

# Announcements

- HW4 feedback out this afternoon.



# CSE373: Data Structures & Algorithms

## Course Victory Lap

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# Today

- Rest-of-course logistics: exam, etc.
- Review of main course themes
- Course evaluations (online)
  - Thoughtful and constructive feedback deeply appreciated
  - (Including what you liked)

# Final Exam

As also indicated on the web page:

- Friday, in class
- Cumulative but topics post-midterm worth more points
- Not unlike the midterms in style, structure, etc.
- Tough-but-fair exams are the most equitable approach

# Post Midterm Topics

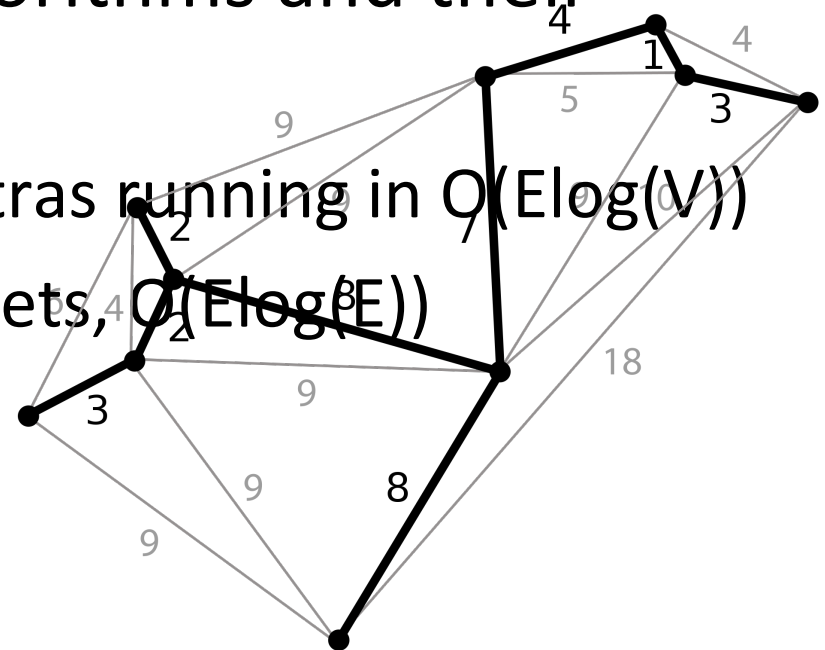
- Sorting
- Graphs
- Minimum Spanning Trees
- Parallelism And Concurrency
- Problem Solving
- Preserving Abstractions

# Sorting

- Properties and runtimes of varying sorting algorithms
  - How much extra space required? In place?
  - Partially sorted? Reverse order?
  - Homework 5 is great to help prepare
- Given a following block mystery psuedocode, determine which sorting algorithm it is
- Non-comparison based sorts (bucket sort and radix sort)

# Minimum Spanning Trees

- How to build from a graph
- Kruscal's vs Primm's algorithms and their runtimes
  - **Primm's**: Modified Dijkstras running in  $O(E \log(V))$
  - **Kruscal's**: Using Disjoin sets,  $O(E \log(E))$



# Parallelism and Concurrency

- What is the difference?
- Maps and Reductions
  - **Map**: Applying a function to all of the values in a collection, resulting in a identical length collection.
    - $\text{Map}([1,2,3,4,5,6], +1) = [2,3,4,5,6,7]$
  - **Reduction**: Applying a function to a collection to reduce it to a single value.
    - $\text{Reduce}([1,2,3,4,5,6], \text{leftmost even number}) = 2$
- **Work**: How long it takes **1 processor** to execute a sequentially execute a block of code
- **Span**: how long it takes **infinite processors** to execute a block of code



# Preserving Abstraction

- Copy in vs. Copy out
  - To protect internal structures from being modified by clients
- Private and Final fields
  - How do they impact immutability?
- Hiding unnecessary information from Clients
  - **For example:** A client generally does not need to know that your Disjoint sets are being represented as Uptrees
  - **Another example:** Java's HashTable does not tell you what hashcode they are using. Why?

# Problem Solving

- Lots of different metrics for determine which solution is “best”
- For example, solve the following problem first by optimizing for time, then by optimizing solely for space:

Given a list of Strings representing States of birth for students at a highschool. For the most common State, output all the students who were born there.

# Victory Lap

A victory lap is an extra lap around the track

- By the exhausted victors (that's us) 😊

Review course goals

- Slides from Lecture 1
- What makes CSE373 special



# Thank you!

Big thank-you to your TA's:

Alon

Dan

Lilian

# Thank you!

And huge thank you to all of **you**

- Great attitude
- *Great class attendance and questions from a smaller summer quarter class*
- Occasionally laughed at my bad jokes

Now three slides, completely unedited, from  
Lecture 1

- Hopefully they make more sense now
- Hopefully we succeeded

# Data Structures

- Introduction to Algorithm Analysis
- Lists, Stacks, Queues
- Trees, Hashing, Dictionaries
- Heaps, Priority Queues
- Sorting
- Disjoint Sets
- Graph Algorithms
- *May have time for other brief exposure to topics, maybe parallelism*

# What 373 is about

- Deeply understand the basic structures used in all software
  - Understand the data structures and their **trade-offs**
  - Rigorously **analyze** the algorithms that use them (math!)
  - Learn how to **pick** “the right thing for the job”
  - More thorough and rigorous take on topics introduced in CSE143 (plus more new topics)
- Practice design, analysis, and implementation
  - The elegant interplay of “theory” and “engineering” at the core of computer science
- More programming experience (as a way to learn)



# Goals

- Be able to **make good design choices** as a developer, project manager, etc.
  - Reason in terms of the general abstractions that come up in all non-trivial software (and many non-software) systems
- Be able to **justify** and **communicate** your design decisions

## Hunter's take:

- Key abstractions used almost **every day in just about anything related to computing and software**
- It is a vocabulary you are likely to internalize permanently

# Where next?

Hopefully cse373 will not be your last exposure to computer science. There are lots of other awesome computer science courses for non-cse majors!

## CSE 154: Web Programming

Developing Websites and client and server side software

## CSE 374: Intermediate programming Concepts and Tools

Concepts of lower-level programming (C/C++) and explicit memory management

## CSE 417: Algorithms and Computational Complexity

NP Complete problems, undecidable problems, graph theory and complexity

## CSE 415: Introduction to Artificial Intelligence

Knowledge representation, logical and probabilistic reasoning, learning, language understanding, intro to game theory

# So many other resources outside of UW

Coursera Python Course <https://www.coursera.org/specializations/python>

Machine learning course:

<https://www.coursera.org/learn/machine-learning>

Computer Security:

<https://www.coursera.org/course/security>

Computational Neuroscience:

<https://www.coursera.org/course/compneuro>

Principles of Computing (Great next step for math lovers):

<https://www.coursera.org/course/principlescomputing1>

# Learn a new Language!

- **Haskell:** <http://learnyouahaskell.com/chapters>
- **C++:** <http://www.learncpp.com/>
- **Scala:** <http://www.scala-lang.org/documentation/>
- **Ruby:** <https://www.codecademy.com/learn/ruby>
- **PHP:** <https://www.codecademy.com/learn/php>
- **Racket:** <https://learnxinyminutes.com/docs/racket/>
- There are resources of 100's of languages online. Pick one and mess with it!

# Learn to code games!

- Using **Unity**:  
<https://www.udemy.com/unitycourse/>
- Using **ActionScript**:  
<https://www.siteground.com/tutorials/actionscript/>
- Make an **Android App** (using mostly Java):  
<http://developer.android.com/training/basics/firstapp/index.html>

# So much more!

- Create an account on StackOverflow
  - Ask and answer questions!
- Subscribe to the Programming subreddit (the people are only a little pretentious 😊)
- Fork peoples projects on github and read their code
- Contribute to open source projects
- Participate in a hackathon
- Learn how to write scripts to automate things you don't like spending time on!

Finally, thanks for the opportunity to  
work with you all!

