

Lecture 1 Introduction

CS101 Algorithms and Data Structures

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2019-09-10

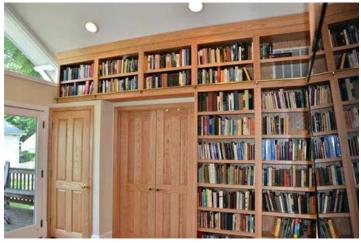
Outline

- What will we learn from this course?
- How we manage this course?

Definition of Data Structure

- A data structure is a scheme for organizing data in the memory of a computer.
- The way in which the data is organized affects the performance of an algorithm for different tasks.
- 数据结构(data structure)是计算机中存储、组织数据的方式。通常情况下,精心选择的数据结构可以带来最优效率的算法(algorithm)。







- The following two operations are essential for efficiently arranging your books:
 - Operation 1: how to insert new books?
 - Operation 2: how to find/access an existing book?

- Method 1: randomly insert new books.
 - Operation 1: how to insert new books?

Insert the book wherever there is an available space. Nice and easy!

Operation 2: how to find/access an existing book?

It depends ...

- Method 2: insert new books according to the alphabets order of the first letter.
 - Operation 1: how to insert new books?

EX: we bought a new book "Algorithm".

Operation 2: how to find/access an existing book?

EX: Binary search!

 Discussion 1: is Method 2 absolutely better/more efficient than Method 1?

Method 1: randomly insert new books.

Method 2: insert new books according to the alphabets order of the first letter.

Discussion 2: how can we further improve Method 2?

- Method 3: cluster books according to different topics (computer science, economics, agriculture, politics...), then insert new books according to the alphabets order of the first letter.
 - Operation 1: how to insert new books?

EX: we bought a new book "Algorithm".

Operation 2: how to find/access an existing book?

EX: Binary search for topic first, then binary search for book title.

> **Discussion 3:** how much space we should preserve for each topic? How many topics is an optimism option?

The efficiency of a method/algorithm highly depends on the organization&amount of the data.

Ex2 How to implement a function PrintN?

 Implement a function named PrintN, when input a positive integer N, print all the positive integer from 1 to N.

```
void PrintN ( int N )
{ int i;
    for ( i=1; i<=N; i++ ) {
        printf( "%d\n", i);
    }
    return;
}</pre>
void PrintN ( int N )
{ if (N);
    PrintN( N-1);
    printf( "%d\n", N);
}
return;
}
```

Loop implementation

Recursive implementation

• Let N = 100, 1000, 10000, 100000,

Ex2 How to implement a function PrintN?

 Implement a function named PrintN, when input a positive integer N, print all the positive integer from 1 to N.

```
# include <stdio.h>
void PrintN ( int N );
int main ()
{ int N;
    scanf ("%d", &N);
    PrintN(N);
    return 0;
}
```

```
10
1
2
3
4
5
6
7
8
9
10
Press any key to continue_
```

```
99977
99981
99982
79983
99984
99985
99988
99990
19996
Press any key to continue_
```



Recursive implementation



Loop implementation

The efficiency of a method/algorithm depends on the occupation of RAM.

Definition of Data Structure

- Data structure, way in which data are stored for efficient search and retrieval.
- Different data structures are suited for different operations.
- Algorithm is a procedure for solving a mathematical problem in a finite number of steps that frequently involves repetition of an operation.

Abstract Data Type (ADT 抽象数据类型)

- Abstract: The method that we describe the data type, does not depend on the implementations.
 - Not related to the computer that stores the data.
 - Not related to the physical structure that stores the data.
 - Not related to the algorithm and language that implements the operation.
- We only care about "how to design" the objective data sets and related operations, not how to "implement" a data structure.

EX4 Abstract data type of a *matrix*

array? Structural array? Orthogonal list?

- Data type: Matrix
- Objects: a $M \times N$ matrix $A_{M \times N} = (a_{ij})$ $(i = 1, \dots, M; j = 1, \dots, N)$ is composed by a number of $M \times N$ array of < a, i, j >, where a present the value of the matrix element, i present the no. of row, and j present the no. of column.
- Operations: for an arbitrary matrix A, B, C \in Matrix, and integers i, j, M, N
- $Matrix\ create\ (int\ M, int\ N)$: return an empty matrix of $M\times N$;
- *int* GetMaxRow(Matrix A): return the number of rows;
- *int* GetMaxCol(Matrix A): return the number of columns;
- <u>ElementType</u> GetEntry(Matrix A, int i, int j): return the element of matrix A in row i, column j;
- $Matrix\ Add\ (Matrix\ A,\ Matrix\ B)$: if the dimension of matrix A and B are the same, return matrix C = A + B, otherwise error;
- $Matrix \ multiply \ (Matrix \ A, \ Matrix \ B)$: if the number of columns of matrix A is equals to the number of rows of matrix B, return matrix C = AB, otherwise return error;

•

The elements are added in order of rows or columns? C,C++,Python,...?