



2.0 Mathematics Review

1) Exponents

$$X^A X^B = X^{A+B}$$

$$\frac{X^A}{X^B} = X^{A-B}$$

$$(X^A)^B = X^{AB}$$

$$X^N + X^N = 2X^N \neq X^{2N}$$

$$X^N + X^N = 2^{N+1}$$

2) Logarithms

$$X^A = B \rightarrow \log_X B = A$$

$$\log_A B = \frac{\log_c B}{\log_c A}$$



3) Series

Exponent

$$2^0 + 2^1 + \dots + 2^N$$

$$\sum_{i=0}^N 2^i = 2^{N+1} - 1$$

$$A^0 + A^1 + \dots + A^N$$

$$\sum_{i=0}^N A^i = \frac{A^{N+1} - 1}{A - 1}$$



3) Series

Exponent

$$1 + 2 + 3 + \dots + N$$

$$= \sum_{i=1}^n i = \frac{n(n+1)}{2}$$

$$1^2 + 2^2 + 3^2 \dots + N^2 = \sum_{i=1}^n i^2 = \frac{n(n+1)(2n+1)}{6}$$



2.1 A Brief Introduction to Recursion :

Mathematical function

1. $C = 2(F - 32) / 9$

2. $f(x) = x * f(x-1)$
 $f(1) = 1$

3. $f(x) = 2f(x-1) + x^2$
 $f(0) = 0$, x nonnegative integer



Circular logic?



Example 1

```
#include <stdio.h>

int fact(int x)
{   if(x <= 0)
        return 1;
    else
        return x* fact(x-1);
}
```

```
int main()
{   int ans;
    ans = fact(3);
    cout << ans;
}
```

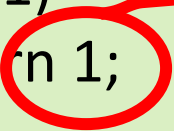
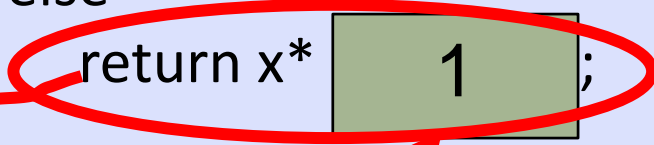
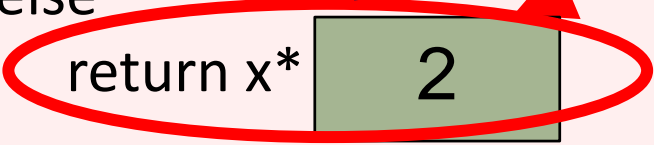
Example 2 Factorial

```
int main()
{
    int ans;
    ans = f3(3);
    cout << ans;
}
```

```
int f3(int x)
{
    if(x <= 0)
        return 1;
    else
        return x * 2;
}
```

```
int f2(int x)
{
    if(x <= 0)
        return 1;
    else
        return x * 1;
}
```

```
int f1(int x)
{
    if(x <= 1)
        return 1;
    else
        return x * f(x-1);
}
```



Exercise 1

จงเขียนโปรแกรมหา ค่า $1*2*3*...*n$ โดยใช้วิธี recursive

```
int main()
{ int n=4;
  cout << recur(n);
}
```



Example 3

```
int bad(int n)
{ if (n==0)
    return 0;
  else
    return bad(n/3 + 1+ n - 1);
}
```

Example 4

```
void printout(int n)
{ if( n >=10 )
    printout(n/10);
  cout << n%10;
}
```




2.2 Algorithm Analysis

Definition : An algorithm is a clearly specified set of simple instructions to be followed to solve a problem.

- correct
- time or space

1) Mathematical Background

Definition : $T(N)=O(f(N))$ if there are positive constants c and n_0 such that $T(N) \leq cf(N)$ when $N \geq n_0$.

- Give two functions
- we compare their relative rates of growth.

Although $1000N$ is larger than N^2 for small value of N , N^2 grow at a faster rate, and thus N^2 will eventually be the larger function.



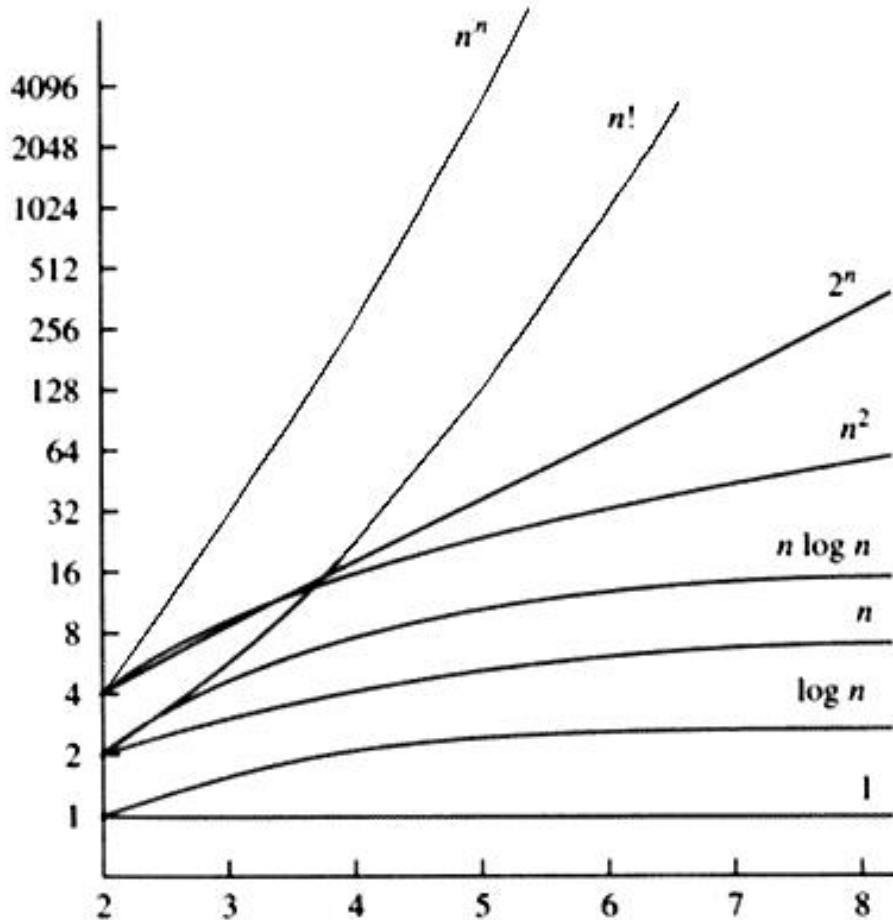
$T(N) = O(f(N))$ if there are positive constants c and n_0 such that $T(N) \leq cf(N)$ when $N \geq n_0$.

- $T(N) = 1000N$
- $f(n) = N^2$
- $N_0 = 1000$
- $c = 1$

We can say that $1000N = O(N^2)$



Function	Name
C	Constant
$\log N$	Logarithmic
$\log^2 N$	Log-squared
N	Linear
$N \log N$	
N^2	Quadratic
N^3	Cubic
2^N	Exponential





3) Running time Calculations

```
int sum(int n)
{
    int partialSum;
    partialSum=0;
    for(int i=1; i<=n; i++)
        partialSum += i*i*i;
    return partialSum;
}
```

Simple and basic data structures

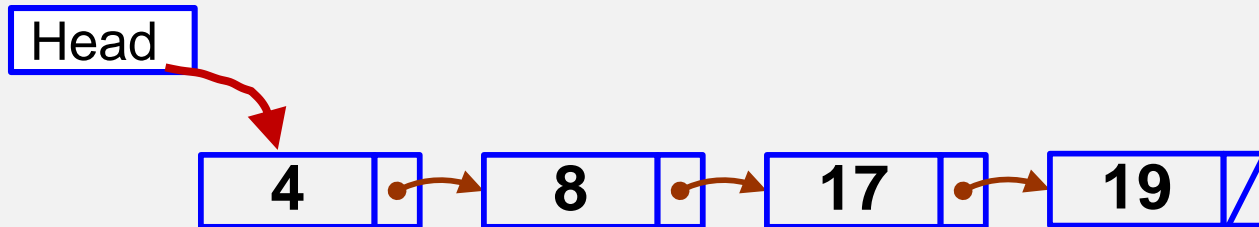
- List
- Stack
- Queue



2.3 The List

A General list of the form $A_1, A_2, A_3, \dots, A_N$

For any list except the empty list, we say that A_{i+1} follows (or succeeds) A_i ($i < N$) and that A_{i-1} precedes A_i ($i > 1$). The first element of the list is A_1 , and the last element A_i in a list is A_N



Avoid the linear cost of insertion and deletion

The linked list consists of a series of nodes, which are not necessary adjacent in memory. Each node contains the element and a link to a node containing its successor. We call this the next link. The last cell's next link points to NULL.



2.3.1 List Operation

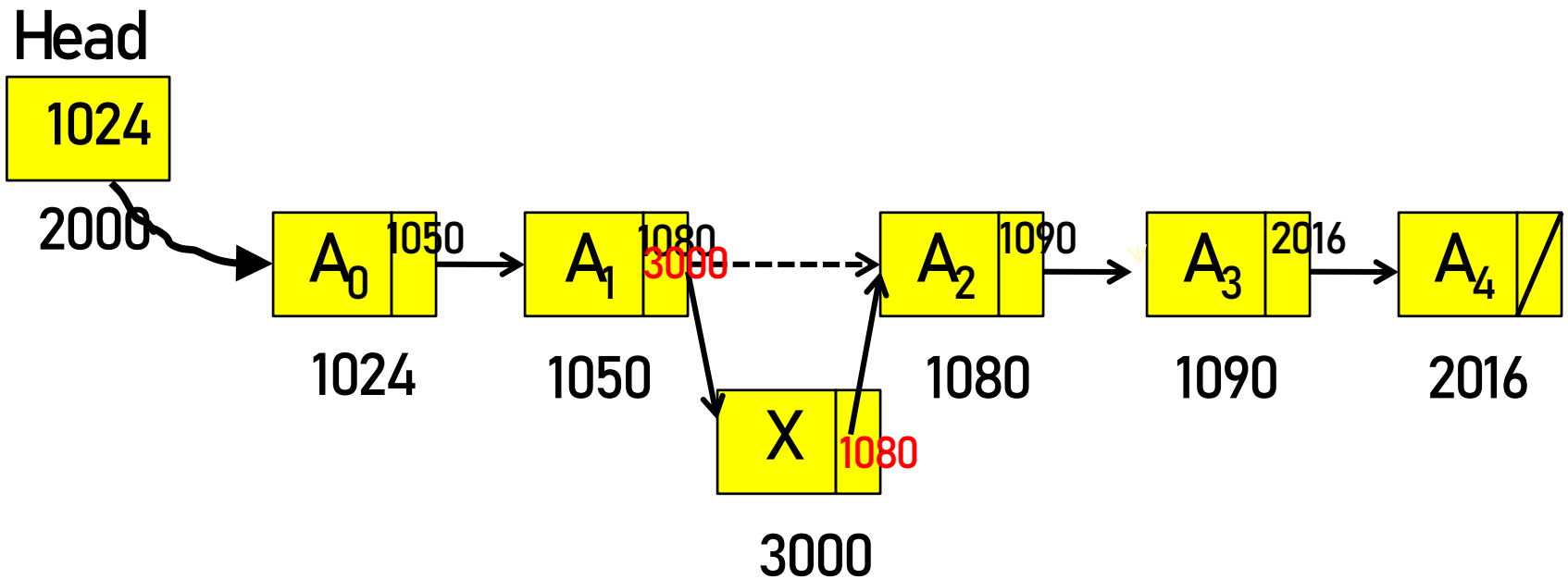
☐ insert

☐ remove

☐ printList

☐ makeEmpty

☐ find





Head 2000

1024

4
1024

8
1050

17
1080

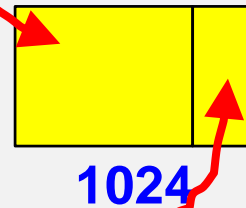
19
2000

```
struct record{
```

```
    int value;
```

```
    struct record *next;
```

```
};
```





```
int menu()
{ int choose;
  cout << "=====Menu =====\n";
  cout << " 1) Insert list\n";
  cout << " 2) Delete list\n";
  cout << " 3) Print list\n";
  cout << " 4) Exit\n";
  cout << " Please choose > ";
  cin >> choose;
  return choose;
}
```



1 การ Insert แยกกรณี

```
struct record *insert(struct record *head,int data)
```

```
{
```

1. Insert กรณี list ว่าง

2. กรณีที่มีข้อมูล

- insert หน้าที่สุด
- insert ตรงกลาง
- insert ท้าย

```
return head;
```

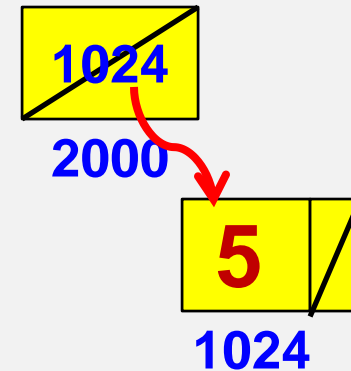
```
}
```



```
struct record *insert(struct record *head,int data)
```

```
1 {   struct record *node,*p;
2     if ( head == NULL )
3     {   head=new struct record;
4         head-> value = data;
5         head-> next = NULL;
6     }
```

head

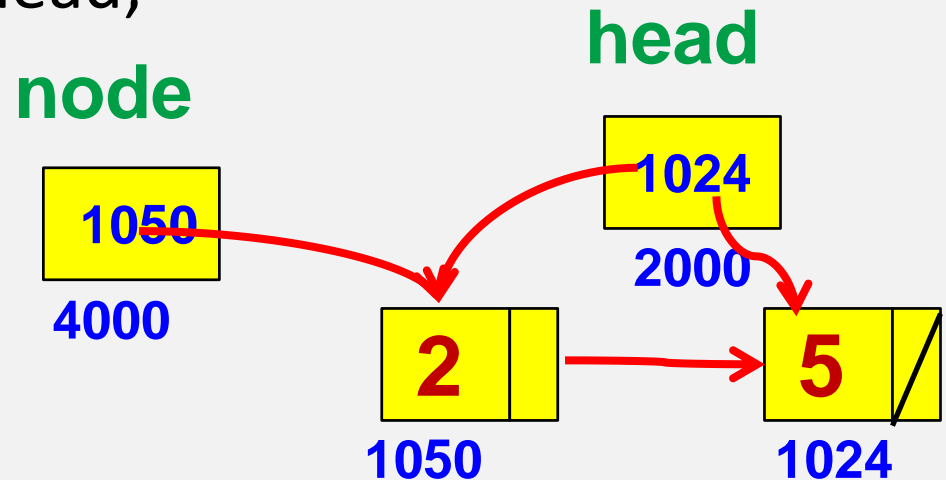




```
7 else    /**head !=NULL **/  
8 {      node=new struct record;  
9        node-> value = data;  
10       if( data < head->value)  
11       {   node->next = head;  
12           head=node;  
13       }
```

2

2. กรณีมีข้อมูลอยู่แล้ว
-Insert ด้านหน้า



14 else

15 { p=head;

16 while(p !=NULL)

17 {

18 if(data < p->next->value)

19 { node->next=p->next;

20 p->next = node;

21 break;

22 }

23 else p=p->next;

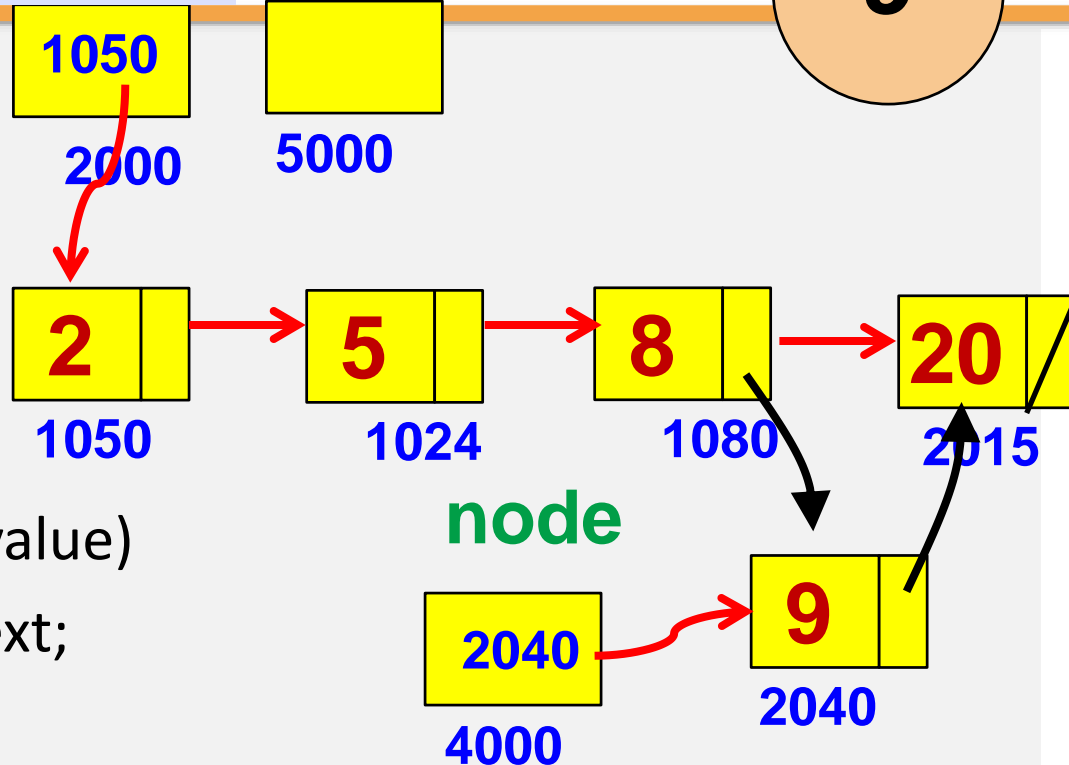
24 }//end while } //end else }/* end else head !=NULL */

25 return head; }

head

p

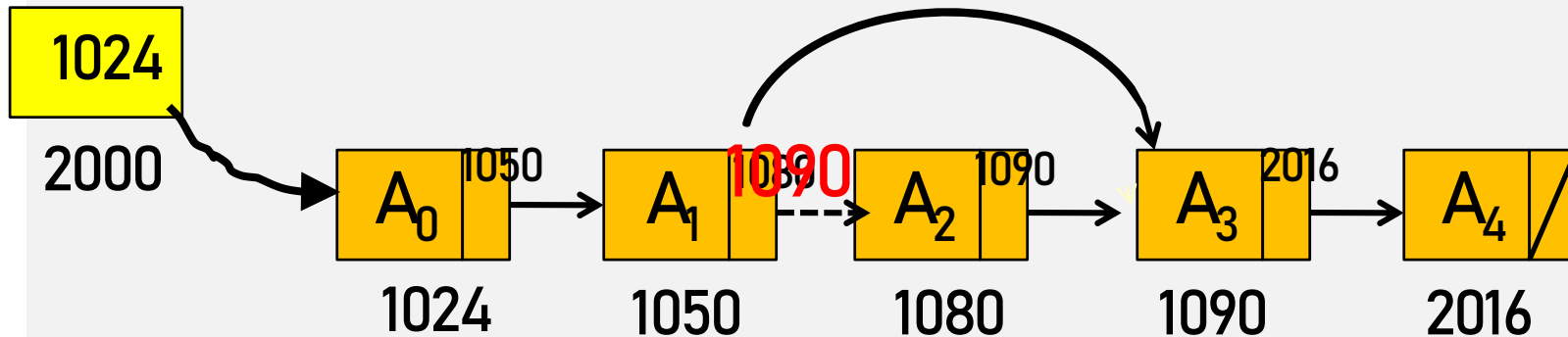
9





Delete

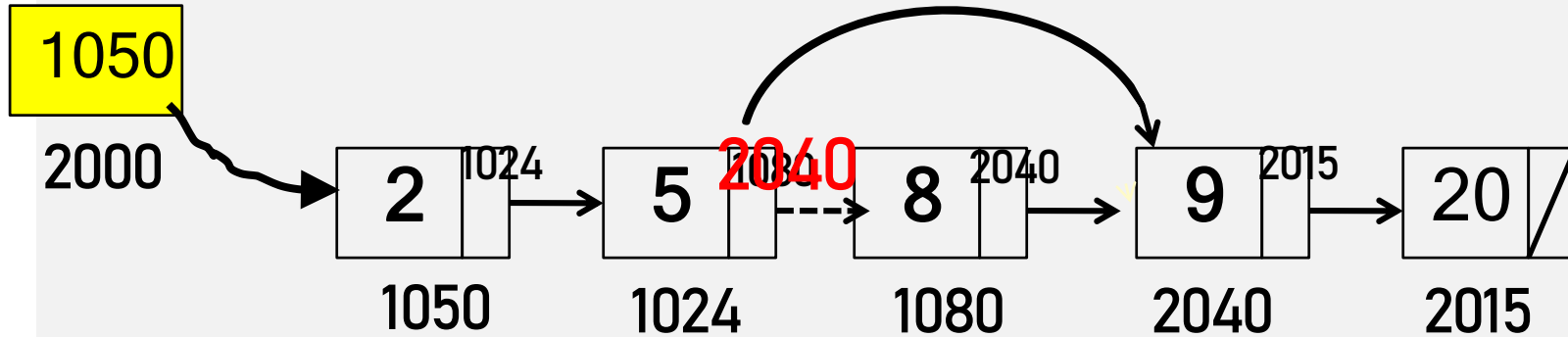
Head

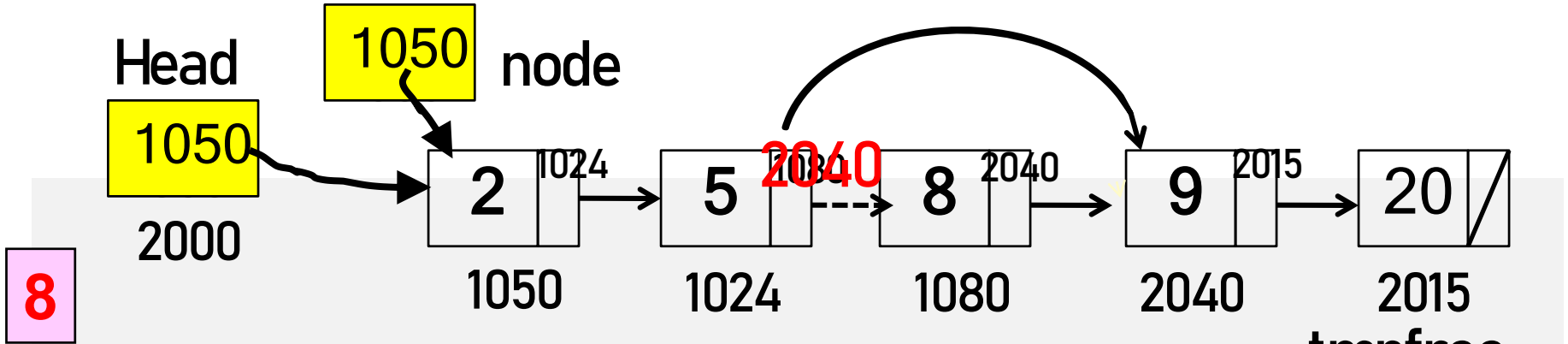


ต้องการลบก่อน A2

Delete

Head





```
struct record *delete(struct record *head,int data)
```

```
{ struct record *node,*tmpfree;
```

```
node = head;
```

```
while(node)
```

```
{ if( data == node->next->value )
```

```
{ tmpfree = node->next;
```

```
node->next = node->next->next;
```

```
delete(tmpfree);
```

```
break;
```

```
}
```

```
else
```

```
node=node->next;
```

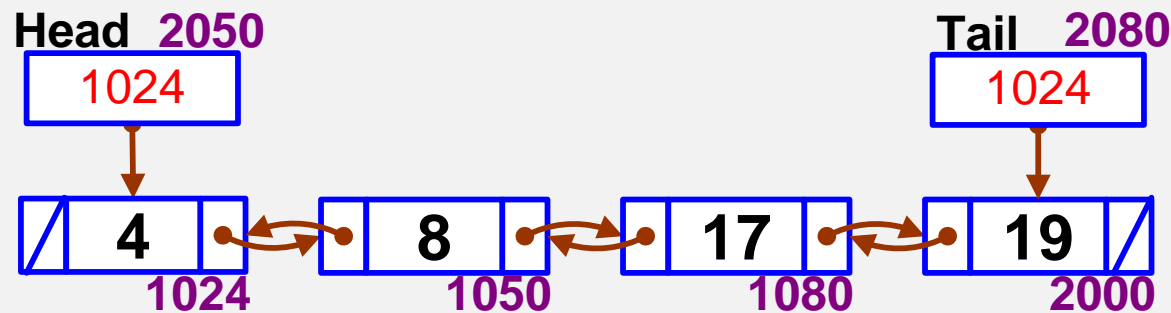
```
} /* end while */
```

```
return node;
```

```
}
```

2.4 Doubly Linked Lists

The link list that add extra field to the data structure, containing a pointer to the previous cell.



```
struct record
```

```
{  int data;
```

```
    struct record *next;
```

```
    struct record *prev;
```

```
};
```



1 การ Insert แยกกรณี

```
struct record *tail=NULL;
```

```
struct record *insert(struct record *head,int data)
```

```
{
```

1. Insert กรณี list ว่าง

2. กรณีที่มีข้อมูล

- insert หน้าที่สุด
- insert ตรงกลาง
- insert ท้าย

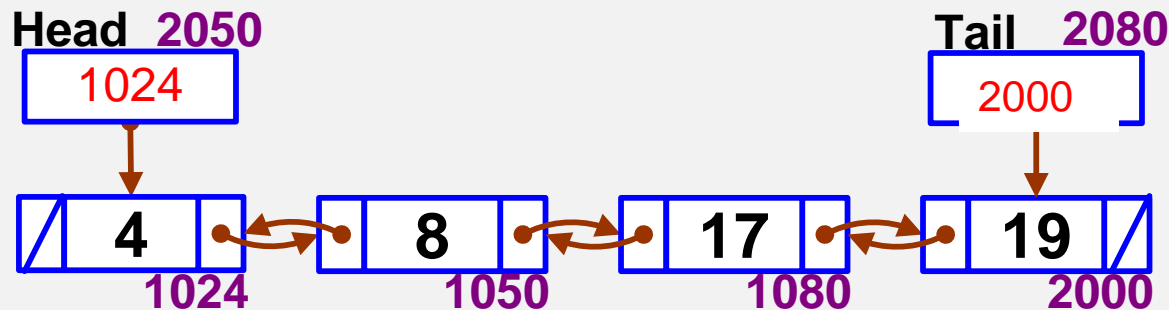
```
return head;
```

```
}
```



2.4.1 Insertion (Doubly Linklist)

- Insert while no data in list
- Insert first
- Insert last
- Insert middle



```
struct node *tail=NULL;
```

```
void insert(struct node *head, int data)
```

```
{
```

- Insert while no data in list
- Insert first
- Insert last
- Insert middle

```
return head;
```

```
}
```

```
struct node{  
    int value;  
    struct node *prev;  
    struct node *next;  
};
```



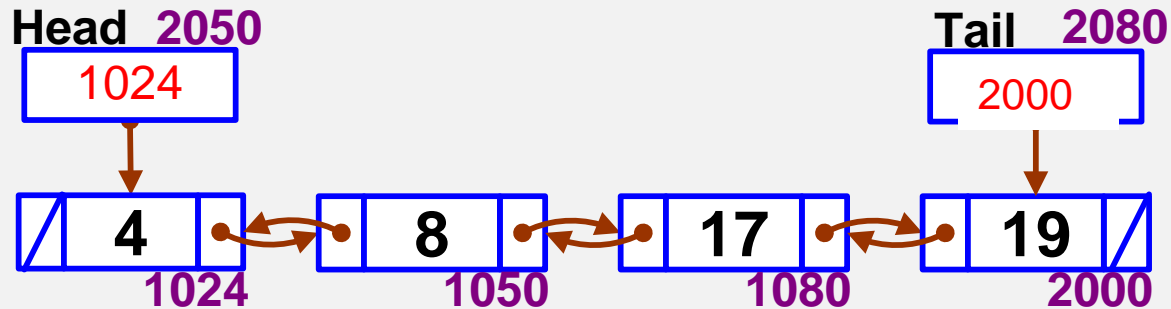
```
if( head== NULL)
{
    head=new struct rec;
    head->value= data;
    head->next=NULL;
    head->prev=NULL;
    tail=head;
}
```



```
else
{   tmp=head;
    if (temp->value >= data )
    {
```



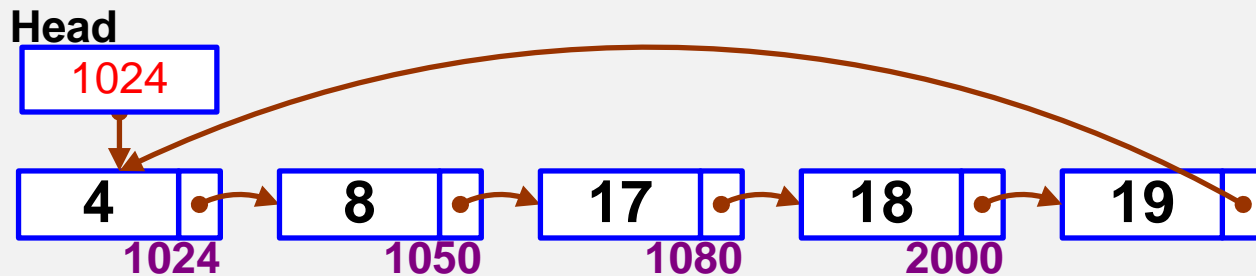
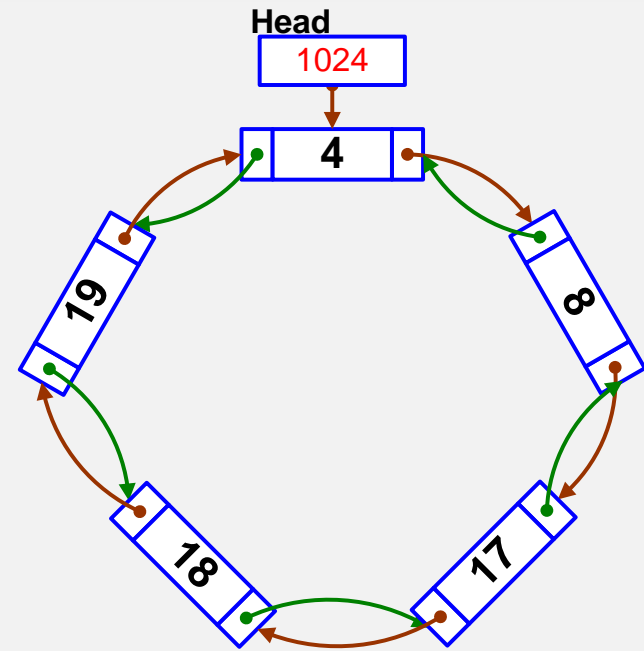
2.4.2 Deletion (Doubly Linklist)





2.5 Circularly linked lists

A popular convention is to have the last cell keep pointer back to the first. This can be done with or without a header (If the header present, the last cell point to it.)



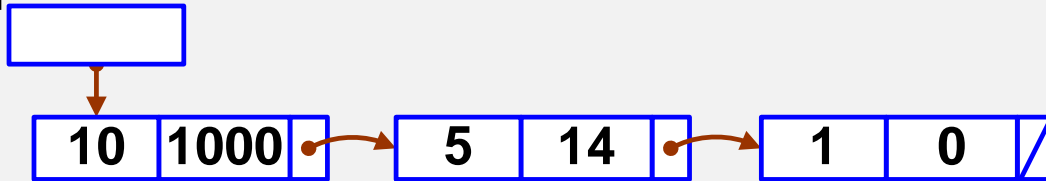
2.6 Examples

2.6.1 The polynomial ADT

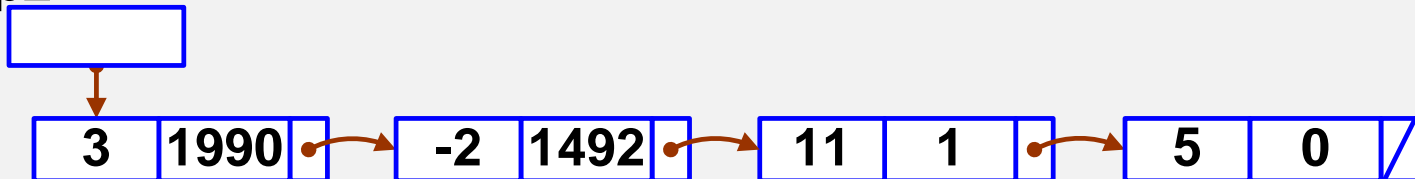
$$p1(x) = 10x^{1000} + 5x^{14} + 1$$

$$p2(x) = 3x^{1990} - 2x^{1492} + 11x + 5$$

p1

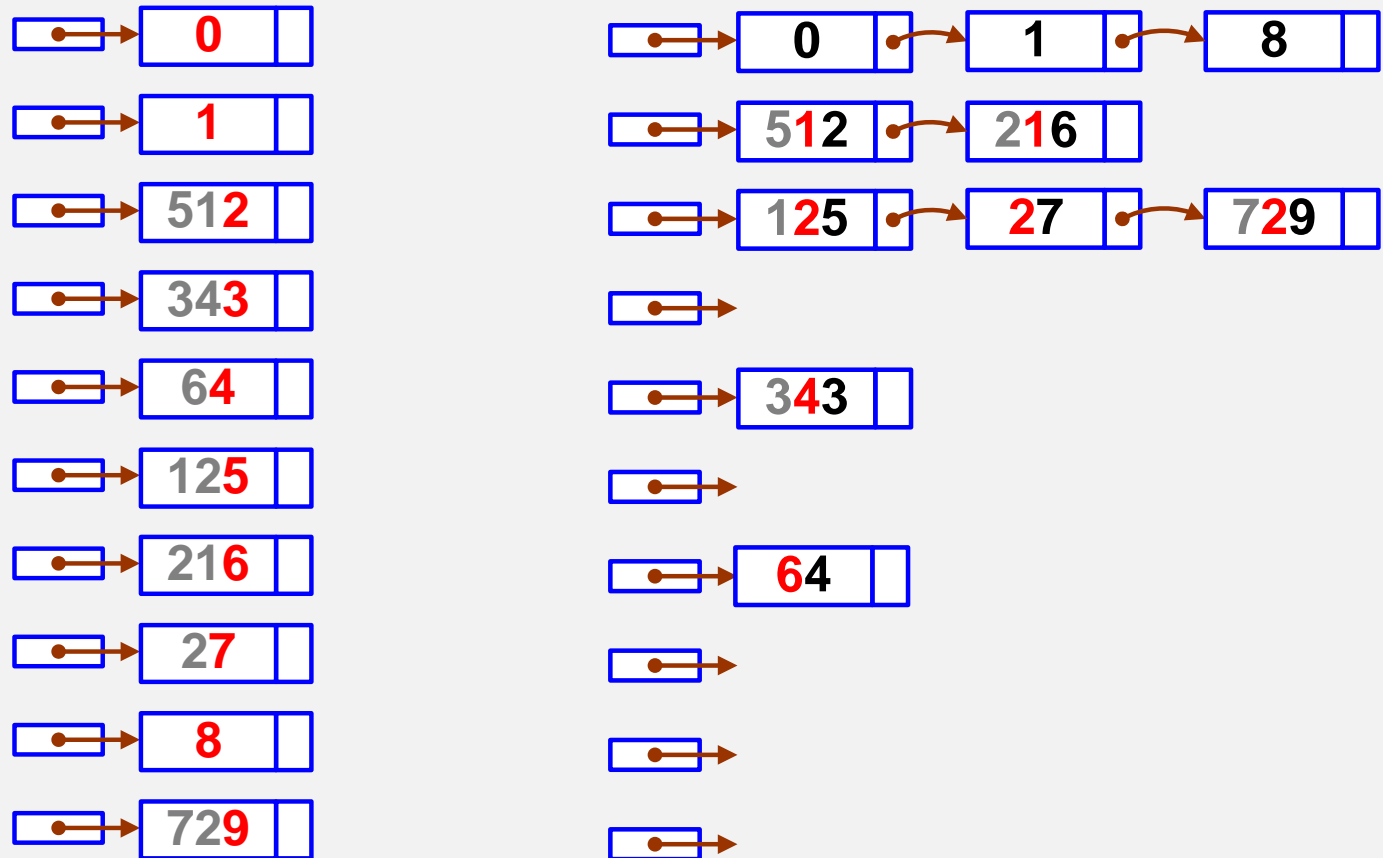


p2



2.6.2 Radix Sort

Input 64, 8, 216, 512, 27, 729, 0, 1, 343, 125





2.6.3 Multilists

