

Data Structures and Algorithms (DSA) Dátové štruktúry a algoritmy

Lesson/Prednášky lukas.kohutka@stuba.sk

Exercises/Cvičenie

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Data Structures and Algorithms (DSA)

Komunikácia/Communication MS Teams (PM chat)

https://www.stuba.sk/navody/online/

https://elvira.fiit.stuba.sk

Deň	8.00-8.50	9.00-9.50	10.00-10.50	11.00-11.50	12.00-12.50	13.00-13.50	14.00-14.50	15.00-15.50	16.00-16.50	17.00-17.50	18.00-18.50	19.00-19.50
Po	-2.01/a(CPUa) (BA-FIIT-FIIT) Datové štruktúry a algoritmy ^(2,3) <i>M. Komák</i> -2.01/b(CPUb) (BA-FIIT-FIIT) Datové štruktúry a algoritmy ^(2,7) <i>G. Nguyen Thu</i> -2.01/c(CPUc) (BA-FIIT-FIIT) Datové štruktúry a algoritmy ^(2,10)		-2.01/a(CPUa) (BA-FIIT-FIIT) Datové štruktúry a algoritmy ^(2,4) <i>M. Komák</i> -2.01/b(CPUb) (BA-FIIT-FIIT) Datové štruktúry a algoritmy ^(2,8) <i>G. Nguyen Thu</i> -2.01/c(CPUc) (BA-FIIT-FIIT) Datové štruktúry a algoritmy ^(2,11)					-2.01/a(CPUa) (BA-FIIT-FIIT) Datové štruktúry a algoritmy (1,2) M. Komák -2.01/b(CPUb) (BA-FIIT-FIIT) Datové štruktúry a algoritmy (2,6) M. Sabo		-2.01/a(CPUa) (BA-FIIT-FIIT) Datové štruktúry a algoritmy ^(2,5) <i>M. Komák</i> -2.01/b(CPUb) (BA-FIIT-FIIT) Datové štruktúry a algoritmy ^(2,9) <i>M. Sabo</i>		
Ut	[M. Ahmadzai										-1.61 (Aula Magr Datové štrukti <i>L. Ko</i>	na) (BA-FIIT-FIIT) úry a algoritmy hútka
St	-2.01/d(CPUd) (BA-FIIT-FIIT) Datové štruktúry a algoritmy (12) G. Nguyen Thu -2.01/c(CPUc) Datové štruktú P. Leh -2.01/d(CPUd) Datové štruktú P. Leh -2.01/d(CPUd) Datové štruktú P. Leh -2.01/d(CPUd)					ry a algoritmý oczký (BA-FIIT-FIIT) a algoritmy ⁽¹⁶⁾	-2.01/c(CPUc) Datové štruktúry <i>L. Kol</i>		Datové štruktúr	(BA-FIIT-FIIT) / a algoritmy ⁽¹⁴⁾ noczký	Datové štruktúry	(BA-FIIT-FIIT) y a algoritmy ⁽¹⁵⁾ Momand



Podmienky absolvovania

- Môžete získať celkovo 100 bodov
- Priebežne riešené zadania (max. 40 bodov):
 - na cvičení a doma sa budú riešiť 2 zadania
 - prvé za max. 20 bodov (min. 8)
 - druhé za max. 20 bodov (min. 8)
- Podmienky udelenia zápočtu:
 - žiadna neospravedlnená absencia z cvičení
 - celkovo minimálne 22 bodov zo zadaní
 - minimálny počet bodov za každé zadanie (8, 8)
- Záverečná skúška (max. 60 bodov)

Žiadna neospravedlnená absencia z cvičení – No absence in exercise Nie je povolené prevziať cudzí zdrojový kód a text - Plagiarism is not allowed



DSA harmonogram - 12 weeks

- Prvé zadanie 1st assignment
- 2. Konzultácia/Consultation
- 3. Konzultácia/Consultation
- 4. Konzultácia/Consultation
- 5. **Code**+PDF **prezentácia/presentation** time slot 10 min / študent
- 6. Code+PDF prezentácia/presentation
 time slot 10 min / študent +
 odovzdanie kódu a PDF do AlSu +
 deadline pred 6. cvikom

- 7. Druhé zadanie 2nd assignment
- 8. Konzultácia/Consultation
- 9. Konzultácia/Consultation
- 10. Konzultácia/Consultation
- 11. Code+PDF prezentácia/presentation time slot 10 min / študent
- 12. Code+PDF prezentácia/presentation
 time slot 10 min / študent +
 odovzdanie kódu a PDF do AlSu +
 deadline pred 12. cvikom



Zadanie/Assignment

1. week: Prvé zadanie - 1st Assignment

7. week: **Druhé zadanie - 2nd Assignment**

Vizualization help for DSA students



Plagiarism is NOT allowed

Nie je povolené prevziať cudzí zdrojový kód!

Nie je povolené prevziať cudzí text!

Plagiarism is not allowed!

Za copy/paste kódu a textu z hociakých zdrojov dostanete FX

Pokiaľ <u>inšpirujete</u> z verejných zdrojov a článkov → musíte tie zdroje citovať v kóde aj v správe o riešení zadania (PDF)

It is not allowed to copy someone else's source code. It is not allowed to copy someone else's text. Plagiarism is not allowed! For copy/paste code and text from any sources you will get FX. If you <u>inspire</u> from public sources and articles →you must cite those sources in both the code and the assignment solution report (PDF).



Why DSA for Computer Science study?

8 DSA types: Array, Linked List, Stack, Queues, Searching, Sorting, Tree, Graph

Efficiency

DSA is the core foundation to create a **good code** for real-world applications like (graphical) editors, simulators, games, libraries, drivers, data processing, ...

- Making your code stable as attended without bugs
- Making your code fast and scalable

Efficient usage of computing, memory resource and communication possibilities (time and space complexity)



DSA is the baseline presumption for many areas

<u>Data Science and Artificial Intelligence</u>

- Thinking skill problem decomposition and algorithm design (the operations supported by data structures)
- Understanding the complexity of read/write/update times for operations (amount of computing resources)
- An estimation of the amount of memory that will be needed (amount of space resources)



• Library, compiler and driver implementations

Operating Systems and distributed computing

- Memory allocation
- Resource management: mapping, scheduling and load balancing
- Communication management







Algorithms and programming languages

Pseudo code (algorithm design) and Complexity

- Python
- Java
- C/C++/C#
- JavaScript

Integrated Development Environment (IDE) - <u>JetBrains</u> - <u>Visual Studio Code</u>
Free Professional version for FIIT STU students

- Python <u>PyCharm</u>
- Java <u>IntelliJ IDEA</u>
- C/C++/C# <u>CLion</u>



Learning source for DSA students

- 8 basic DSA types: PDF!!!
- Learn Data Structures and Algorithms
 https://www.programiz.com/dsa
- Data Structure Visualizations
 https://www.cs.usfca.edu/~galles/visualization/Algorithms.html
- Algorithm Tutor
 https://algorithmtutor.com/
- GeeksforGeeks: Data Structures

 https://www.geeksforgeeks.org/data-structures/?ref=shm



1., 2., 3., 4., 5. week Konzultácia – Consultation



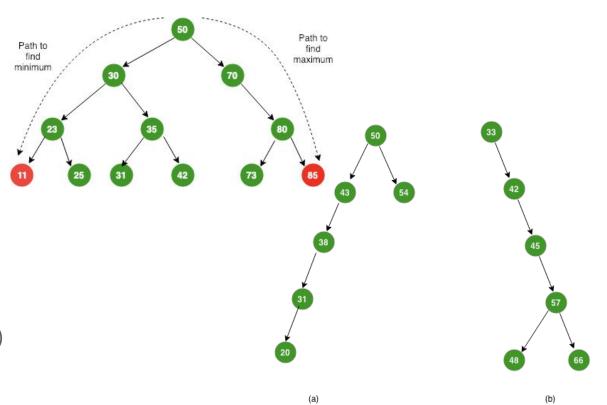
BVS - Binárny vyhľadávací strom / Binary Search Trees - BST

Basic operations

- Create
- Insert
- Delete
- Search

Complexity problem of operations: we want fast i.e. complexity O(log(n)) but tree(s) can be imbalanced $\rightarrow O(n)$

- AVL tree, splay tree, ...
- B tree,
- (a,b) trees: (2,3), (2,3,4)
- Red-Black trees, ...





Hashing - Encoding - Encryption

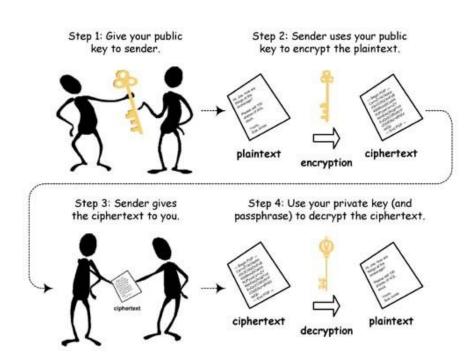
- Encoding: conversion of data from one format to another
- Encryption: conversion of an information into a cipher using keys, to maintain the confidentiality
- Hashing: ensuring the integrity of the data by converting it into a fixed-length string

Popular Hashing Algorithms

MD5 Message Digest (MD) Algorithm

SHA-256 Secure Hash Algorithm (SHA)
 SSH Login Without Password

CRC-32 Cyclic Redundancy Check (CRC)





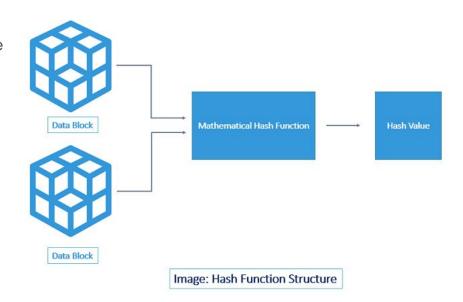
Hash function

Hashing is defined by two distinct characteristics:

- Irreversibility: once you hash something, there
 is no way back = one way encryption
- Uniqueness: no two hash values are ever the same for two different pieces of data

Hashing is used for text anonymization (GDPR)

In machine learning, **feature hashing**, also known as **the hashing trick** is a fast and **space-efficient way of vectorizing features**, i.e. turning arbitrary features into indices in a vector or matrix.





Very nice explanations about BST/BVS + Hash

DSA_Stromy.pptx

DSA_Hashovanie_family_friendly_edition.pptx

Author: Bc. Adam Valach (DSA 2022)



Algorithms Pseudo code Data structures Time complexity - Space complexity



Pseudo code vs. Algorithm

Algorithm

- It's an organized logical sequence of the actions or the approach towards a particular problem.
- A programmer implements an algorithm to solve a problem.

Pseudo code

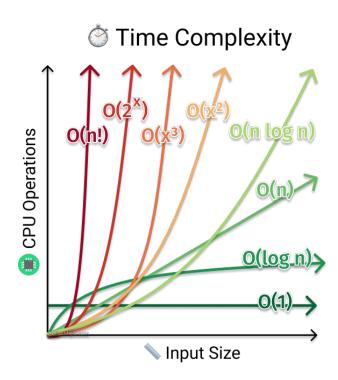
- It's simply an implementation of an algorithm in the form of annotations and informative text written in plain text.
- One of the best approaches to start implementation of an algorithm.



Time complexity

Big O notation denotes the algorithms scalability and performance

- The worse case
- The best case
- The average case

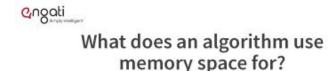




What does an algorithm use memory space for?

Space complexity: the memory amount needed for keeping data structure in a machine memory

- Omega Notation Ω describes an asymptotic lower bound
- Theta Notation θ represents a function that lies within upper and lower bounds.





angati

Notations used to express space complexity measurements









5. week Konzultácia - Consultation

Zber prvého zadania - 1st assignment submission

Odovzdanie zadanie v AlSe sa uzavrie tesne pred 6. cvičením Assignment submission in AlS closes just before the 6th exercise



6. week

Zber prvého zadania - 1st assignment submission

Odovzdanie zadanie v AlSe sa uzavrie tesne pred 6. cvičením Assignment submission in AlS closes just before the 6th exercise



7., 8., 9., 10., 11. week Konzultácia - Consultation



11. week Konzultácia - Consultation

Zber druhého zadania - 2nd assignment submission

Odovzdanie zadanie v AISe sa uzavrie tesne pred 12. cvičením Assignment submission in AIS closes just before the 12th exercise



12. week

Zber druhého zadania - 2nd assignment submission

Odovzdanie zadanie v AISe sa uzavrie tesne pred 12. cvičením Assignment submission in AIS closes just before the 12th exercise



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