



# DATA STRUCTURES AND ALGORITHMS

## Sep22 : Day 1

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# Algorithms are Everywhere

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

# 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)



# 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

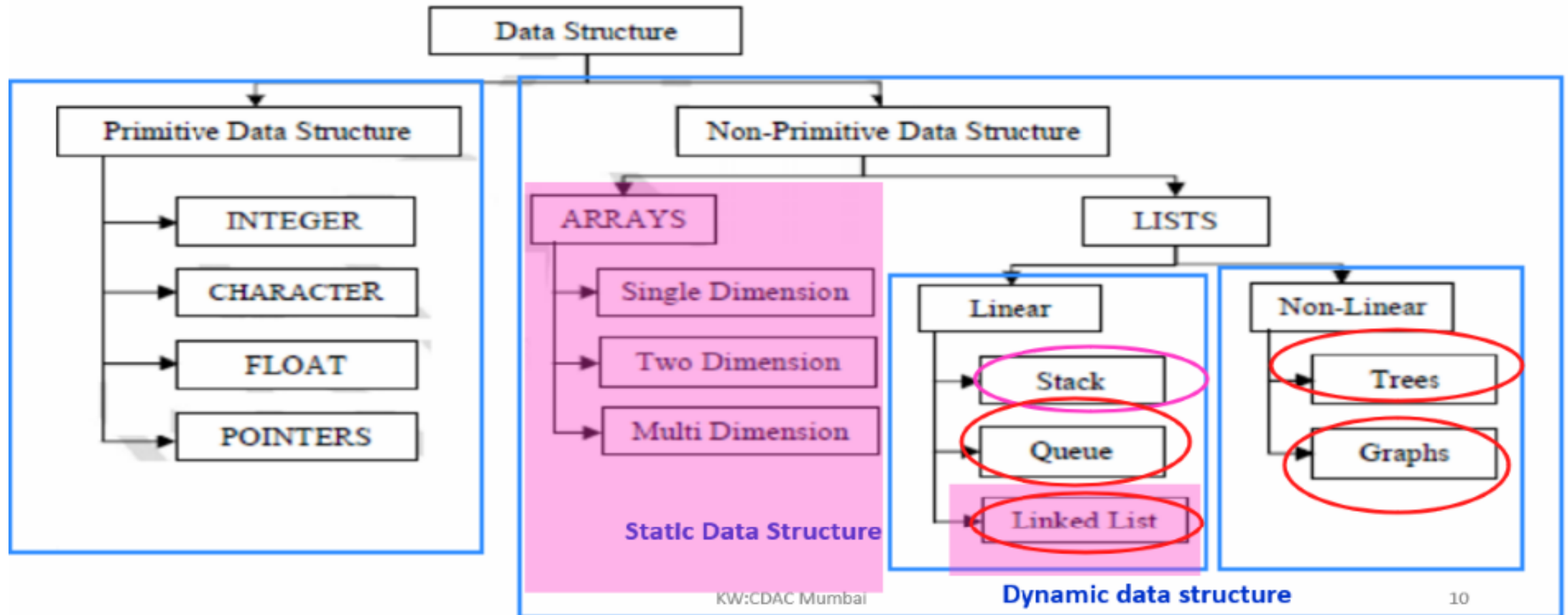
Invented or applied  
by many genius in  
CS

# In general

- **A good algorithm is a result of repeated effort and rework**
  - Better data structure
  - Better algorithm design
  - Better time or space efficiency
  - Easy to implement
  - Optimal algorithm

IMPLEMENTATION -> Arrays, Linked List

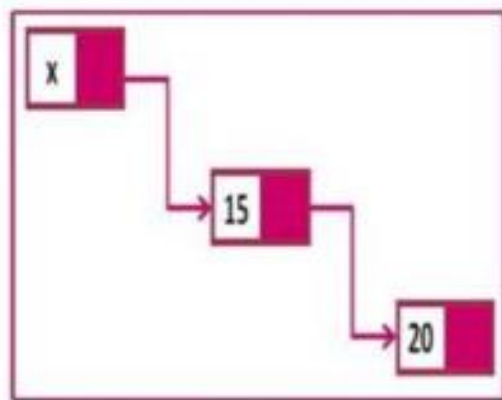
# Classification of Data Structure



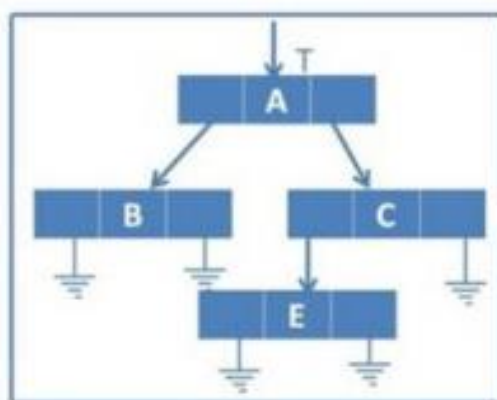




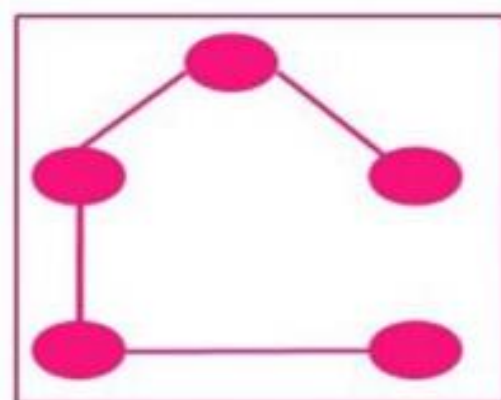
Sorting



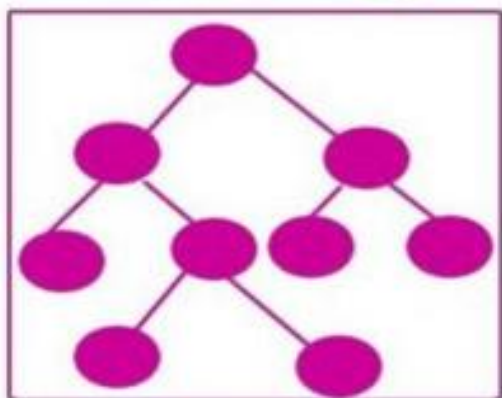
Link list



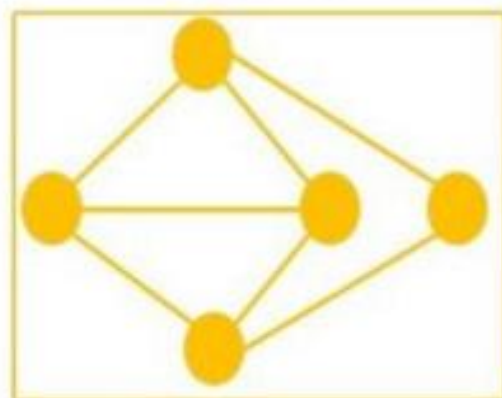
list



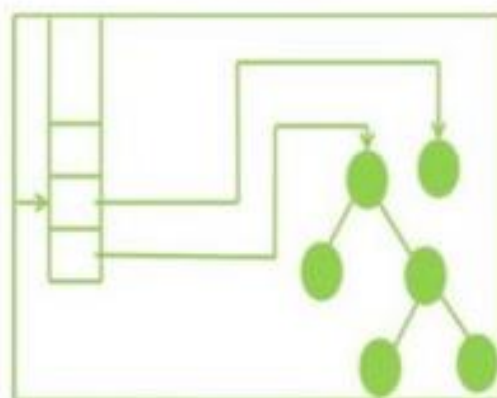
spanning tree



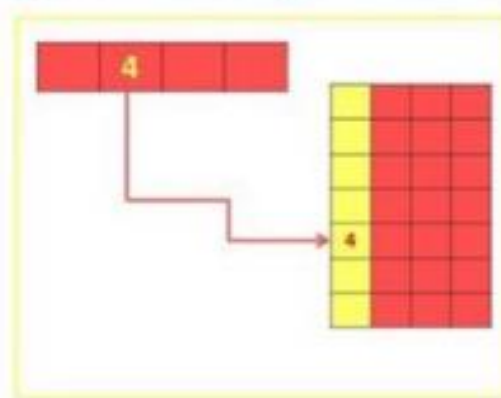
Tree



Graph



Stack



Hashing

Date : 01/03/2023

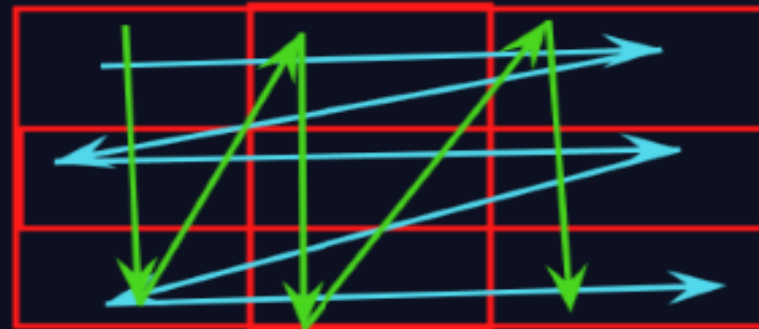
Day 1 : Python ADS

ADS: Algorithms + Data structure

linear: sequence :Array

Non-linear: not in a sequence : tree, graph

homogeneous:similar :



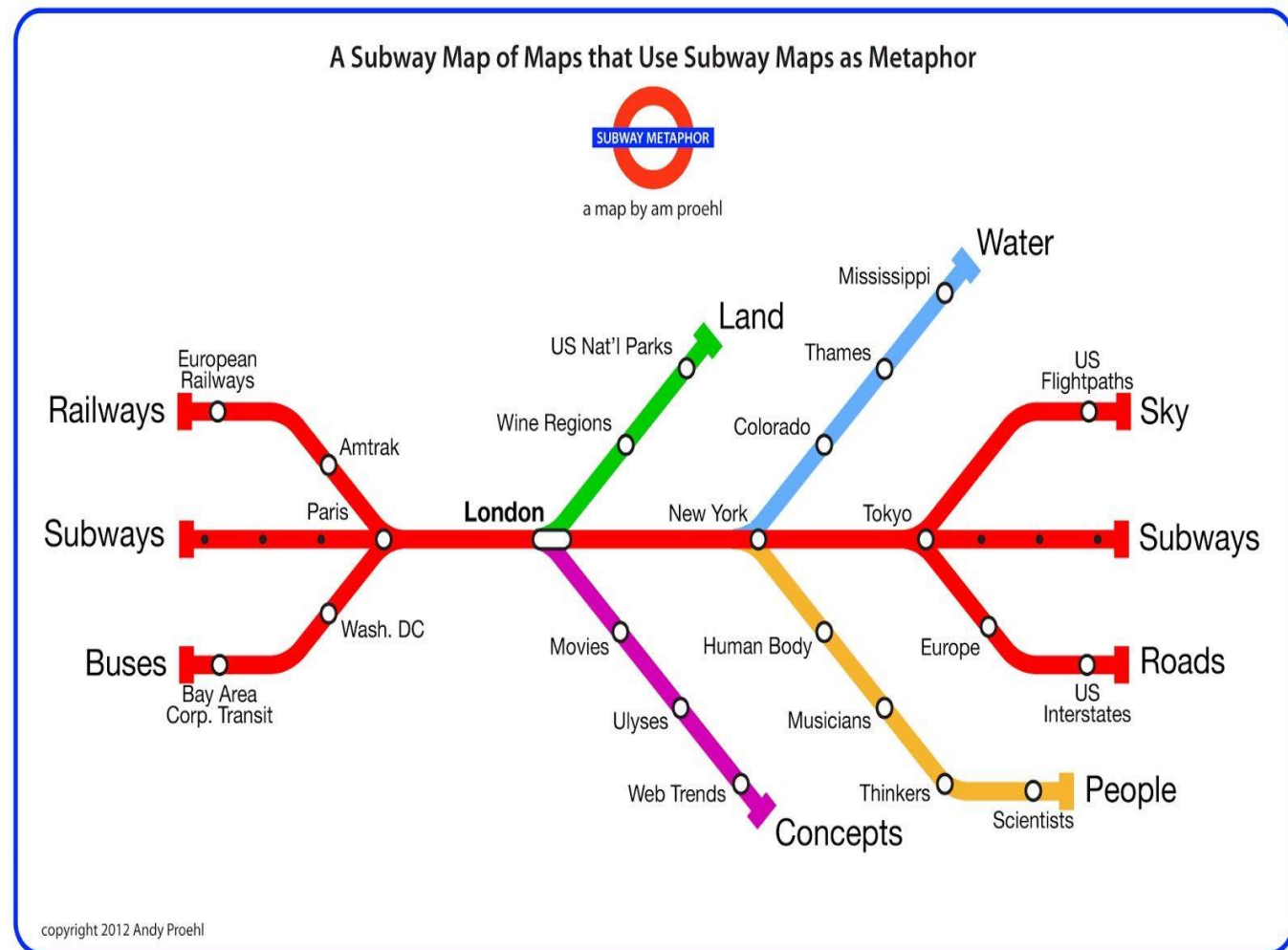
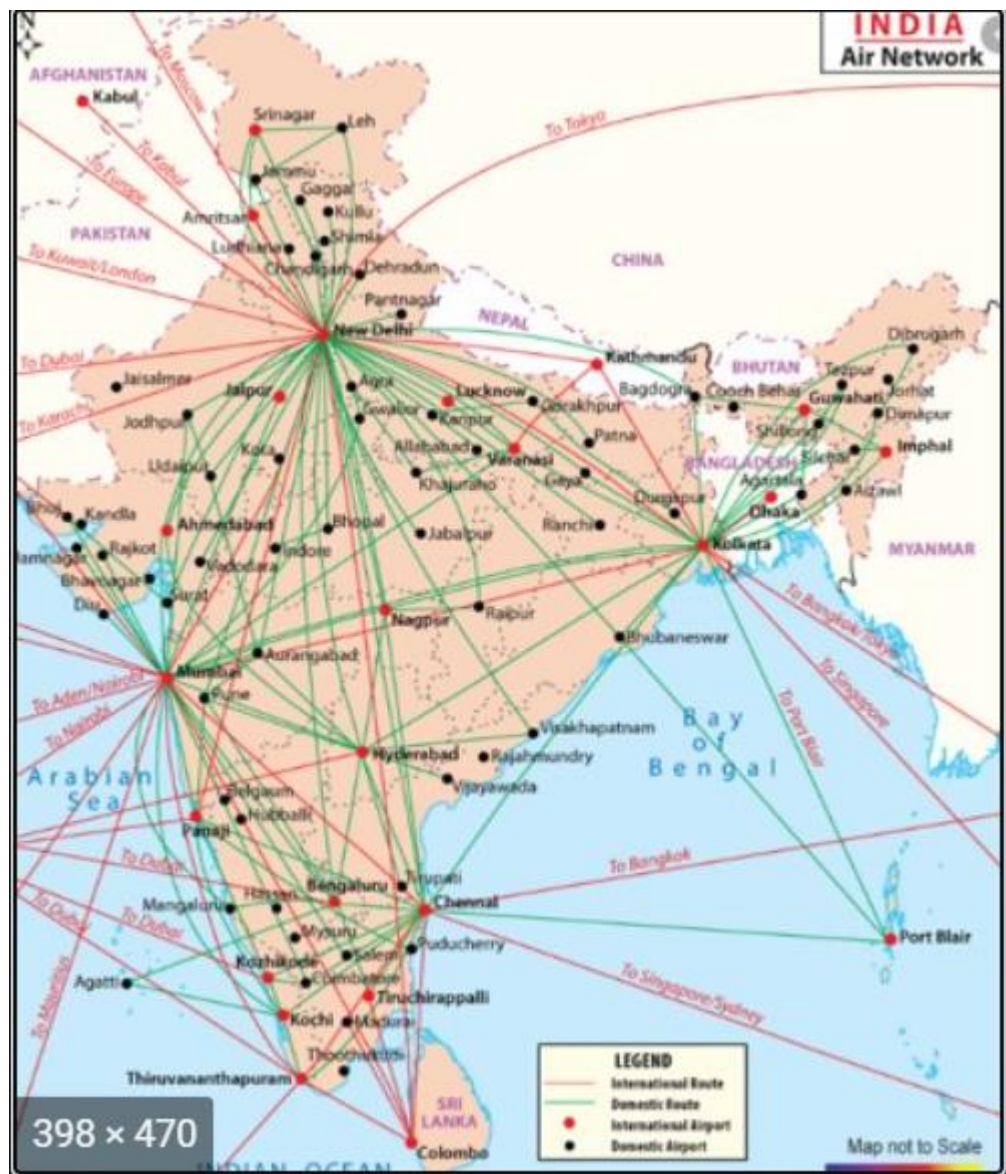
Row-major

R1  
R12  
R13  
  
R21  
R22  
R23  
  
R31  
R32  
R33

Col-major

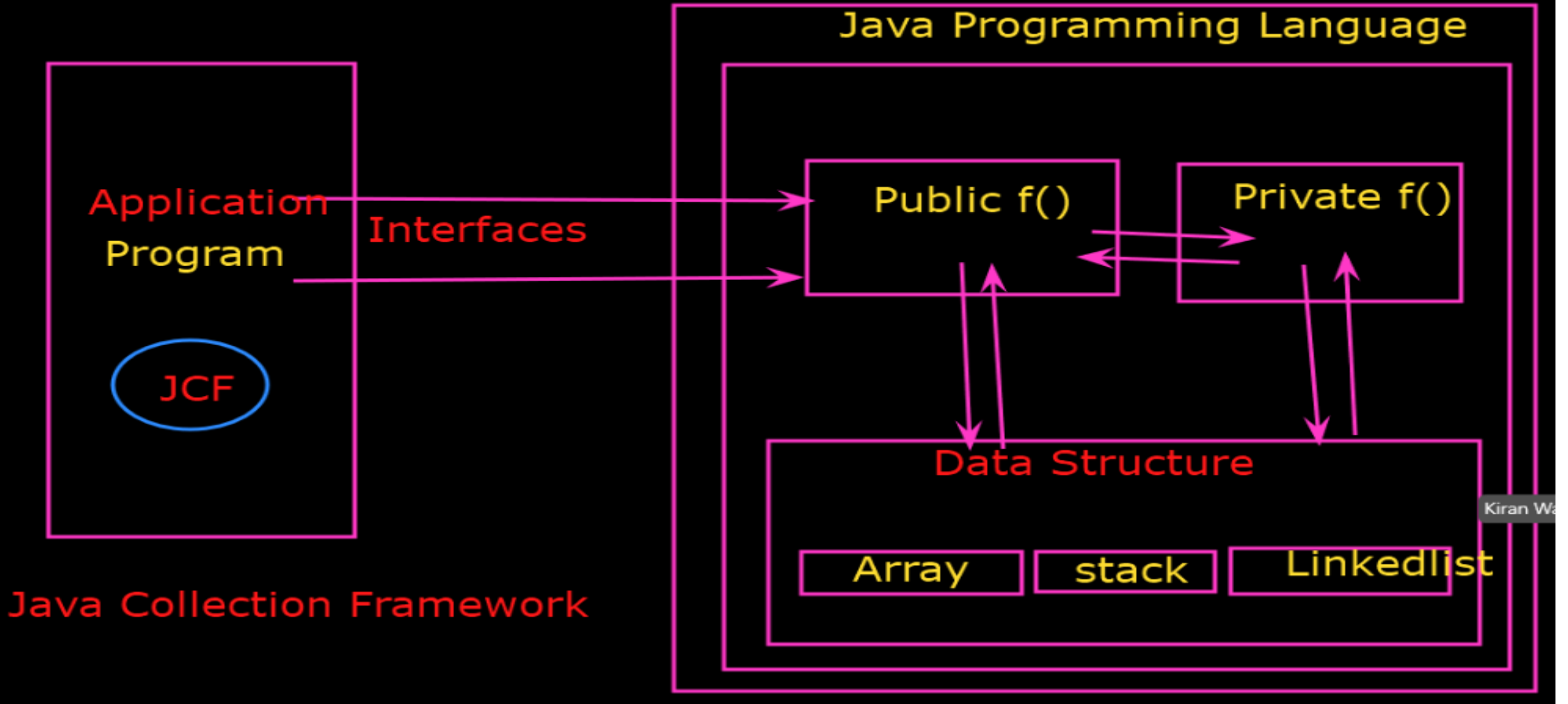
c11  
c12  
c13  
  
c21  
c22  
c23  
  
c31  
c32  
c33

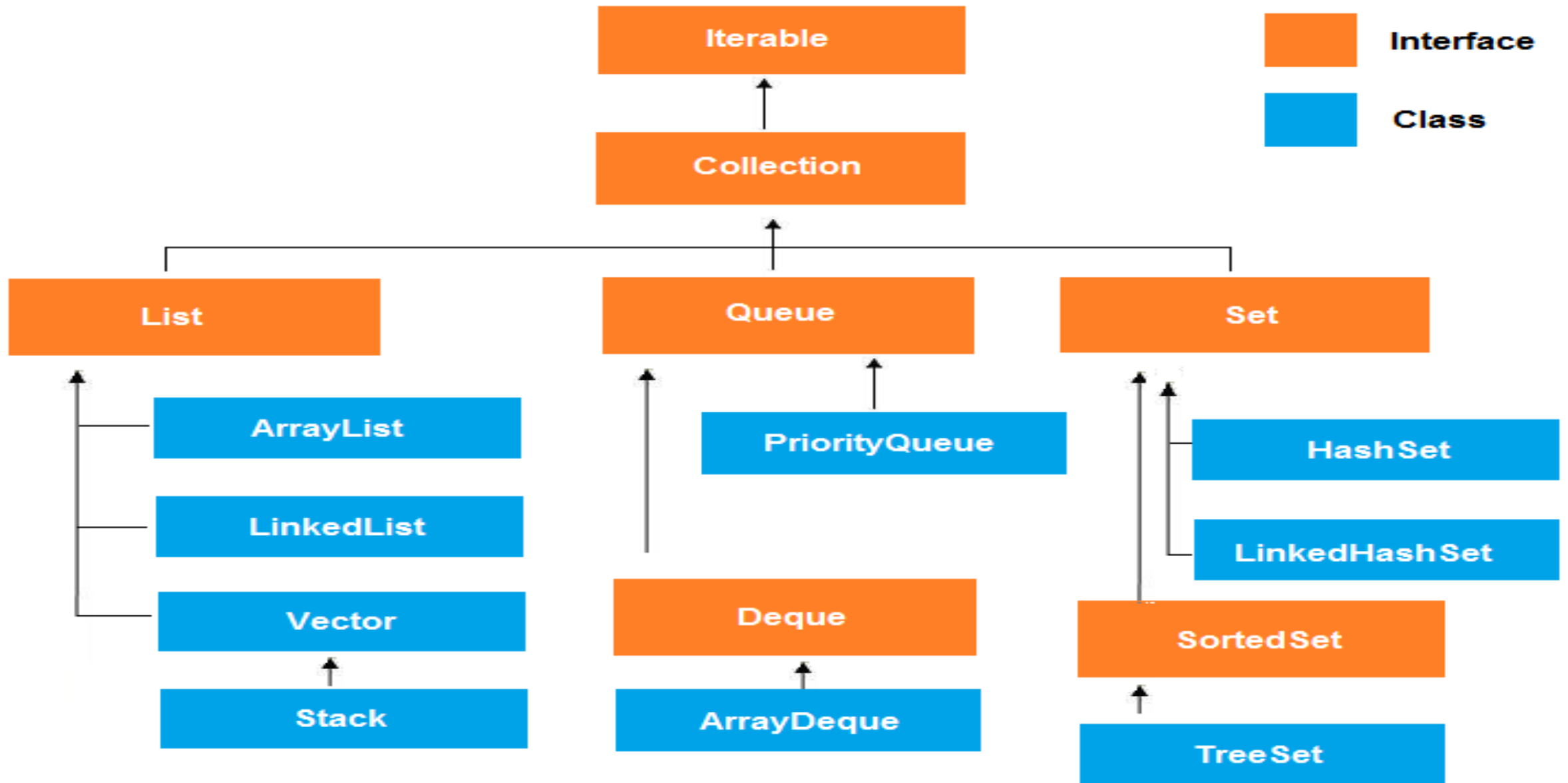


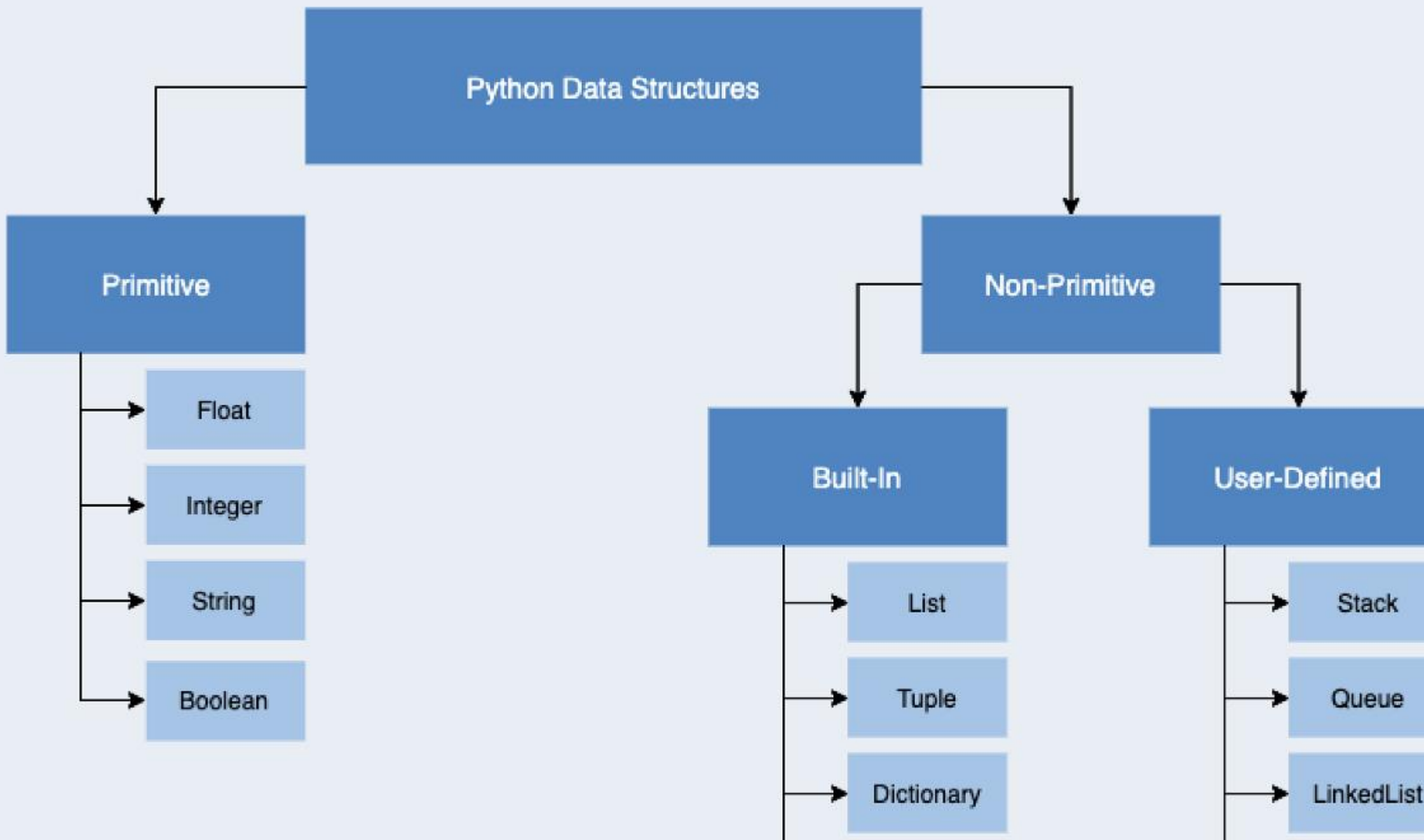


# Abstract Data Type (ADT)

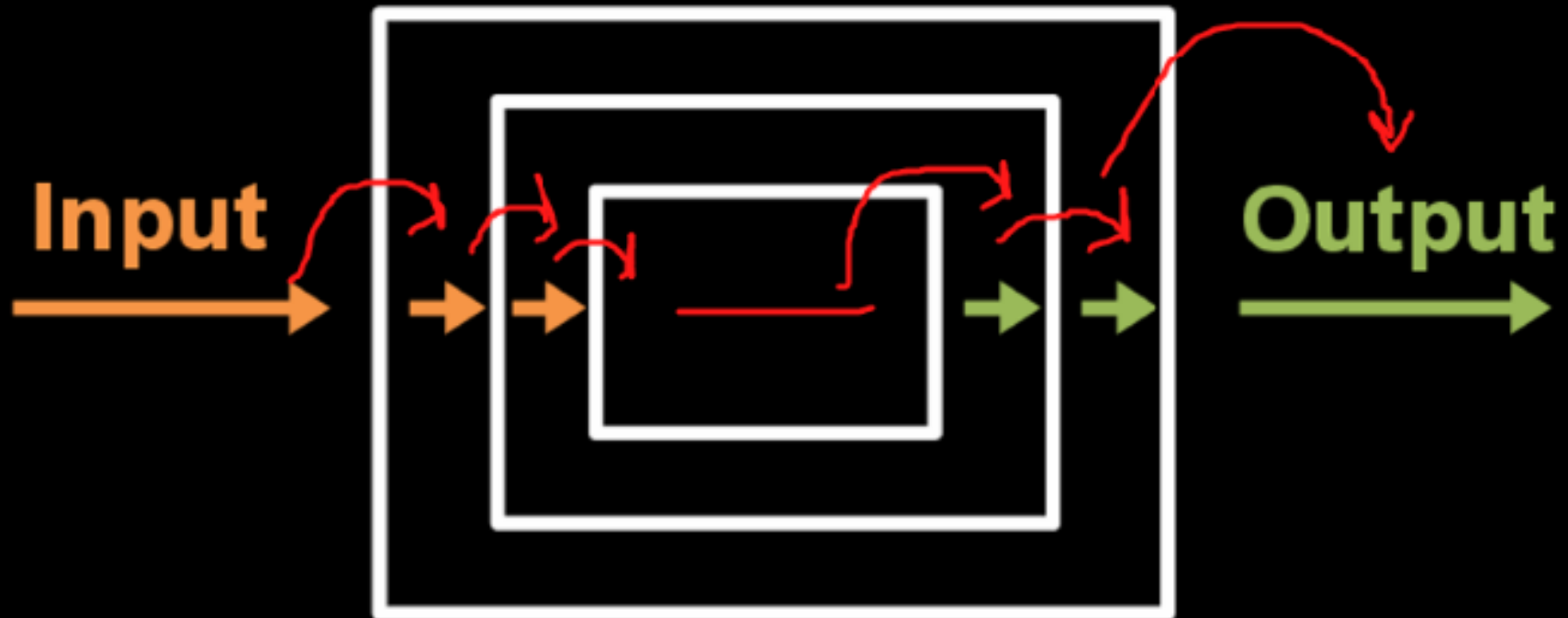
ADT: Abstract Data Type  
-class for object







# Recursion





# How does Recursion works?

```
void recurse()
{
    ... ..
    recurse();
    ... ..
}

int main()
{
    ... ..
    recurse();
    ... ..
}
```

The diagram illustrates the flow of recursive calls. It shows two functions: `void recurse()` and `int main()`. Inside `recurse()`, there is a call to `recurse();`. Inside `main()`, there is a call to `recurse();`. Arrows indicate the sequence of calls: one arrow points from the `recurse();` line in `main()` to the opening curly brace of `recurse()`, and another arrow points from the `recurse();` line inside `recurse()` back to its own opening curly brace. The text "recursive call" is placed next to the arrow originating from `main()`.

## Direct recursion:

```
def Abc():  
    // Some code....  
    Abc();  
    // Some code...
```

## . Indirect recursion:

```
def Fun1():  
    // Some code...  
    Fun2();  
    // Some code...  
  
def Fun2()  
    // Some code...  
    Fun1();  
    // Some code...
```

```
def abc():  
    xyz()
```

```
def xyz():  
    abc()
```

Example: 1+2+3+4+5

```
def recursive(num):  
    if num == 0:  
        return 0  
    else:  
        return num + recursive(num-1)
```



## Problem 1: Write a program and recurrence relation to find the Fibonacci series of n where $n > 2$ .

- Mathematical Equation:

- $n$  if  $n == 0, n == 1$ ;
- $\text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2)$  otherwise;

- Recurrence Relation:

- $T(n) = T(n-1) + T(n-2) + O(1)$

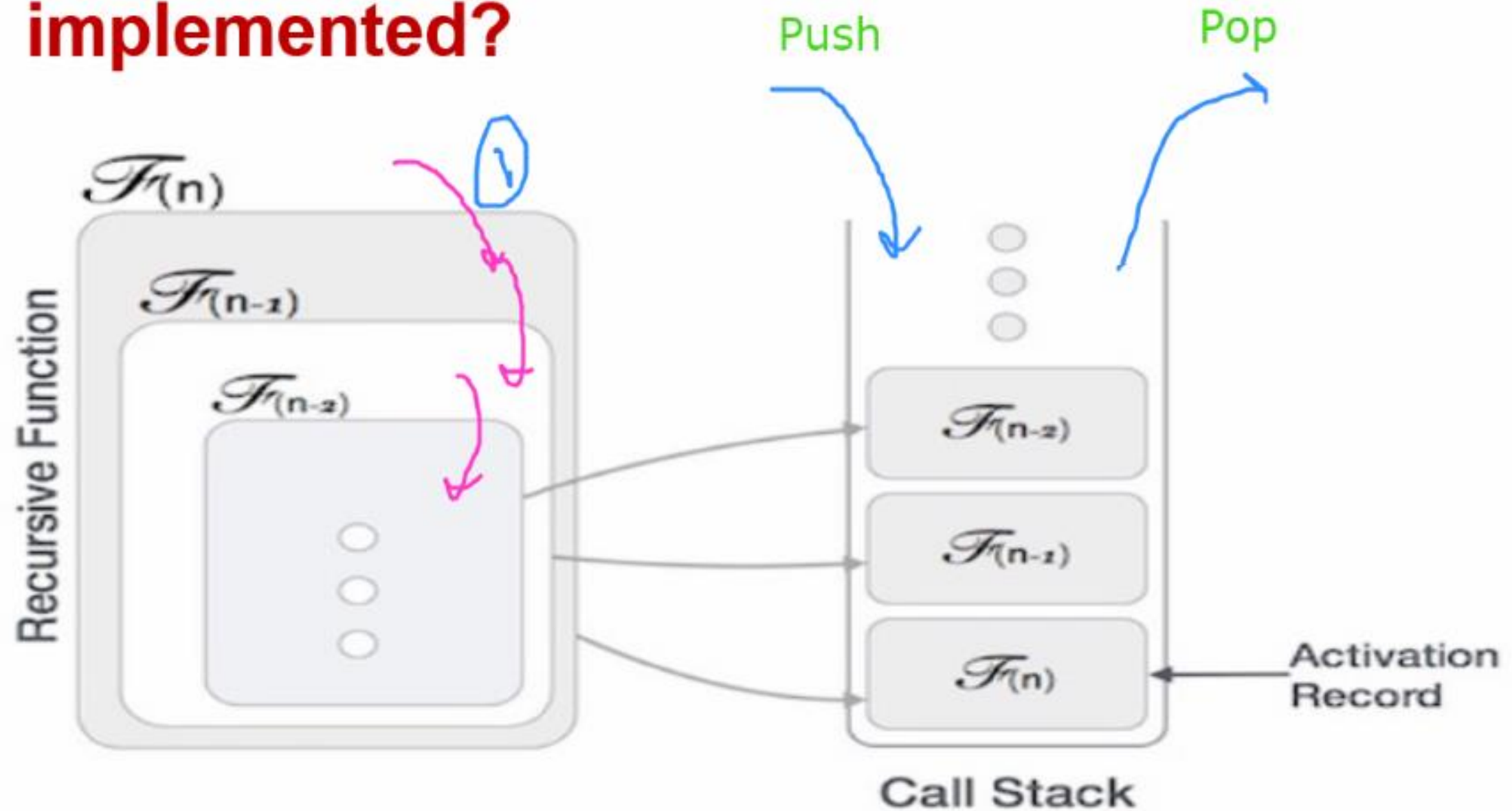
- Recursive program:

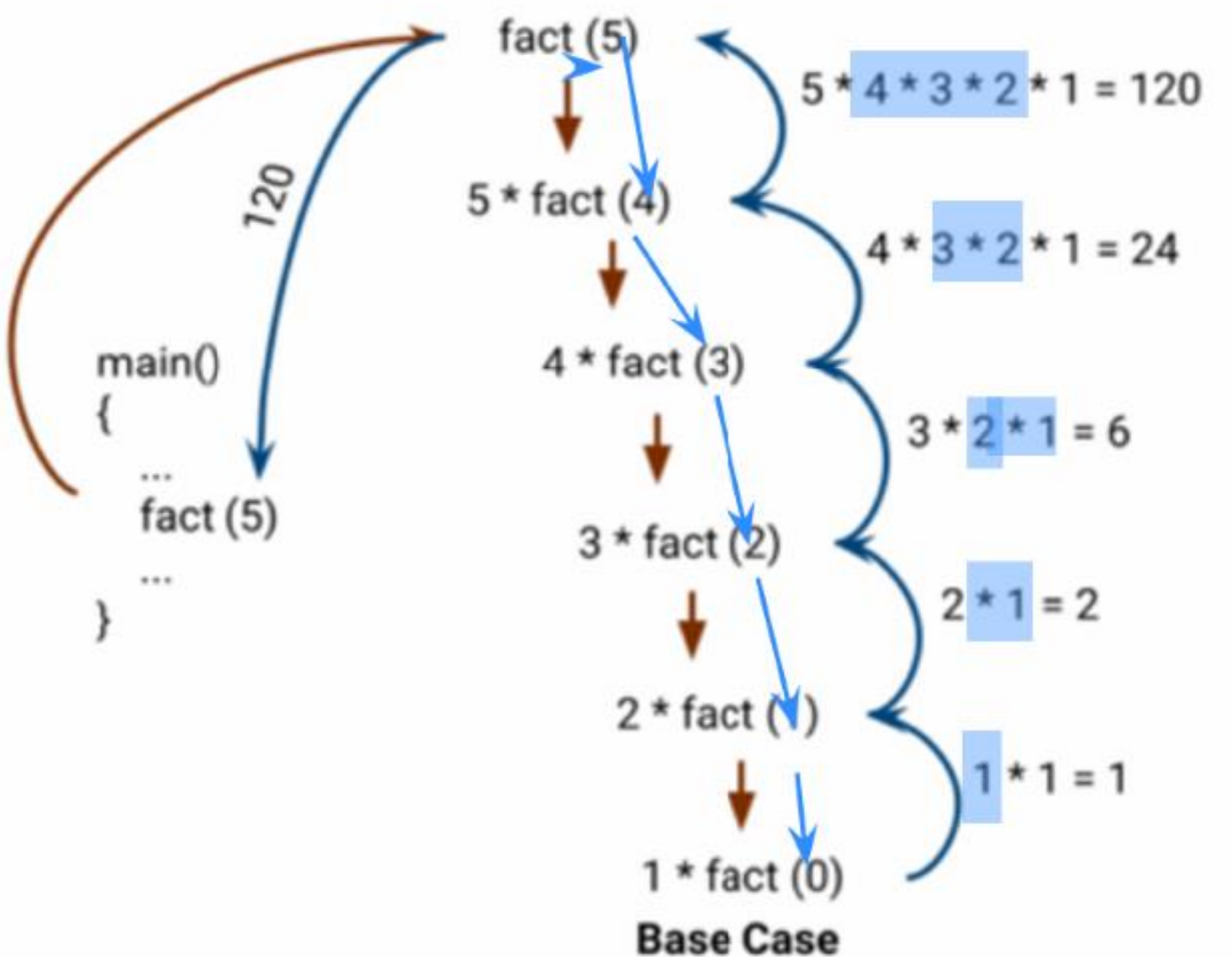
- Input:  $n = 5$

- Output:

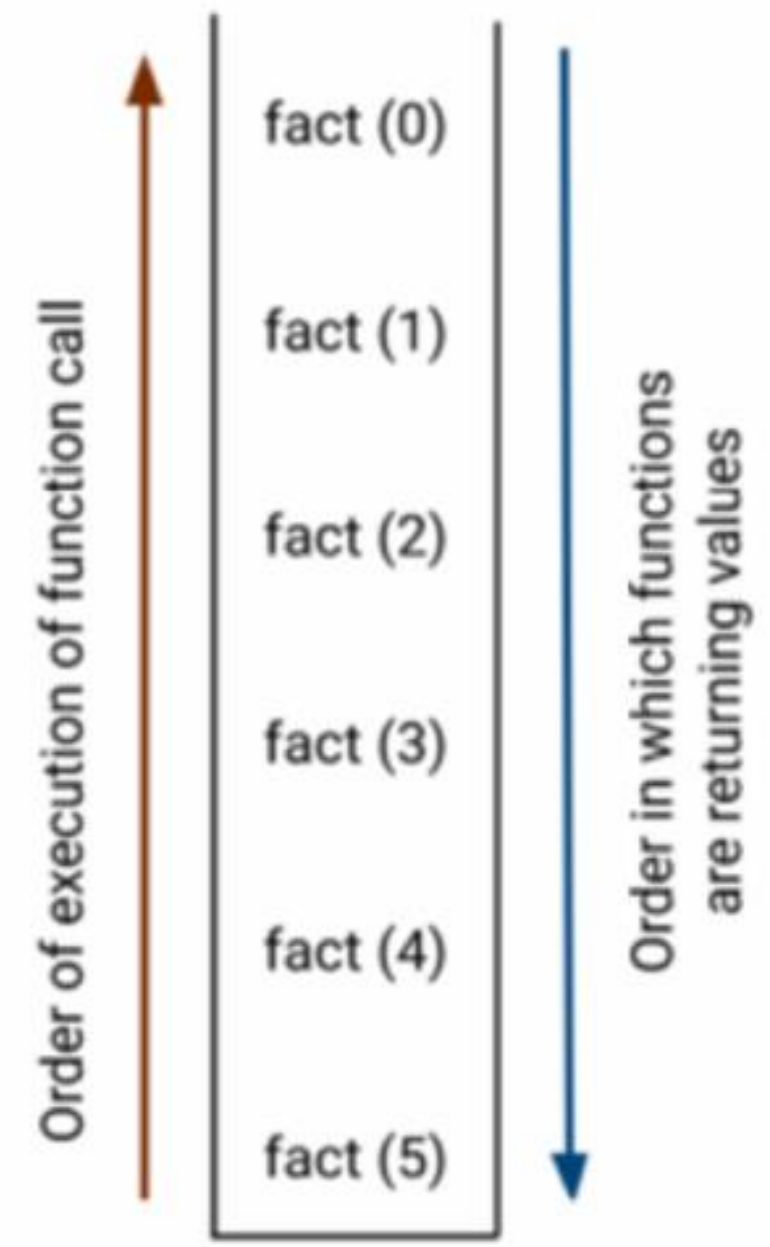
- Fibonacci series of 5 numbers is : 0 1 1 2 3

# How Data Structure Recursive function is implemented?





Recursion stop here and return the solution directly!

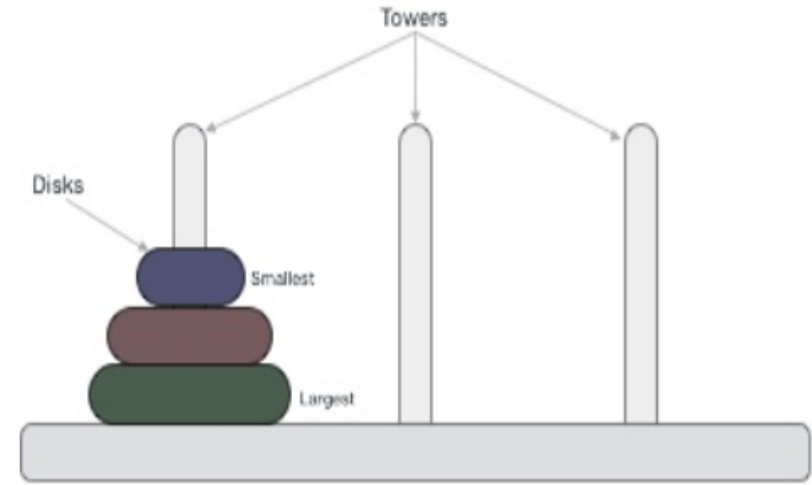


Recursion Call Stack



# What is Tower of Hanoi?

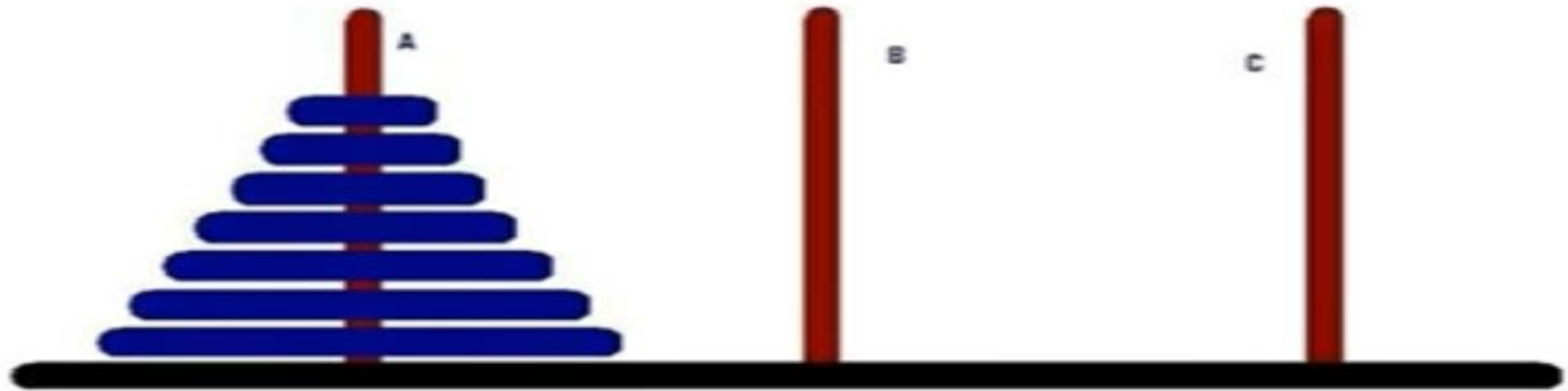
- A mathematical puzzle consisting of three towers and more than one ring is known as Tower of Hanoi.
- Tower of Hanoi
- The rings are of different sizes and are stacked in ascending order, i.e., the smaller one sits over the larger one. In some of the puzzles, the number of rings may increase, but the count of the tower remains the same.



# Tower of Hanoi

## Tower oh Hanoi

- The tower of Hanoi is mathematical puzzle.



- The objective of the puzzle is to move the entire stack to another rod.

# What are the rules to be followed by Tower of Hanoi?

- **The Tower of Hanoi puzzle is solved by moving all the disks to another tower by not violating the sequence of the arrangements.**

**The rules to be followed by the Tower of Hanoi are -**

1. Only one disk can be moved among the towers at any given time.
2. Only the "top" disk can be removed.
3. No large disk can sit over a small disk.

---

## Algorithm 1: Recursive algorithm for solving Towers of Hanoi

---

```
1 function recursiveHanoi( $n$ ,  $s$ ,  $a$ ,  $d$ )
2   if  $n == 1$  then
3      $\text{print}(s + \text{'' to ''} + d);$ 
4     return;
5   end
6   recursiveHanoi( $n - 1$ ,  $s$ ,  $d$ ,  $a$ );
7    $\text{print}(s + \text{'' to ''} + d);$ 
8   recursiveHanoi( $n - 1$ ,  $a$ ,  $s$ ,  $d$ );
9 end
```

# Home Work

- Implement Tower of Hanoi Program
- No of Disk=3
- No of Disk=5
- No of Disk= $n$