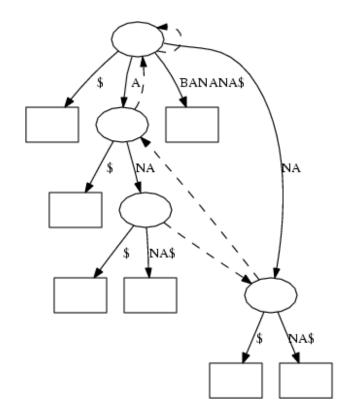
Algorithms and Analysis

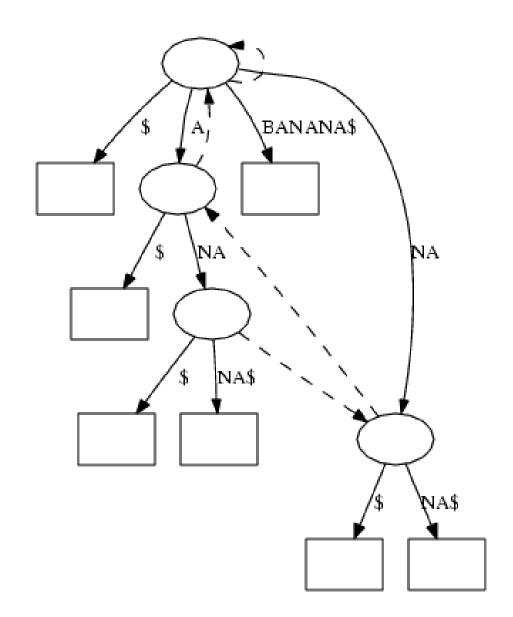
Lesson 1: Use Data Structures and Algorithms!



Course structure, examples of data structures and algorithms

Outline

- 1. Course structure
- 2. Example of Using DSA
- 3. Sophisticated Program
- 4. State-of-the-Art



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- I'm teaching you algorithms
- The analysis is an ability to reason about programming
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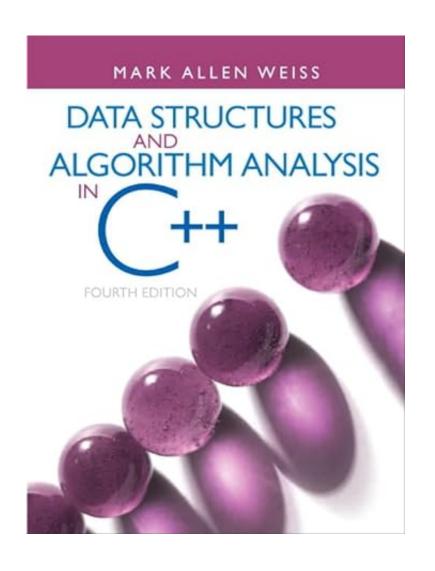
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- 4 labs (worth 10%)

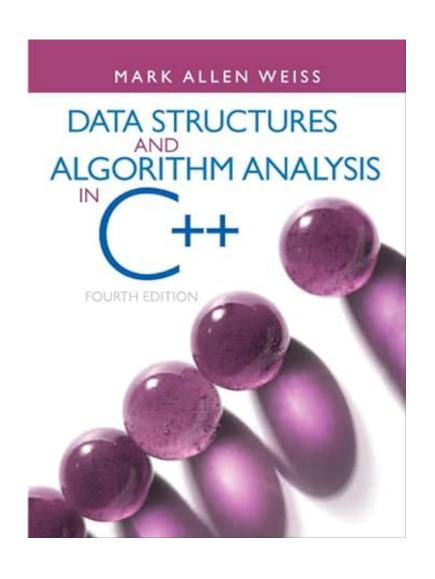
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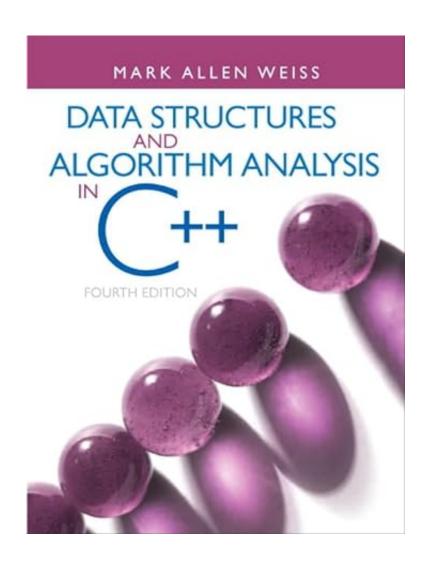
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- Final exam (worth 50%?)



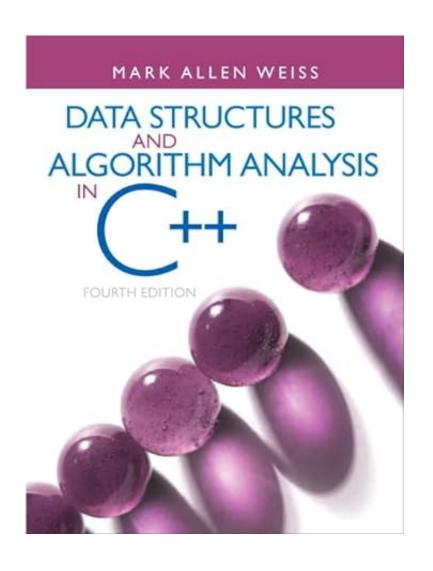
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- Clean interface, e.g. push, pop, delete
- Usually designed for fast or convenient access

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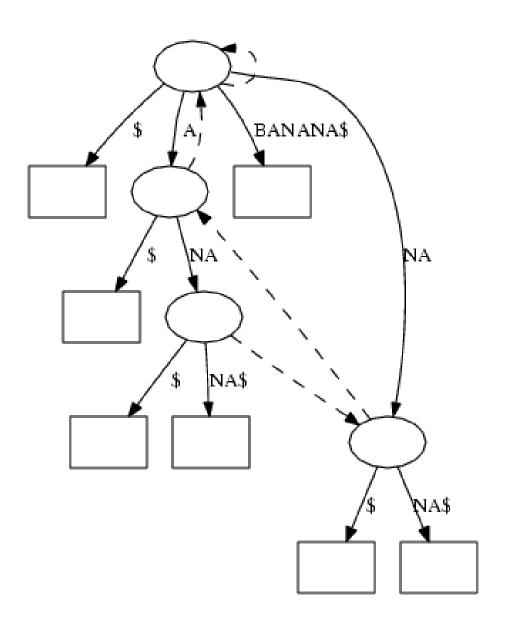
Exemplary OO-Software

- Abstraction from details of problem
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Thou shall not re-implement common data structures

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Example: Sort program

- Suppose we want to write a program to
 - * read an input file of integers
 - ★ sort the integers
 - * write a list of integers to standard out

- In Unix there is a command called sort which does just this
- Note that you don't know the number of inputs

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Code for sort

```
#include <iostream>
#include <fstream>
int main(int argc, char** argv) {
  std::ifstream myfile(argv[1]);
  int array_size = 10;
  int* array = new int[array_size];
  int cnt = 0;
 while (myfile.good()) {
    if (cnt==array_size) {
      int* new_array = new int[2*array_size];
      for(int i=0; i<array size; ++i)</pre>
        new_array[i] = array[i];
      delete[] array;
      array = new_array;
      array_size *= 2;
    myfile >> array[cnt++];
```

```
for(int i=0; i < cnt; ++i) {
   int index = 0;
   for(int j=1; j < cnt-i; ++j) {
      if (array[j] < array[index])
        index = j;
   }
   std::cout << array[index] << std::endl;
   array[index] = array[cnt-i-1];
}</pre>
```

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- Simple program (~ 20 lines of code)
- Uses a simple array
- Difficult to see what is going on
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Using Data Structures and algorithms

```
#include <iostream>
#include <fstream>
#include <iterator>
#include <vector>
#include <algorithm>
using namespace std;
int main(int argc, char *argv[])
  ifstream in (arqv[1]);
  vector<int> data;
  copy(istream_iterator<int>(in), istream_iterator<int>(),
       back inserter(data));
  sort(data.begin(), data.end());
  copy(data.begin(), data.end(), ostream_iterator<int>(cout, "\n"));
```

Sorting Doubles

```
#include <iostream>
#include <fstream>
#include <iterator>
#include <vector>
#include <algorithm>
using namespace std;
int main(int argc, char *argv[])
  ifstream in (arqv[1]);
  vector<double> data;
  copy(istream_iterator<double>(in), istream_iterator<double>(),
       back inserter(data));
  sort(data.begin(), data.end());
  copy(data.begin(), data.end(), ostream_iterator<double>(cout, "\n"));
```

- vector<int> is the C++ standard resizable array
- input/output is treated as a copy
- Code is easy to read
 - ★ Declare vector<int> or vector<double>
 - ★ copy input file into vector
 - ★ sort vector
 - ★ copy sorted vector to standard output stream

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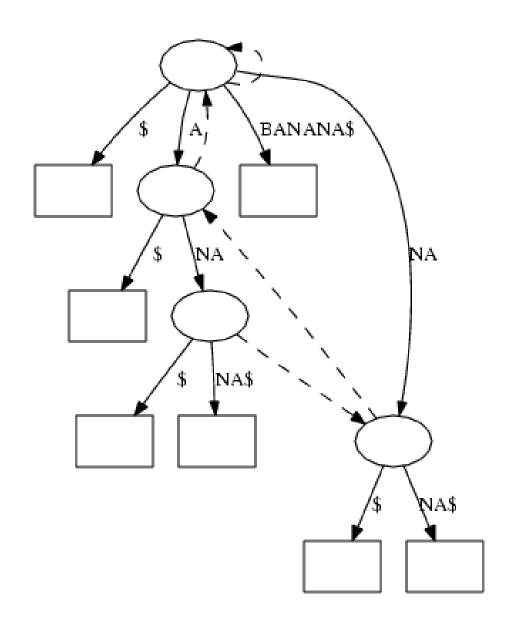
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Sophisticated Programs

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- E.g. consider a program to count all occurrences of words in a document
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countWords

```
#include <stuff>
int main(int argc, char** argv) {
  ifstream in (argv[1]);
 map<string, int> words;
  string s;
 while(in >> s) {
    ++words[s];
 vector<pair<string,int> > pairs;
  copy(words.begin(), words.end(), back_inserter(pairs));
  sort(pairs.begin(), pairs.end(),
    [] (auto& a, auto&b) {return a.second>b.second; });
  for(auto w=pairs.begin(); w!=pairs.end(); ++w) {
    cout << w->first << "_occurs_" << w->second << "_times\n";</pre>
```

Using countWords

> countWords text.dat | more the occurs 97 times of occurs 96 times to occurs 57 times and occurs 42 times a occurs 36 times be occurs 31 times will occurs 26 times we occurs 23 times that occurs 23 times is occurs 21 times have occurs 19 times freedom occurs 18 times

- Run on "I have a dream" speech with 1550 words in 0.02 seconds
- Challenge for good programmers

Write a program without use data structures in less that 10 times as much code that runs in less than 10 times as long

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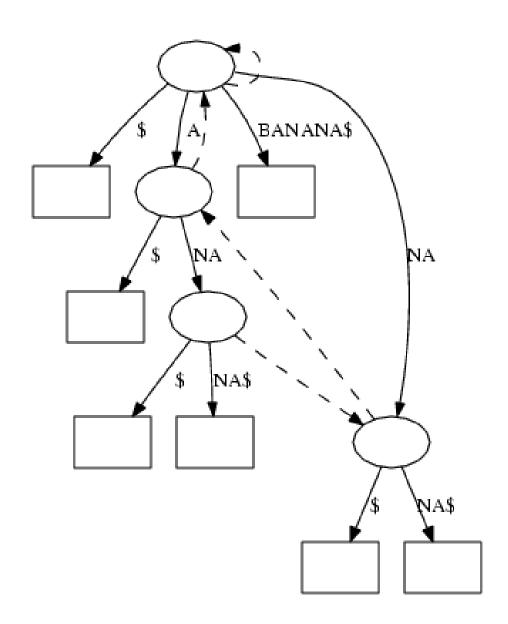
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DNA Sequencing

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CTCCT	CCTTG	ATGCC	GCTCC	$\mathbf{T}\mathbf{G}\mathbf{C}\mathbf{C}\mathbf{T}$	TTGCT
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CTCCT	CCTTG	ATGCC	GCTCC	$\mathbf{T}_{\mathbf{G}}^{\mathbf{C}}$	TTGCT
TGCTC	ACCAC	TTGCT	AATAT	CAAGG	TGCCT
TACCA	CACCA	CCTTG	CTCCA	TATTA	AATTC

ATACCACCATGCCTCCTTGCTCCAATATTAATTCAAGGCG
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ATACCACCATGCCTCCTTGCT

TTGCT	TACCA	CAAGG	TTAAT	TTCAA	\mathbf{TCCTT}
$\mathbf{T}_{\mathbf{G}}^{\mathbf{G}}$	AATAT	CCTCC	AGGCG	ATACC	ACCAT
CTCCT	CCTTG	ATGCC	GCTCC	TGCCT	TTGCT
TGCTC	ACCAC	TTGCT	AATAT	CAAGG	TGCCT
TACCA	CACCA	CCTTG	CTCCA	TATTA	AATTC

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ATACCACCATGCCTCCTTGCTC

TTGCT	TACCA	CAAGG	TTAAT	TTCAA	TCCTT
TGCCT	AATAT	CCTCC	AGGCG	ATACC	ACCAT
CTCCT	CCTTG	ATGCC	GCTCC	$\mathbf{T}\mathbf{G}\mathbf{C}\mathbf{C}\mathbf{T}$	TTGCT
TGCTC	ACCAC	TTGCT	AATAT	CAAGG	TGCCT
TACCA	CACCA	CCTTG	CTCCA	TATTA	AATTC

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TTGCT	TACCA	CAAGG	TTAAT	TTCAA	TCCTT
$\mathbf{T}_{\mathbf{G}}^{\mathbf{G}}$ CCT	AATAT	CCTCC	AGGCG	ATACC	ACCAT
CTCCT	CCTTG	ATGCC	GCTCC	TGCCT	TTGCT
TGCTC	ACCAC	TTGCT	AATAT	CAAGG	T_{GCCT}
TACCA	CACCA	CCTTG	CTCCA	TATTA	AATTC

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TGCTC	ACCAC	TTGCT	AATAT	CAAGG	$\mathbf{T}_{\mathbf{G}}^{\mathbf{C}}$
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$\mathbf{T}_{\mathbf{G}}^{\mathbf{G}}$	AATAT	CCTCC	AGGCG	ATACC	ACCAT
CTCCT	CCTTG	ATGCC	GCTCC	TGCCT	TTGCT
TGCTC	ACCAC	TTGCT	AATAT	CAAGG	$\mathbf{T}_{\mathbf{G}}^{\mathbf{G}}$
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TGCTC	ACCAC	TTGCT	AATAT	CAAGG	TGCCT
TACCA	CACCA	CCTTG	$\mathbf{C}\mathbf{T}\mathbf{C}\mathbf{C}\mathbf{A}$	TATTA	AATTC

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CTCCT	CCTTG	ATGCC	GCTCC	TGCCT	TTGCT
TGCTC	ACCAC	TTGCT	AATAT	CAAGG	\mathbf{TGCCT}
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 This is an important question for developing new sequencing technologies

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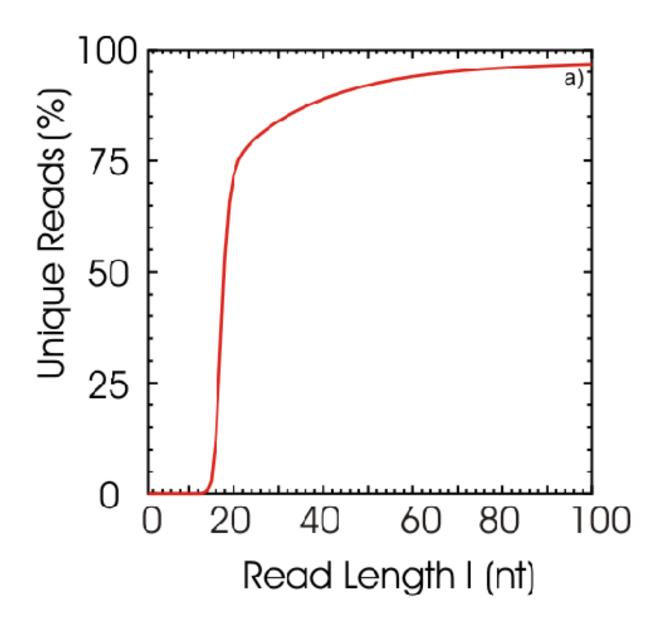
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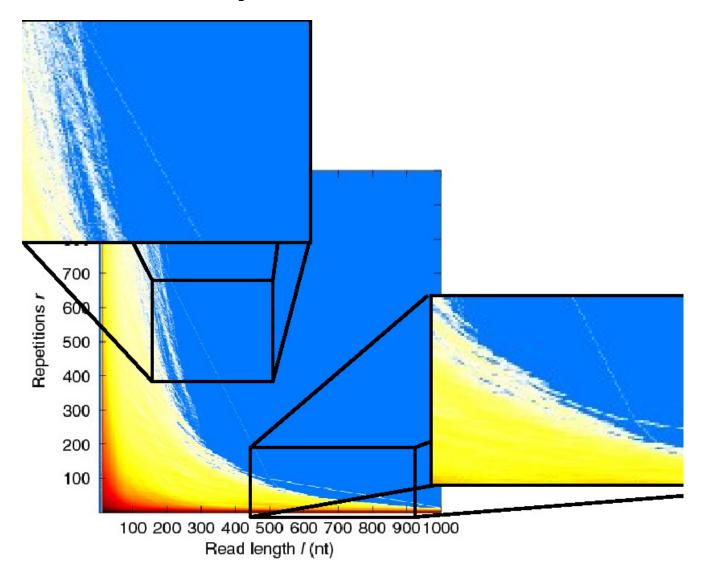
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Repeats in Human Genome



Repeats Structure



- A naive program would take n^2 operations where $n=6.4\times 10^9$
- If we used this we would still be waiting for the program to finish
- Could not answer this question a few years ago

- Used state-of-the-art suffix arrays
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- Understand the implementations enough to modify existing data structures to be fit for purpose
- Understand time/space complexity to select the right data structure or algorithm
- Understand software interfaces for DSA
- Be able to combine data structures
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