# Algorithms and Data Structures

Lec01 Introduction Dr. Mohammad Ahmad

### **Algorithms and Data Structures**

In this course, we will look at:

- Algorithms for solving problems efficiently
- Data structures for efficiently storing, accessing, and modifying data
- We will see that all data structures have trade-offs
  - There is no *ultimate* data structure...
  - The choice depends on our requirements

### What is an algorithm?

An <u>algorithm</u> is a sequence of unambiguous instructions for solving a problem, i.e., for obtaining a required output for any legitimate input in a finite amount of time.

### What about data structures

How data is organized

- A data structure is defined by
- the logical arrangement of data elements, combined with:
- the set of operations we need to access the elements.

Algorithms + Data Structures = Programs Algorithms ↔ Data Structures

### What is this Course About?

Clever ways to organize information in order to enable efficient computation

- What do we mean by clever?

- What do we mean by efficient?

### Clever? Efficient?

Array, Lists, Stacks, Queues Heaps Binary Search Trees AVL Trees Hash Tables Graphs Disjoint Sets

Data Structures

Insert

Delete

Find

Merge

**Shortest Paths** 

Union

Algorithms

### **Motivation Example**

Consider searching for an element in an array

- In an array, we can access it using an index array[k]
- Consider searching for an entry in a sorted array
  - In a sorted array, we use a fast binary search
    - Very fast

## **Mathematical Background**

- The ceiling and floor functions
- L'Hôpital's rule
- Logarithms
- Arithmetic and other polynomial series
  - Mathematical induction
- Geometric series
- Recurrence relations
- Combinations

# Floor and ceiling functions

The *floor* function maps any real number *x* onto the greatest integer less than or equal to *x*:

 $\lfloor 3.2 \rfloor = \lfloor 3 \rfloor = 3$  $\lfloor -5.2 \rfloor = \lfloor -6 \rfloor = -6$ 

The *ceiling* function maps *x* onto the least integer greater than or equal to *x*:

$$\begin{bmatrix} 3.2 \end{bmatrix} = \begin{bmatrix} 4 \end{bmatrix} = 4$$
$$\begin{bmatrix} -5.2 \end{bmatrix} = \begin{bmatrix} -5 \end{bmatrix} = -5$$

# L'Hôpital's rule

If you are attempting to determine

$$\lim_{n\to\infty}\frac{f(n)}{g(n)}$$

but both

 $\lim_{n \to \infty} f(n) = \lim_{n \to \infty} g(n) = \infty$ , it follows  $\lim_{n \to \infty} \frac{f(n)}{g(n)} = \lim_{n \to \infty} \frac{f^{(1)}(n)}{g^{(1)}(n)}$ 

#### Repeat as necessary...

Note: the  $k^{\text{th}}$  derivative will always be shown as

 $f^{(k)}(n)$ 

We will begin with a review of logarithms:

If  $n = e^m$ , we define  $m = \ln(n)$ 

It is always true that  $e^{\ln(n)} = n$ ; however,  $\ln(e^n) = n$  requires that *n* is real

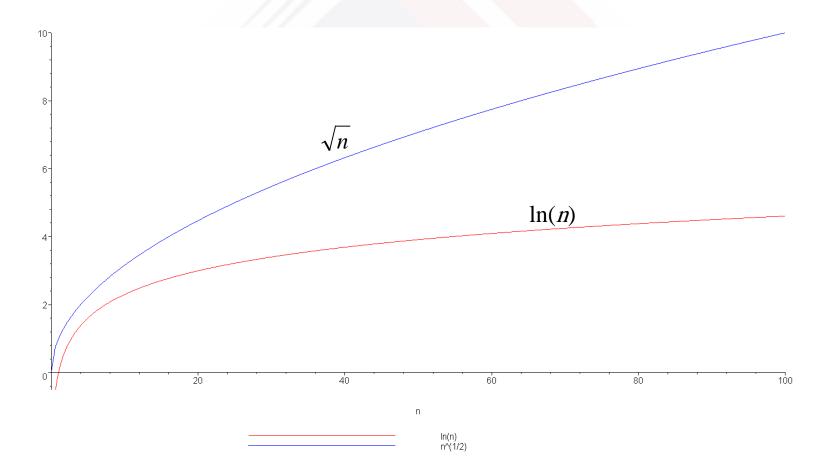
Exponentials grow faster than any nonconstant polynomial

$$\lim_{n\to\infty}\frac{e^n}{n^d}=\infty$$

for any d > 0  $\lim_{n \to \infty} \frac{\ln(n)}{n^d} = 0$ 

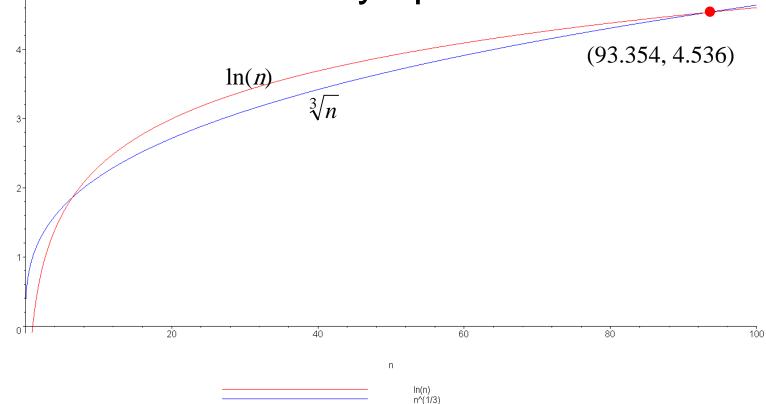
Thus, their inverses—logarithms—grow slower than any polynomial

#### Example: $f(n) = n^{1/2} = \sqrt{n}$ is strictly greater than $\ln(n)$

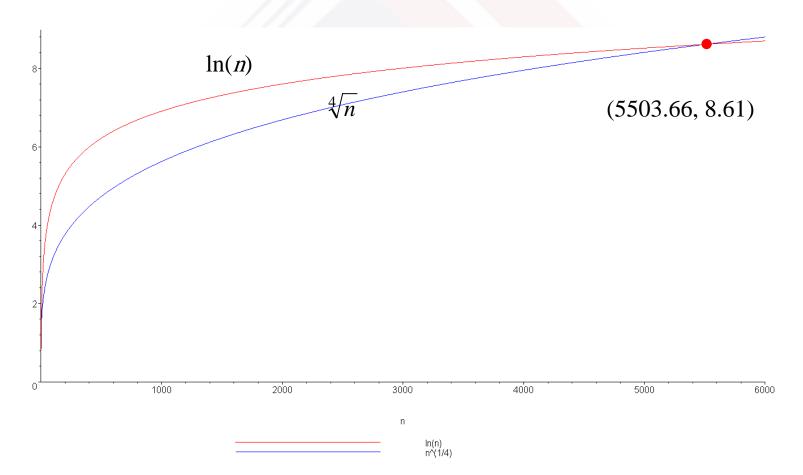


$$f(n) = n^{1/3} = \sqrt[3]{n}$$

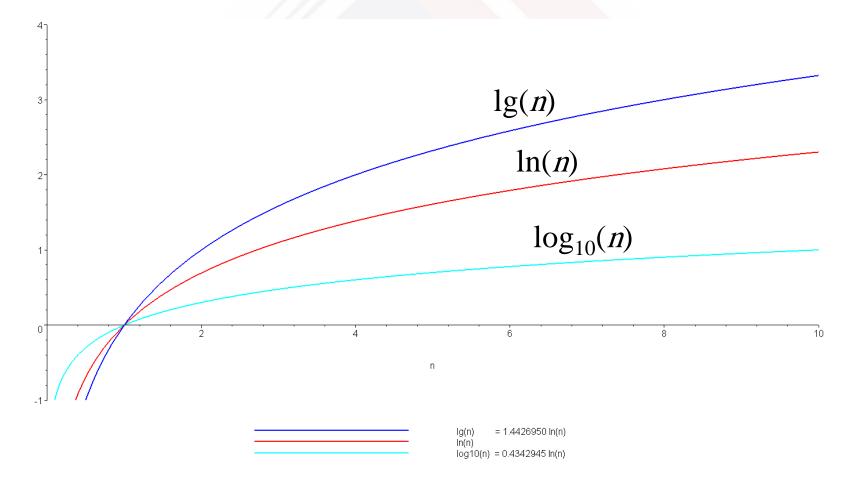
#### grows slower but only up to n = 93



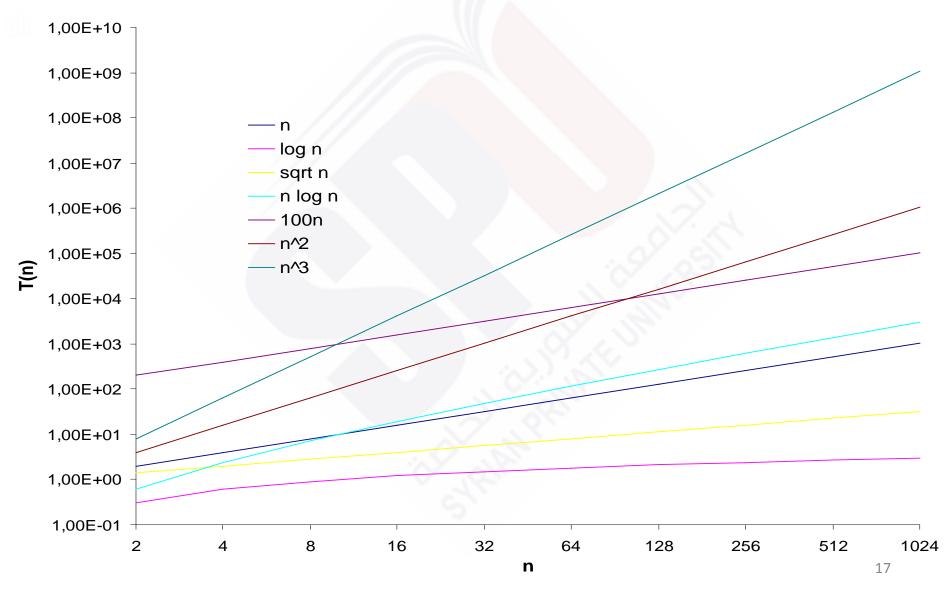
#### You can view this with any polynomial



A plot of  $\log_2(n) = \lg(n)$ ,  $\ln(n)$ , and  $\log_{10}(n)$ 



### **Growth Functions**



# **Arithmetic series**

Next we will look various series

Each term in an arithmetic series is increased by a constant value (usually 1) :

$$0 + 1 + 2 + 3 + \dots + n = \sum_{k=0}^{n} k = \frac{n(n+1)}{2}$$

# **Other polynomial series**

We could repeat this process, after all:

$$\sum_{k=0}^{n} k^{2} = \frac{n(n+1)(2n+1)}{6} \qquad \qquad \sum_{k=0}^{n} k^{3} = \frac{n^{2}(n+1)^{2}}{4}$$
$$\sum_{k=0}^{n} k = \frac{n(n+1)}{2} \approx \frac{n^{2}}{2} \qquad \qquad \sum_{k=0}^{n} k^{2} = \frac{n(n+1)(2n+1)}{6} \approx \frac{n^{3}}{3}$$

however, it is easier to see the pattern:

$$\sum_{k=0}^{n} k^{3} = \frac{n^{2} (n+1)^{2}}{4} \approx \frac{n^{4}}{4}$$

### **Geometric series**

# The next series we will look at is the geometric series with common ratio *r*.

$$\sum_{k=0}^{n} r^{k} = \frac{1 - r^{n+1}}{1 - r}$$

and if  $|\mathbf{r}| < 1$  then it is also true that

$$\sum_{k=0}^{\infty} r^k = \frac{1}{1-r}$$

### **Geometric series**

A common geometric series will involve the ratios  $r = \frac{1}{2}$  and r = 2:  $\sum_{i=1}^{\infty} \left(\frac{1}{2}\right)^{i} = 2$ 

$$\sum_{i=0}^{n} \left(\frac{1}{2}\right)^{i} = \frac{1 - \left(\frac{1}{2}\right)^{n+1}}{1 - \frac{1}{2}} = 2 - 2^{-n}$$

$$\sum_{k=0}^{n} 2^{k} = \frac{1 - 2^{n+1}}{1 - 2} = 2^{n+1} - 1$$

- Finally, we will review recurrence relations: – Sequences may be defined explicitly:  $x_n = 1/n$ 1, 1/2, 1/3, 1/4, ...
- A recurrence relationship is a means of defining a sequence based on previous values in the sequence
- Such definitions of sequences are said to be recursive

Define an initial value: *e.g.*,  $x_1 = 1$ 

Defining  $X_n$  in terms of previous values: – For example,

$$X_n = X_{n-1} + 2$$
$$X_n = 2X_{n-1} + n$$
$$X_n = X_{n-1} + X_{n-2}$$

Given the two recurrence relations

 $x_n = x_{n-1} + 2$   $x_n = 2x_{n-1} + n$ and the initial condition  $x_1 = 1$  we would like to find explicit formulae for the sequences

In this case, we have

$$x_n = 2n - 1 \qquad \qquad x_n = 2^{n+1} - n - 2$$
  
respectively

The previous examples using the functional notation are:

f(n) = f(n-1) + 2 g(n) = 2 g(n-1) + n

With the initial conditions f(1) = g(1) = 1, the solutions are:

$$f(n) = 2n - 1$$
  $g(n) = 2^{n+1} - n - 2$ 

In some cases, given the recurrence relation, we can find the explicit formula: – Consider the Fibonacci sequence:

f(n) = f(n-1) + f(n-2)f(0) = f(1) = 1

# Combinations

Given *n* distinct items, in how many ways can you choose *k* of these?

- I.e., "In how many ways can you combine k items from n?"
- For example, given the set {1, 2, 3, 4, 5}, I can choose three of these in any of the following ways:

 $\{1, 2, 3\}, \{1, 2, 4\}, \{1, 2, 5\}, \{1, 3, 4\}, \{1, 3, 5\}, \{1, 4, 5\}, \{2, 3, 4\}, \{2, 3, 5\}, \{2, 4, 5\}, \{3, 4, 5\}$ 

The number of ways such items can be chosen is written

where  $\binom{n}{k}$  is read as "*n* choose *k*"s There is a recursive definition:

$$\binom{n}{k} = \binom{n-1}{k} + \binom{n-1}{k-1}$$

# Combinations

The most common question we will ask in this vein:

- Given *n* items, in how many ways can we choose two of them?

- In this case, the formula simplifies to: 
$$\binom{n}{2} = \frac{n!}{2!(n-2)!} = \frac{n(n-1)}{2}$$

For example, given  $\{0, 1, 2, 3, 4, 5, 6\}$ , we have the following 21 pairs:

$$\{0, 1\}, \{0, 2\}, \{0, 3\}, \{0, 4\}, \{0, 5\}, \{0, 6\}, \\ \{1, 2\}, \{1, 3\}, \{1, 4\}, \{1, 5\}, \{1, 6\}, \\ \{2, 3\}, \{2, 4\}, \{2, 5\}, \{2, 6\}, \\ \{3, 4\}, \{3, 5\}, \{3, 6\}, \\ \{4, 5\}, \{4, 6\}, \\ \{5, 6\}$$

# Formulation

- Often F(n) is an equation:
  - For example, *F*(*n*) may be an equation such as:

$$\sum_{k=0}^{n} k = \frac{n(n+1)}{2} \quad \text{for } n \ge 0$$

$$\sum_{k=1}^{n} 2k - 1 = n^2 \quad \text{for } n \ge 1$$

$$\sum_{k=0}^{n} 2^{k} = 2^{n+1} - 1 \quad \text{for } n \ge 0$$