

Set 01: Introduction and Basic Concepts

CS240: Data Structures and Data Management

Jérémy Barbay

Outline

Administrative Information

When, Where and Who
Ressources
Marks
Academic Discipline

Course Outline

Objectives
List of Topics
Story Line

Fundamental Notions

Mathematics
Example

When and Where

CS240
Tuesday, Thursday
8:30-9:50am or 11:30-12:50am
MC 4061

Who

- ▶ Instructor: Jérémy Barbay (Lectures)
 - [hours](#) – Thursday 2-3pm, DC 2332
 - [email](#) – jbarbay (at) uwaterloo.ca
- ▶ Tutor: Margarita Ackerman (Writing assignments)
 - [hours](#) – : MC4065, Mondays 2-3pm, Wed 2:30-4:30pm
 - [email](#) – cs240 (at) student.cs.uwaterloo.ca
- ▶ IA: Tariq Islam (Programming assignments)
 - [hours](#) – DC2550, Tuesday 2-3pm
 - [email](#) – tmislam (at) uwaterloo.ca
- ▶ IA: Vlad Ciubotariu (Remarking)
 - [hours](#) – DC3324, Monday 3pm
 - [email](#) – vlad (at) swen.uwaterloo.ca
- ▶ Administrative: Fenglian Qiu (Administration)
 - [contact](#) – DC 3115, Ext.2753
 - [email](#) – f2qiu (at) cs.uwaterloo.ca

Electronic Resources

Web Page — <http://www.student.cs.uwaterloo.ca/~cs240>

- ▶ Before the class: slide handout and lecture summary.
- ▶ Every two weeks: a new assignment.
- ▶ Useful links and policies.

News Group — <news:uw.cs.cs240>

References

Introduction to Algorithms [CLRS]

- ▶ Covers 40% of our course material.
- ▶ Required readings for the course are given in the web page under the “Schedule” link.

Algorithm Design [Goodrich/Tamassia]

- ▶ Additional coverage for some specific topics.

Mark Breakdown

Prospective Mark Breakdown:

- ▶ Assignments 20%
- ▶ Midterm 30%
- ▶ Final Exam 50%

You pass the course iff your total average is $\geq 50\%$.

Assignments

- ▶ One assignment every two weeks, five in total.
- ▶ Hand-in and hand-out **electronically**.
- ▶ Release and retrieval on **Thursdays**.
Each assignment is worth $20/5 = 4$ marks, there is no late policy.
- ▶ Programming can be done in either Java or C++

All programming assignments will be tested in the Undergrad Math/CS Unix Environment.

Policies – Academic Discipline

University Policy 71 (“Student Academic Discipline Policy”) contains relevant information and is available from the Web site of the University Secretariat at
<http://www.adm.uwaterloo.ca/infosec/>

- ▶ First offense:
 - ▶ –100% on the assignment,
 - ▶ at least –5% on your final course grade.
- ▶ Second offense: suspension for a term.

Summary

- ▶ All the information is on the **webpage** of the course at
<http://www.student.cs.uwaterloo.ca/~cs240/>
- ▶ Regularly check the **newsgroup** to be informed of last minute changes.
<news://uw.cs.cs240>
- ▶ See me or the tutor if necessary:
 - ▶ J      Barbay, DC2332

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Course Objectives.

- ▶ Sequel to CS134.
- ▶ Now focus on Data Structures, and Abstract Data Types.
- ▶ On the way:
 - ▶ Some more (light) mathematic analysis.
 - ▶ Some notions of the limits of computation.
 - ▶ some SQL.

Course Topics

- ▶ Our Computational Model
- ▶ Time and Space Analysis
- ▶ Lists
- ▶ Graphs
- ▶ Search Trees
- ▶ Priority Queues
- ▶ Hashing
- ▶ Text Compression
- ▶ Pattern Matching
- ▶ Sorting
- ▶ Database Systems
- ▶ Memory Management

Story Line

1. Analysis (Measuring Tape)
 - ▶ asymptotic Worst Case.
 - ▶ some Average Case.
2. Abstract Data Types (Kind of Tool: a hammer or a saw?)
 - ▶ Stack.
 - ▶ Queue.
 - ▶ Graph.
 - ▶ Tree.
 - ▶ Dictionary.
3. Data Structures (Material: Metal or Rubber hammer?)
 - ▶ array, matrix.
 - ▶ pointers, list.
 - ▶ hash
4. Applications (What to build: a chair or a table?)
 - ▶ Sorting
 - ▶ Text Compression
 - ▶ Text Search
 - ▶ Database
 - ▶ Memory Management

Summary

- ▶ Abstract Data Types **ADT** and **Data Structures**.
- ▶ From the Theory to the Applications.
- ▶ Some **lower bounds**.
- ▶ Some **SQL**.

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Log and Exponent Identities

The more common identities you will likely use:

- ▶ $\log_b b^a =$
- ▶ $b^{\log_b a} =$
- ▶ $(b^a)^c =$
- ▶ $b^a b^c =$
- ▶ $\log_b(ac) =$
- ▶ $\log_b(a^c) =$
- ▶ $\log_b a =$
- ▶ $b^{\log_c a} =$

For short, note $\log_2 a$ as $\lg a$

Log/Exponent Identities (Cont')

▶ **Example.** Simplify:

$$\begin{aligned}\lg(2^n) + n^2 2^{3 \lg n} &= \\ &= \\ &= \\ &= \end{aligned}$$

▶ May need floors and ceilings:

- ▶ $\lfloor 3.14159265 \rfloor =$
- ▶ $\lceil 3.14159265 \rceil =$

Common Summations

▶ Arithmetic series:

$$\begin{aligned}\sum_{i=1}^n i &= \\ \sum_{i=1}^n i^2 &= \end{aligned}$$

Common Summations (cont')

▶ Useful approximation:

$$\sum_{i=1}^n i^k \approx \frac{n^{k+1}}{k+1}$$

▶ Geometric series (where $a \neq 1$):

$$\sum_{i=0}^n a^i = \frac{a^{n+1} - 1}{a - 1}$$

▶ Infinite series (where $0 < a < 1$):

$$\sum_{i=0}^{\infty} a^i = \frac{1}{1 - a}$$

Derivations

Example:

$$\sum_{i=0}^{\infty} \frac{1}{2^i} =$$
$$=$$
$$=$$

Factorial

- ▶ The number of arrangements of n distinct objects is $n!$.
- ▶ $n! = n \times (n-1) \times \dots \times 2$
- ▶ Stirling's approximations:
 - ▶ $n! \approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n$
 - ▶ $\log(n!) \approx n \lg(n) - n + \frac{\ln n}{2} + \frac{\ln 2\pi}{2}$

Comparison of Algorithms

How do we find out which of these algorithms is the best?

- ▶ Selection Sort
- ▶ Merge Sort
- ▶ Counting Sort

Selection sort

```
for i:=1 to n
| min:=i;
| for j:=i+1 to n
| | if a[min]>a[j] min:=j;
| tmp:=a[i]; a[i]:=a[min]; a[min]:=tmp;
```

Merge sort

```
function sort(from,to)
| if (from<to)
| | mid:=floor((from+to)/2);
| | sort(from,mid); sort(mid+1,to);
| | merge(from,mid,to);

function merge(from,mid,to)
| copy a[from..mid] to a new array b
| copy a[mid+1..to] to a new array c
| add infinity to both b and c as the last element
| k:=1; m:=1;
| for j:=from to to
| | if b[k]<c[m] then
| | | a[j]:=b[k]; k++;
| | else
| | | a[j]:=c[m]; m++;
```

Counting sort

Assume that all numbers in the array are between 1 and 1000:

```
clear array count[1..1000];
for i:=1 to n
| count[a[i]]++;
k:=0;
for i:=1 to 1000
| for j:=1 to count[i];
| | a[k]:=i; k++;
```

Comparison of Algorithms

How do we find out which of these algorithms is the best?

- ▶ Study worst/average case on instances of same size
- ▶ Measure time by key operations
- ▶ Suppose Uniform Time Access (RAM model)

Summary

- ▶ There are some Math Formula worth remembering.
- ▶ There are some algorithms worth studying.