Data Structures & Algorithms Overview

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Slides are Reformatted From Lecture Note of Algorithms Course by Robert Sedgewick, Princeton University, Fall, 2008.

Course Overview

- □ outline
- □ why study algorithms?
- □ resources (books)



Course Overview

- □ Programming and problem solving with applications.
- □ Algorithm: method for solving a problem.
- □ Data structure: method to store information.

Topic	Data Structures and Algorithms
data types	stack, queue, list, union-find, priority queue
sorting	quicksort, mergesort, heapsort, radix sorts
searching	hash table, BST, red-black tree, B-tree
graphs	BFS, DFS, Prim, Kruskal, Dijkstra
strings	KMP, Rabin-Karp, TST, Huffman, LZW
geometry	Graham scan, k-d tree, Voronoi diagram



☐ Their impact is broad and far-reaching

- Internet. Web search, packet routing, distributed file sharing.
- Biology. Human genome project, protein folding.
- ◆ Computers. Circuit layout, file system, compilers.
- ◆ Computer graphics. Movies, video games, virtual reality.
- Security. Cell phones, e-commerce, voting machines.
- Multimedia. CD player, DVD, MP3, JPG, DivX, HDTV.
- ◆ Transportation. Airline crew scheduling, map routing.
- ♦ Physics. N-body simulation, particle collision simulation.



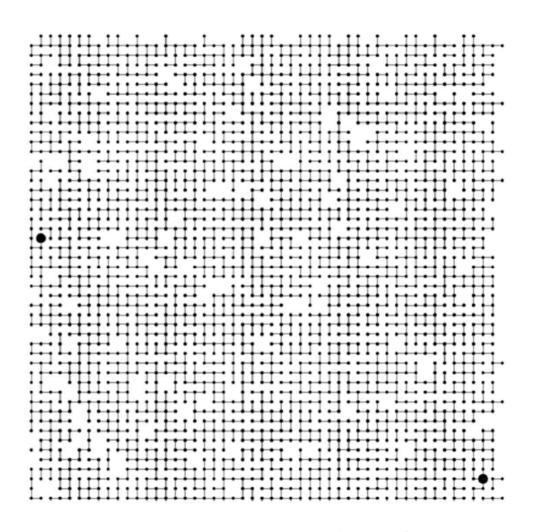
- ☐ Old roots, new opportunities
 - Study of algorithms dates at least to Euclid
 - ◆ Some important algorithms were discovered by undergraduates!

300 BC



Algorithms

- □ To be able solve problems that could not otherwise be addressed
 - ◆ Example: Network connectivity✓ [stay tuned]





☐ For intellectual stimulation

- ◆ For me, great algorithms are the poetry of computation. Just like verse, they can be terse, allusive, dense, and even mysterious. But once unlocked, they cast a brilliant new light on some aspect of computing. Francis Sullivan
- ◆ An algorithm must be seen to be believed. D. E. Knuth



- ☐ They may unlock the secrets of life and of the universe.
 - Computational models are replacing mathematical models in scientific enquiry.

$$E = mc^{2}$$

$$F = ma$$

$$F = \frac{Gm_{1}m_{2}}{r^{2}}$$

$$\left[-\frac{\hbar^{2}}{2m}\nabla^{2} + V(r)\right]\Psi(r) = E\Psi(r)$$

$$0 \text{ for (int i = 0; i < N; i++)}{ \text{bodies[i].resetForce(); for (int j = 0; j < N; j++) if (i != j) bodies[i].addForce (bodies[j]);}}$$

$$20 \text{th century science (formula based)}$$

$$21 \text{st century science (algorithm based)}$$

Algorithms: a common language for nature, human, and computer
 Avi Widgerson



☐ For fun and profit

















PIXAR



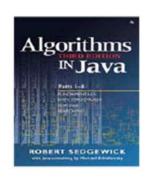
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- Old roots, new opportunities
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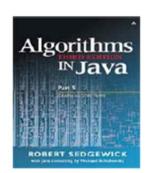
Anything else?

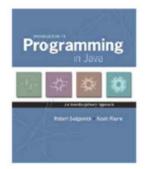


Resources (books)

- □ Algorithms in Java, 3rd edition
 - Parts 1-4. [sorting, searching]
 - Part 5. [graph algorithms]
- ☐ Introduction to Programming in Java
 - basic programming model
 - elementary AofA and data structures
- \square Algorithms in Pascal(!)/C/C++, 2nd edition
 - ◆ strings
 - elementary geometric algorithms









- ◆ Lecture Note
- Algorithms, Fall, 2008.
- ◆ Robert Sedgewick
- Princeton University

