## Motivations of Data Structures and Algorithms

Hsuan-Tien Lin

Dept. of CSIE, NTU

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# Introduction of Algorithms

# Sheet Music for Playing Instrument



first page of the manuscript of Bach's lute suite in G minor

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commons.wikimedia.org/wiki/File:Bachlut1.png

#### sheet music

Wikipedia: handwritten or printed form of musical notation ... to indicate the pitches, rhythms or chords of a song

sheet music: instructions to play instrument (well)

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## Kifu for Learning Go



a Japanese kifu

figure by Velobici,

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#### kifu

go game record of steps that describe how the game had been played

kifu: instructions to play a Go game (professionally)

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# Recipe for Cooking Dish



a recipe for hamburger on Wikibooks

figure by Gentgeen,

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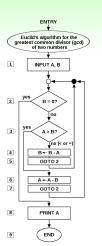
#### recipe

Wikipedia: a set of instructions that describes how to prepare or make something, especially a dish of prepared food

recipe: instructions to cook a (delicious) dish

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# Algorithm for Computing



flowchart of Euclid's algorithm for calculating the greatest common divisor (g.c.d.) of two numbers

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#### algorithm

Wikipedia: algorithm is a finite sequence of well-defined, computer-implementable instructions, typically to solve a class of problems or to perform a computation

algorithm  $\sim$  computing recipe: (computable) instructions to solve a computing task correctly/effeciently

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## Five Criteria of Algorithm

#### Cocktail Recipe: Screwdriver

inputs: 5 cl vodka, 10 cl orange juice

- mix inputs in a highball glass with ice
- 2 garnish with orange slice and serve

output: a glass of delicious cocktail

Knuth: input, output, definiteness, finiteness, effectiveness

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## getMinIndex with Sequential Search Algorithm

#### **Buggy Version**

```
/* return index to min. element
    in arr[0] ... arr[len-1] */
int getMinIndex
    (int arr[], int len) {
    int i;
    int m;
    for(i=0;i<=len;i++) {
        if (arr[m] > arr[i]) {
            i = m;
        }
    }
    return i;
}
```

#### **Corrected Version**

```
/* return index to min. element
    in arr[0] ... arr[len-1] */
int getMinIndex
        (int arr[], int len) {
    int i;
    int m=0;
    for(i=0;i<len;i++) {
        if (arr[m] > arr[i]) {
            m = i;
        }
    }
    return m;
}
```

input (problem/data), output (correctness), definiteness (instruction), finiteness (efficiency), effectiveness (computability)

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