ECE430.217 Data Structures

1.A - Introduction

Byoungyoung Lee

https://compsec.snu.ac.kr

byoungyoung@snu.ac.kr

About Instructor: Byoungyoung Lee

- Research Area: Hacking, Systems Security, Software Security
 - Microsoft Research, Research Intern (2012)
 - Google, Software Engineering Intern (2014)
 - Purdue University, Assistant Professor (2016-2018)
 - Seoul National University, Assistant/Associate Professor (2018-Current)
- Three times DEFCON CTF Finalist (2007,2009, and 2011)
- Internet Defense Prize by Facebook and USENIX (2015)
- DARPA Cyber Grand Challenge (CGC) Finalist (2016)
- Google ASPIRE Awards (2019)
- Found 100++ vulnerabilities from Windows kernel, Linux kernel, Chrome, Firefox, etc.

Data Structures

In this course, we will look at:

- Data structures for efficiently storing, accessing, and modifying data
- Some Algorithms for solving problems efficiently

We will see that all data structures have trade-offs

- There is no *ultimately good* data structure...
- The choice depends on your requirements

Good Data Structures? Bad?

- Consider accessing the k^{th} entry in an array or linked list
 - In an array, we can access it using an index array[k]
 - Fast
 - In a linked list, we must step through the first k-1 nodes
 - Slow
- Consider searching for an entry in a sorted array or linked list
 - In a sorted array, we use a fast binary search
 - Very fast
 - In a linked list, we must step through all entries less than the entry we're looking for
 - Slow

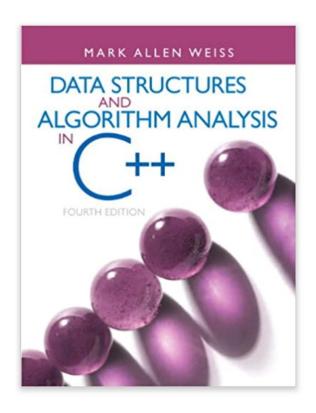
People

- Instructor
 - Byoungyoung Lee (이병영)
 - byoungyoung@snu.ac.kr
 - Systems security, software security

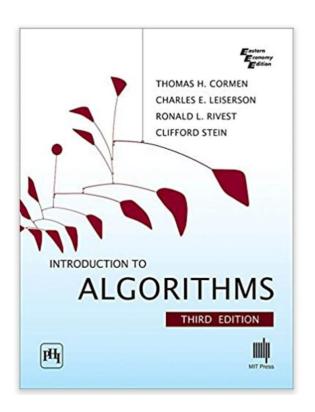
TAs

- Sangyoon Kim (김상윤): ksu880@snu.ac.kr
- Byeongwook Kim (김병욱): <u>rlaquddnr904@snu.ac.kr</u>
- Hyokyung Kim (김효경): hyokyung0808@gmail.com

Textbook



Primary



Reference

Topics to be covered

- The course is divided into numerous topics
 - Basics
 - C++
 - Algorithms
 - Time complexity and space analysis
 - List/Stack/Queue
 - Tree
 - Hash
 - Priority Queue
 - Sorting
 - Graph
 - Assignments
 - C++
 - Linux

Evaluation

- Your evaluation in this course is based on following components:
 - Quiz + written homework: 10%
 - Midterm exam: 20%
 - Final exam: 30%
 - Programming Assignments (7~9): 40%

C++

You will be using the C++ programming language in this course

```
# include < iostiegms >
using namespace std;
int main()
{
    for (int count = a; count < 500; ++ count) {
        cout << "I will not throw paper dirplanes in class," << endl;
    }
    return 0;
}

MEND 16-3
```

Modified for C++ from http://www.foxtrot.com/

C++

- This course does not teach C++ programming
 - You will use C++ to demonstrate your knowledge in this course
- There will be summary lectures for C++
 - If you want to learn more, please read through on-line materials

C++

- Again, this class assumes you are familiar with C++
- Other sources of help in C++ are:
 - TAs
 - The instructor
 - Other online tutorials: http://www.cplusplus.com/

Linux

- You will be exposed to the Linux environment
 - We will help you get familiar with Linux
 - Will be providing a short tutorial on Docker or Vagrant
 - Docker provides a containerized environment to build/run a program
 - Vagrant provides a virtualized environment to build/run a program

Academic Integrity

- If you happen to do
 - Cheating
 - Plagiarism
- You will very likely get F
 - And your mis-conduct will be reported to the student council
 - Do NOT ask for an excuse: graduation, scholarship, etc.

Plagiarism

- All projects must be done individually:
 - You may not copy code directly from any other source
 - Plagiarism detection software will be used on all of the projects
 - If you viewed another code (from books or lecture notes), you must include a reference in your project
 - Leave a comment!
 - You should not share code with any other students by transmitting completed functions to your peers
 - This restriction includes—but is not limited to—electronic and hard-copy sharing
 - Both students (who showed or copied the code) will get the same penalty
 - You may discuss projects together and help another student debug his or her code; however, you cannot give the exact solution

Plagiarism

- Collaboration with other students must be limited to
 - Discussions
 - High-level pseudocode
 - Assistance with debugging (only through the offering of advice)
- All such collaborations must be documented in your source code

Plagiarism

- The best way to avoid plagiarism is:
 - review the C++ tutorial
 - read the project as soon as it is available
 - start the project so that there is sufficient time to contact the T.A. or myself if you have difficulty
 - do not give your code to anyone

Summary

- In this topic, we have:
 - Outlined the course
 - Discussed C++
 - Linux
 - Academic Integrity