



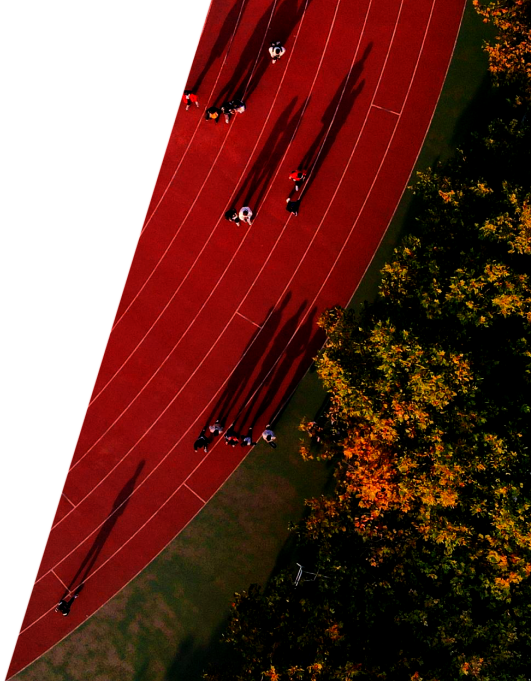
# 数据结构与算法

## Data Structure and Algorithm

Introduction

ZHANG Luping

2023 年 6 月 24 日





This template is a secondary creation of [SINTEF Presentation](#) template from [Federico Zenith](#)

Following a brief introduction written by [Federico Zenith](#) about how to use  $\text{\LaTeX}$  and beamer to prepare slides. All rights reserved by him

This template is released under [Creative Commons CC BY 4.0](#) license



# Table of Contents

## 1 Desired Outcomes

► Desired Outcomes

► Algorithm



- You have knowledge of the most common abstractions for data collections (e.g., stacks, queues, lists, trees, maps).
- You understand algorithm strategies for producing efficient realizations of common data structures.
- You can analyze algorithmic performance, both theoretically and experimentally, and recognize common trade-offs between competing strategies.
- You can wisely use existing data structures and algorithms found in modern programming language libraries.
- You have experience working with concrete implementations for most foundational data structures and algorithms.
- You can apply data structures and algorithm to solve complex problems.



# Table of Contents

## 2 Algorithm

► Desired Outcomes

► Algorithm



# Declarative knowledge vs. Imperative knowledge

## 2 Algorithm

All knowledge can be thought of as either **declarative or imperative**.

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



# Declarative knowledge vs. Imperative knowledge

## 2 Algorithm

All knowledge can be thought of as either **declarative or imperative**.

- **Declarative knowledge** is composed of statements of fact.
  - *The square root of  $x$  is a number  $y$  such that  $y \times y = x$ ,*



# Declarative knowledge vs. Imperative knowledge

## 2 Algorithm

All knowledge can be thought of as either **declarative or imperative**.

- **Declarative knowledge** is composed of statements of fact.
  - *The square root of  $x$  is a number  $y$  such that  $y \times y = x$ ,*
  - *It is possible to travel by train from Qingdao to Beijing*





# Declarative knowledge vs. Imperative knowledge

## 2 Algorithm

All knowledge can be thought of as either **declarative or imperative**.

- **Declarative knowledge** is composed of statements of fact.
  - *The square root of  $x$  is a number  $y$  such that  $y \times y = x$ ,*
  - *It is possible to travel by train from Qingdao to Beijing*
- **Imperative knowledge** is “how to” knowledge, or recipes for deducing information.



# A way to compute the square root of a number

## 2 Algorithm



# A way to compute the square root of a number

## 2 Algorithm

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  $x$ .



# Definition of **algorithm**

## 2 Algorithm

- 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**.



# Definition of **algorithm**

## 2 Algorithm

- 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**.
- 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

## 2 Algorithm

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.

```
1      # Find the cube root of a perfect cube
2      x = int(input("Enter an integer: "))
3      ans = 0
4      while ans**3 < abs(x):
5          ans += 1
6      if ans**3 != abs(x):
7          print(x, "is not a perfect cube")
8      else:
9          if x < 0:
10             ans = -ans
11             print("Cube root of" , x, "is", ans)
12
```



# Examples: Prime number

## 2 Algorithm

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

```
1      # Test if an int > 2 is prime. If not, print smallest divisor
2      x = int(input("Enter an integer greater than 2: "))
3      smallest_divisor = None
4      for guess in range(2, x):
5          if x%guess == 0:
6              smallest_divisor = guess
7              break
8      if smallest_divisor != None:
9          print("Smallest divisor of", x, "is", smallest_divisor)
10     else:
11         print(x, "is a prime number")
12
```



# Q&A

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