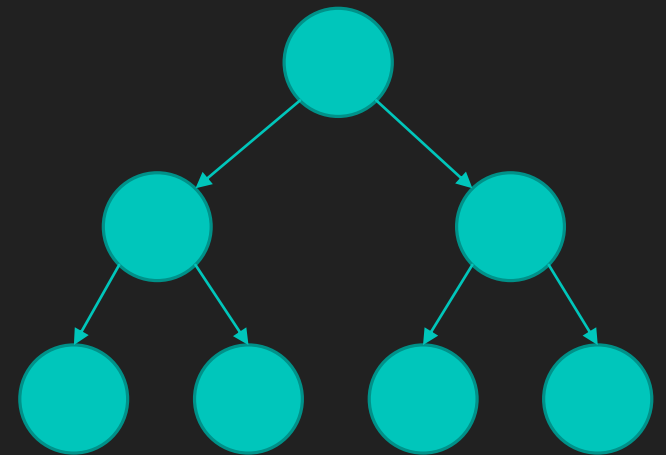
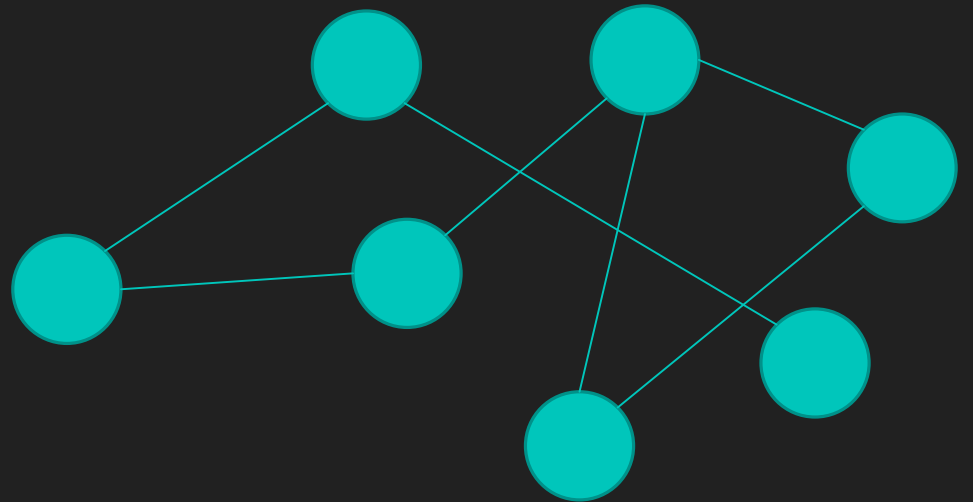
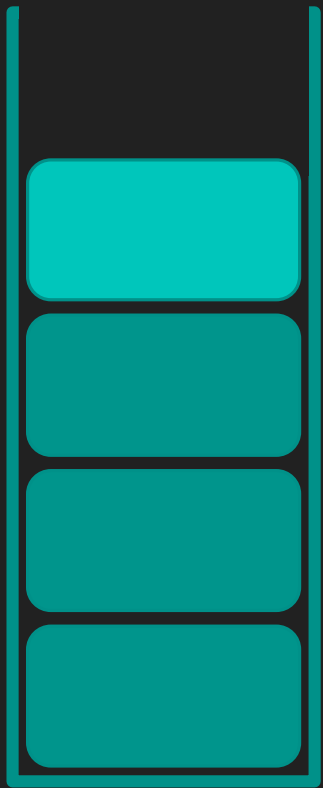
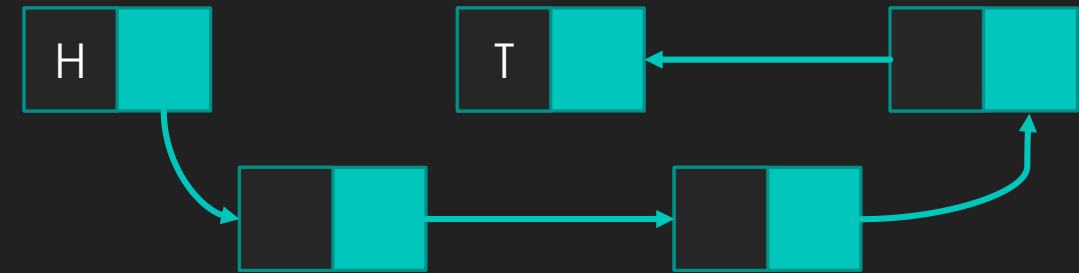


Data structure And Algorithm

Mohammad Ghoddosi

Data structure



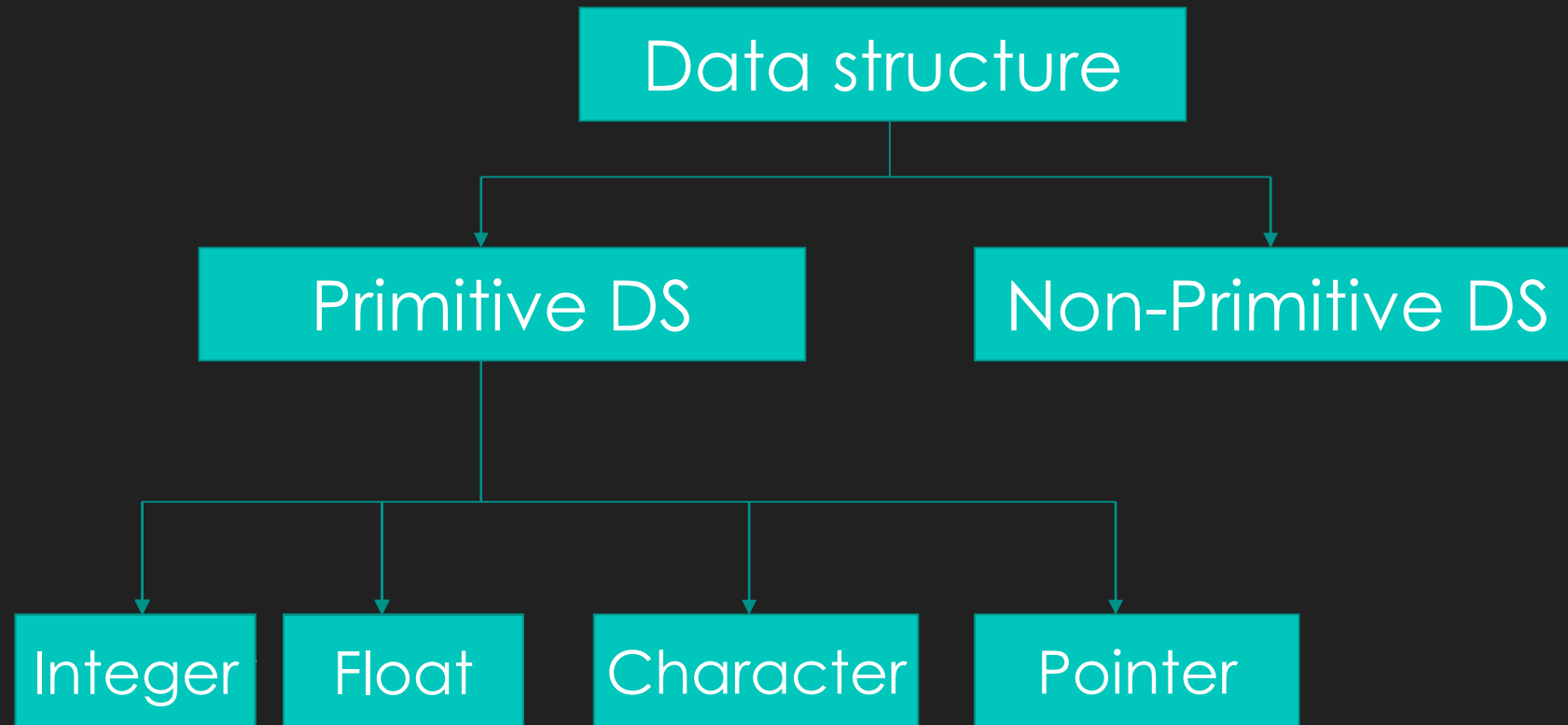
What is Data structure

- Data structure is representation of the logical relationship existing between individual elements of data.
- A way of organizing all data items
 - Store elements
 - Store relationships between data
- One of the most important parts of programming

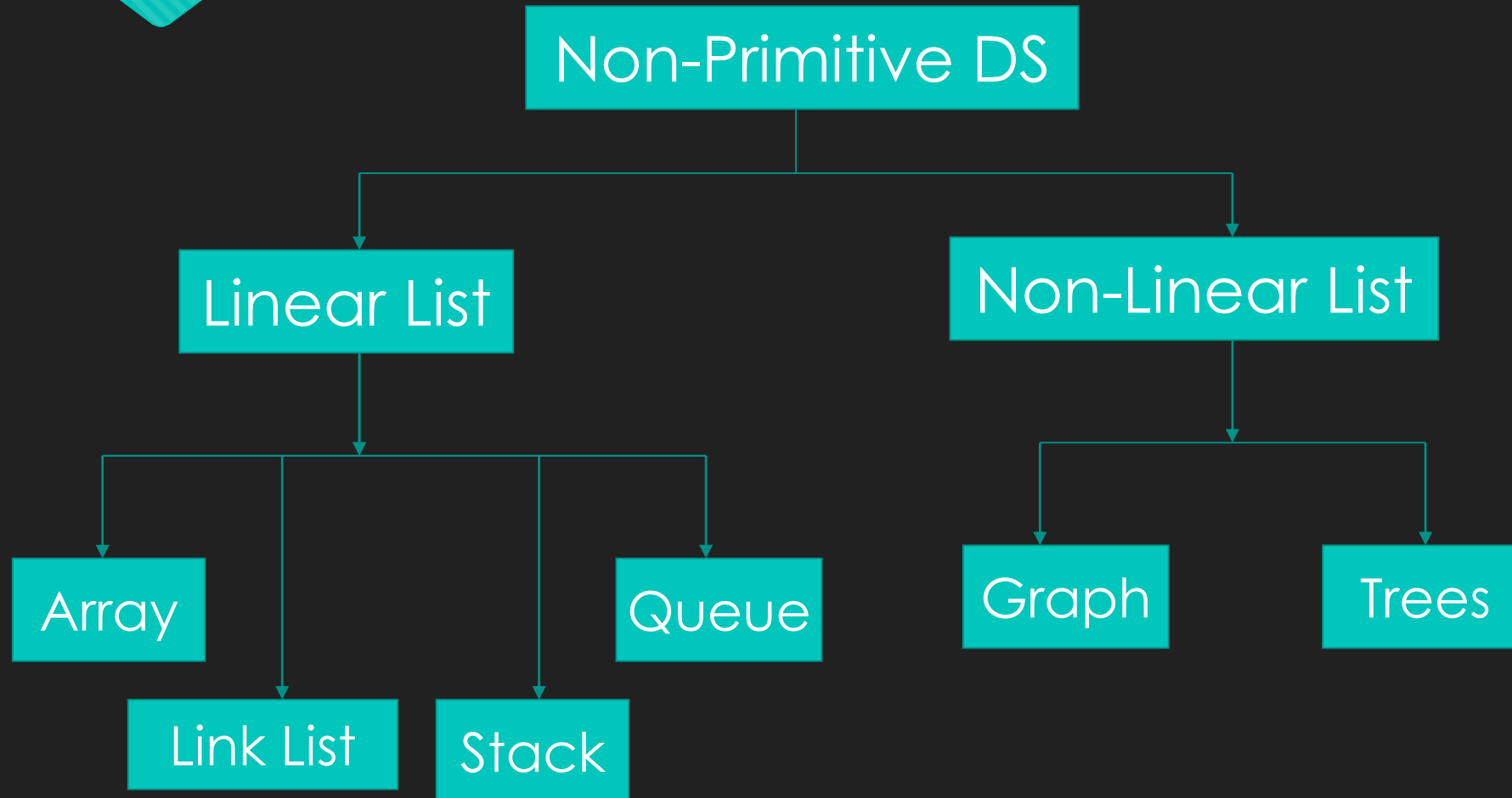
Algorithm and Data Structure

- Program = Algorithm + Data Structure (both implemented by a programming language)
- Algorithm
 - Step by step procedure to solve a particular problem
 - Set of instructions
- Data Structure
 - The way you store data
- To develop a program of an algorithm, we should select an appropriate data structure for that algorithm.
- Therefore algorithm and its associated data structures form a program.

Types of DS



Types of DS



Primitive Data Structure

- There are basic structures and directly operated upon by the machine instructions.
 - Integer
 - Floating-point number
 - Character
 - String
 - Pointers
 -
- In general, there are different representation on different computers.

Non-Primitive Data Structure

- There are more sophisticated data structures.
- These are derived from the primitive data structures.
- The non-primitive data structures emphasize on structuring of a group of homogeneous (same type) or heterogeneous (different type) data items.

Non-Primitive Data Structure

- Array
- Stack
- Queue
- Linked list
- Graph
- Tree
- Heap
- ...

How to compare Data Structures

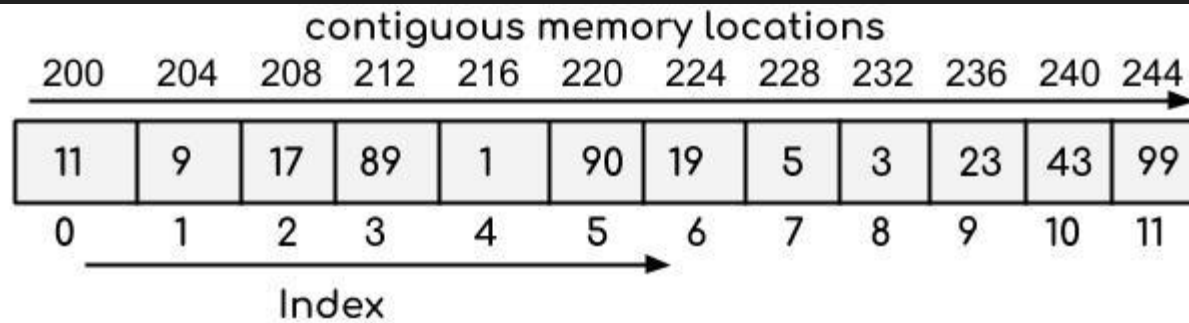
- Operations
 - Create
 - Insert
 - Select
 - Update
 - Search
 - Sort
 - Merge
 - Delete
 - Destroy

Example

- Imagine we write our data
 - in a normal Array
 - In a sorted Array
- Which one is faster?
 - Insert new element
 - Find specific element
 - Merge 2 different data sets

Arrays

- Like lists in python
- Some elements is order
- Continues in memory
- Array in DS has fixed size
- Each element can be accessed directly



Arrays

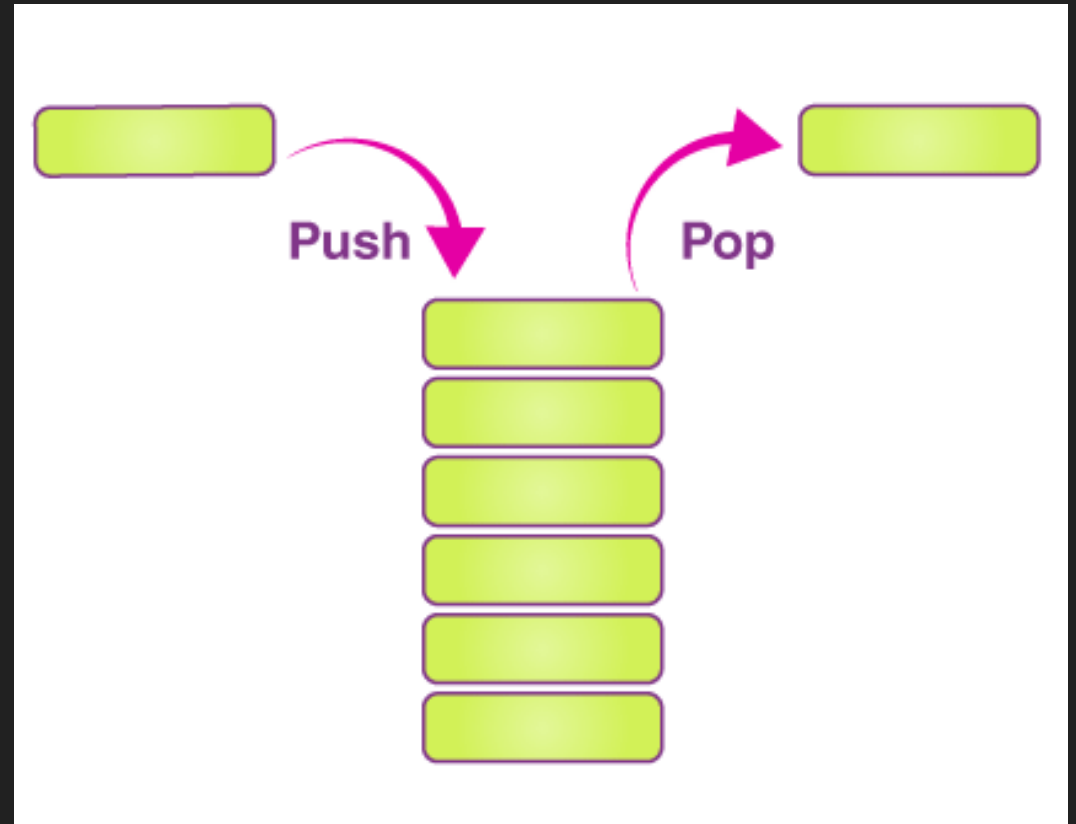
- Insertion of new elements
- Deletion of required element
- Modification of an element
- Reordering elements
- Merging two arrays

Stack

- Like arrays
- Deletion and insertion can be done only from one end
- Last In First Out (LIFO)
- Stack of dishes

Stack

- Insertion is called PUSH
- Deletion is called POP



Queue

- Like arrays
- Deletion can be done only from one end
- Insertion can be done only from the other end
- First In First Out (FIFO)
- People standing in a line to buy stuff

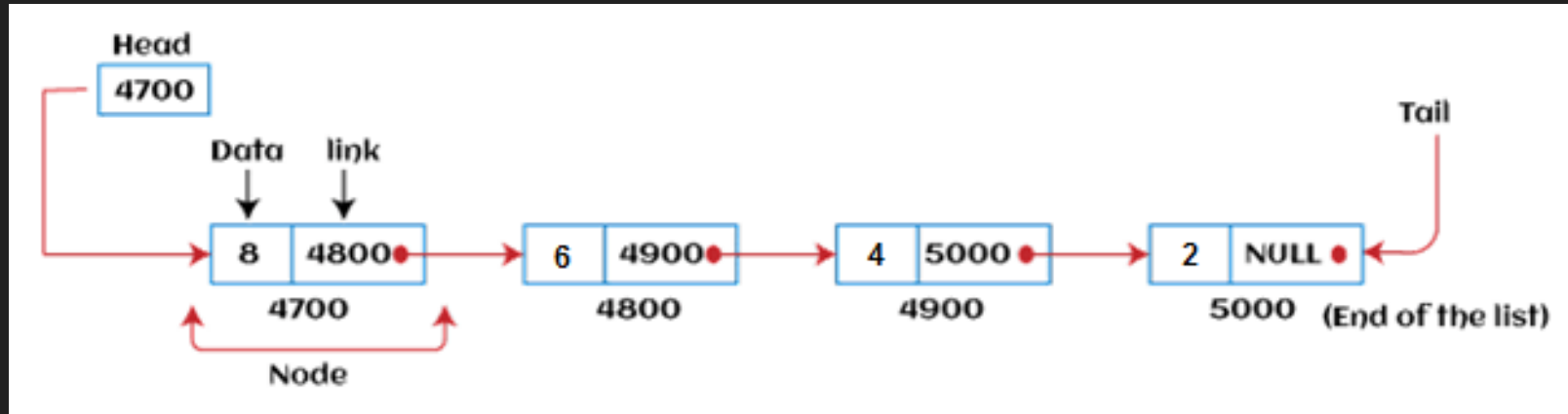
Queue

- We have 2 positions
 - Front -> new elements go to front
 - Rear -> elements can be deleted from rear

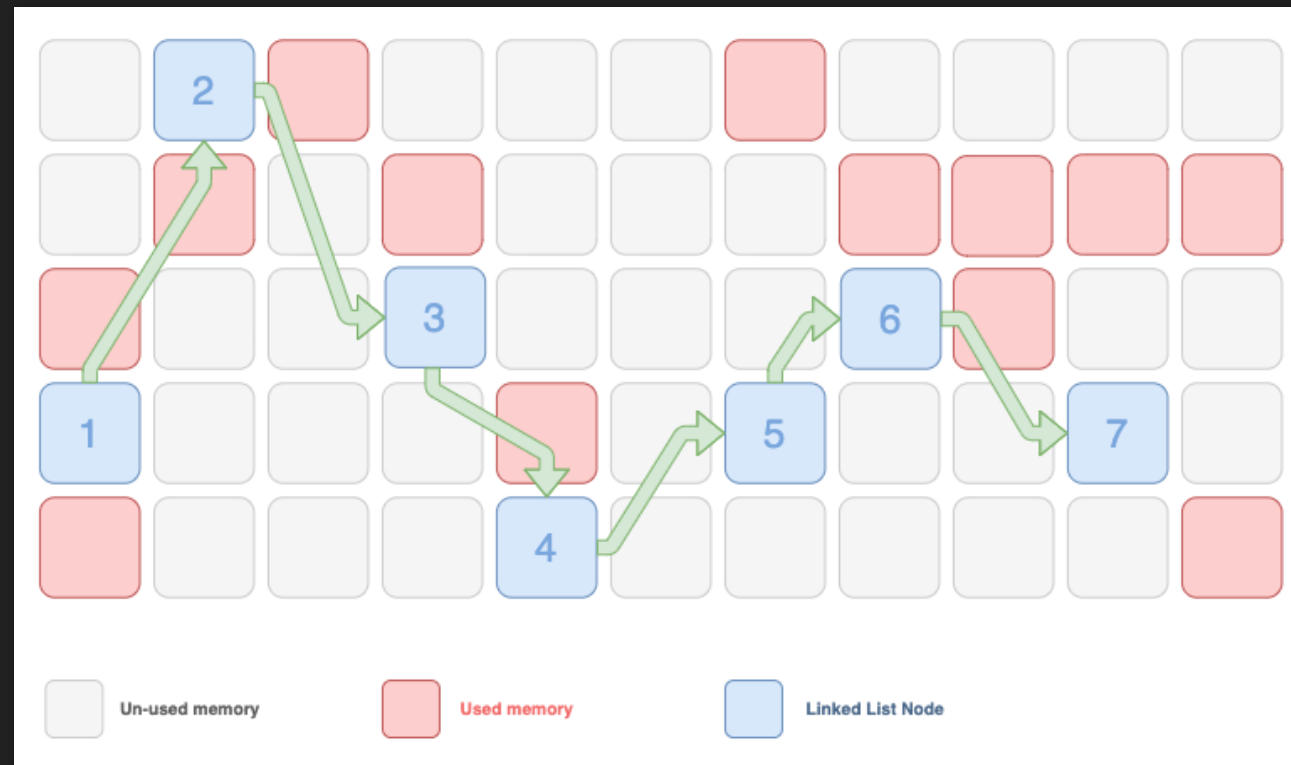


Linked Lists (list)

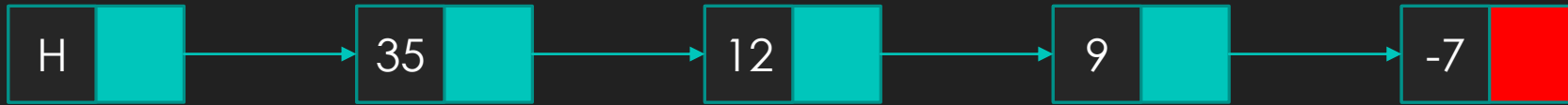
- Collection of variable number of data items
- Each element has 2 fields
 - Data / Information
 - Address of the next element
- Each element is called a node



Linked list in RAM

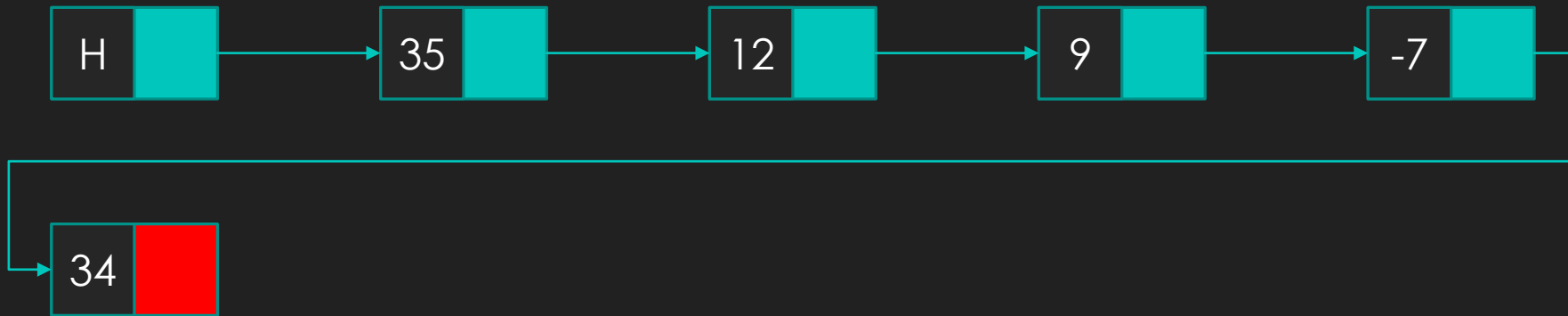


Linked Lists Insert new data at the end



34

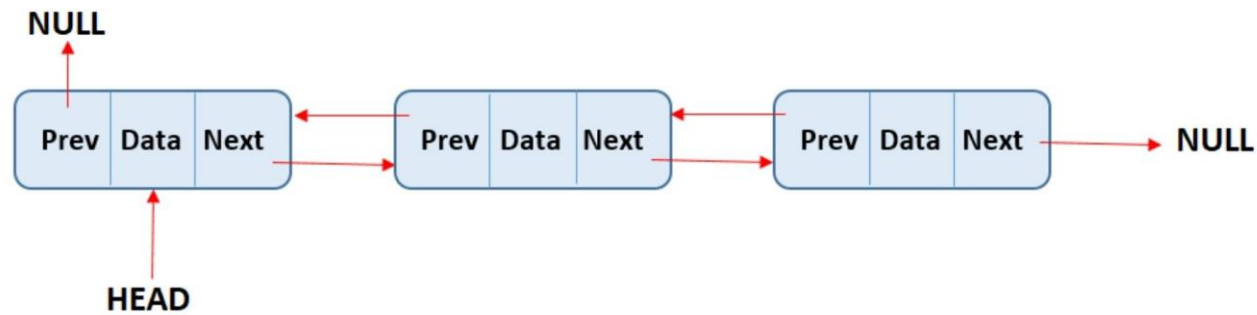
Linked Lists Insert new data at the end



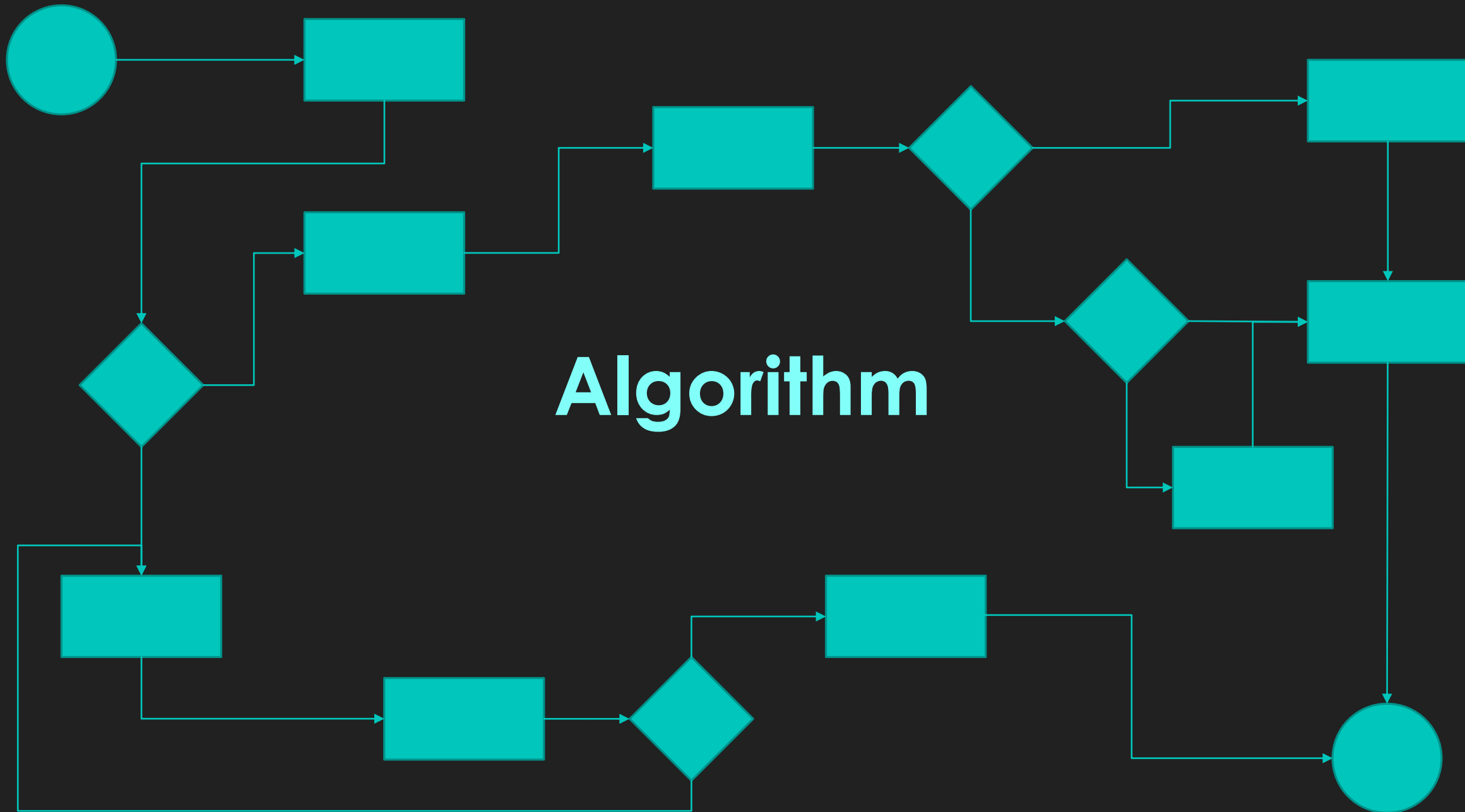
Exercises

- Find specific element in linked list
 - Insert new value after specific element in linked list
 - Remove a value from linked list
 - Merge 2 linked lists
 - Reverse a linked list
-
- <https://antoniosarosi.github.io/Linked-List-Visualization/>

Doubly linked list



Algorithm



Algorithm and Data Structure

- Program = Algorithm + Data Structure (both implemented by a programming language)
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- Data Structure
 - The way you store data
- To develop a program of an algorithm, we should select an appropriate data structure for that algorithm.
- Therefore algorithm and its associated data structures form a program.

Algorithm

- The first step in programming is to solve the problem
- Solving a problem
 - In math
 - In physics
 - In computer science

Characteristics of an Algorithm

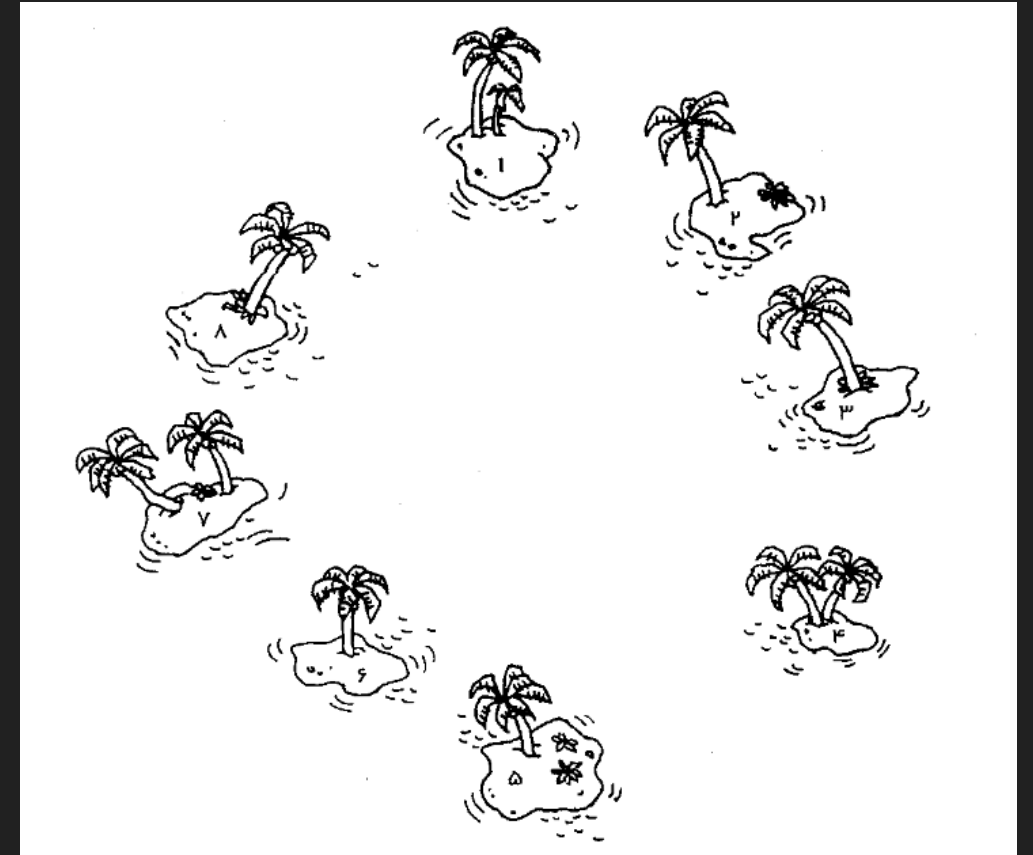
- Well-defined inputs
- Well-defined outputs
- Clear and Unambiguous
- Finite
- Language Independent
- Feasible

Properties of Algorithm

- It should terminate after a finite time.
- It should produce at least one output.
- It should take zero or more input.
- It should be deterministic
 - giving the same output for the same input case.
- Every step in the algorithm must be effective
 - every step should do some work.

Problem solving example

- How to get a fare on one route only?
- 2 new ships resulting in maximum 3 rides?

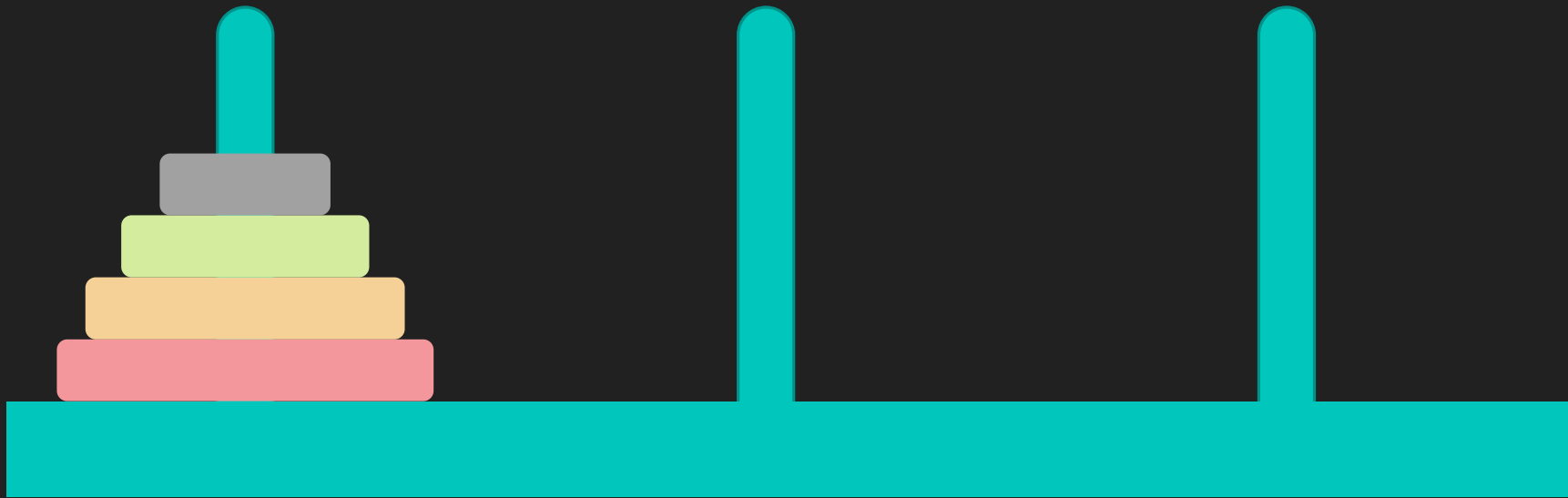


Problem solving example

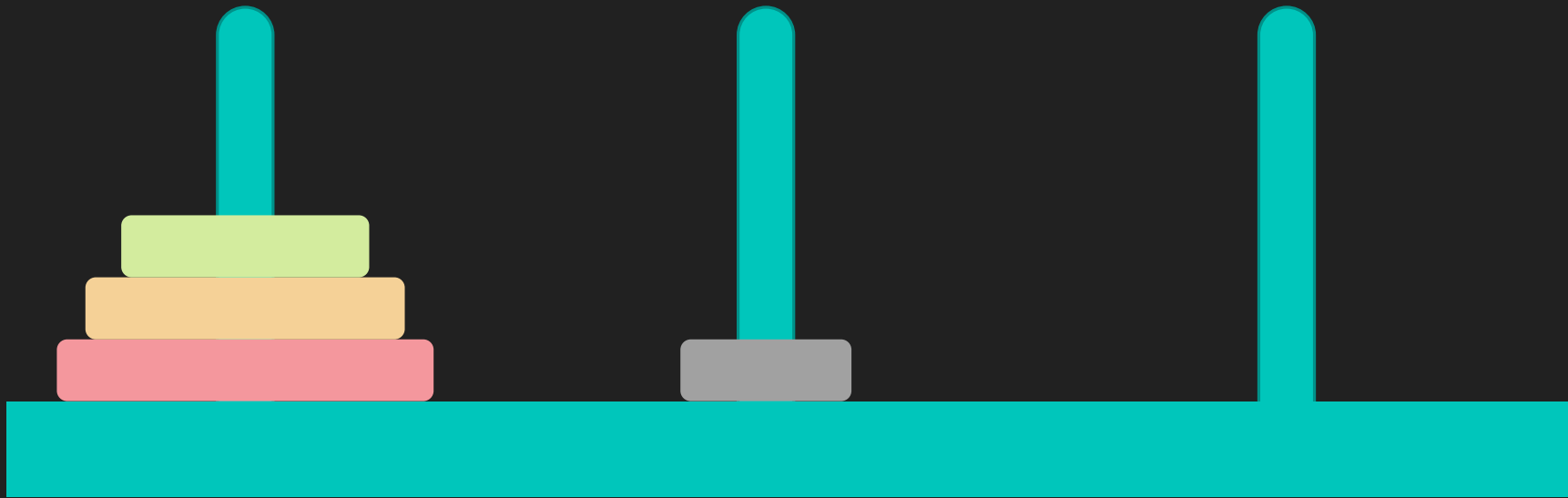
- New programming language with only 2 commands
 - Assignment (=)
 - XOR (\otimes)
- Each variable is a 7 bit binary number
- How to swap 2 numbers without any other variables?

A	B	$A \otimes B$
0	0	0
0	1	1
1	0	1
1	1	0

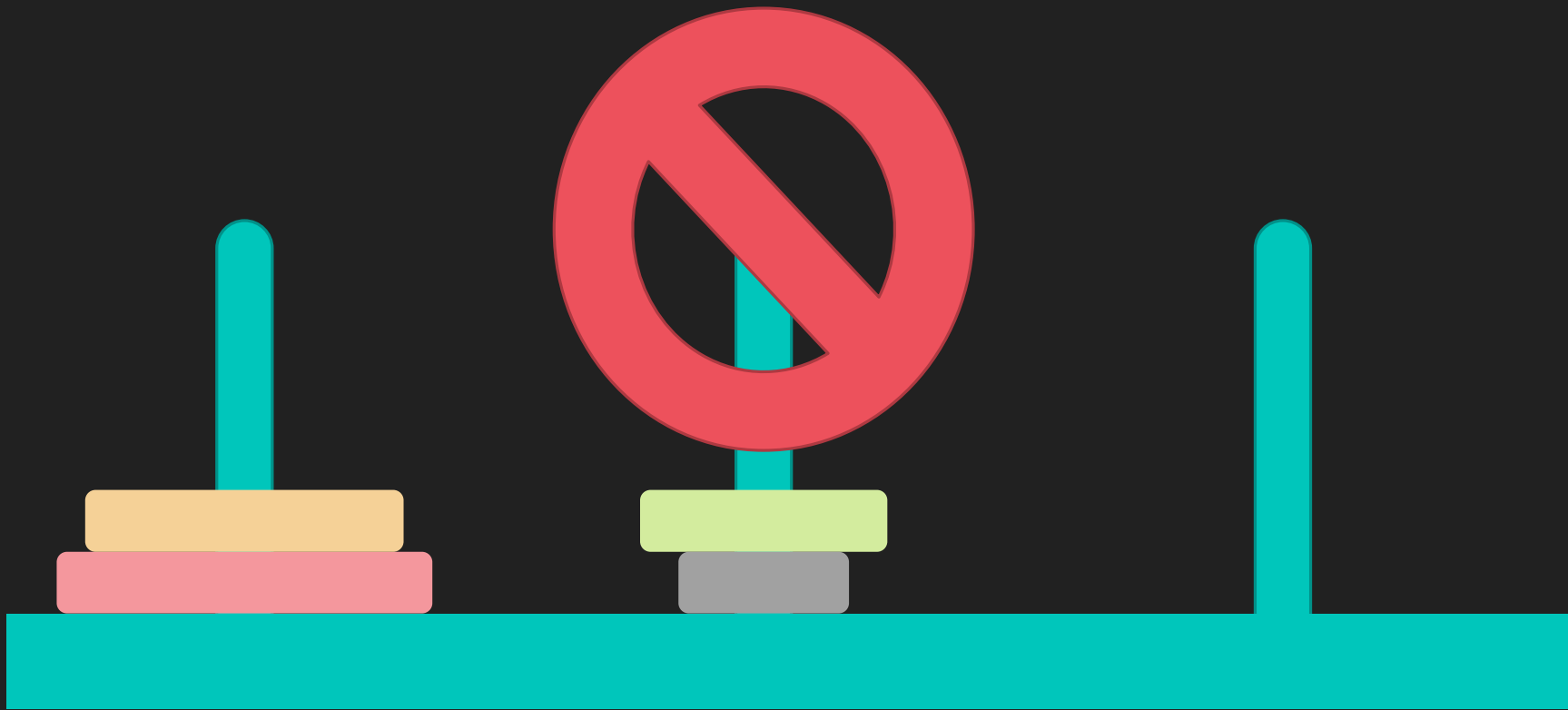
Problem solving example



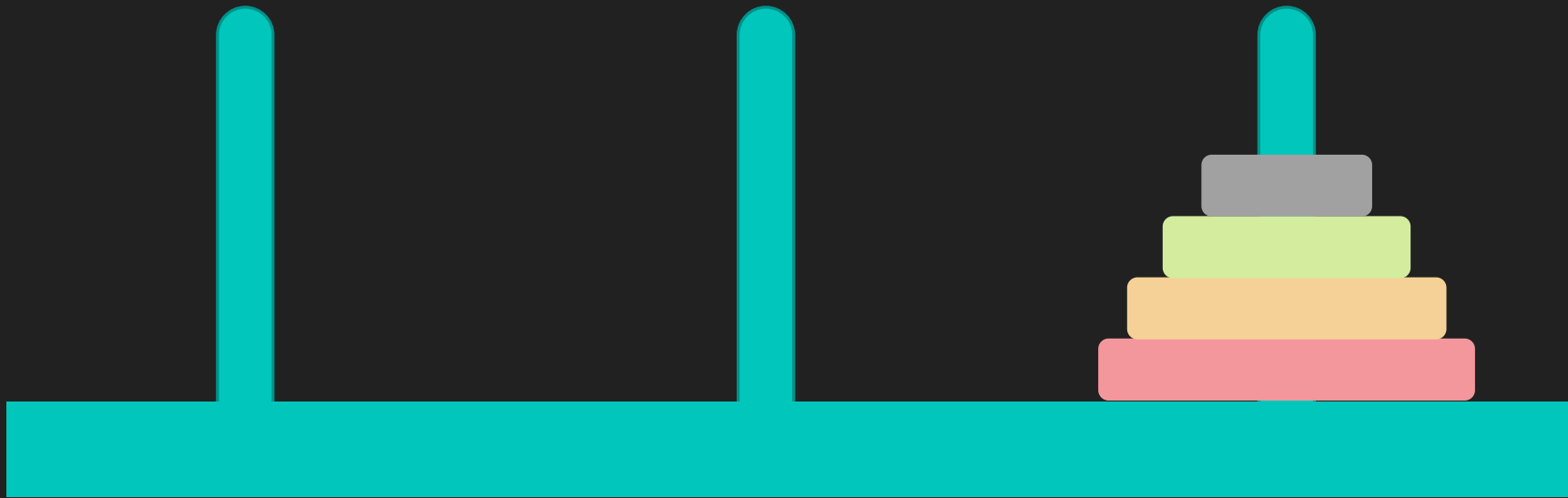
Problem solving example



Problem solving example



Problem solving example



$$O(n^2)$$

$$o(n \log n)$$

$$O(1)$$

time complexity

$$\Theta(n!)$$

$$O(2^n)$$

$$\theta(\log \log n)$$

Complexity

○ Sort these values:

○ n

○ $n!$

○ n^2

○ $\log(n)$

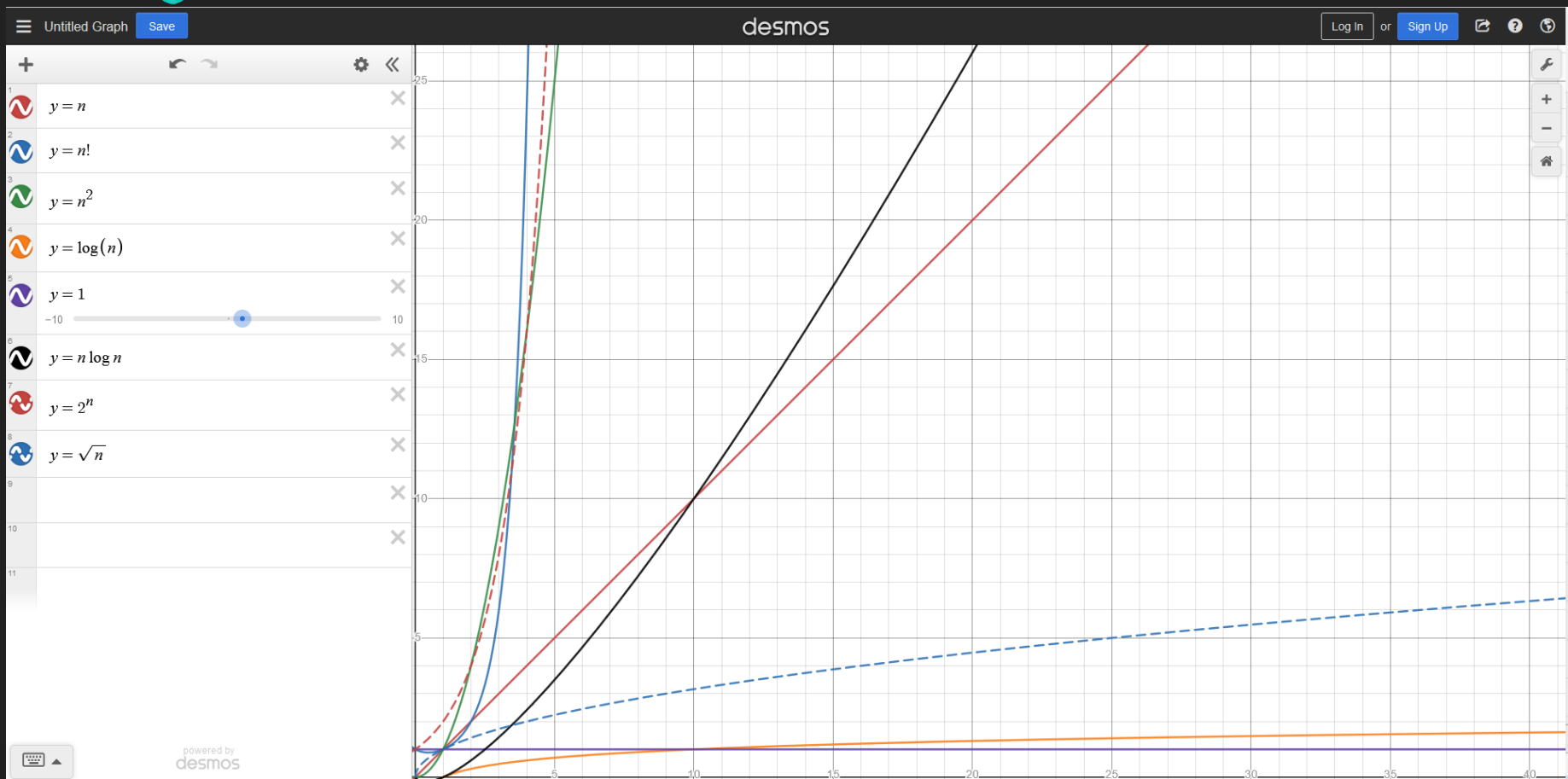
○ 1

○ $n \log(n)$

○ 2^n

○ \sqrt{n}

- 1
- $\log(n)$
- \sqrt{n}
- n
- $n \log(n)$
- n^2
- 2^n
- $n!$



Example

- Imagine a classroom of 100 students in which you gave your pen to one person. You have to find that pen without knowing to whom you gave it.
- We can only ask yes or no question.
- Only one person knows where the pen is (this person maybe isn't the person who has the pen).
- Only the person who has the pen knows
- Everybody knows but wont tell me until I guess correctly

Example

- Imagine a classroom of 100 students in which you gave your pen to one person. You have to find that pen without knowing to whom you gave it.
- $O(n^2)$: ask everyone about everyone else.
- $O(n)$: ask each person individually.
- $O(\log n)$: divide and ask.

Example

```
a = [12, 45, 9, 4, 14, 6]
```

```
s = 0
```

```
i = 0
```

```
while i < len(a):
```

```
    s += a[i]
```

```
    i += 1
```

```
print(s)
```

$$1 + 1 + n + n + n + n + n + 1 = 5n + 3 = O(n)$$

Notation

- Big O: Upper bound
 - Function is smaller than ...
- Big Omega: Lower bound
 - Function is larger than ...
- Big Theta: Tighter bound
 - Big O and Big Omega

Constant times $O(1)$

- $a = 2$
- $a = b * 3 + c / 7$
- $a[12] = a[11] + a[10]$
- if $x < 2$
- if $x \% 4 = 1$

...

Analyzing loops

- How many iterations are performed?
- How many steps per iteration?
- Loop for N times:
 - $O(N)$

Example

```
sum = 0
for i in range(100):
    sum += a[i]
print(sum)
```

Example

```
sum = 0  
for i in range(100):  
    sum += a[i]  
print(sum)
```