

# Basic Concepts

## Overview & Algorithm Specification

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# Outline

- 1 System Life Cycle
- 2 Algorithm Specification
  - Recursive Algorithms
- 3 Data Abstraction



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# System Life Cycle

- Requirements.
- Analysis.
  - Bottom-up vs. top-down.
- Design.
  - Data objects.
  - Operations.
- Refinement and coding.
- Verification.
  - Correctness **proofs**.
  - Testing.
  - Error removal (debugging).



# Requirement

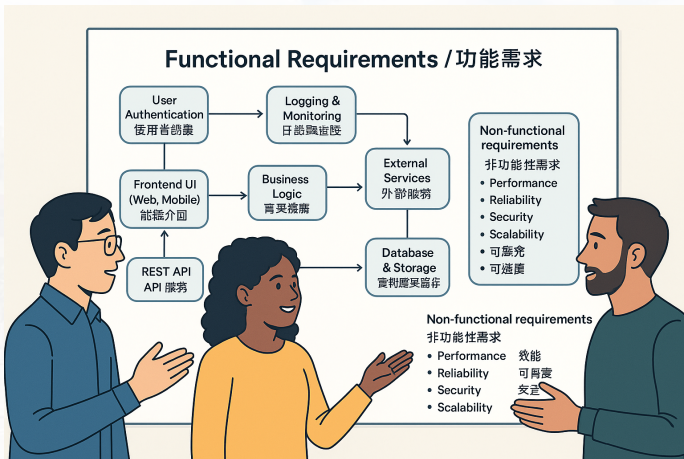
- Purpose of the project.
- We should rigorously define the input and the output.



# Analysis

- Bottom-up:
  - Older and unstructured.
  - Due to not having a master plan for the project, the resulting program frequently has many loosely connected, error-ridden segments.
- Top-down:
  - Begin with the purpose.
  - Use the end (purpose) to divide the program into manageable segments.
  - Generate diagrams that are used to design the system.





# Design

- The designer starts to approach the system...
- The data **objects** that the program needs and the **operations** performed on them.
- For example, consider a scheduling system for a university.
  - Data objects: students, courses, assistants, professors, etc.
  - Operations: inserting, removing, searching within each object or between them.
- We postpone the implementation decisions because the abstract data types and the algorithms specifications are **language-independent**.





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# Algorithm Specification

## Algorithm

An algorithm is a finite set of instructions that accomplishes a particular task.

## Criteria of an algorithm

- Input.
- Output.
- Definiteness (clear & unambiguous).
- Finiteness\* (terminate after a finite number of steps).
- Effectiveness (each instruction must be basic enough to be carried out).



## Example: Selection Sort

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## Example: Selection Sort

- **Goal:** Sort a set of  $n$  (unsorted) integers.
- A solution: Find the smallest and place it next in the sorted list.

What's the issue/problem here?

- How the integers are **initially stored**?
- **Where** should we place **the result**?



# Selection Sort

- Assume that the integers are stored in an **array** 'list', such that the  $i$ th integer is stored in the  $i$ th position `list[i]`.

```
for (i = 0; i < n; i++) {  
    Examine list[i] to list[n-1] and suppose that the smallest  
    integer is at list[min];  
    Interchange list[i] and list[min];  
}
```

⇒ sample code.

```

#include <stdio.h>
#include <stdlib.h>
#define MAX_SIZE 101

void SWAP(int *x, int *y) {
    *x = *x^*y; *y = *x^*y; *x = *x^*y;
}

void sort(int [], int ); /* 選擇排序 */

int main() {
    int i, n;
    int list[MAX_SIZE];
    scanf("%d", &n); /* 多少輸入值? */
    for (i = 0; i < n; i++) { /* 隨機產生 */
        list[i] = rand() % 1000;
        printf("%d ", list[i]);
    }
    printf("\n");
    sort(list, n);
    for (i = 0; i < n; i++) printf("%d ", list[i]);
    return 0;
}

```

```

void sort(int list[], int n) {
    int i, j, min, temp;
    for (i = 0; i < n; i++) {
        min = i;
        for (j = i+1; j < n; j++) {
            if (list[j] < list[min])
                min = j;
        }
        if (i != min) {
            SWAP(&list[i], &list[min]);
        }
    }
}

```



## Example: Binary Search

- **Goal:** Searching in a sorted list.

```
while (there are more integers to check) {  
    middle = (left + right) / 2;  
    if (searchnum < list[middle])  
        right = middle - 1;  
    else if (searchnum == list[middle])  
        return middle;  
    else  
        left = middle + 1;  
}
```



# Example

$i$	[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[10]	[11]	[12]	[13]	[14]
	3	11	15	20	23	29	31	35	36	43	47	49	50	53	56
	3	11	15	20	23	29	31	35	36	43	47	49	50	53	56
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sample code



```
int binSearch(int list[], int target, int left, int right) {  
    /* return its position if found. Otherwise return -1 */  
    int middle;  
    while (left <= right) {  
        middle = (left + right)/2;  
        if (list[middle] < target) {  
            left = middle + 1;  
        } else if (list[middle] == target)  
            return middle;  
        else  
            right = middle - 1;  
    }  
    return -1;  
}
```



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# Recursion

- Direction recursion.
  - Functions can call themselves.
- Indirect recursion.
  - Functions may call other functions that invoke the calling function again.

```
void recurse() {  
    ...  
    recurse();  
    ...  
}  
  
int main() {  
    ...  
    recurse();  
    ...  
}
```



# Benefits of using recursion

- Extremely powerful/elegant
- It allow us to express an otherwise complex process in very clear term usually.

Example:





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Example: 
$$\binom{n}{m} = \binom{n}{m-1} + \binom{n-1}{m-1}.$$



# Another Example: Fibonacci Sequence

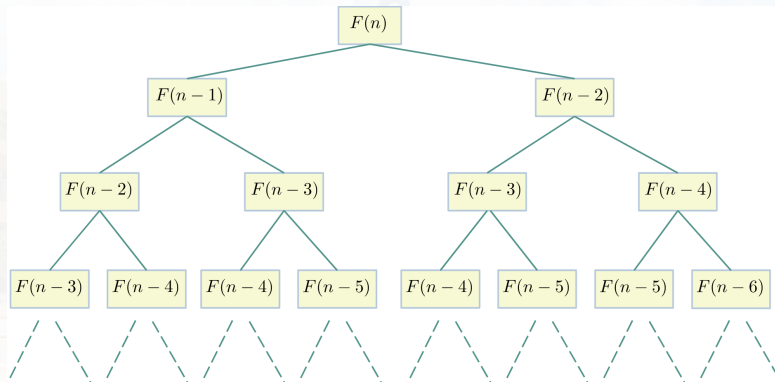
- $F(n) = F(n-1) + F(n-2)$ , for  $n \geq 2$ .  
 $F(0) = 0, F(1) = 1$ : boundary conditions.



# Another Example: Fibonacci Sequence

- $F(n) = F(n-1) + F(n-2)$ , for  $n \geq 2$ .  
 $F(0) = 0, F(1) = 1$ : boundary conditions.
- However, a recursive algorithm for computing  $F(n)$  given an arbitrary  $n$  is NOT a good idea. ☹️





# Recursive Binary Search

```
int binSearch(int list[], int target, int left, int right) {  
    /* return its position if found. Otherwise return -1 */  
    int middle;  
    while (left <= right) {  
        middle = (left + right)/2;  
        if (list[middle] < target) {  
            return binSearch(list, target, middle+1, right);  
        } else if (list[middle] == target)  
            return middle;  
        else  
            return binSearch(list, target, left, middle-1);  
    }  
    return -1;  
}
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A collection of

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Recall what we have learned in C/C++ courses.

- The data types in C:
  - **Basic** types: char, int, float, double, ....





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  - **Group** data types: array, struct, ...



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- The data types in C:
  - **Basic** types: char, int, float, double, ....
  - **Group** data types: array, struct, ..., **Pointer** data types.
  - **User-defined** types.



# Example

```
struct student {  
    char last_name;  
    int student_id;  
    float grade;  
};
```



# Abstract Data Type

## Abstract Data Type (ADT):

A data type that is organized in such a way that the **specification** of the objects and the **operations** on the objects is separated from the **representation** of the objects and the **implementation** of the operations.

- We know what it does, but not necessarily how it will do it.



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- We know what it does, but not necessarily how it will do it.
- Example in C++: **class**.
- The nature of an ADT argues that we avoid implementation details. Therefore, we will usually use a form of structured English to explain the meaning of the functions.



# ADT in C

- struct.
- the functions that operate on the ADT defined separately from the struct.

```
struct Triangle {  
    double a;  
    double b;  
    double c;  
};  
  
int main() {  
    Triangle t1 = { 3, 4, 5 };  
    Triangle t2 = { 3, 3, 3 };  
}
```





# ADT in C

```
double perimeter(const Triangle *tri) {  
    return tri->a + tri->b + tri->c;  
}  
  
void scale(Triangle *tri, double s) {  
    tri->a *= s;  
    tri->b *= s;  
    tri->c *= s;  
}  
  
int main() {  
    Triangle t1 = { 3, 4, 5 };  
    scale(&t1, 2);  
    cout << perimeter(&t1) << endl;    // 6+8+10 = 24  
}
```



# Discussions

