# Administrivia- Introduction

CSE 373

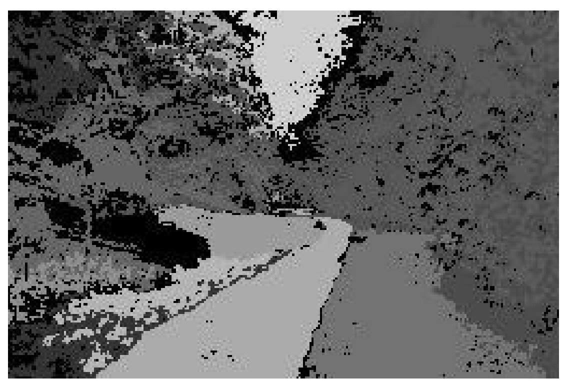
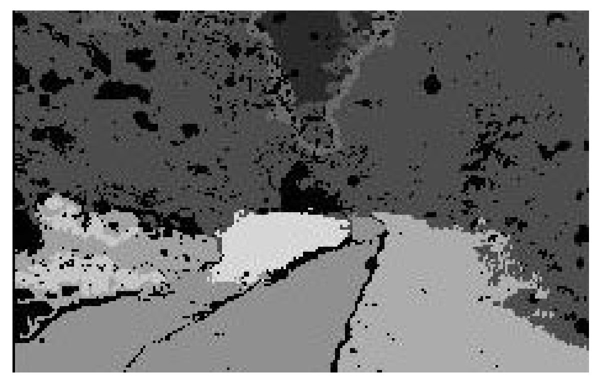
Data Structures

# Staff

- Instructor
  - Linda G. Shapiro, shapiro@cs.washington.edu
- TA's
  - Tian Sang, sang@cs.washington.edu
  - Ian Simon, iansimon@cs.washington.edu

# Linda G. Shapiro

- Professor of Computer Science and Engineering
- Professor of Electrical Engineering
- Adjunct Professor of Medical Education and Biomedical Informatics
- Research: Computer Vision & Content-Based Image Retrieval

# Web Page

- All info is on the web page for CSE 373
  - › http://www.cs.washington.edu/373
  - › also known as
    - http://www.cs.washington.edu/education/courses/373/03sp
    - Be sure to follow the link with “More info”

http://www.cs.washington.edu/education/courses/373/03sp/intro.html

# Office Hours

- Linda Shapiro – 214 Sieg Hall
  - MWF 9:30-10:30 or by appointment
- Ian Simon – 226 Sieg Hall
  - MW 1:00 – 2:00
- Tian Sang – 226 Sieg Hall
  - TTh 2:30 – 3:30
- Exact room(s) in 226 Sieg to be posted later

# CSE 373 E-mail List

- Subscribe by going to the class web page.
- E-mail list is used for posting announcements by instructor and TAs.
- It is your responsibility to subscribe. It might turn out to be very helpful for assignments hints, corrections etc.

# Computer Lab

- Math Sciences Computer Center
  - http://www.ms.washington.edu/
- Project can be done in Java or C++
  - We ordered most of the texts in Java, but there should be at least 10 in C++.

# Textbook

- *Data Structures and Algorithm Analysis in Java (or in C++)*, by Weiss

- See Web page for errata and source code

# Grading

- Assignments and programming projects 50%
- Midterm 20%
  - › Wednesday, May 7, 2003 (not definite yet)
- Final 30%
  - › 2:30-4:20 p.m. Wednesday, June 11, 2003

# Class Overview

- Introduction to many of the basic data structures used in computer software
  - › Understand the data structures
  - › Analyze the algorithms that use them
  - › Know when to apply them
- Practice design and analysis of data structures.
- Practice using these data structures by writing programs.
- Data structures are the plumbing and wiring of programs.

# Goal

- You will understand
  - what the tools are for storing and processing common data types
  - which tools are appropriate for which need
- So that you will be able to
  - make good design choices as a developer, project manager, or system customer

# Course Topics

- Introduction to Algorithm Analysis
- Lists, Stacks, Queues
- Search Algorithms and Trees
- Hashing and Heaps
- Sorting
- Disjoint Sets
- Graph Algorithms

# Reading

- Chapters 1 and 2, *Data Structures and Algorithm Analysis in Java*, by Weiss
  - › Very important sections:
    - Section 1.2.5 on proofs
    - Section 1.3  on recursion
  - › Most of Chapter 2 will be seen in Lecture 4

# Data Structures: What?

- Need to organize program data according to problem being solved
- Abstract Data Type (ADT) - A data object and a set of operations for manipulating it
  - › List ADT with operations **`insert`** and **`delete`**
  - › Stack ADT with operations **`push`** and **`pop`**
- Note similarity to Java classes
  - › private data structure and public methods

# Data Structures: Why?

- Program design depends crucially on how data is structured for use by the program
  - › Implementation of some operations may become easier or harder
  - › Speed of program may dramatically decrease or increase
  - › Memory used may increase or decrease
  - › Debugging may be become easier or harder

# Terminology

- Abstract Data Type (ADT)
  - › Mathematical description of an object with set of operations on the object. Useful building block.
- Algorithm
  - › A high level, language independent, description of a step-by-step process
- Data structure
  - › A specific family of algorithms for implementing an abstract data type.
- Implementation of data structure
  - › A specific implementation in a specific language

# Algorithm Analysis: Why?

- Correctness:
  - › Does the algorithm do what is intended.
- Performance:
  - › What is the running time of the algorithm.
  - › How much storage does it consume.
- Different algorithms may correctly solve a given task
  - › Which should I use?

# Iterative Algorithm for Sum

- Find the sum of the first **`num`** integers stored in an array **`v`**.

```
sum(v[ ]: integer array, num: integer): integer{
    temp_sum: integer ;
    temp_sum := 0;
    for i = 0 to num - 1 do
        temp_sum := v[i] + temp_sum;
    return temp_sum;
}
```

Note the use of pseudocode

# Programming via Recursion

- Write a *recursive* function to find the sum of the first **`num`** integers stored in array **`v`**.

```
sum (v[ ]: integer array, num: integer): integer {
    if num = 0 then
        return 0
    else
        return v[num-1] + sum(v,num-1);
}
```

# Pseudocode

- In the lectures algorithms will be presented in pseudocode.
  - This is very common in the computer science literature
  - Pseudocode is usually easily translated to real code.
  - This is programming language independent
- Pseudocode should also be used for homework

# Proof by Induction

- **Basis Step:** The algorithm is correct for the base case (e.g. n=0) by inspection.
- **Inductive Hypothesis (n=k):** Assume that the algorithm works correctly for the first k cases, for any k.
- **Inductive Step (n=k+1):** Given the hypothesis above, show that the k+1 case will be calculated correctly.

# Program Correctness by Induction

- **Basis Step:** sum(v,0) = 0. ✓
- **Inductive Hypothesis (n=k):** Assume sum(v,k) correctly returns sum of first k elements of v, i.e. `v[0]+v[1]+…+v[k-1]`
- **Inductive Step (n=k+1):** sum(v,n) returns `v[k]+sum(v,k)` which is the sum of first k+1 elements of v. ✓

# Algorithms vs Programs

- Proving correctness of an algorithm is very important
  - › a well designed algorithm is guaranteed to work correctly and its performance can be estimated
- Proving correctness of a program (an implementation) is fraught with weird bugs
  - › Abstract Data Types are a way to bridge the gap between mathematical algorithms and programs