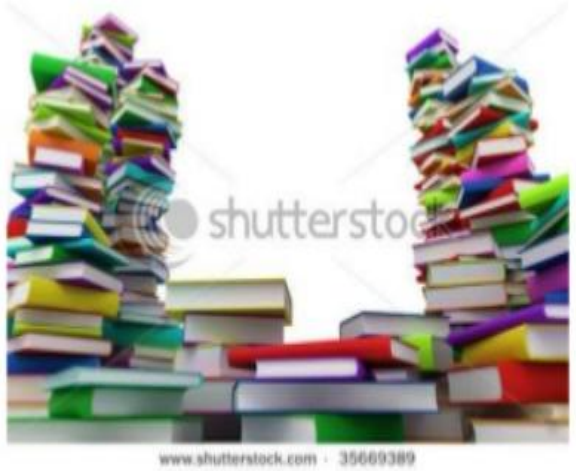

Data Structure
Primitive
Non primitive
Linear
Non Linear
Static DS
Dynamic DS
Arrays
1-D arrays
2-D arrays
Multi-Dimensional array
Linked List
Stack
Queue
Tree
Graph
Operations:
-Insertion
-Deletion
-Traversing
-Search

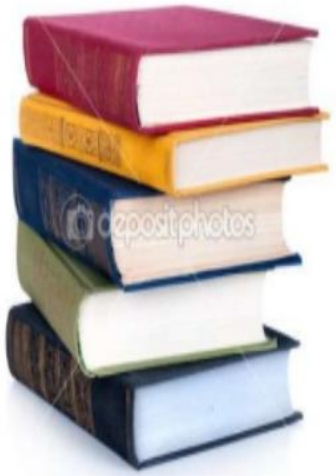

INDIA
Air Network
AFGHANISTAN
Kabul
PAKISTAN
CHINA
NEPAL
BHUTAN
MYANMAR
Srinagar
Leh
Amritsar
Dehradun
New Delhi
Kathmandu
Lucknow
Patna
Varanasi
Kolkata
Dhaka
Guwahati
Imphal
Jaipur
Jodhpur
Ahmedabad
Bhopal
Jabalpur
Ranchi
Nagpur
Raipur
Bhubaneswar
Mumbai
Pune
Hyderabad
Visakhapatnam
Rajahmundry
Vijayawada
Bengaluru
Chennai
Puducherry
Port Blair
Kochi
Thiruvananthapuram
Colombo
SRI LANKA
Arabian Sea
Bay of Bengal
INDIAN OCEAN
LEGEND
International Route
Domestic Route
International Airport
Domestic Airport
Map not to Scale
398 × 470


A Subway Map of Maps that Use Subway Maps as Metaphor
SUBWAY METAPHOR
a map by am proehl
Railways
Subways
Buses
European Railways
Amtrak
Bay Area Corp. Transit
Paris
Wash. DC
London
Land
US Nat'l Parks
Wine Regions
Movies
Ulysses
Web Trends
Concepts
Water
Mississippi
Thames
Colorado
New York
Human Body
Musicians
Thinkers
Scientists
People
Sky
US Flightpaths
Tokyo
Subways
Europe
Roads
US Interstates
copyright 2012 Andy Proehl


Chairman
Director
HODs
HODs
HODs
Senior Faculty 1
Senior Faculty 2
Senior Faculty 1
Senior Faculty 1
Senior Faculty 2
Senior Faculty 3


OREO


shutterstock
www.shutterstock.com · 35669389


depositphotos

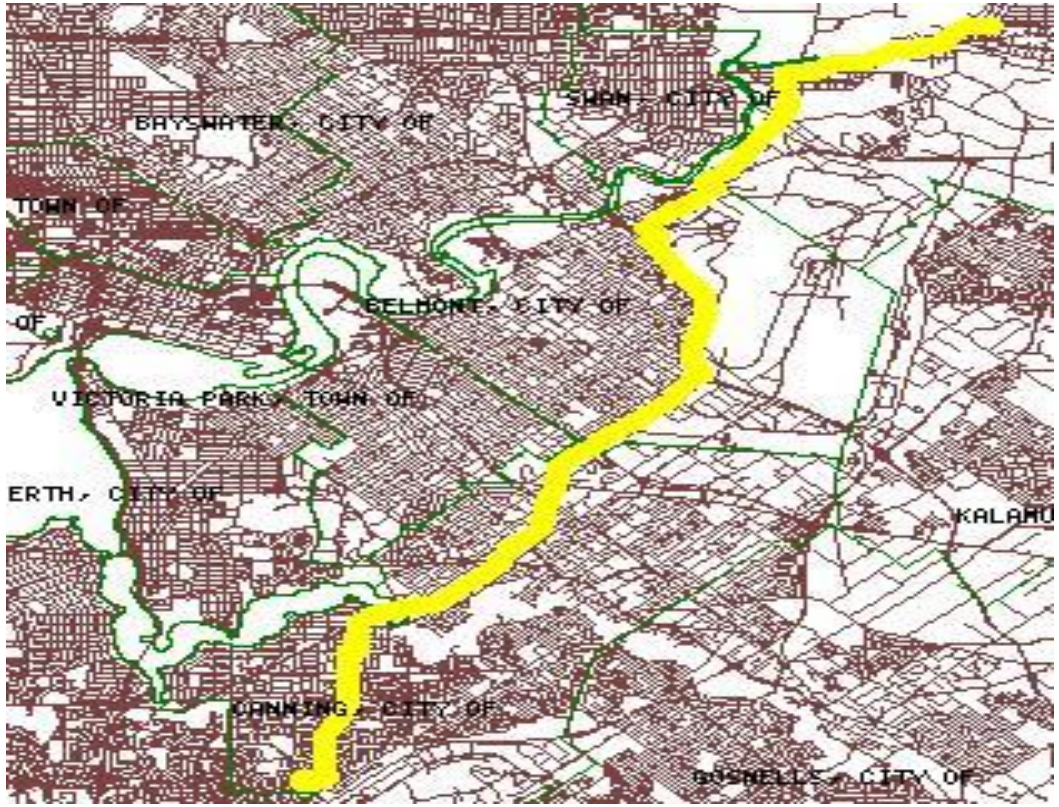

www.shutterstock.com · 10903984

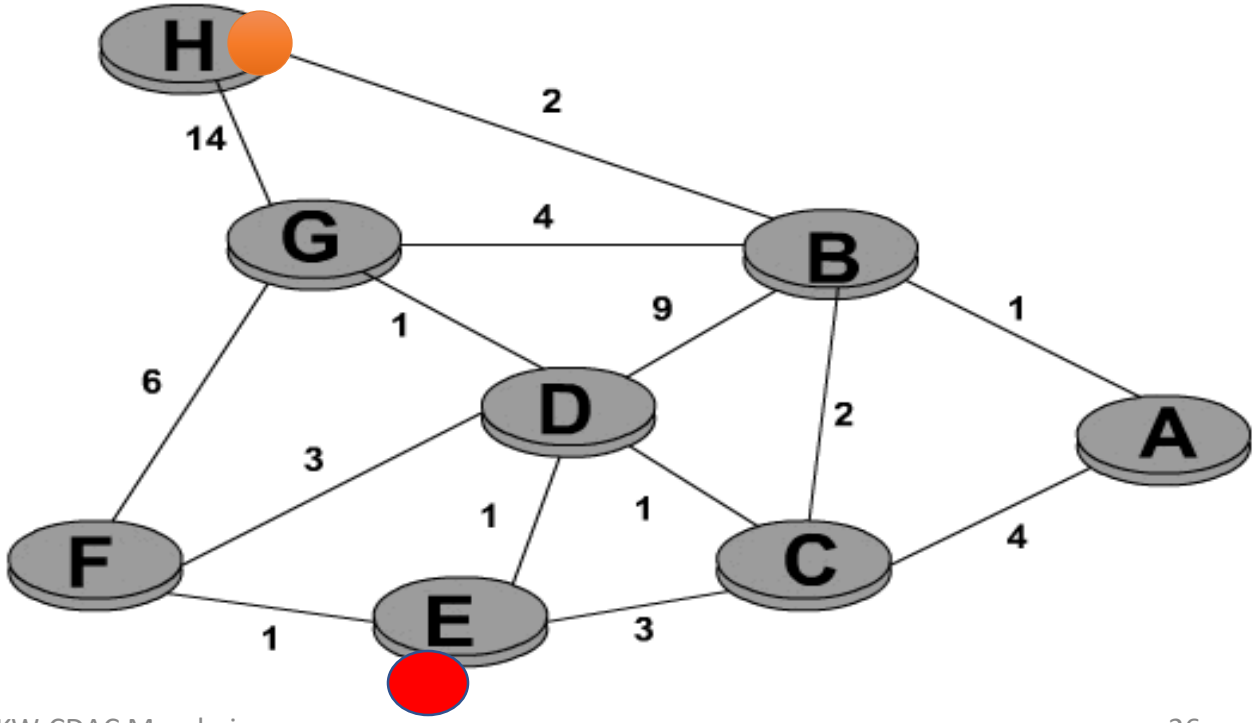

Aaaaaaarrrrrrggghh!!!!
?


LAST IN
LAST OUT
ONE WAY
FIRST IN
FIRST OUT

Why you want to study Algorithms?

- Simply to be cool to invent something in computer science
- Example: Shortest Path Problem and Algorithm
- Used in GPS and Mapquest or Google Maps





Abstract Data Type (ADT)

ADT

- Abstract Data type (ADT) is a type (or class) for objects whose behaviour is defined by a set of value and a set of operations.
- The definition of ADT only mentions what operations are to be performed but not how these operations will be implemented.
- It does not specify how data will be organized in memory and what algorithms will be used for implementing the operations.
- It is called “abstract” because it gives an implementation-independent view.
- The process of providing only the essentials and hiding the details is known as abstraction.
- All primitive data types support basic operations,+,-,*,/ etc

You are screen sharing Stop share

OnePlus 9 5G
(Winter Mist, 12G...
₹54,999
Amazon.in
Free shipping

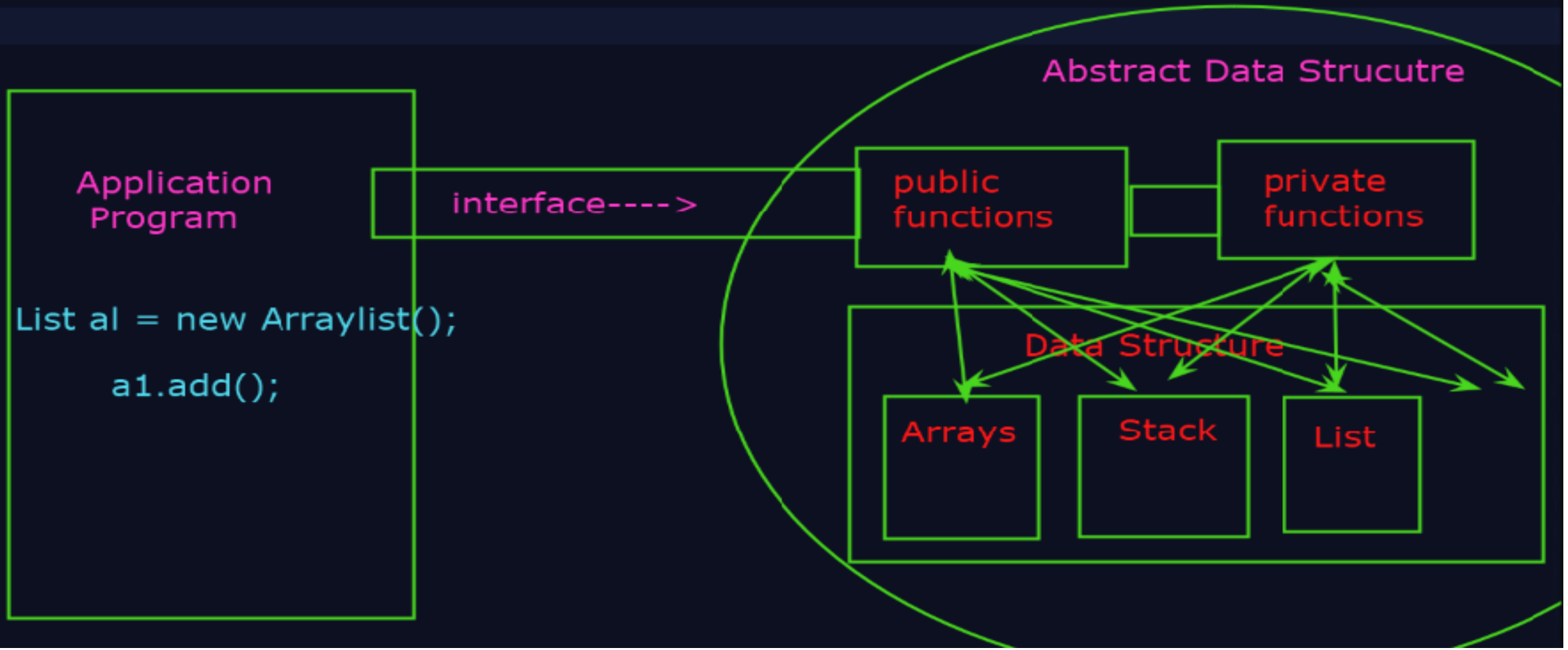
```
class Smartphone{

private: int ram size;
String processor name;


void call(){}
void text(){}
void photo(){}
void video(){}
}
```

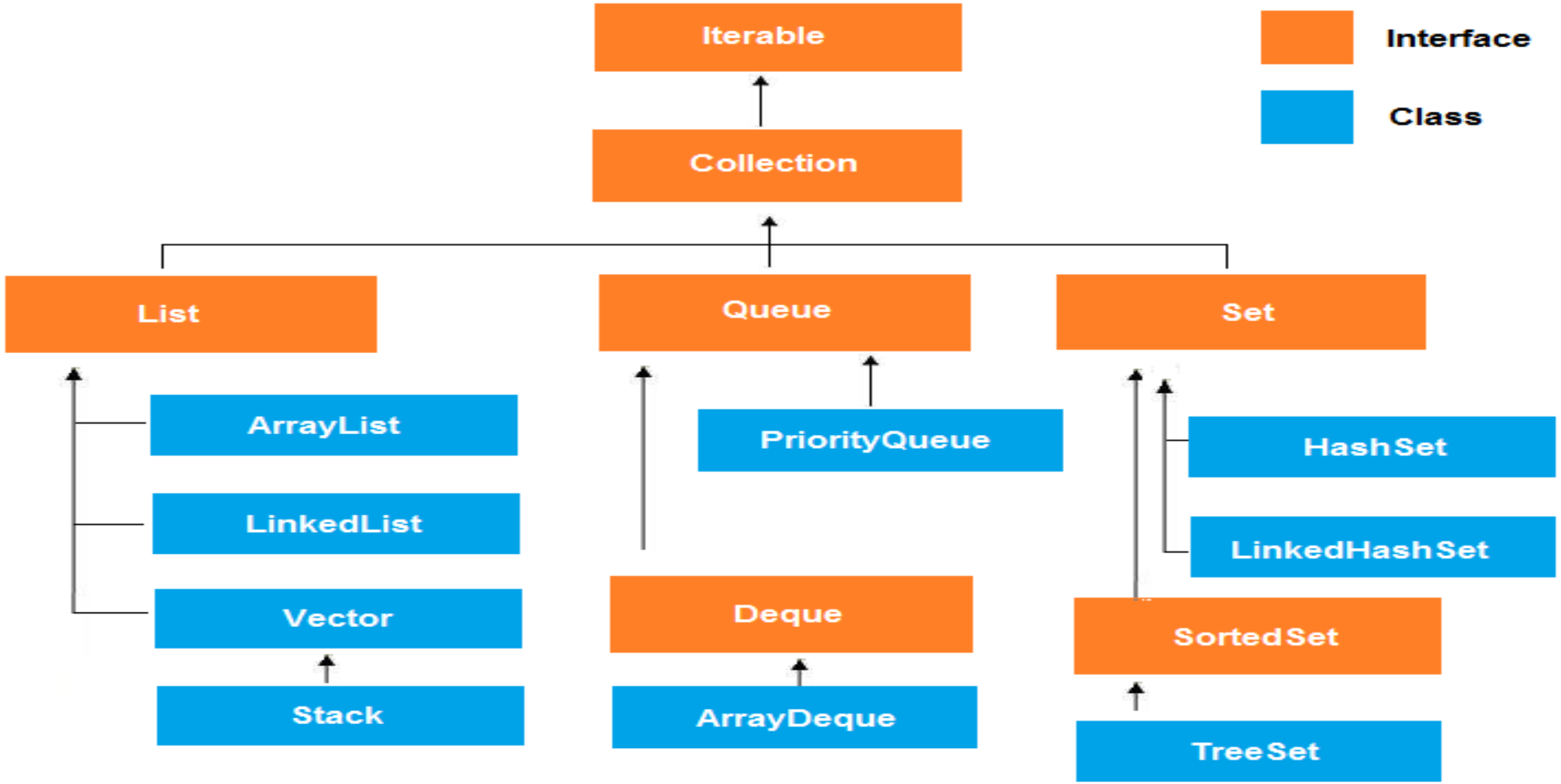
Implementation view
Or
Logical View

ArrayList
.add()
.remove()
.removeAll()

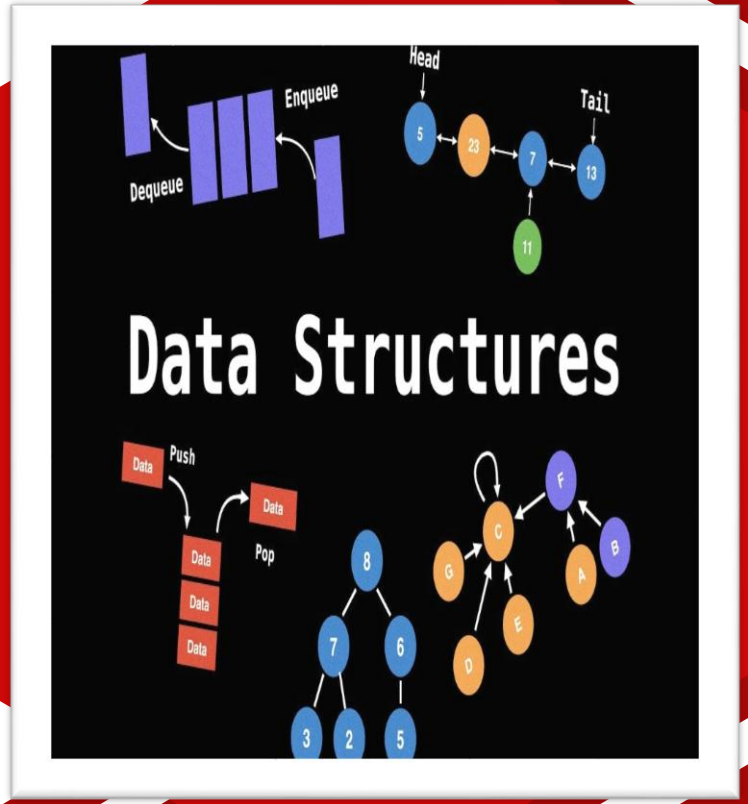
Abstract Data Type: ADT

-ADT are a data structures used for data organization, management and stora
that enables efficient access and modification.
-ADT is atype for objects whose behaviour is defined by set of value and th
operations.




Iterable
Collection
List
Queue
Set
Interface
Class
ArrayList
LinkedList
Vector
Stack
PriorityQueue
Deque
ArrayDeque
HashSet
LinkedHashSet
SortedSet
TreeSet

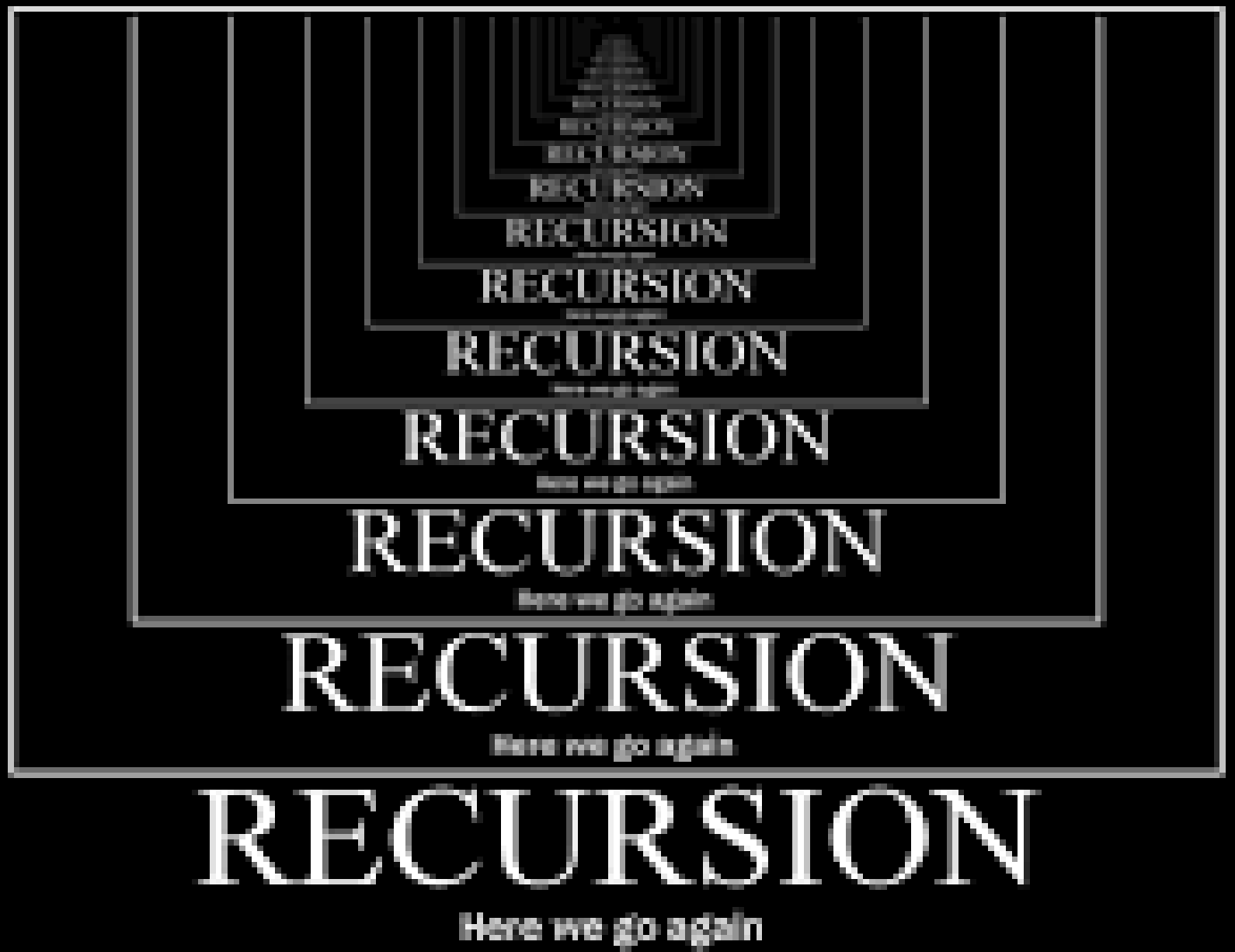
Algorithms and Data Structures

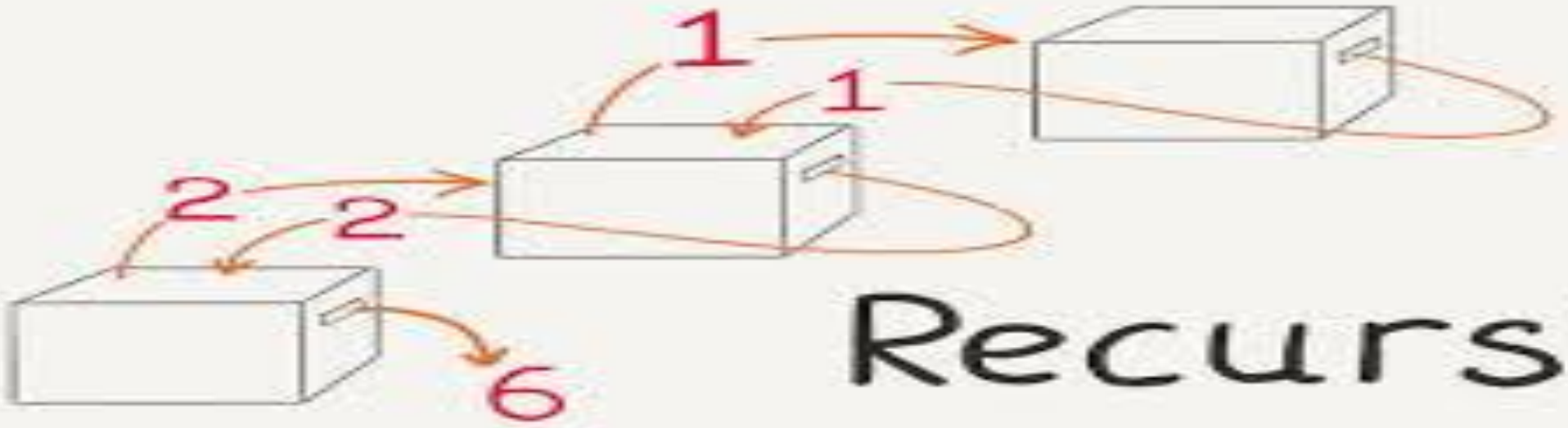


Recursion

S e s s i o n : D a y 1

Dr Kiran Waghmare
CDAC Mumbai

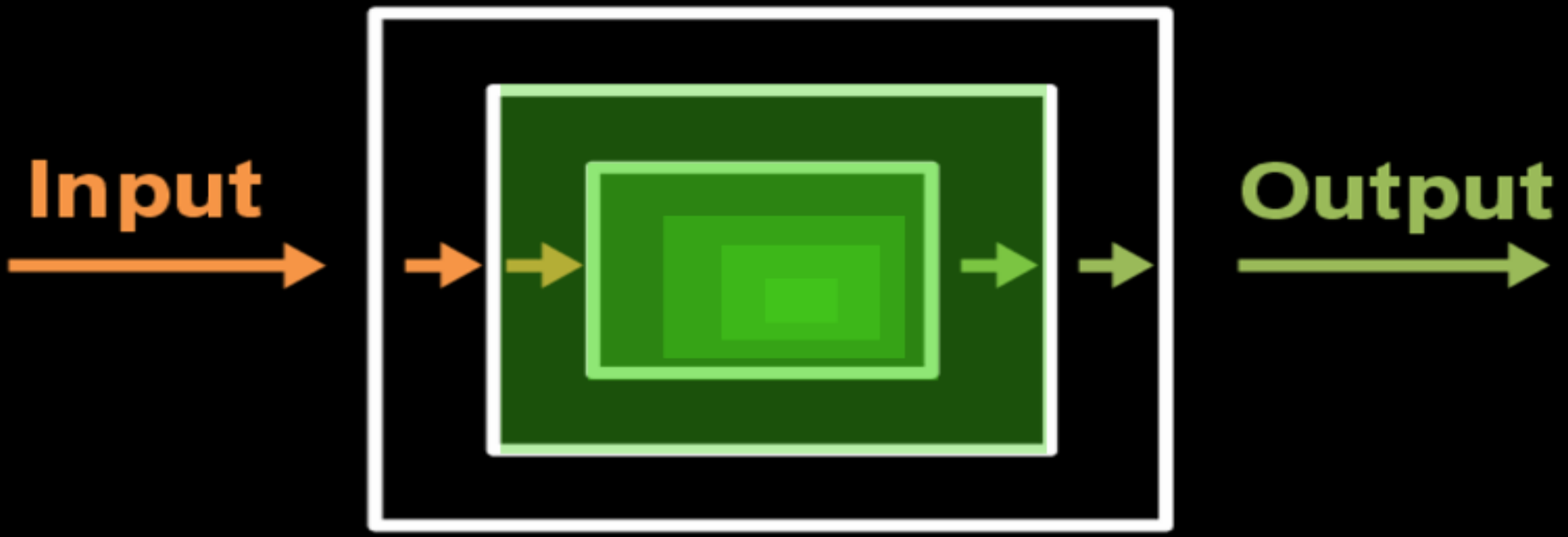

RECURSION
Here we go again



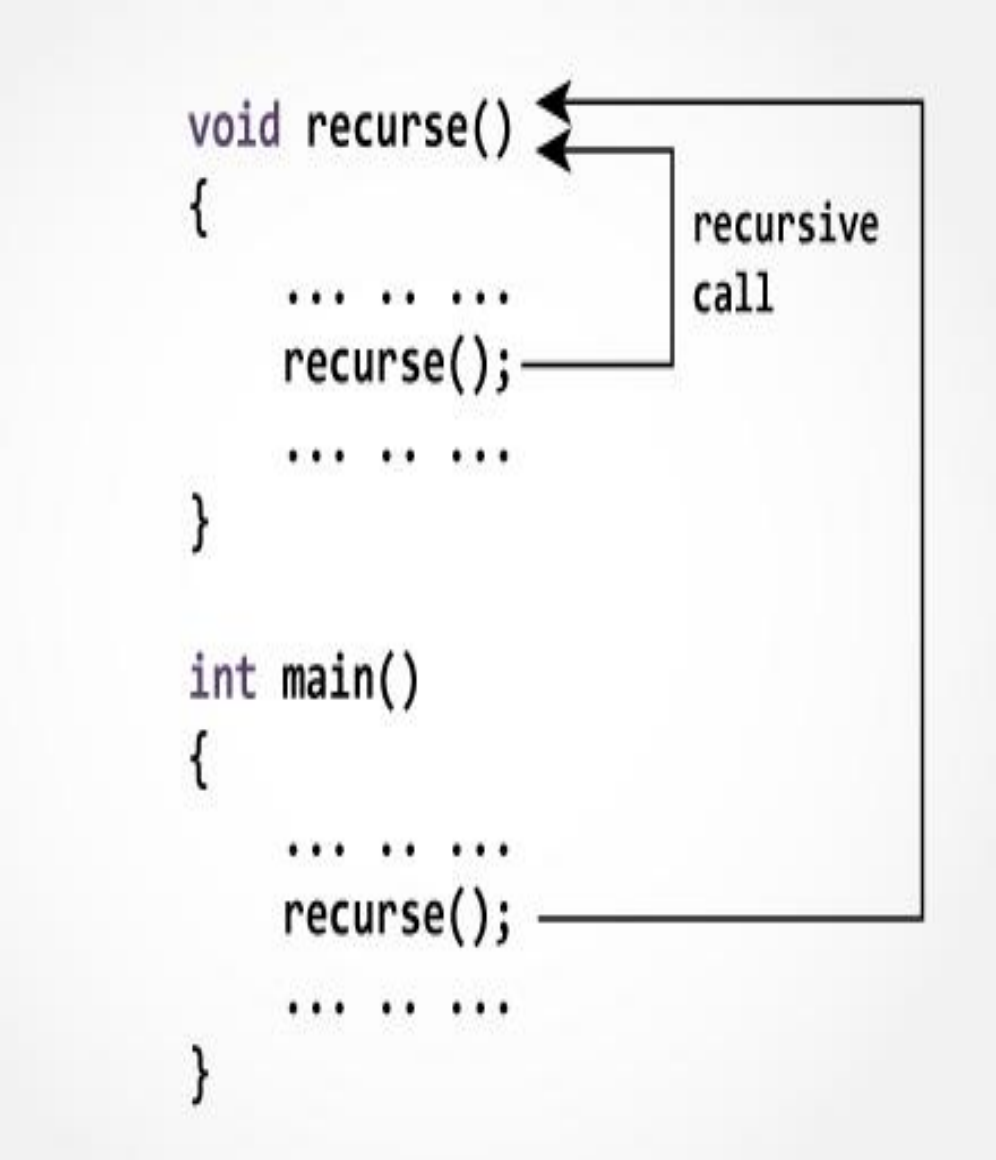
Topics

1. Recursive definitions and Processes
2. Writing Recursive Programs
3. Efficiency in Recursion
4. Towers of Hanoi problem.

Recursion



How does Recursion works?




```
Recursion:
----------


//recursion
void rescue(){
     ....
     .....
     rescue();//Recursive call
     .....
     .....
}

int main()
{
     rescue();
}
```

Recursion

- Any function which calls itself directly or indirectly is called Recursion and the corresponding function is called as recursive function.
- A recursive method solves a problem by calling a copy of itself to work on a smaller problem.
- It is important to ensure that the recursion terminates.
- Each time the function call itself with a slightly simple version of the original problem.
- Using recursion, certain problems can be solved quite easily.
- E.g: Tower of Hanoi (TOH), Tree traversals, DFS of Graph etc.,

What is base condition in recursion?

- In the recursive program, the solution to the base case is provided and the solution of the bigger problem is expressed in terms of smaller problems.

```
int fact(int n)
{
    if (n < = 1) // base case
        return 1;
    else
        return n*fact(n-1);
}
```

- In the above example, base case for n < = 1 is defined and larger value of number can be solved by converting to smaller one till base case is reached.

```java
//Recursion infinite loop
class Recursion1 {
    static int i=0;
    static void show(){
        i++;
        if(i<=5)//base condition
        {
            System.out.println("Hi Girls!!!");
            show();

        }

    }
    public static void main(String[] args) {
        show();

    }
}
```

```
C:\WINDOWS\system32
C:\Test>javac Recursion1.java

C:\Test>java Recursion1
Hi Girls!!!
Hi Girls!!!
Hi Girls!!!
Hi Girls!!!
Hi Girls!!!

C:\Test>
```