

# Algorithms, Data Structures

**K-Digital Training**

# Data Structure & Algorithm

# Algorithm

# Algorithm

Algorithm is a series of contained steps which you follow in order to achieve some goal, or to produce some output

목표를 달성하거나 결과물을 생산하기 위해 필요한 과정들

# 1 부터 100까지 더해보아요

누군가는

$$1+2+3+4+\dots$$

누군가는

$$1+100=101$$

$$2+99=101$$

$\ddots$

$$101*50=5050$$

누군가는

$$n(n+1)/2$$

**There are many ways to solve problem.**

**Algorithm is focus on clarity**

# Conditions

- has external input
- has 1 or more result
- clarity
- finite trial
- simplicity



# Clarity

time complexity == big O notation

자료의 수 (n)이 증가할 때 시간의 증가 패턴을 나타낸 것

# big O notation

1

$\log n$

$n$

$n \log n$

$n^2$

$n^3$

$2^n$

$n!$

## O(1) : constant

- 값에 대한 키 또는 인덱스를 알고 있을 경우  
    `minsu_exam_result = {"kor":95,"math":40}`

```
minsu_exam_result['kor']
```

```
result = 0  
n = 100  
result = n*(n+1)/2
```

## $O(\log n)$ : logarithmic

- 배열에서 값을 접근할 때 앞 또는 뒤에서 접근 선택이 가능할 경우

```
animals = ['cat', 'dog', 'fox', 'giraffe', 'hippo', 'koyote', ..]
```

## $O(n)$ : linear

- 자료의 수와 시도횟수가 1:1 관계인 경우

```
result = 0
for i in range(1, 100+1):
    result += i
print(result)
```

## $O(n^2)$ : quadratic

- 자료의 참조를 이중으로 하게 될 경우

```
result = 0
for i in range(1, 10+1):
    for j in range(1, j+1):
        result += j
```

# Sort algorithms

- $O(n^2)$ 
  - Bubble sort
  - Selection sort
  - Insertion sort
- $O(n \log n)$ 
  - Merge sort
  - Heap sort
  - Quick sort

# Bubble sort

<https://www.youtube.com/embed/Cq7SMsQBEUw>

- 1:1로  $n(n-1)/2$  번 수행하는 방법
- 최악..



# Selection sort

<https://www.youtube.com/embed/92BfuxHn2XE>

- 가장 작은 값부터 순서대로 정렬
- 인간과 가장 가까운 정렬법

# Insertion sort

<https://www.youtube.com/embed/8oJS1BMKE64>

- $n$ 번째 요소를 처음부터  $n-1$ 번째 까지 비교하면서 값을 끼워넣는 법
- 윗 방법들보단 빠름

# Merge sort

<https://www.youtube.com/embed/ZRPoEKHXTJg>

6 5 3 1 8 7 2 4

- 두개씩 쪼개 각각을 비교하며 정렬하는 방법
- 데이터 상태에 큰 영향을 받지 않음

# Heap sort

[https://www.youtube.com/embed/\\_bkow6lykGM](https://www.youtube.com/embed/_bkow6lykGM)

6 5 3 1 8 7 2 4

- 데이터를 힙에 넣은 뒤 최대값(루트)을 출력하고 힙에서 제거

# Quick sort

<https://www.youtube.com/embed/8hEyhs3OV1w>

6 5 3 1 8 7 2 4

- 피벗을 기준으로 큰값 작은 값을 나눈 뒤, 피벗을 옮겨 다시 수행하는 방법
- 평균적으로 가장 빠른 방법



# Data Structure

# Data Structure

Data structure is a particular way of organizing data in a computer so that it can be used efficiently.

**So, Data Structure is..**

# Data Structures in Web Development

Array & Hash(Dictionary) - indexing post

```
in RDB  
[articleId, title, body, userId, view]
```

```
[{  
    userId: 1,  
    articleId: 1,  
    view: 100,  
    title: "sunt aut",  
    body: "quia et suscipit suscipit"  
},  
...  
]
```

# Data Structures in Web Development

Tree - DOM rendering performance, reply

```
<html>  
<head></head>  
<body>  
<h1></h1>  
<p></p>  
</body>  
</html>
```

# Data Structures in Web Development

- Binary Tree Search
  - Queue(BFS, Breadth First Search)
  - Stack(DFS, Depth First Search)
- Music Player, Image Viewer, undo/redo
  - Linked List

## **We'll Learn about..**

- Stack
- Queue
- Linked List

# Stack





# Stack

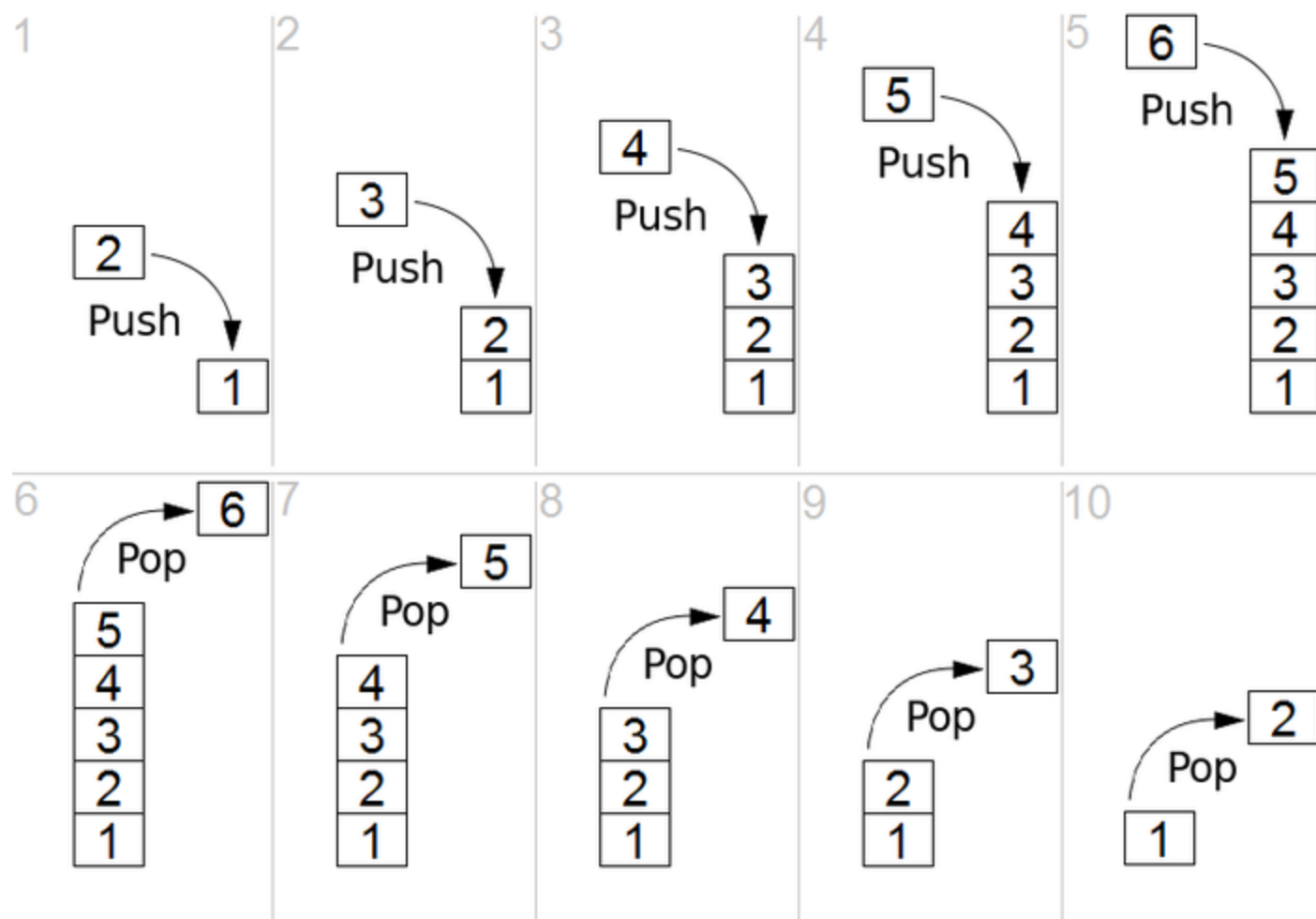
A stack is an abstract data type that serves as a collection of elements, with two principal operations.

- push: which adds an element to the collection
- pop: which removes the most recently added element that was not yet removed

# LIFO

| Last In, First Out





## Let's Create Stack class

```
function Stack() {  
    //properties, methods  
    var items = [];  
}
```

## push & pop

```
function Stack() {  
    //properties, methods  
    var items = [];  
  
    this.push = function(element){  
        return items.push(element);  
    };  
  
    this.pop = function(){  
        return items.pop();  
    };  
}
```

## peek & isEmpty

```
function Stack() {  
    //underneath push & pop  
  
    ...  
  
    this.peak = function(){  
        return items[items.length-1];  
    };  
    this.isEmpty = function(){  
        return items.length == 0;  
    };  
  
}
```



## size & clear & print

```
function Stack() {  
    //underneath peek & isEmpty  
  
    ...  
  
    this.size = function(){  
        return items.length;  
    };  
  
    this.clear = function(){  
        items = [];  
    };  
  
    this.print = function(){  
        console.log(items.toString());  
    };  
  
}
```

## Let's push with Stack class

```
> var stack = new Stack();  
> console.log(stack.isEmpty());  
  
> stack.push(5);  
> stack.push(2);  
> stack.push(8);  
  
> console.log(stack.peek());  
  
> stack.push(11);  
  
> console.log(stack.size());  
> console.log(stack.isEmpty());
```

## Let's pop with Stack class

```
> stack.pop( );  
> stack.pop( );  
  
> console.log(stack.size( ));  
> stack.print( );
```

# Queue







# Queue

a queue is a particular kind of abstract data type or collection in which the entities in the collection are kept in order.

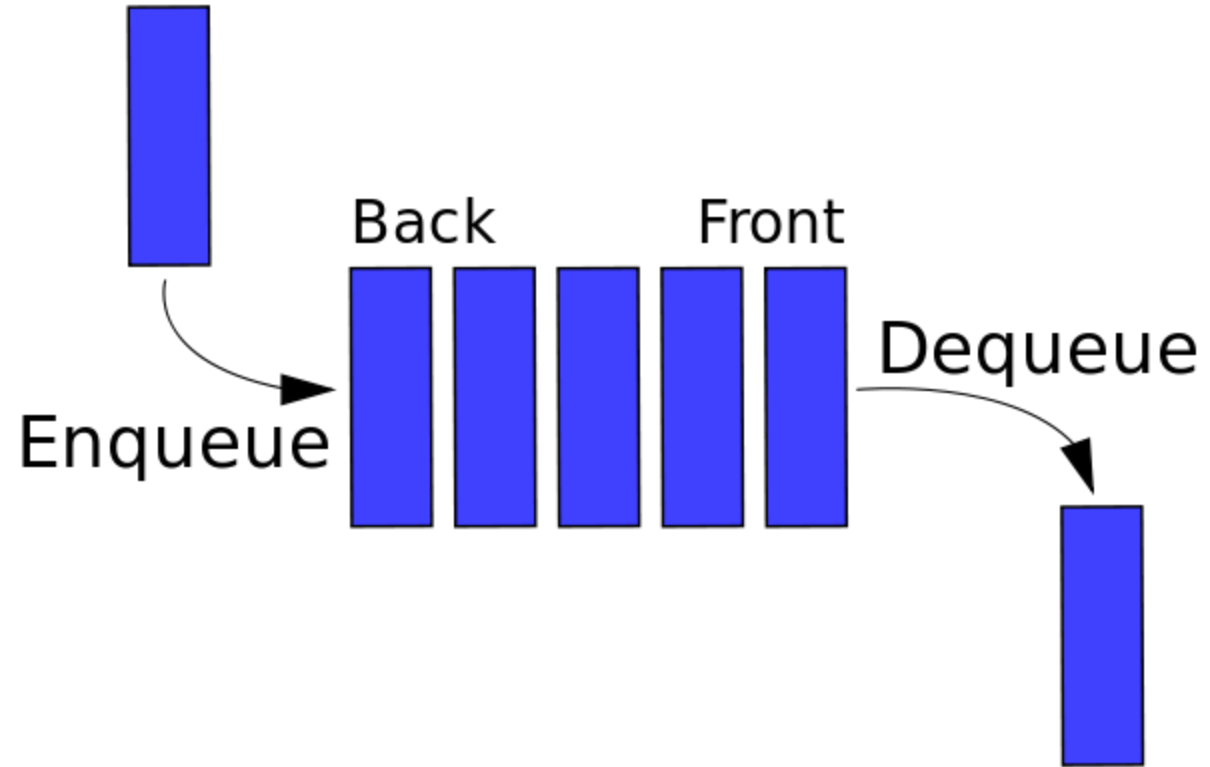
# FIFO

First In First Out

## Enqueue & Dequeue

- Enqueue: addition of entities to the rear terminal position
- Dequeue: removal of entities from the front terminal position





## Let's Create Queue class

```
function Queue() {  
    //properties, methods  
    var items = [];  
}
```

# Enqueue & Dequeue

```
function Queue() {  
    //properties, methods  
    this.enqueue = function(element) {  
        items.push(element);  
    };  
    this.dequeue = function() {  
        return items.shift();  
    };  
}
```

## front & isEmpty

```
function Queue() {  
    //underneath Enqueue & Dequeue  
  
    ...  
  
    this.front = function() {  
        return items[0];  
    };  
    this.isEmpty = function() {  
        return items.length == 0;  
    };  
}
```

## clear & size & print

```
function Queue() {  
    //underneath front & isEmpty  
  
    ...  
  
    this.clear = function() {  
        items = [];  
    };  
    this.size = function() {  
        return items.length;  
    };  
    this.print = function() {  
        console.log(items.toString());  
    };  
  
}
```

## Let's Enqueue with Queue class

```
> var queue = new Queue();  
> console.log(queue.isEmpty());  
  
> queue.enqueue("Fast");  
> queue.enqueue("Campus");  
> queue.enqueue("School");  
  
> queue.print();  
> console.log(queue.size());  
> console.log(queue.isEmpty());
```

## Let's Dequeue with Queue class

```
> queue.dequeue( );  
> queue.dequeue( );  
  
> queue.print( );
```

# Linked List

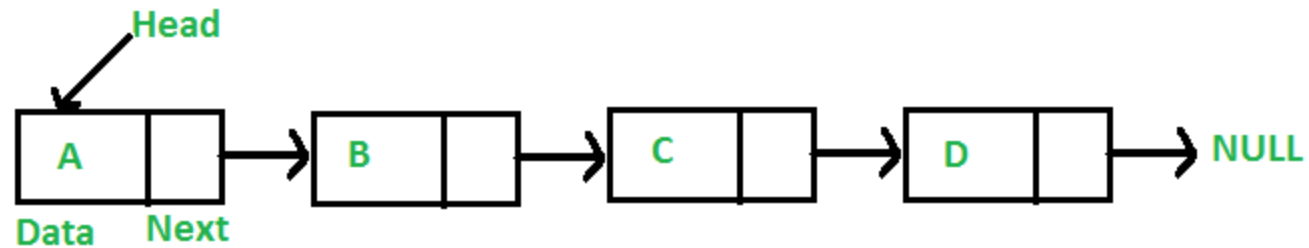


# Linked List

A linked list is a linear collection of data elements, in which linear order is not given by their physical placement in memory.

# Linked List

- Can be used to store linear data of similar types.



## Create Node Class

```
function Node(element) {  
    this.element = element;  
    this.next = null;  
}
```

## Create Linked List Class

```
function LinkedList(){  
    this.head = new Node("head");  
    this.find = find;  
    this.insert = insert;  
    this.remove = remove;  
    this.display = display;  
}
```

To insert,

```
function find(item){  
    var currNode = this.head;  
    while (currNode.element != item){  
        currNode = currNode.next;  
    }  
    return currNode;  
}
```

```
function insert(newElement, item) {  
    var newNode = new Node(newElement);  
    var current = this.find(item);  
    newNode.next = current.next;  
    current.next = newNode;  
}
```

## display the elements

```
function display() {  
    var currNode = this.head;  
    while(!(currNode.next==null)){  
        console.log(currNode.next.element);  
        currNode=currNode.next;  
    }  
}
```

```
var countries = new LinkedList();  
countries.insert("Seoul", "head");  
countries.insert("Incheon", "Seoul");  
countries.insert("Daejeon", "Incheon");  
countries.display();
```

## Remove Node

```
function findPrevious(item){  
    var currNode = this.head;  
    while(!(currNode.next==null)&&(currNode.next.element!=item)){  
        currNode = currNode.next;  
    }  
    return currNode;  
}
```

```
function remove(item) {  
    var prevNode = this.findPrevious(item);  
    if(!(prevNode.next==null)){  
        prevNode.next = prevNode.next.next;  
    }  
}
```

# Tree

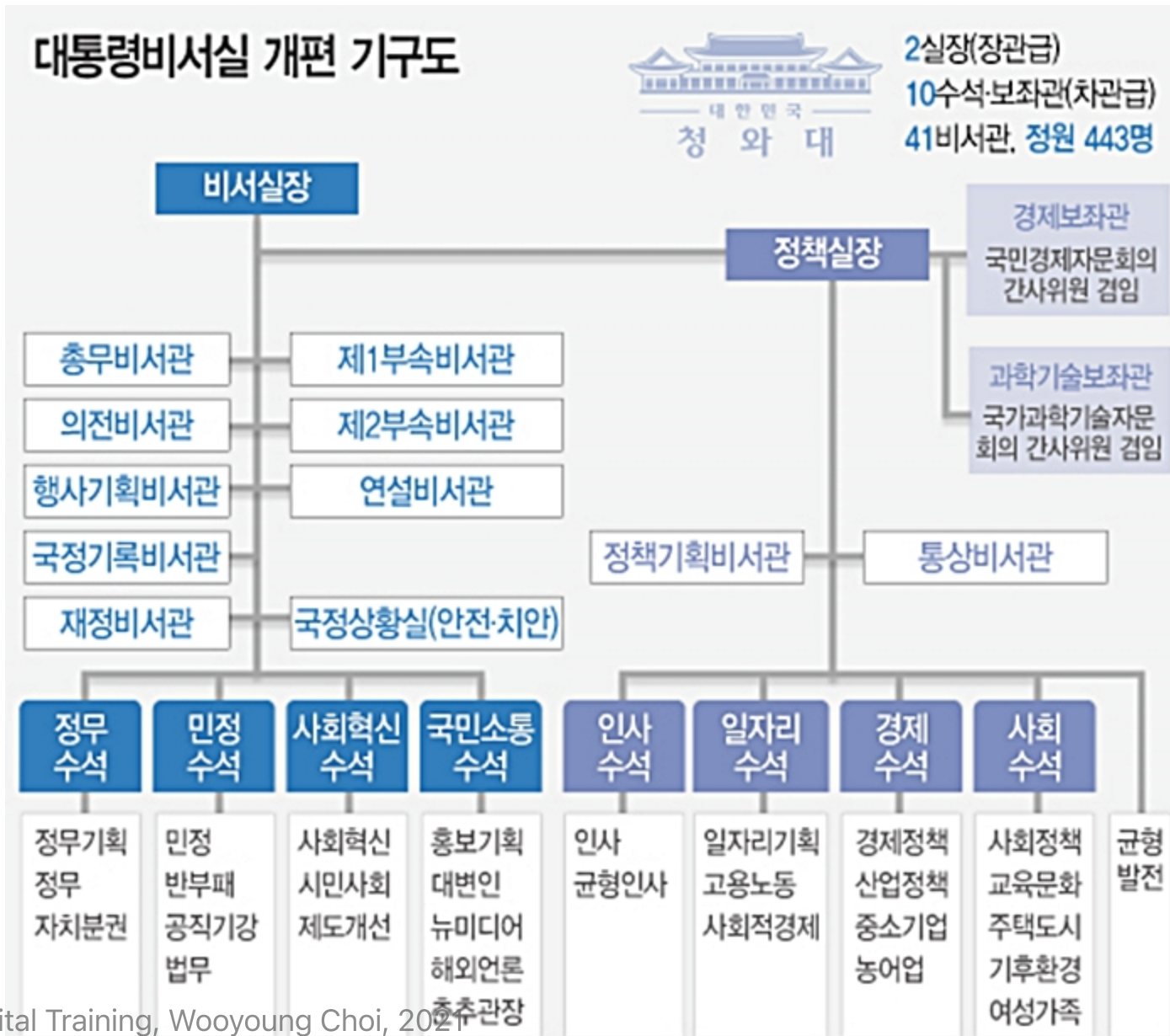


# Tree

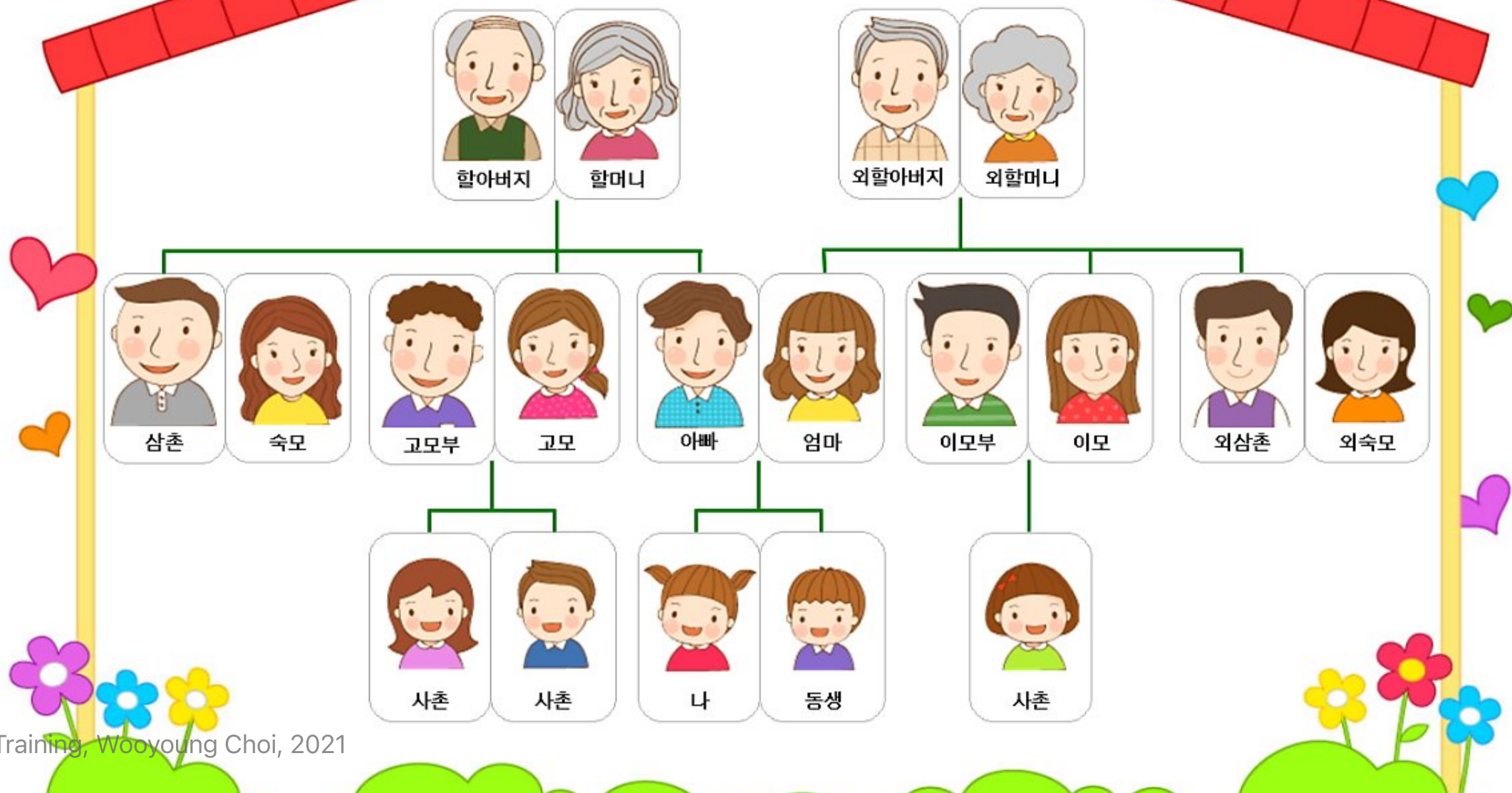
A tree is an abstract model of a hierarchical structure.

- hierarchical: arranged in order of rank.

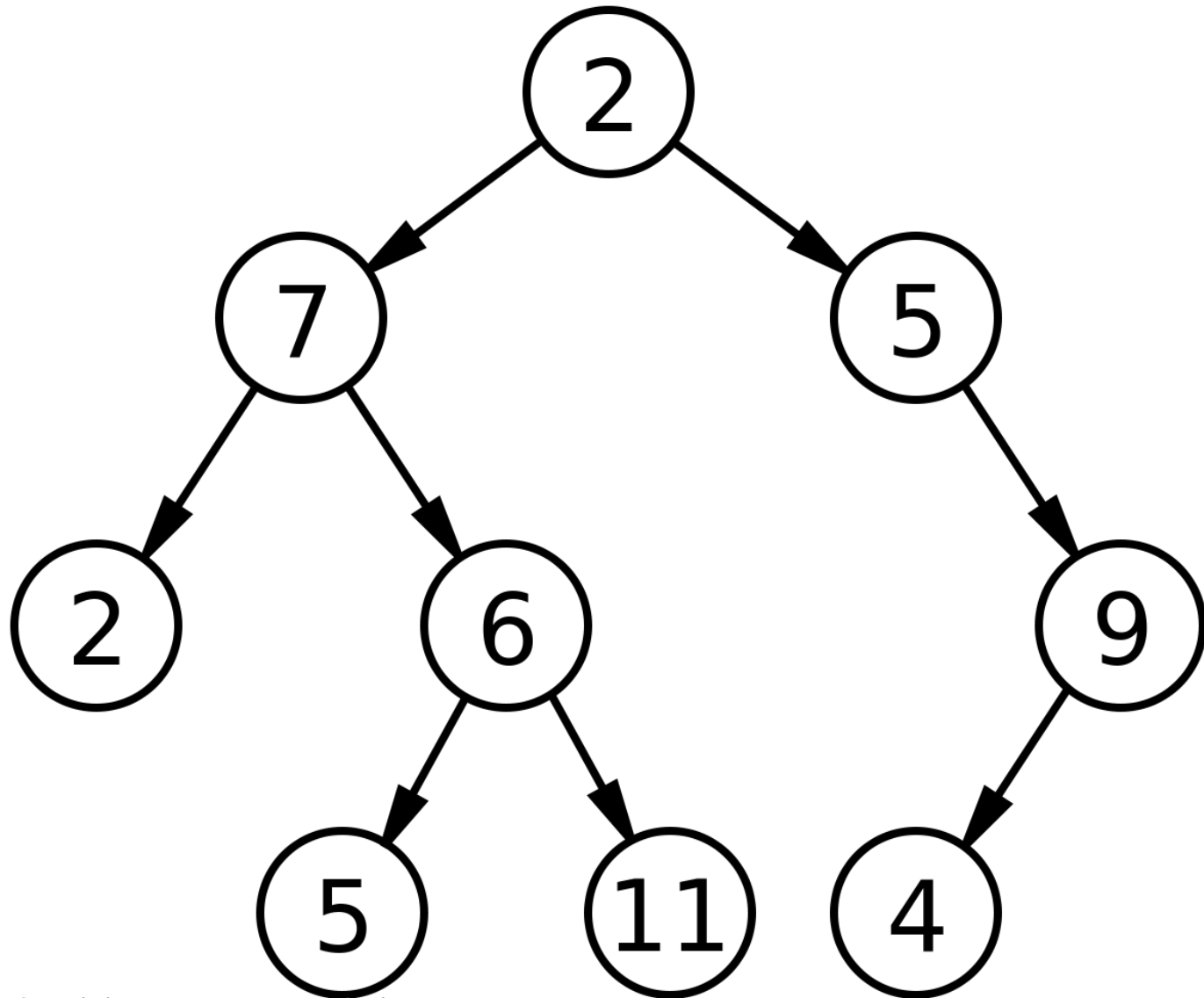
# Tree



# 우리가족 가계도



# Tree



# Tree

- root: 2
- level: (0 ~ 3)
- child of 2: 7,5
- subtree: 6,5,11
- Node: (9)
- edge: (8)

# Binary Search Tree

A node in a binary tree has at most two children: left child, right child

- if root == null, node = newNode
- left child < right child

# Create Stack(), QueueWithStack()

- 3 members 1 repo
- pull 받아 사용해야 하며, 피쳐 브랜치에서 작업해야 합니다.
- Requirement
  - stack
    - push, pop
    - peek, isEmpty
    - size, print
  - queue with stack
    - enqueue, dequeue

# Create Queue with 2 Stacks

```
function Queue_with_stack() {  
    var inBox = [];  
    var outBox = [];  
  
    this.enqueue = function(num) {  
        inBox.push(num);  
    };  
  
    this.dequeue = function() {  
        if (outBox.length > 0) {  
            return outBox.pop();  
        }  
  
        while(inBox.length > 1) {  
            outBox.push(inBox.pop());  
        }  
  
        return inBox.pop();  
    };  
}
```