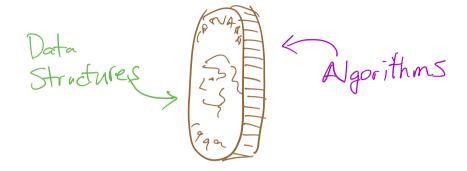
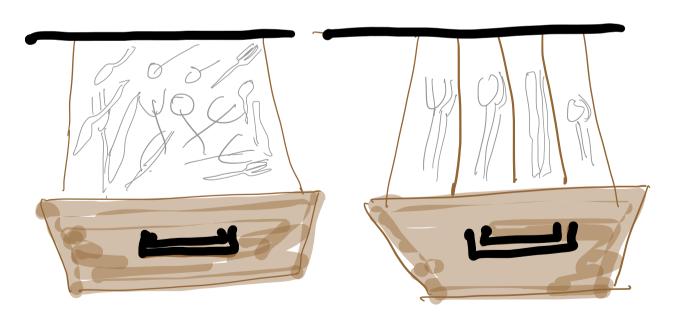
#### CSCI 260 - Data Structures and Algorithms

Administrivia - See Course web pages at csci. Viu. ca/~gpruesse/teaching/260



Eg. Cutlery drawer



Sort going in ... or sort coming out which is better?

Either way, what is done/needs doing is the same:
init()

insert (x)

get fork()

get knife()

get spoon()

What makes one "way of doing" it"
the best way?

DS+Algs

- running time
- memory
- power Consumption.

## Abstract Data Types (ADT)

- defines what is done by the alg/DS
- I many ways of "getting the job done"
  - implementation is the code that does it
  - algorithm is a mathematical object
    - ... a step-by-step procedure
      that "gets the job done"
      (meets regs of ADT)
    - ... is language independent.
- 1. We need to select an algorithm before we can implement.
- 2. DS + Algorithm go hand-in-hand -your get spoon () depends on the DS: messy drawer or sorted?

# ADT

- captures the behavior (job it does) but not:

· running time - space

Alg + DS

- need to be correct ...

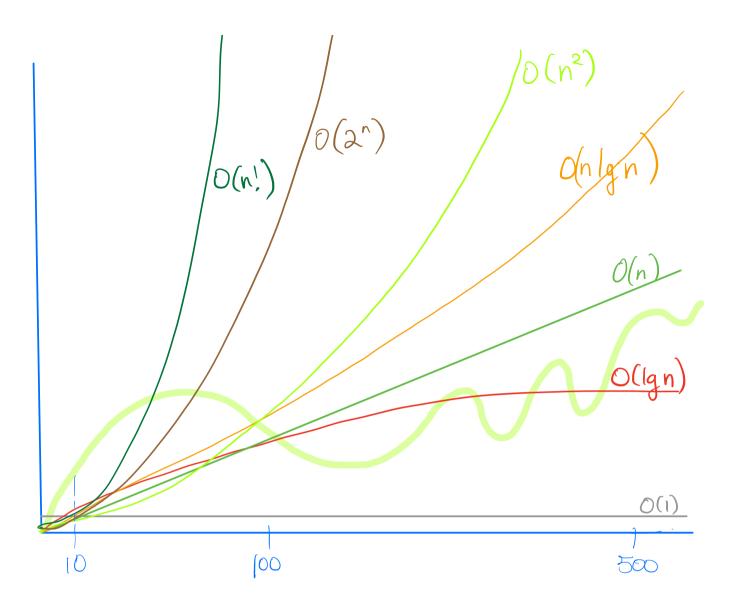
- have related running times (and space).

- We need to analyze algs

-We need measures of how much time an algorithm takes that is "independent of machine"

- on machine X, MULT would be
100x as many clock ticks as on
machine Y

 $-16 n^{2} + 190 n - 500$   $n^{2} + 20n + 1000$  5000 n



What happens when you add two functions? What happens when you multilply by a constant? A Puzzle ....

### Array ADT

init()

Set (i, x) - i an integer index into Array ADT x a double float (like 7.23)

float get (i)

Suppose you know

- need up to 1 billion entries

- OS can allocate space for I billion entires in constant time <u>But</u> it is full of garbage

Can you make all operations work in O(1)?

### Algorithms + DS

- can compute an output for a given input
- can be a DS with a lifethme operations can change it, or run algorithms on it.

Array ADT

- obvious implementation (init is not O(1))
-use a sentinel.

- don't use a sentinel.

The Hint
(I page down)

You can do it with Data Structures that look like this: floats 0 B ints Log ints Ton integer in which is an index into Log