

数据结构与算法 Data Structure and Algorithm

Introduction

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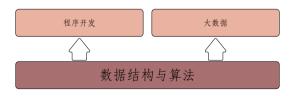
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课程所处地位

- 1 课程介绍
- 《数据结构与算法》是信息管理专业的核心基础课程之一。
- 它为学生提供解决实际问题和优化信息系统的关键工具和技术。
- 该课程与其他信息管理科学相关课程(如《管理信息系统》、《面向对象程序设计》、《商务智能与数据挖掘》、《信息系统分析与设计》等)相互关联,构建了信息管理专业的技术基础。





- **抽象性强**:数据结构与算法课程涉及到抽象的数据模型和算法设计,需要学生 具备抽象思维和逻辑推理能力。
- 实践性强:该课程注重实践操作和算法实现,学生需要通过编程实践来加深对数据结构和算法的理解和应用。
- **算法思维培养**:该课程强调培养学生的算法思维,即解决问题的思考方式和技巧,让学生具备分析、设计和优化算法的能力。



和操作。

主要讲授内容

- 基本数据结构:包括数组、链表、栈、队列、树等常用数据结构的定义、实现
- 常用算法:涵盖排序算法、搜索算法、图算法等,如冒泡排序、快速排序、二分查找、广度优先搜索、最短路径算法等。
- 数据结构和算法的应用:介绍数据结构和算法在实际问题求解和信息管理系统中的应用,如数据库、大数据分析等领域。



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期望目标

- 1. 熟悉常见的数据集合抽象(例如栈、队列、列表、树、映射)。
- 2. 理解实现常见数据结构的高效算法策略。
- 3. 能够从理论和实验的角度分析算法性能,并识别不同策略之间的常见权衡和取舍。
- 4. 能够基于 Python 语言明智地使用现有的数据结构和算法。
- 5. 能够应用数据结构和算法解决复杂问题。



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Declarative knowledge vs. Imperative knowledge ³ 算法概述

All knowledge can be thought of as either **declarative** (陈述性的) or **imperative** (命令性的).

• **Declarative knowledge** is composed of statements of fact.



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- Imperative knowledge is "how to" knowledge, or recipes for deducing information.



A way to compute the square root of a number 3 算法概述



A way to compute the square root of a number 3 算法概述

- 1. Start with a guess, g.
- 2. If $g \times g$ is close enough to x, stop and say that g is the answer.
- 3. Otherwise, create a new guess by averaging g and $\frac{x}{g}$, i.e., $\frac{(g+\frac{x}{g})}{2}$.
- 4. Using this new guess, which we again call g, repeat the process until $g \times g$ is close enough to x.



• Note that the description of the method is a sequence of simple steps, together with a flow of control that specifies when to execute each step. Such a description is called an algorithm.

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- More formally, an algorithm is a finite list of instructions describing a set of computations that when executed on a set of inputs will proceed through a sequence of well-defined states and eventually produce an output.



Examples: Perfect cube root ³ 算法概述

This code prints the integer cube root, if it exists, of an integer. If the input is not a perfect cube, it prints a message to that effect.

```
# Find the cube root of a perfect cube
       x = int(input("Enter an integer: "))
       ans = 0
       while ans**3 < abs(x):
            ans += 1
       if ans**3 != abs(x):
6
            print(x, "is not a perfect cube")
       else:
           if x < 0:
                ans = -ans
            print("Cube root of", x, "is", ans)
```



Examples: Prime number

3 算法概述

This code tests whether an integer is a prime number and returning the smallest divisor if it is not.



Examples: Prime number

3 算法概述

This code tests whether an integer is a prime number and returning the smallest divisor if it is not.

```
# Test if an int > 2 is prime. If not, print smallest divisor
       x = int(input("Enter an integer greater than 2: "))
        smallest divisor = None
       for guess in range (2, x):
4
            if x\%guess == 0:
                smallest_divisor = guess
                hreak
       if smallest divisor != None:
            print("Smallest divisor of", x, "is", smallest_divisor)
       else:
            print(x, "is a prime number")
```



Examples: Approximation to the square root of x 3 $\hat{y} \in \mathbb{R}^3$

```
epsilon = 0.01
        step = epsilon**2
        num_guesses = 0
        while abs(ans**2 - x) >= epsilon and ans <= x:</pre>
             ans += step
             num guesses += 1
6
        print("number of guesses = ', num_guesses)
        if abs(ans**2 - x) >= epsilon:
             print("Failed on square root of", x)
        else:
             print(ans, "is close to square root of", x)
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```



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Q&A

Thank you for listening!
Your feedback will be highly appreciated!