

## Advanced Data Structures and Algorithms:-

1) Data Structure — a) Tarhbaum

b) Horowitz & Sahani

c) "The Art of Computer Programming" by Donald Knuth  
vol 1

2) Algorithm — Cormen

Magic Square :-  $n \times n$

4	9	2
3	5	7
8	1	6

↑  
3x3

Sum = 15

Data — 1 to  $n^2$

	0	1	2
0	6	1	8
1	7	5	3
2	2	9	4

$(i--, j--)$   
↑  
 $(i, j)$

$(-1, 0) \% 3$   
 $= (2, 0)$

15	8	1	24	17
16	14	7	5	23
22	20	13	6	4
3	21	19	12	10
9	2	25	18	11

Sum = 65

if  $(x \% n == 1)$   
blockage ↓

Swapping 2 numbers without using a third variable

$a = 2, b = 3$

$a \neq 0, b \neq 0$

^ is Bitwise XOR operator

①  $n = a \oplus b;$

②  $a = a \oplus b;$

③  $b = a \oplus b;$

$a=2, b=3$

①

```

a = a + b;
b = a - b;
a = a - b;

```

$a \neq 0, b \neq 0$

②

```

a = a * b;
b = a / b;
a = a / b;

```

③

```

a = a ^ b;
b = b ^ a;
a = a ^ b;

```

$a^a = b^a = a^b = b^b$

main

```

{
  a = 2, b = 3;
  abc(&a, &b);
}

```

$\downarrow$  a

23

1000

$\downarrow$  b

32

1004

```

void abc(int *x, int *y)
{
  //
}

```

void abc(int &a, int &b)

Recursion:- Function calling itself

Base condition

1) Factorial

```

int fact(int n)
{
  if (n == 0 || n == 1)
    return 1;
  return n * fact(n-1);
}

```

2) Fibonacci Number

0, 1, 1, 2, 3, ...

```

int fib(int n)
{
  if (n == 0 || n == 1)
    return n;
  return (fib(n-1) + fib(n-2));
}

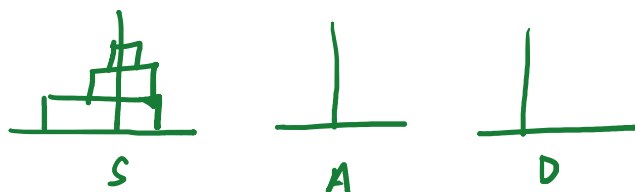
```

### 3) Tower of Hanoi :-

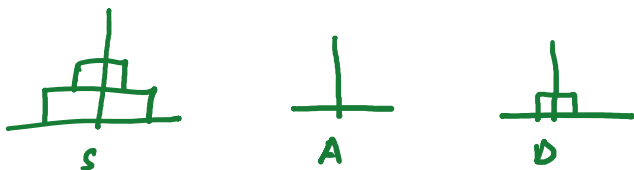


#### Two Constraints

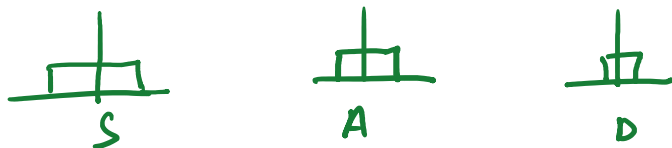
- 1) Moving disk one at a time ✓✓
- 2) Larger disk cannot be placed over a smaller one.



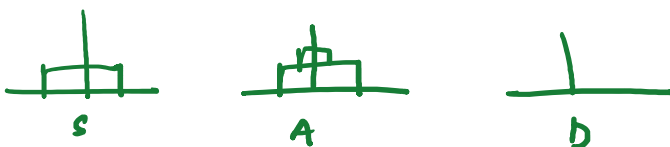
$S \rightarrow D$



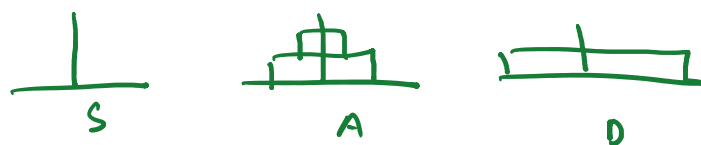
$S \rightarrow A$



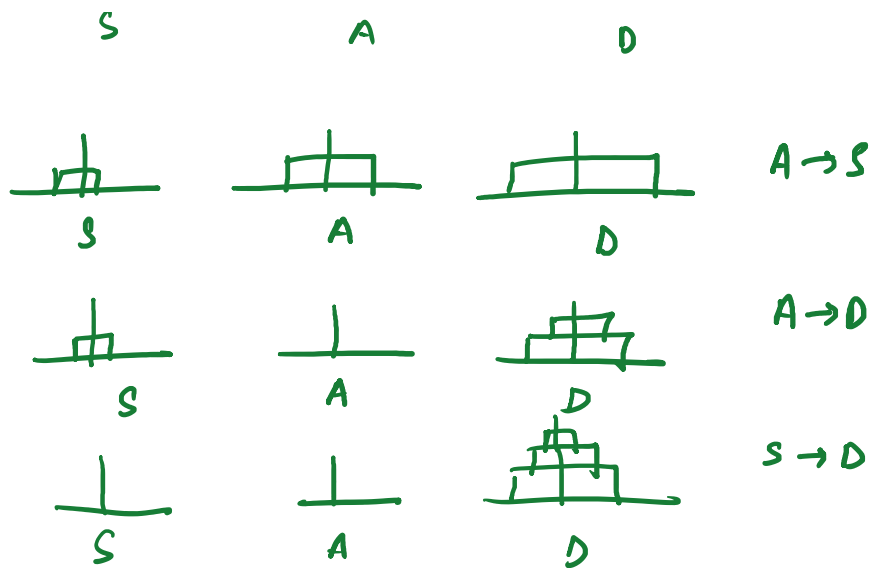
$D \rightarrow A$



$S \rightarrow D$



7 moves

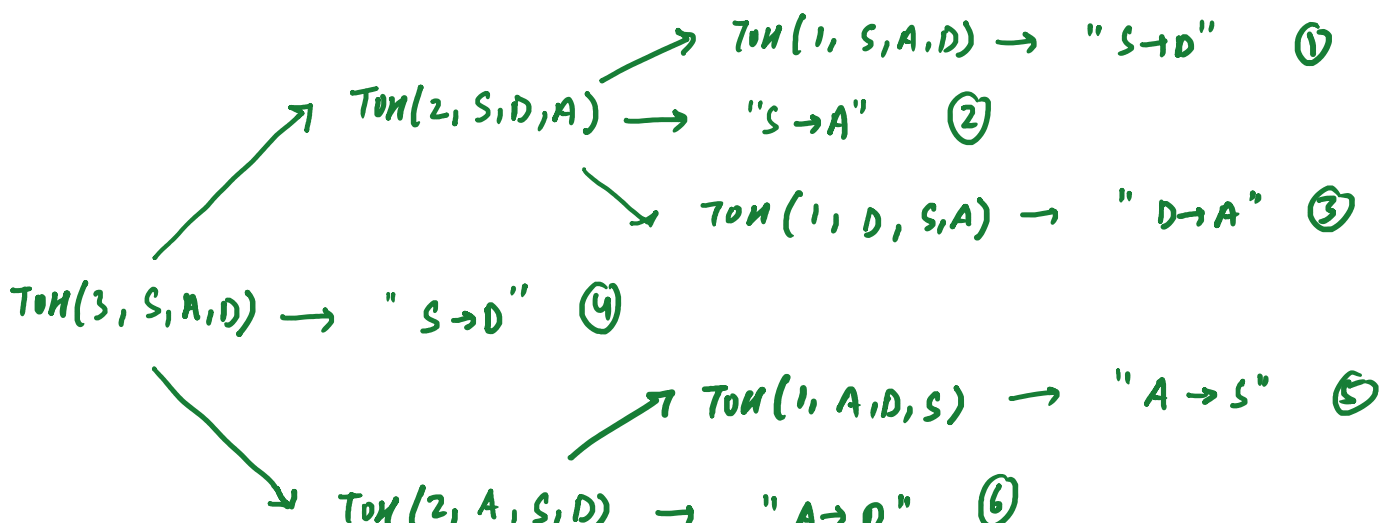
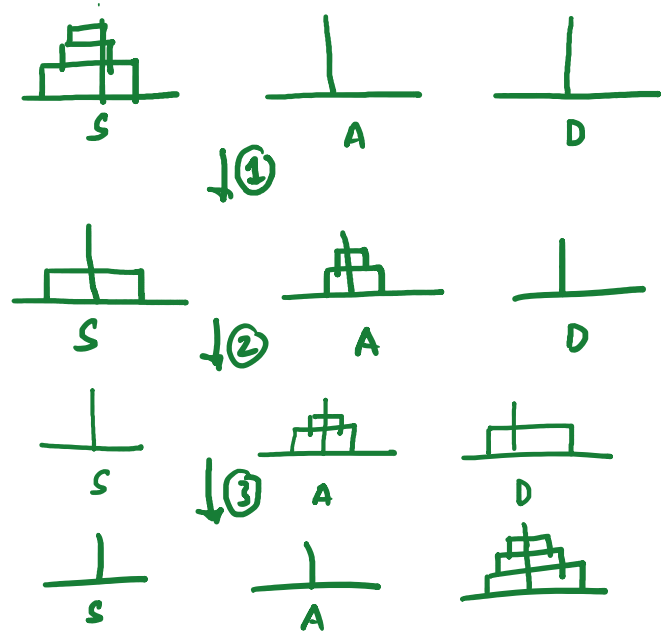


7 moves

For  $n$  disks there are  $2^n - 1$  moves

```

TOH(n, S, A, D)
{
    if (n == 1)
        print "S → D"
    else
    {
        TOH(n-1, S, D, A)
        print "S → D"
        TOH(n-1, A, S, D)
    }
}
  
```



→  $Tow(2, A, S, D) \rightarrow "A \rightarrow D"$  ⑥

→  $Tow(1, S, A, D) \rightarrow "S \rightarrow D"$  ⑦

Backtracking:-

4 Queens Problem:- Place 4 queens on a board of size  $4 \times 4$  such that they are not in conflicting position

	0	1	2	3
0			Q <sub>3</sub>	
1	Q <sub>1</sub>			
2				Q <sub>4</sub>
3		Q <sub>2</sub>		

Sol in the form of 1-D array

Columns [ 1 3 0 2 ]

rows [ 2 0 3 1 ]

8 Queens Problem : [ 0 4 7 5 2 6 1 3 ]

It has 92 solutions but only 12 are distinct

Knight's Tour Problem:-

Problem: Place knight on every block of the board considering the movements of a knight (over is the solution)

	3		2	
4				1
		(K)		
5				8
	6		7	

5x5

1	16	7	26	11	14
34	25	12	15	6	27
17	2	33	8	13	10
32	35	24	21	28	5
23	18	3	30	9	20
36	31	22	19	4	29

6x6