Data Structures and Algorithms

Data Structure

- Data structure is organising data into memory for efficient access.
- on which we can perform various operations like add, remove, search, sort and update etc
- Abstract Data Types
- There are two types of Data structures
 - 1. Linear Data structure (basic)
 - data is arranged linearly (sequentially)
 - 1. Array
 - 2. Structure / class
 - 3. Queue
 - 4. Stack
 - 5. Linked List
 - 2. Non Linear Data structure (Advanced)
 - data is arranged non-linearly (heirachical)
 - 1. Tree
 - 2. Graph

Algorithm

- step by step solution to the given problem statement
- set of instructions to the human (programmer/developer)
- template ---> program

eg. Find sum of array elements

- step 1 create variable to store sum and initialize it with zero
- step 2 traverse the array from 0th index to size-1 index
- step 3 add every element of array into sum variable
- step 4 return /print the final sum

eg. searching, sorting

to achieve

- Abstraction
- Reusability
- Efficiency (time and space)

Traversing - visiting each and every element of collection/structure at least once Analysis - time and space measurment of data structure and algorithm

Algorithm Analysis

Exact Analysis

- exact time and spce required to execute
- space is dependent on no of elements and type of element
- time is dependent on type of machine, no of proecesses running at that time, size of data structure

Approximate Analysis

- approximate budget/measurement of time and space
- Asymptotic Analysis mathematical approach to find time and space requirement of algorithm
- observing change in behavior of algorithm on change in input
- "Big O" / "O()" notation is used to indicate time and space

Time Measurement / Time Complexity

- time complexity is approximate time analysis
- to execute single statement will need 1 unit of time
- no of iterations of the loops are considered
- time is directly proportional to the no of iterations of the loop

1. Print 1D array

```
void printArray(int arr[], int n){
   for(int i = 0; i < n; i++)
       sysout(arr[i]);
}</pre>
```

2. Print 2D array

no of iterations
of upp = n

Time \(\text{Time of Iterations} \)

Required \(\text{Time of unit} \)

Time \(\text{Time} = n \) T(n) = O(n)

iterations $r_1 = n$ (outer loop) $r_2 = m = n$ (inner loop) $r_2 = m = n$ (inner loop) $r_3 = n + n = n^2$ iterations $r_4 = n^2$ Time $r_4 = n^2$ $r_4 = n^2$ $r_4 = n^2$

3. Add two numbers

```
int addTwoNumbers(int num1, int num2){
   int res = num1 + num2;
   return res;
}
```

irresptive of input values, this algorithm is taking some constant amount of time, it will be denoted as

Ton = ()()

4. print table of given number

```
void printTable(int num){
    for(int i = 1 ; i <= 10 ; i++)
        sysout(i * num);
}</pre>
```

irrespective of input value, loup is goining to iterate 10 time, so constant time will be needed.

TCn)=OCI)

5. Print binary of given decimal

```
void printBinary(int n){
     int i = n;
     while (i > 0)
           int rem = i \% 2;
           sysout(rem);
           i = i / 2;
 num = 9
       9 > 0:
             9 \% 2 \rightarrow 1
             9/2 -> 4
       4 > 0:
             4 \% 2 \rightarrow 0
             4 / 2 -> 2
       2 > 0:
             2 \% 2 \rightarrow 0
             2/2 -> 1
       1 > 0:
             1 % 2 -> 1
             1/2 -> 0
```

$$i=9,4,2,7,0$$
 $i=n,n/2,n/4,n/8$
 $i=\frac{n}{2^0},\frac{n}{2^1},\frac{n}{2^2},\frac{n}{2^3}$
 $i=\frac{n}{2^0},\frac{n}{2^1},\frac{n}{2^2},\frac{n}{2^3}$
 $for i=1$, last firme loop condⁿ
is true.

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

$$n=2$$

$$\log n=\log 2$$

$$ifor \log 2=\log n$$

$$ifor = \frac{\log n}{\log 2}$$

$$Time = \log n$$

$$T(n) = O(\log n)$$

Time Complexity - O(1), $O(\log n)$, O(n), $O(n\log n)$, $O(n^2)$, $O(n^3)$, $O(2^n)$

modification - '+' / '-' -> time complexity will be in terms n modification - '*' / '/' -> time complexity will be in terms log n

Space Measurement / Space Complexity

- it is approximate measure of space required to execute the algorithm
- Total space is addition of input space and auxillary space

input space - actual space of memory to store input (data) auxillary space - space of memory which is required to process actual input

- to store 1 value, will need 1 unit of space

Space Complexity - O(1), O(n), O(n^2), O(n^3)......

Searching Algorithms

- finding the key from collection of values
- There are two types of search
 - 1. linear search
 - 2. binary search

Linear search

1. Best case	- key is found at initial places	- O(1)
2. Average case	- key is found at middle places	- O(n)
3. Worst case	- key is found at last places	
	- key is not found	- O(n)

Binary search

1. Best case	 key is found at initial levels 	- O(1)
2. Average case	- key is found at middle levels	- O(log n)
3. Worst case	- key is found at last levels	
	- key is not found	- O(log n)

Approach

Iterative

Recursive

implemented using loops

```
int factorial(int num){
    int fact = 1;
    while(num){
        fact *= num;
        num = num - 1;
    }
    return fact;
```

Recursive functions

$$n! = n * (n-1)!$$
if $n = 0$, stop

int recFactorial(int num){
 if(num == 0)
 return 1;
 return num * recFactorial(num-1);
}

Time complexity = no of iterations

$$T(n) = O(n)$$

$$T(n) = O(n)$$

Recursion

```
= 5 * 4!
                                                           5!
       int rFact(int num){
                                                                 = 5 * 4 * 3!
             if(num == 1)
                                                                  = 5 * 4 * 3 * 2!
                   return 1;
                                                                  = 5 * 4 * 3 * 2 * 1!
             return num * rFact(num - 1);
                                                                  = 5 * 4 * 3 * 2 * 1
                                                           if(num == 1) return 1
                                                                              >int rFact(2){
                                                    int rFact(3){
                          7 int rFact(4){
int rFact(5){
                                                                                   if(2 == 1)
                                                         if(3 == 1)
                               if(4 == 1)
    if(5 == 1)
                                                                                        return 1;
                                                              return 1;
                                   return 1;
         return 1;
                                                                                   return 2 * rFact(1);
                                                         return 3 * rFact(2);
                               return 4 * rFact(3)
    return 5 * rFact(4);
              24
       128
                                                                               int rFact(1){
                                                                                     if(1 == 1)
                                                                                          return 1;
```