



# Computational Structures in Data Science



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## Lecture #2: Algorithmic Structures



<https://www.wired.com/2016/09/heres-happens-two-designers-speak-infographics/>



# Requirements for CS61b and CS Major

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c8	CS88	CS47a	CS61b
			CS major

c8	CS88	CS61b
		CS non-major

- **Data8+CS88 qualify you for CS61b**
- **CS majors:** Need to take CS47a any time *after* CS88 to fulfill requirements.



# Computational Concepts today

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- Algorithm, Code, Data, Information
- Data Types, Simple Data Structures
- Function Definition Statement
- Conditional Statement
- Iteration

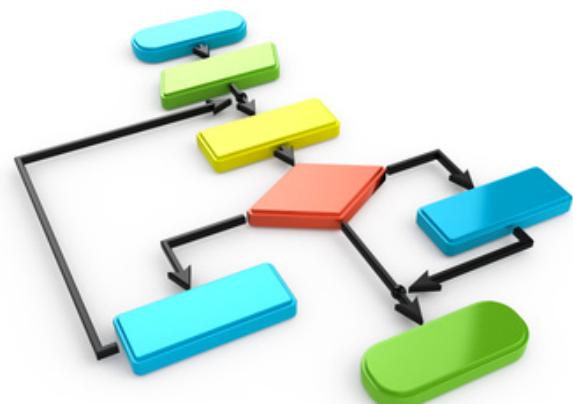




# Algorithm

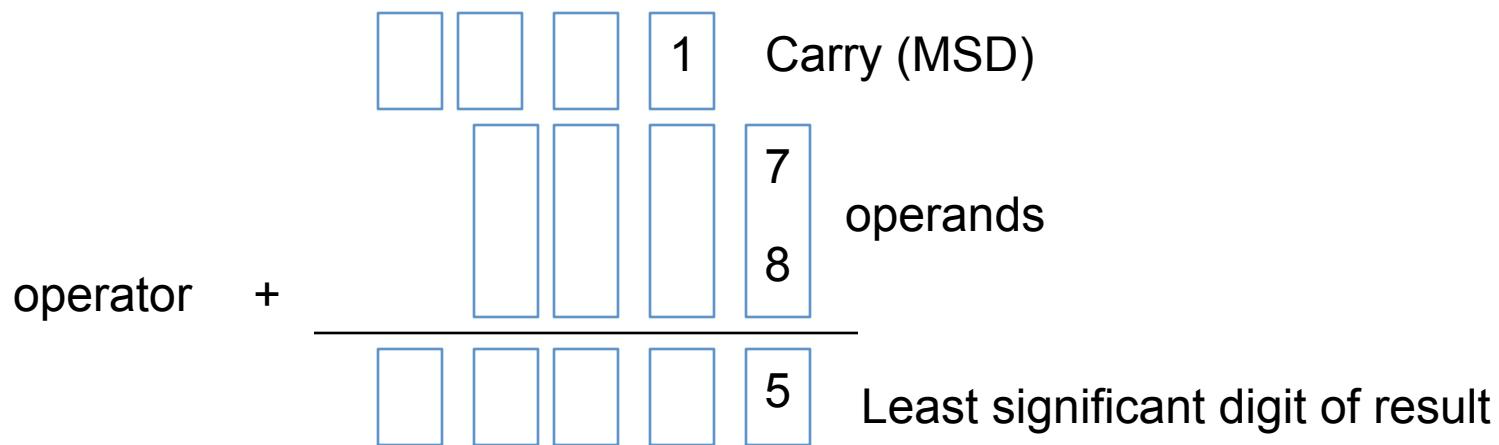
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- An algorithm (pronounced AL-go-rith-um) is a procedure or formula for solving a problem.
- In mathematics and computer science, an algorithm is a self-contained step-by-step set of operations to be performed.
- An algorithm is an effective method that can be expressed within a finite amount of space and time and in a well-defined formal language for calculating a function.





# Algorithms early in life





# Algorithms early in life (in binary)

operator +   
Carry (MSD)      operands      LSB result

operator	+		14 + 12 — 26
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# More Terminology (Dictionary)

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- **Code**

A system of symbols (as letters or numbers) of communication

- **Data**

Facts and statistics collected together for reference or analysis

- **Information**

Facts provided or learned about something or someone



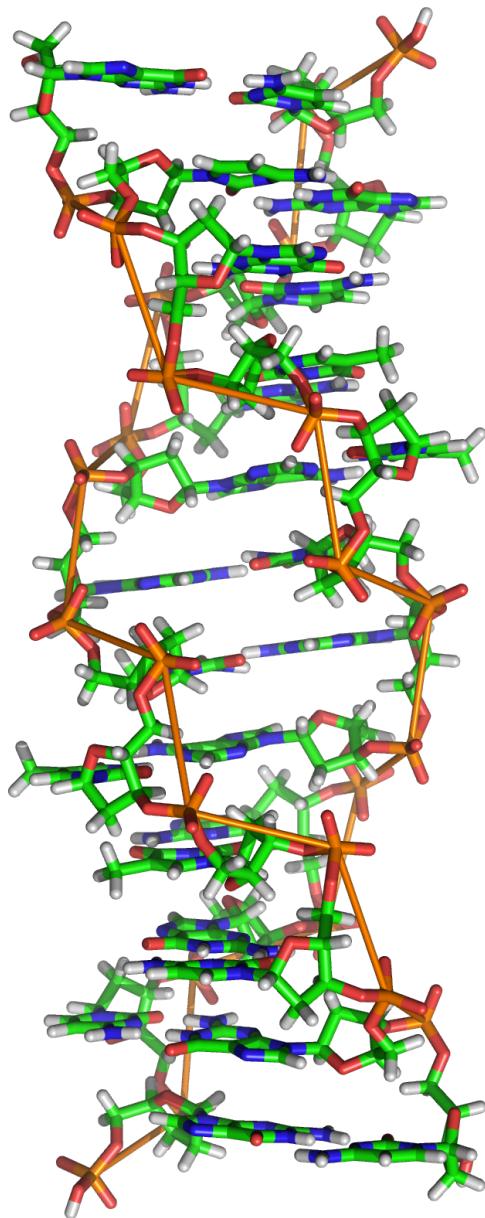
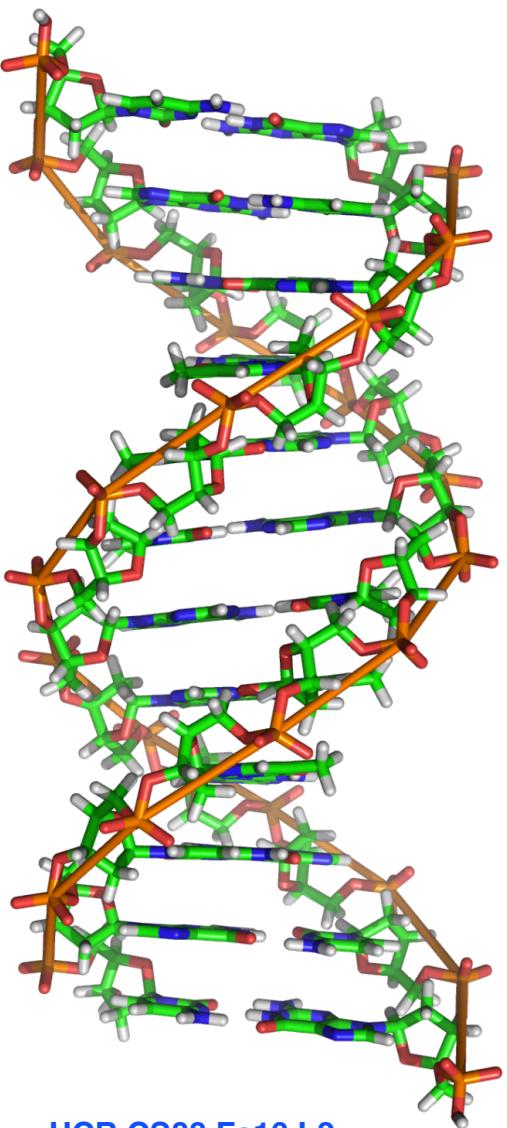
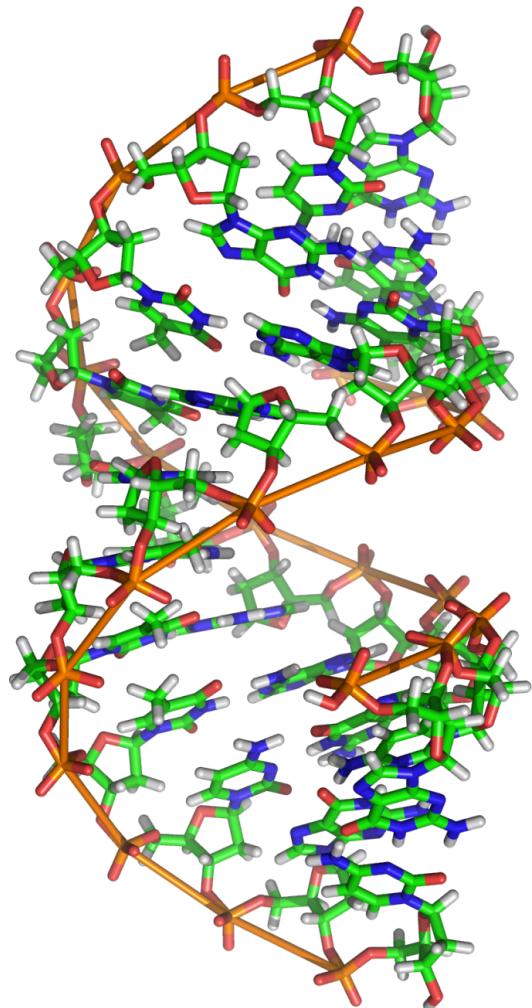
# Experiment

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**Algorithm vs Code vs Data vs Information**



# Data or Code?





# Data or Code?

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```
00000000 10000000 01000001 10000000 00010000 00000000 10000001  
01000001 10000001 00010000 00000000 10000002 01000001 10000002  
00010000 00000000 10000003 01000001 10000003 00010000 00000000  
10022133 01000001 10022133 00010000 00000000 10000000 01000001  
20000000 00010000 00000000 10000001 01000100 20000001 00010000  
00000000 10000001 01000100 10000000 00010000 00000000 10031212  
01000001 10031212 00010000 00000000 10031212 01000100 10031213  
00010000 00000000 10000002 01001001 10000001 00010000 00000000  
10000001 01001001 10000001 00010000 00000000 10000101 01001001  
10000001 00010000 00000000 10011111 01001001 10011111 00010000  
00000000 10100220 01001001 10011111 00010000 00000000 10000001
```



# Data or Code?

00000000	10000000	01000001	10000000	00010000	00000000	10000001
01000001	10000001	00010000	00000000	10000002	00000000	00000000
00010000	00000000	10000003	01000001	10000003	00000000	00000000
10022133	01000001	10022133	00010000	00000000	10000000	01000001
20000000	00010000	00000000	10000001	01000100	20000001	00010000
00000000	10000001	01000100	10000000	00010000	00000000	10031212
01000001	10031212	00010000	00000000	10031212	01000100	10031213
00010000	00000000	10000002	01001001	10000001	00010000	00000000
10000001	01001001	10000001	00010000	00000000	10000101	01001001
10000001	00010000	00000000	10011111	01001001	10011111	00010000
00000000	10000220	01001001	10011111	00010000	00000000	10000001

**Integer**

**Instruction**

**String**



# Data or Code?

# Human-readable code (programming language)

```
def add5(x):
    return x+5

def dotwrite(ast):
    nodename = getNodename()
    label=symbol.sym_name.get(int(ast[0]),ast[0])
    print '%s [%s=%s]' % (nodename, label),
    if isinstance(ast[1], str):
        if ast[1].strip():
            print '= %s';' % ast[1]
        else:
            print ''
    else:
        print ']'
    else:
        print '';
        children = []
        for n, child in enumerate(ast[1:]):
            children.append(dotwrite(child))
        print '%s -> {' % nodename,
        for name in children:
            print '%s' % name,
```

# Machine-executable instructions (byte code)

```
011100111100010011011000010001110100010011111011000111  
1011101100000011111110111100110000111111111110111110  
111111111100111101000110101001100011100010010111001000  
1111000110101011001111011011100100111101111111111111  
11001111110011000000000010111110100101100111111101111  
111111110000011100011100011111001110000000110101111110  
00001110100111001001111011110000111111001100110001011  
100111110000110001100110101111001111100010111010111111  
1001001111111001110111100011111100011011110001111110  
11011110111010111101110011111110011111110011111000100111  
111110001001011110001100011111000111111111111110111  
111011111111000011100000101111001111111100000000111001100  
10100000111001111110111111111100000000110001000011000  
111001110110111011111111001011111011110000001111111  
1100110011000100001000111111110001111100100000100001000  
00001111110111001001100001111111011111111111000100111  
10000110011001011110010001100010011011111000011000111111  
00111100111110011111100111110011011011111110010111111  
1110011111111011111000100111111101111111100111111110000  
0101101101110110111111101001101010101010111111101000010
```



# Compiler or Interpreter

## Here: Python



# Language Structures (Python)

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- **Variables** and **literals**
  - with some internal representation, e.g. **Integers**, **FLOATS**, **BOOLEANS**, **STRINGS**, ...  
In Python: **Implicit data types!**
- **Operations** on variable and literals of a **type**
  - e.g. `+`, `*`, `-`, `/`, `%`, `//`, `**`
  - `==`, `<`, `>`, `<=`, `>=`
- **Expressions** are valid well-defined sets of operations on variables and literals that produce a value of a type.
  - `x=4*3`



# More Language Structures (Python)

- **Data type: values, literals, operations**, e.g., int, float, string
- **Expression**  $3.1 * 2.6$
- **Call expression** `max(0, x)`
- **Variables**
- **Assignment Statement** `x = <expression>`
- **Control Statement** `if ... (see later)`
- **Sequences: tuple, list** `(1, 2), [3, 4]`
  - `numpy.array(<object>)`
- **Data structures**
  - `numpy.array, Table`
- **Tuple assignment** `x, y = <expression>`



# Call Expressions

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- Evaluate a function on some arguments

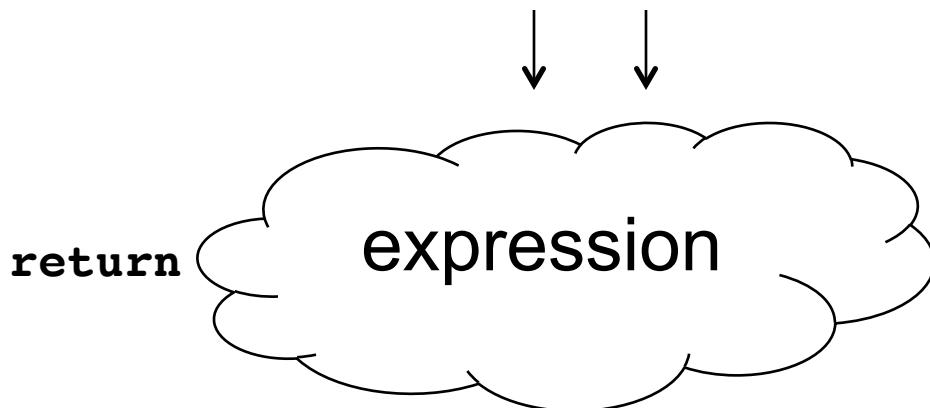
What would be some useful functions?

- Built-in functions
  - <https://docs.python.org/3/library/functions.html>
  - min, max, sum
- <https://docs.python.org/3/library/>
- str
- import math; help(math)



# Defining Functions

```
def <function name> (<argument list>) :
```



- **Generalizes an expression or set of statements to apply to lots of instances of the problem**
- **A function should *do one thing well***



# Conditional statement

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- **Do some statements, conditional on a *predicate* expression**

```
if <predicate>:  
    <true statements>  
else:  
    <false statements>
```



# for statement – iteration control

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- Repeat a block of statements for a structured sequence of variable bindings

```
<initialization statements>
for <variables> in <sequence expression> :
    <body statements>

<rest of the program>
```



# while statement – iteration control

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- Repeat a block of statements until a predicate expression is satisfied

```
<initialization statements>  
while <predicate expression> :  
    <body statements>  
  
<rest of the program>
```



# Data-driven iteration

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- describe an expression to perform on each item in a sequence
- let the data dictate the control

```
[ <expr with loop var> for <loop var> in <sequence expr > ]
```



## By the Way...

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- Could we build a computer that has no instructions, only data?

**Yes! The One Instruction Set Computer.**

**Check it out:**

[https://en.wikipedia.org/wiki/One\\_instruction\\_set\\_computer](https://en.wikipedia.org/wiki/One_instruction_set_computer)



# Questions?