

COS 226

ALGORITHMS
and
DATA
STRUCTURES

ARVIND NARAYANAN · MAIA GINSBURG · IBRAHIM ALBLUWI

INTRO TO COS 226

- *motivation*
- *course details and policies*



<https://algs4.cs.princeton.edu>

COS 226 course overview

What is COS 226?

- Intermediate-level survey course.
- Programming and problem solving, with applications.
- **Algorithm**: sequence of instructions for solving a problem.
- **Data structure**: method to organize data in a computer.

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

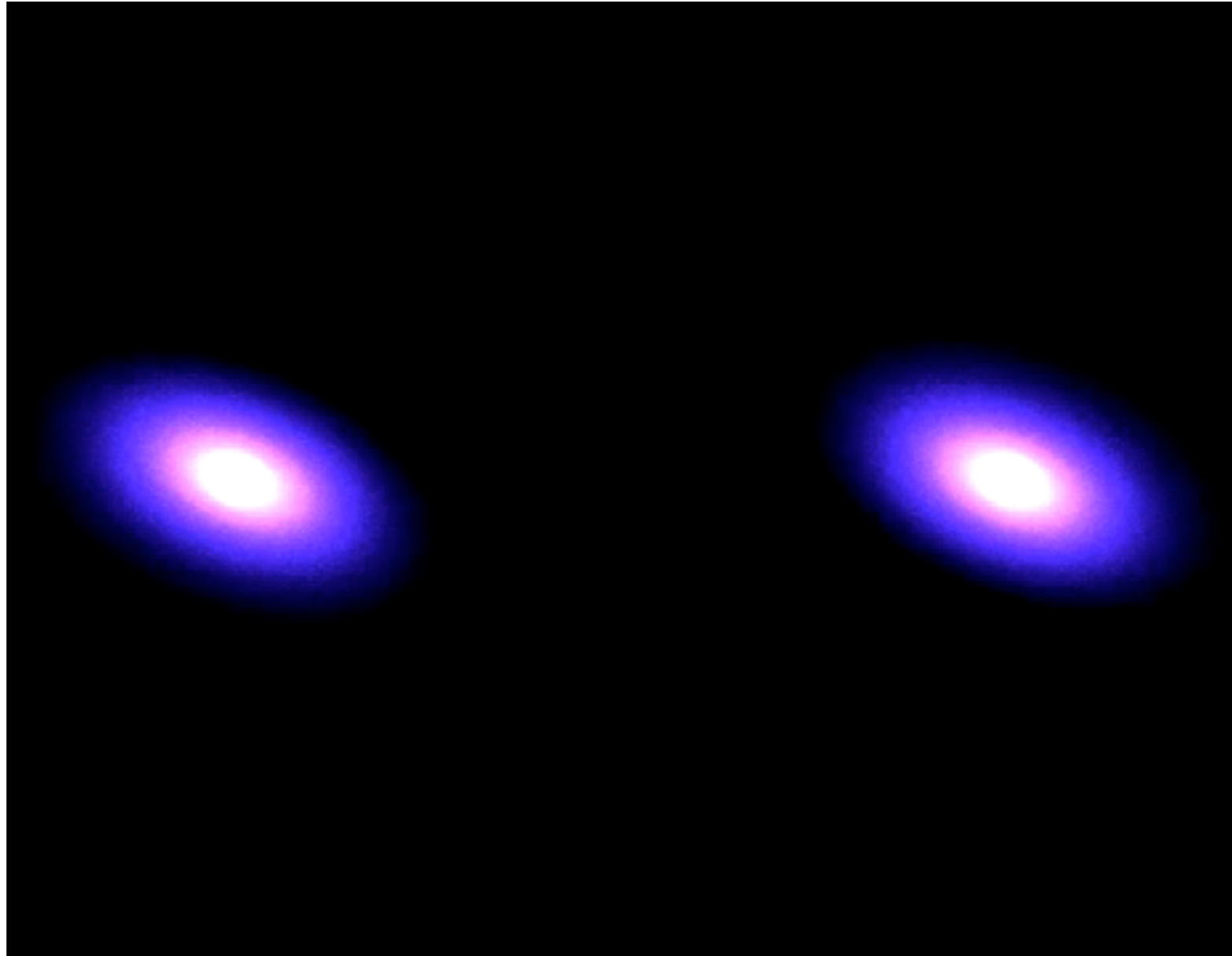
Why study algorithms and data structures?

Their impact is broad and far-reaching.



Why study algorithms and data structures?

To solve problems that could not otherwise be addressed.



http://www.youtube.com/watch?v=ua7YIN4eL_w

Why study algorithms and data structures?

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

“ Computer models mirroring real life have become crucial for most advances made in chemistry today.... Today the computer is just as important a tool for chemists as the test tube. ”

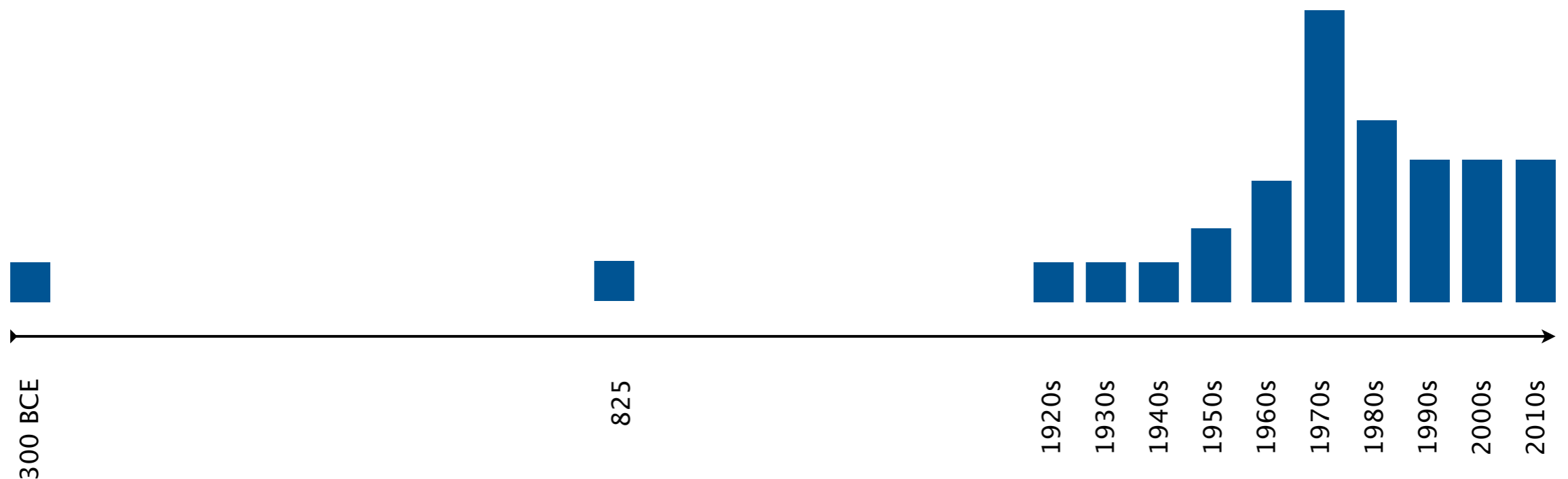
— *Royal Swedish Academy of Sciences*
(Nobel Prize in Chemistry 2013)



Why study algorithms and data structures?

Old roots, new opportunities.

- Study of algorithms dates at least to Euclid.
- Named after Muḥammad ibn Mūsā al-Khwārizmī.
- Formalized by Church and Turing in 1930s.
- Some important algorithms were discovered by undergrads in a course like this!



Why study algorithms and data structures?

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 (architect of Linux and git)*



Why study algorithms and data structures?

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

Why study algorithms and data structures?

For fun and profit.



Algorithms can be misused

MANAGEMENT

Algorithm That Tells the Boss Who Might Quit

Wal-Mart, Credit Suisse Crunch Data to See Which Workers Are Likely to Leave or Stay



POPULAR ON WSJ

1. Fossil Fuels Will Save the World

By Jacob Kastrenakes on October 14, 2013 10:06 am

ILLUSTRATION: OTTO STEININGER

ALGORITHMS TAKE CONTROL OF WALL STREET



thousands of little algorithms, and they've created a new... and impossible for humans to comprehend. Photo: Mauricio

Prisons turn to computer algorithms for deciding who to parole

By Jacob Kastrenakes on October 14, 2013 10:06 am



THE LATEST HEADLINES

- Google's hilarious autocomplete suggestions have been turned into a game
- Twitter cuts Meerkat from its social graph just as SXSW gets started
- Rand Paul says he's connecting with thousands of teens over Snapchat

New Google algorithm elevates facts; critics worry 'dissidents' will be quashed

29 comments



Google is developing an algorithm that would elevate "trustworthiness" in its search results. (The Associated Press)

The Algorithm Economy Heads To Amazon

Posted Nov 30, 2014 by Danny Crichton (@DannyCrichton)

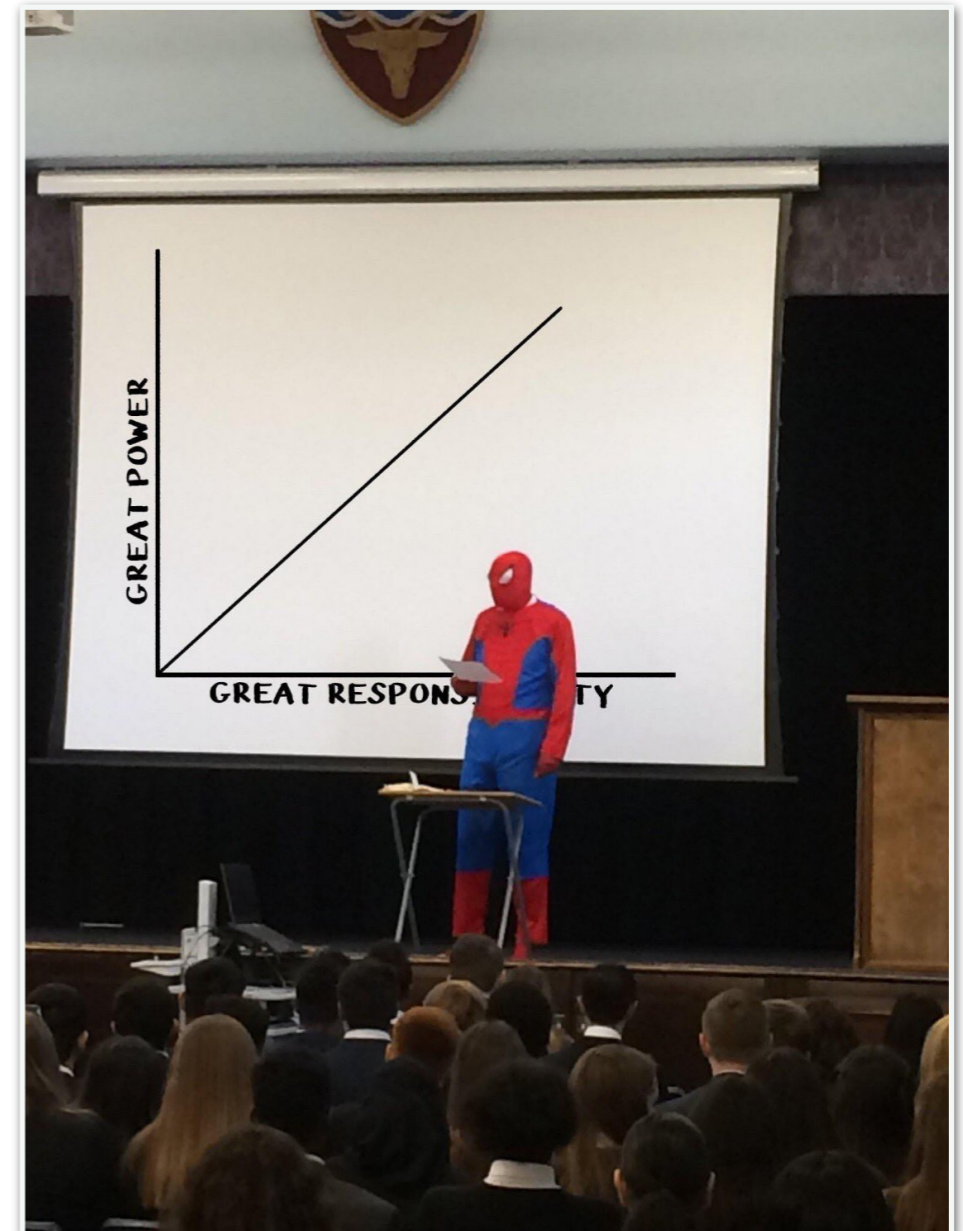
1,796 SHARES



11

Why study algorithms and data structures?

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



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Laptops Are Great. But Not During a Lecture or a Meeting.



Laptop use – even for note taking – negatively impacts learning

Lots of peer-reviewed research on this topic

[The laptop and the lecture: The effects of multitasking in learning environments](#) by Helene Hembrooke and Geri Gay, *Journal of Computing in Higher Education*, 2003

[In-class laptop use and its effects on student learning](#) by Carrie B. Fried, *Computers & Education*, 2007

[Daydreaming and its correlates in an educational environment](#) by Sophie Lindquist and John McLean, *Learning and Individual Differences*, 2011

[Examining the impact of off-task multi-tasking with technology on real-time classroom learning](#) by Eileen Wood, Lucia Zivcakova, Petrice Gentile, Karin Archer, Domenica De Pasquale, Amanda Nosko, *Computers & Education*, 2011

[The impact of laptop-free zones on student performance and attitudes in large lectures](#) by Nancy Aguilar-Roca, Adrienne Williams, and Diane O'Dowd, *Computers & Education*, 2012

[Laptop multitasking hinders classroom learning for both users and nearby peers](#) by Faria Sana, Tina Weston, Nicholas J. Cepeda, *Computers & Education*, 2013

[The pen is mightier than the keyboard: Advantages of longhand over laptop note taking](#) by Pam A. Mueller and Daniel M. Oppenheimer, *Psychological Science*, 2014

[The impact of computer usage on academic performance: Evidence from a randomized trial at the United States Military Academy](#) by Susan Payne Carter, Kyle Greenberg, Michael S. Walker, *Economics of Education Review*, 2017

[Logged in and zoned out: How laptop internet use relates to classroom learning](#) by Susan Ravizza, Mitchell Uitvlugt, Kimberly Fenn, *Psychological Science*, 2017

Laptop use harms other students



ELSEVIER

Computers & Education

Volume 62, March 2013, Pages 24-31



Laptop multitasking hinders classroom learning for both users and nearby peers

Faria Sana ^a✉, Tina Weston ^{b, c}✉, Nicholas J. Cepeda ^{b, c}✉

[+](#) **Show more**

<https://doi.org/10.1016/j.compedu.2012.10.003>



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Policy: no laptops/phones/tablets in class

Student response system (required).

- Any hardware version of iClicker.
(use iClicker Reef at your own risk, WiFi issues?)
- Register your iClicker in Blackboard. 
- Available at Labyrinth Books (\$30).  save serial number
to maintain resale value

We'll start using them on Thursday.



Course staff



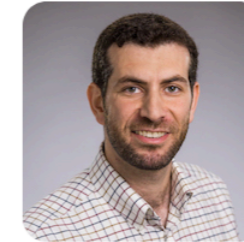
Arvind Narayanan ✉

Faculty
Instructor



Maia Ginsburg ✉

Faculty
Lead Preceptor



Ibrahim Albluwi ✉

Faculty
Lead Preceptor



Ross Teixeira ✉

Graduate Student
Preceptor



Qasim Nadeem ✉

Graduate Student
Preceptor



Lisa Jian ✉

Graduate Student
Preceptor



Matthew Weaver ✉

Graduate Student
Preceptor



Mohamed El-Dirany ✉

Graduate Student
Preceptor



Alberto Mizrahi Benmaman ✉

Graduate Student
Preceptor

Precepts:

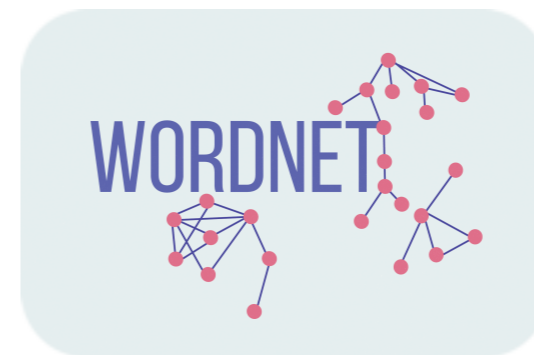
Discussion, problem solving, assignment prep

A note about division of responsibility

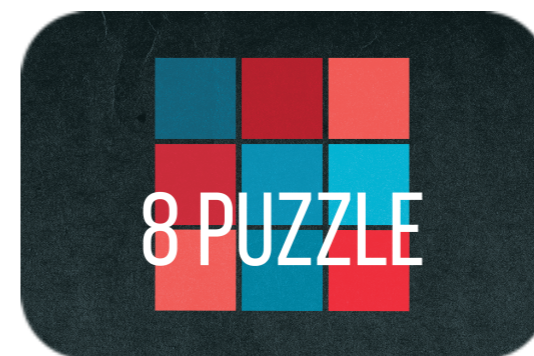
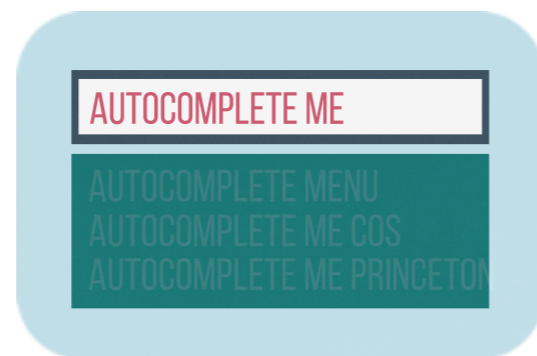
For assignment help, go to precepts, preceptor office hours, labs

Programming assignments

Implement an efficient algorithm or data structure.



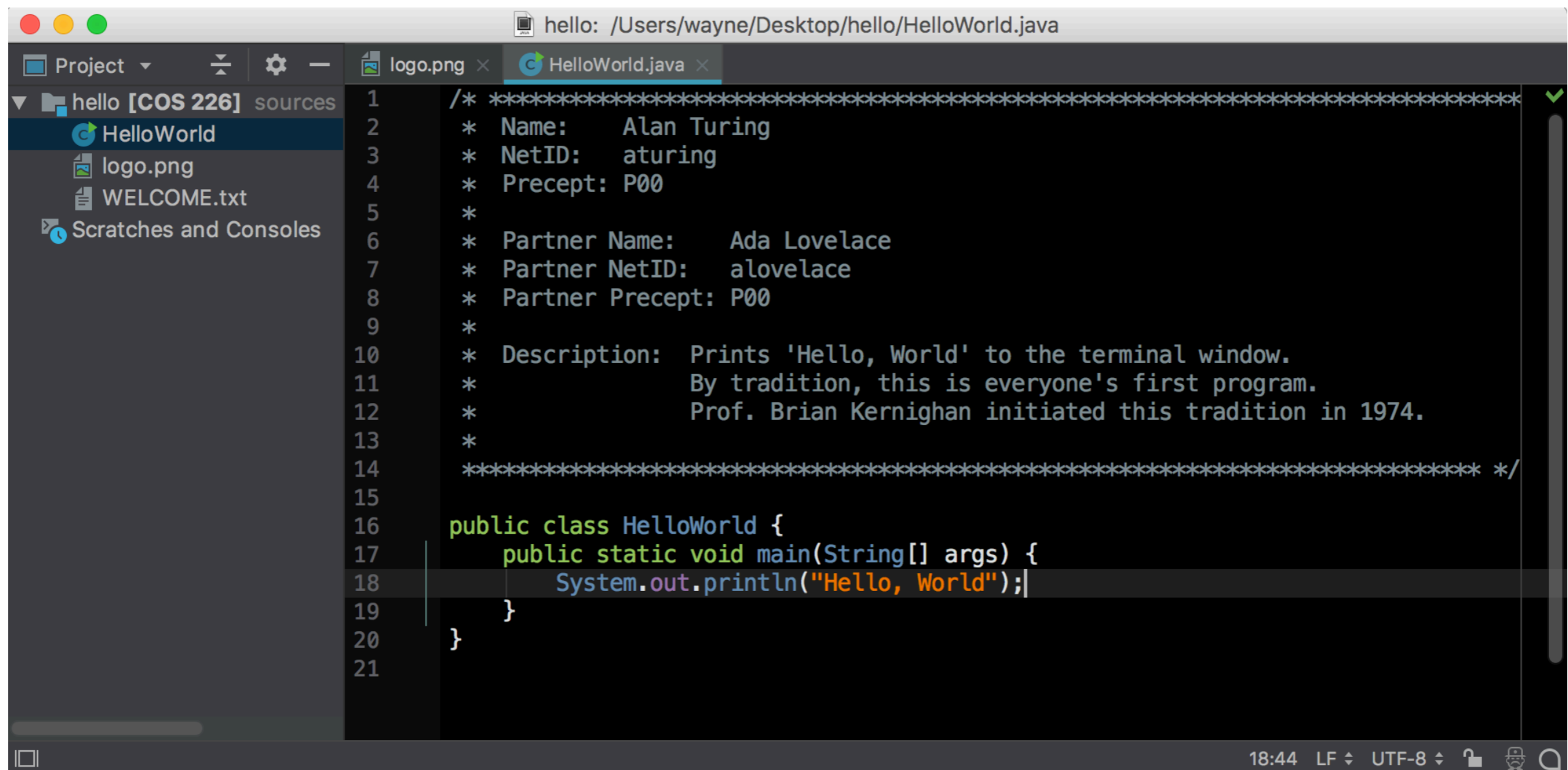
Solve an interesting application using a “textbook” algorithm.



Programming assignments

IntelliJ-based programming environment (highly recommended).

- Continuous inspection; integrated Checkstyle and Findbugs.
- Autoformat, autoimport, and autocomplete.
- Embedded bash terminal.



```
hello: /Users/wayne/Desktop/hello/HelloWorld.java
Project
logo.png x HelloWorld.java x
hello [COS 226] sources
  HelloWorld
  logo.png
  WELCOME.txt
  Scratches and Consoles
1  /* *****
2  * Name:   Alan Turing
3  * NetID:  aturing
4  * Precept: P00
5  *
6  * Partner Name:   Ada Lovelace
7  * Partner NetID:  alovelace
8  * Partner Precept: P00
9  *
10 * Description: Prints 'Hello, World' to the terminal window.
11 *               By tradition, this is everyone's first program.
12 *               Prof. Brian Kernighan initiated this tradition in 1974.
13 *
14 * ***** */
15
16 public class HelloWorld {
17     public static void main(String[] args) {
18         System.out.println("Hello, World");
19     }
20 }
21
```

18:44 LF UTF-8



- 2–3 short questions per lecture.
- 3 attempts per question.
- Use pencil and paper.



Quizzera

wayne [Logout](#)

[Courses](#) / [Algorithms and Data Structures](#) / [Union Find](#)

Quick Find

Attempts Remaining: **1** Quiz Ends in **2 days**.

[New Attempt](#) [Attempts ▾](#)

Seed: [50233](#) (Provider: [QuickFindExercise](#))

Question

Give the `id[]` array that results from the following sequence of 6 union operations on a set of 10 items using the quick-find algorithm.

```
5-7 3-2 4-3 1-6 0-7 4-9
```

Recall: our quick-find convention for the union operation `p-q` is to change `id[p]` (and perhaps some other entries) but not `id[q]`.

Answer

Your answer should be a sequence of 10 integers (between 0 and 9), separated by whitespace.

[Submit](#)

[About](#)

Midterm and final

Written exams.

- Questions drawn from quizzes and lectures.
- Emphasizes non-programming material.

COS 226	Algorithms and Data Structures	Fall 2017
Midterm		

This exam has 10 questions (including question 0) worth a total of 55 points. You have 80 minutes. This exam is preprocessed by a computer, so please **write darkly** and **write your answers inside the designated spaces**.

Policies. The exam is closed book, except that you are allowed to use a one page cheatsheet (8.5-by-11 paper, one side, in your own handwriting). No electronic devices are permitted.

Grading

Programming assignments. 45%

- Due at 6pm on Mondays via TigerFile.
- Collaboration/lateness policies: see web.

Quizzes. 10%

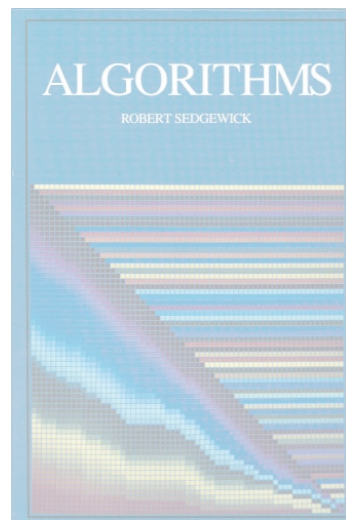
- Due at 6pm on Fridays via Quizzera.
- Collaboration/lateness policies: see web.

Exams. 15% + 30%

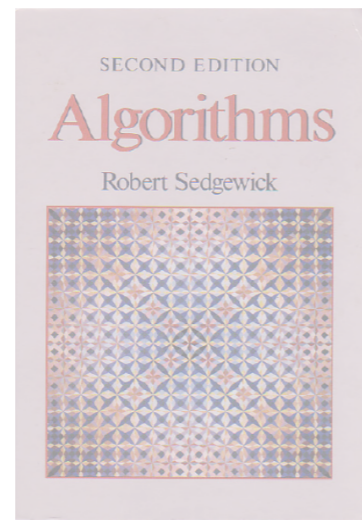
- Midterm (in class on Thursday, March 14).
- Final (to be scheduled by Registrar).

Resources (textbook)

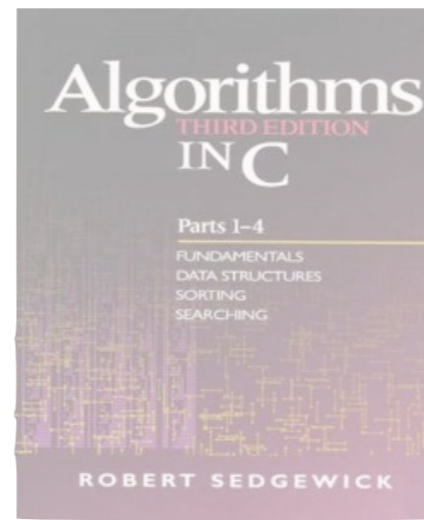
Readings (required). Algorithms 4th edition by R. Sedgwick and K. Wayne, Addison–Wesley Professional, 2011, ISBN 0–321–57351–X.



1st edition (1982)



2nd edition (1988)



3rd edition (1997)



4th edition (2011)

Available in various formats.

- Online: Amazon (\$85 hardcover, \$60 Kindle, \$40 rent), ...
- Brick–and–mortar: Labyrinth Books (\$60 hardcover).
- On reserve: Engineering library.

The creator gods of COS 226



Robert Sedgewick



Kevin Wayne

Resources (videos)

Lecture videos (optional).

- Missed lecture.
- Review for exams.





cos 226



All

News

Shopping

Videos

Images

More

Settings

Tools

About 35,000,000 results (0.30 seconds)

cos(226 radians) =

0.98111135433

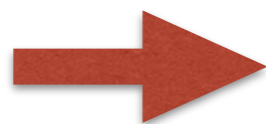
Rad		x!	()	%	AC
Inv	sin	ln	7	8	9	÷
π	cos	log	4	5	6	×
e	tan	√	1	2	3	-
Ans	EXP	x ^y	0	.	=	+

More info

COS 226 Syllabus (Spring 2019)

www.princeton.edu/~cos226/ ▼

Syllabus. Description. This course surveys the most important algorithms and data structures in use on computers today. Particular emphasis is given to ...





226 cos



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About 27,500,000 results (0.46 seconds)

COS 226 Syllabus (Spring 2019)

www.princeton.edu/~cos226/ ▼

Syllabus. Description. This course surveys the most important algorithms and data structures in use on computers today. Particular emphasis is given to ...

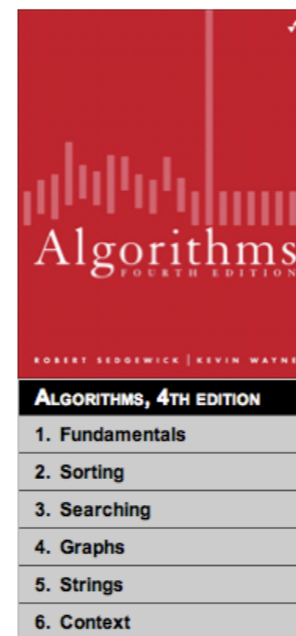
Resources (web)

Course content.

- Course info.
- Lecture slides.
- Programming assignments.
- Quizzes.
- Exam archive.

Booksite.

- Brief summary of content.
- Download code from book.
- APIs and Javadoc.



ALGORITHMS, 4TH EDITION

*essential information that
every serious programmer
needs to know about
algorithms and data structures*

Textbook. The textbook *Algorithms, 4th Edition* by Robert Sedgwick and Kevin Wayne [[Amazon](#) · [Addison-Wesley](#)] surveys the most important algorithms and data structures in use today. The textbook is organized into six chapters:

- **Chapter 1: Fundamentals** introduces a scientific and engineering basis for comparing algorithms and making predictions. It also includes our programming model.
- **Chapter 2: Sorting** considers several classic sorting algorithms, including insertion sort, mergesort, and quicksort. It also includes a binary heap implementation of a priority queue.
- **Chapter 3: Searching** describes several classic symbol table implementations, including binary search trees, red-black trees, and hash tables.

<https://algs4.cs.princeton.edu>

Resources (people)

Piazza discussion forum.

- Low latency, low bandwidth.
- See Piazza for guidelines.



<http://piazza.com/princeton/fall2018/cos226>

Office hours.

- High bandwidth, high latency.
- See web for schedule.
- For assignment questions, go to preceptor office hours



<http://www.princeton.edu/~cos226>

Computing laboratory.

- Undergrad lab TAs.
- For help with debugging.
- See web for schedule.



<http://labta.cs.princeton.edu>