

# Data Structures and Algorithms

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**Web: [raoumer.github.io](https://raoumer.github.io)**



# My Background

- **Name: Rao Muhammad Umer**
- **Teaching Experience**
  - Oct. 2016 till now
  - PF-I, DLD, ITC,...
- **MS (Computer Science)**
  - PIEAS (2014-2016)
  - PIEAS Fellowship
  - Area of Research: Data Science and Machine Learning
- **BS (Computer System Engineering)**
  - UCET, IUB (2010-2014)
  - National ICT Scholarship
  - Area of Research: AI, Parallel & Distributed Computing, and Digital Image Processing
- Visit my personal website for more information about me on following link:

[raoumer.github.io](https://raoumer.github.io)



# Course overview

What is this course?

- Intermediate-level survey course.
- Programming and problem solving, with applications.
- **Data structure:** method to store information.
- **Algorithm:** method for solving a problem.

topic	data structures and algorithms	
data types	stack, queue, bag, union-find, priority queue	part 1
sorting	quicksort, mergesort, heapsort	
searching	BST, red-black BST, hash table	
graphs	BFS, DFS, Prim, Kruskal, Dijkstra	part 2
strings	radix sorts, tries, KMP, regexps, data compression	
advanced	B-tree, suffix array, maxflow	

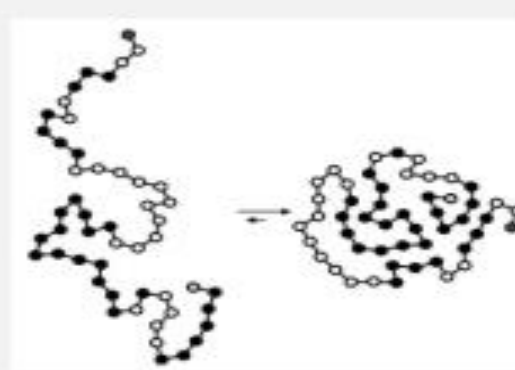


# Why study algorithms?

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.** MP3, JPG, DivX, HDTV, face recognition, ...
- **Social networks.** Recommendations, news feeds, advertisements, ...
- **Physics.** N-body simulation, particle collision simulation, ...

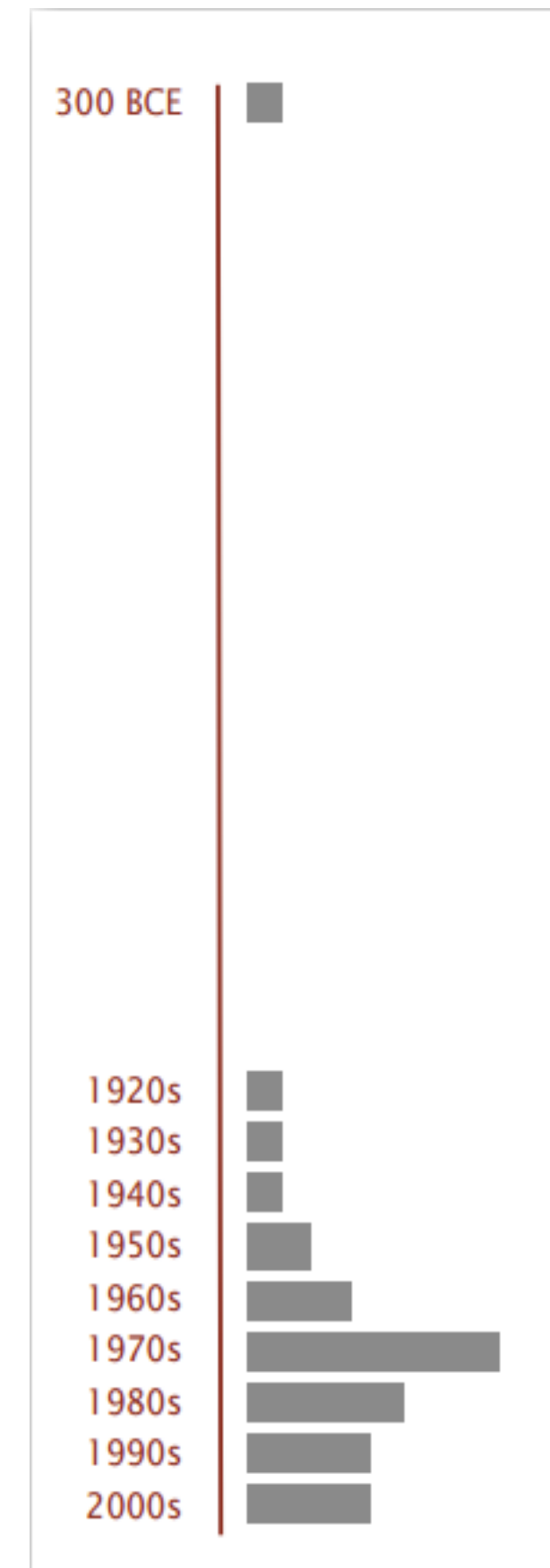
⋮



# Why study algorithms?

## Old roots, new opportunities.

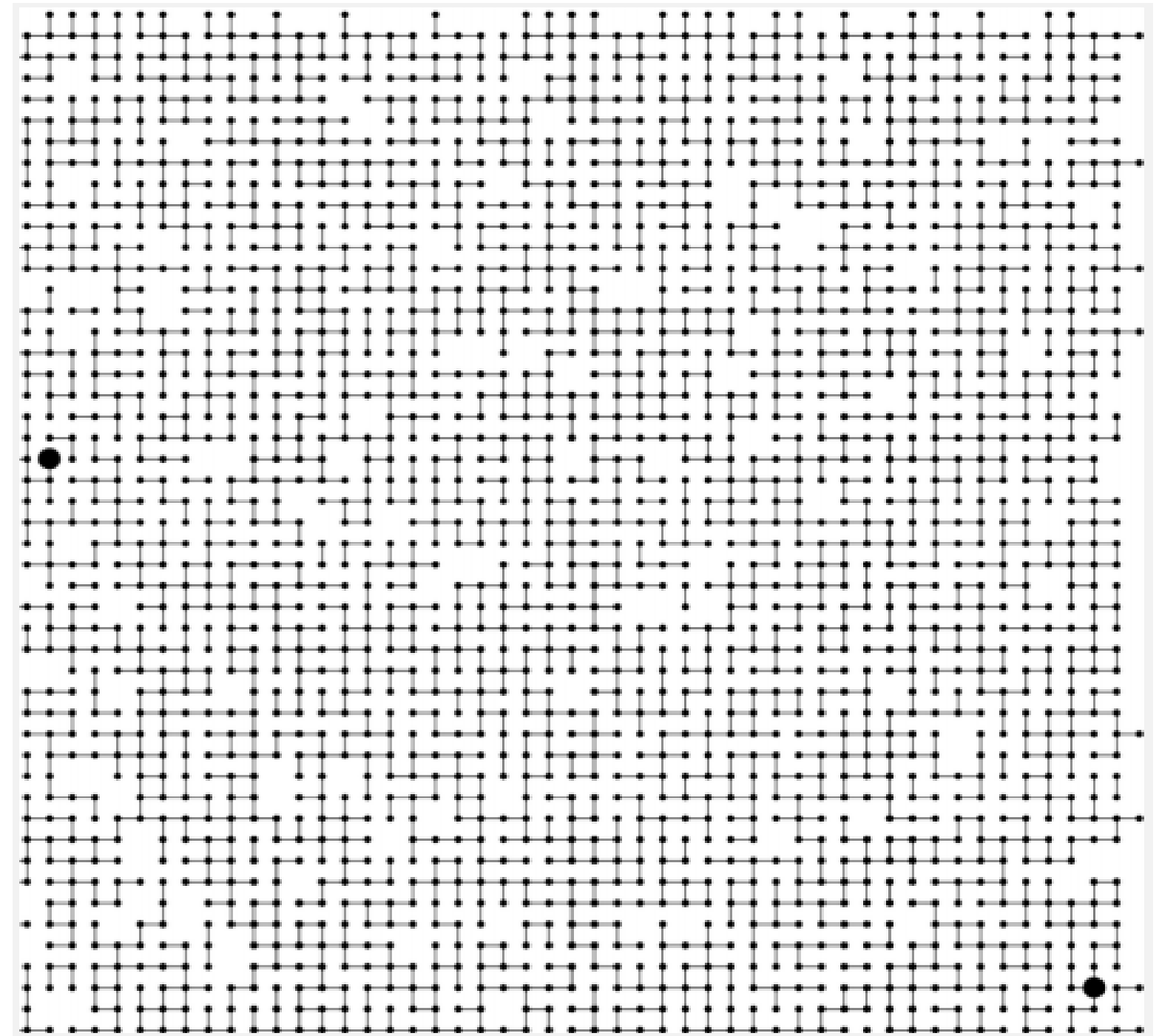
- Study of algorithms dates at least to Euclid.
- Formalized by Church and Turing in 1930s.
- Some important algorithms were discovered by undergraduates in a course like this!



# Why study algorithms?

To solve problems that could not otherwise be addressed.

Ex. Network connectivity. [stay tuned]





# Why study algorithms?

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.” — Donald Knuth*



# Why study algorithms?

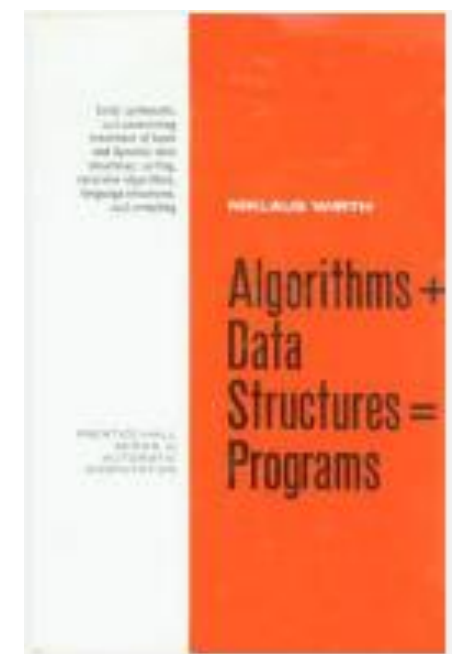
To become a proficient programmer.

*“ I will, in fact, claim that the difference between a bad programmer and a good one is whether he considers his code or his data structures more important. Bad programmers worry about the code. Good programmers worry about data structures and their relationships. ”*

*— Linus Torvalds (creator of Linux)*



*“ Algorithms + Data Structures = Programs. ” — Niklaus Wirth*





# Why study algorithms?

They may unlock the secrets of life and of the universe.

Computational models are replacing math models in scientific inquiry.

$$\begin{aligned} E &= mc^2 \\ F &= ma \quad F = \frac{Gm_1m_2}{r^2} \\ \left[ -\frac{\hbar^2}{2m} \nabla^2 + V(r) \right] \Psi(r) &= E \Psi(r) \end{aligned}$$

20<sup>th</sup> century science

(formula based)

```
for (double t = 0.0; true; t = t + dt)
  for (int i = 0; i < N; i++)
  {
    bodies[i].resetForce();
    for (int j = 0; j < N; j++)
      if (i != j)
        bodies[i].addForce(bodies[j]);
  }
```

21<sup>st</sup> century science

(algorithm based)



*“Algorithms: a common language for nature, human, and computer.” — Avi Wigderson*

# Why study algorithms?

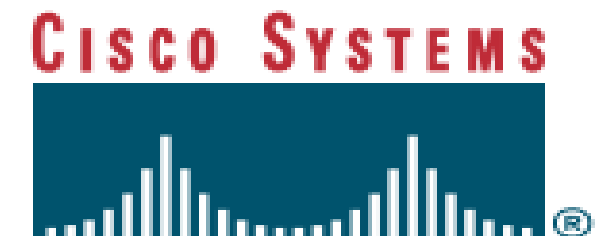
For fun and profit.

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Morgan Stanley

NETFLIX



D E Shaw & Co

ORACLE®



YAHOO!

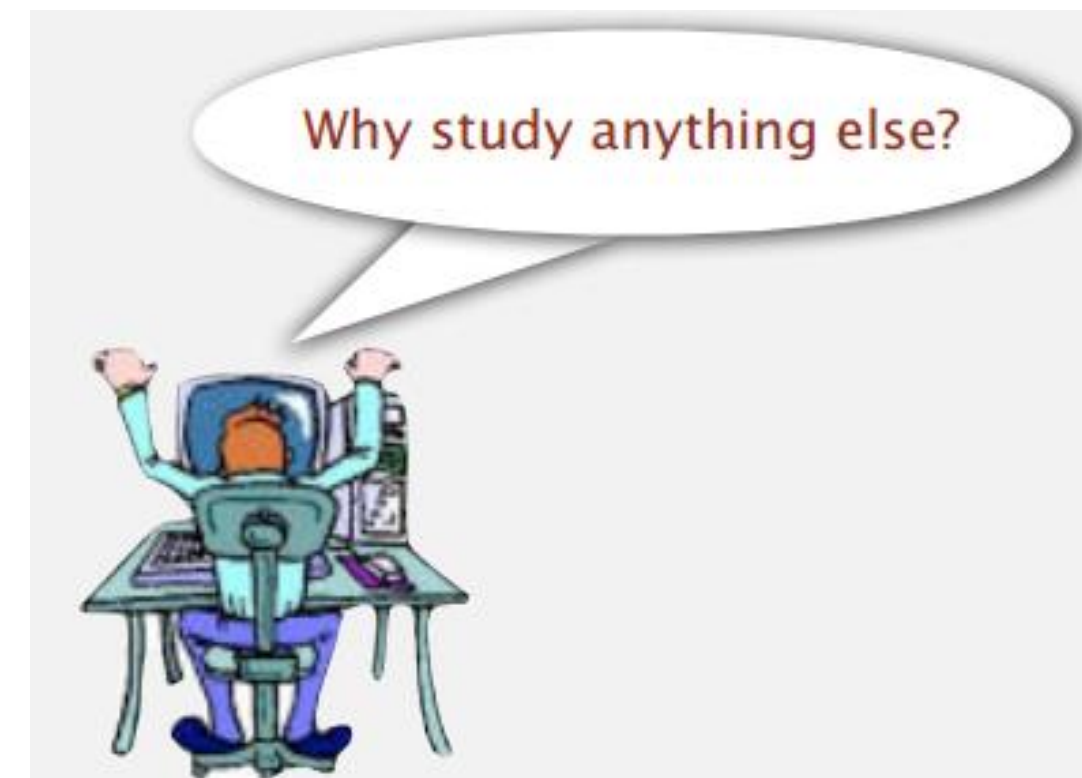
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# Why study algorithms?

- Their impact is broad and far-reaching.
- Old roots, new opportunities.
- To solve problems that could not otherwise be addressed.
- For intellectual stimulation.
- To become a proficient programmer.
- They may unlock the secrets of life and of the universe.
- For fun and profit.



# Resources (Web)

## Course Website.

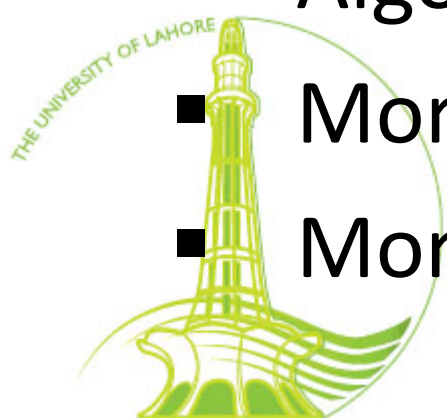
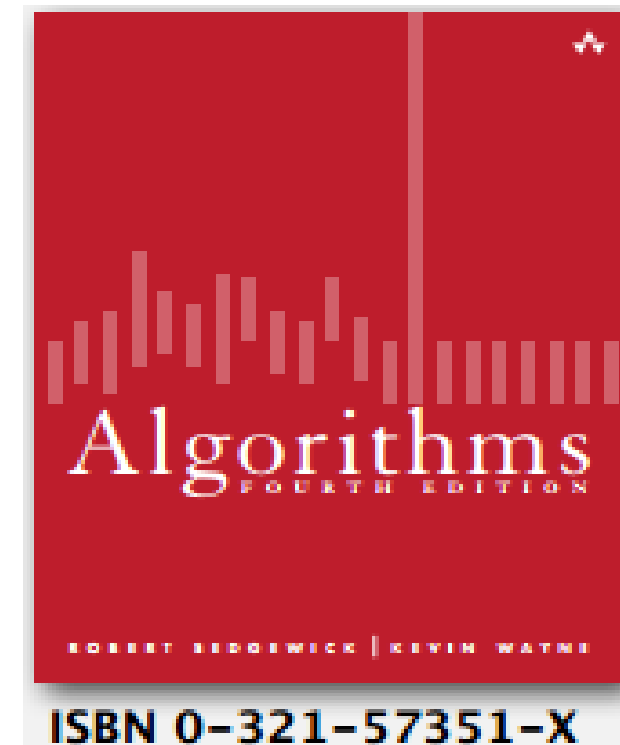
- Course Info. / Content .
- Lecture slides.
- Programming Assignments.
- Exercises.
- Exams.
- Instructor's Email: **muhammad.umer@cs.uol.edu.pk**



<https://piazza.com/uol.edu.pk/summer2017/cs2112/home>

## Textbook.

- Algorithms, 4<sup>th</sup> edition by Sedgewick and Wayne.
- More extensive coverage of topics.
- More topics.



# Prerequisites

## Prerequisites.

- Programming: loops, arrays, functions, objects, recursion.
- C/C++: we use as preferred language. (But you can code in any your favorite programming language, like Python, Java, C#, etc.)
- Mathematics: high-school algebra.

## Review of prerequisite material.

- Quick: Sections 1.1 and 1.2 of Algorithms, 4<sup>th</sup> edition.
- In-depth: How to Program in C/C++, by Deitel & Deitel

## Programming environment.

- Use your own, e.g., Visual Studio, Borland, Dev-C++, Eclipse, etc.



**Quick exercise.** Write a C/C++ program.

# Acknowledgement

- Mostly Slides taken from Book: “Algorithhms” 4<sup>th</sup> Edition by Robert Sedgewick, Kevin Wayne





# Any Query?



# **Thank You for Your Patience!!!**

