

CSCI 136:
Data Structures
and
Advanced Programming
Lecture 32
Graph and course wrap-up

Instructors: Dan & Bill J

Williams

Announcements

One last week for quiz/activity/feedback

Submit all "soft" labs by May 19 (end of reading period)

Midterm resubmission: also due May 19

Final exam: May 20-25

Evaluation Forms

(all of these are anonymous)

We care a lot about what you say in these forms.
Please take your time and write thoughtful responses.

Your feedback is very valuable to us!

Purpose of Blue Sheets

Student comments on the blue sheets [...] are solely for your benefit. They are not made available to department or program chairs, the Dean of the Faculty, or the CAP for evaluation purposes.

—Office of the Provost, Williams College

Purpose of SCS Forms

"[T]he SCS provides instructors with feedback regarding their courses and teaching. The faculty legislation governing the SCS provides that SCS results are made available to the appropriate department chair, the Dean of the Faculty, and at appropriate times, to members of the Committee on Appointments and Promotions (CAP). The results are considered in matters of faculty reappointment, tenure, and promotion."

—Office of the Provost, Williams College

Blue sheet prompts:

- * What course topic did you enjoy the most?
- * What course topic did you least enjoy? Do you think that it was valuable to learn anyway?
- * Are there other aspects of the course that you liked or disliked? (E.g., *office hours*, *TAs*, *assignments*, *course structure*, *meeting times*, etc.) Feel free to suggest alternatives.
- * Did you look forward to coming to class?

Outline

Graph applications:

- shortest paths
- traveling salesperson

Semester recap

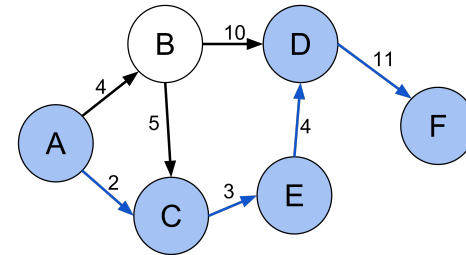
Notes about final exam

Next steps

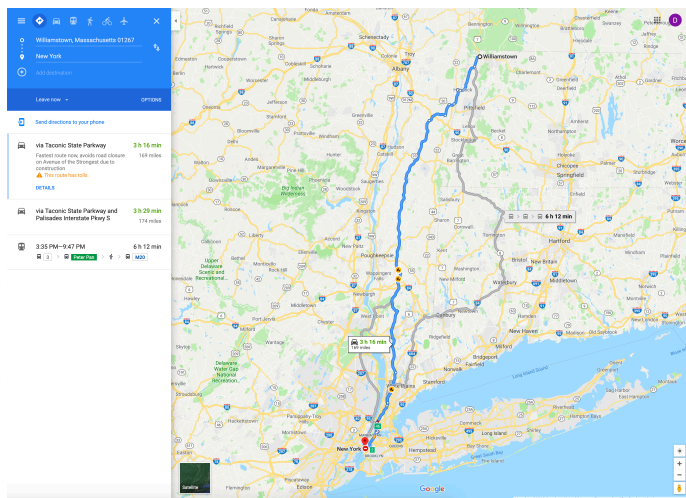
Graphs: shortest paths

Shortest path problem

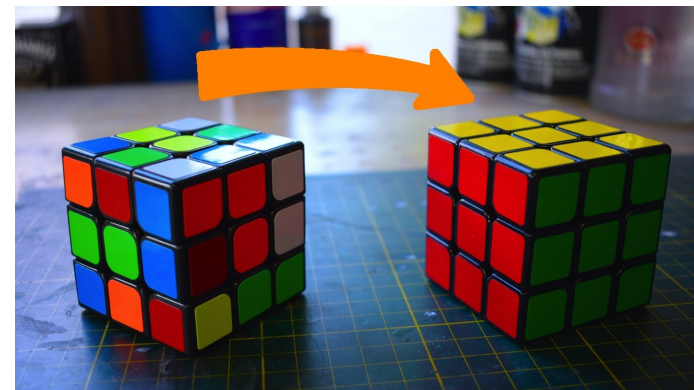
The **shortest path problem** is the problem of finding a **path between two vertices** in a graph such that **the sum** of the weights of its constituent edges **is minimized**.



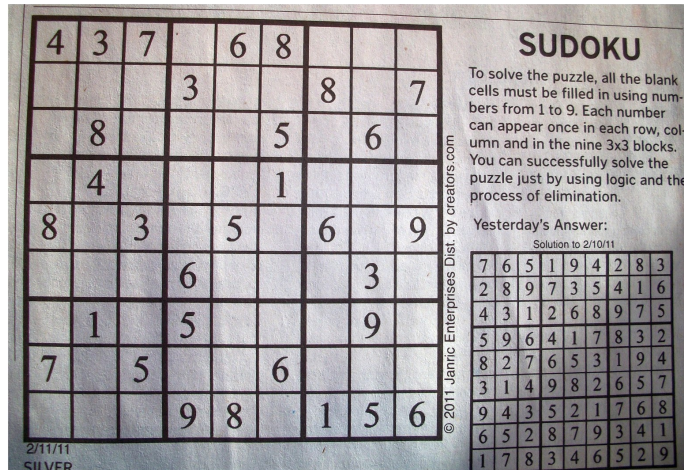
Applications



Applications



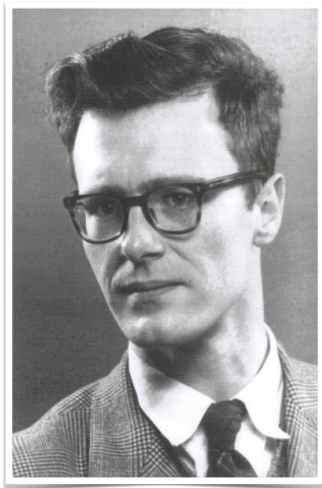
Applications



Applications



Dijkstra's algorithm



- Invented by Edsger Dijkstra in 1959.
- The original version used a min-priority queue.
- Designed using pencil and paper; algorithm was intended to demonstrate to non-technical people how computers could be useful.

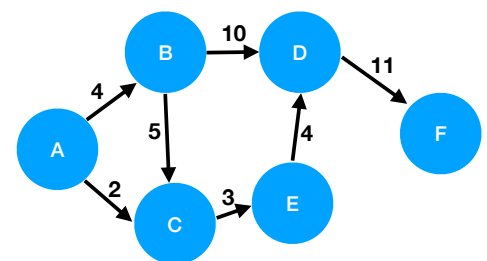
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9   dist[source] ← 0
10
11  while Q is not empty:
12    u ← vertex in Q with min dist[u]
13
14    remove u from Q
15
16    for each neighbor v of u: // only v that are still in Q
17      alt ← dist[u] + length(u, v)
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```

dist	
A	∞
B	∞
C	∞
D	∞
E	∞
F	∞
G	∞

prev	
A	undef
B	undef
C	undef
D	undef
E	undef
F	undef
G	undef



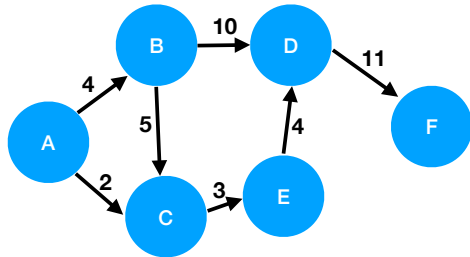
Looking for path from A to F.

Q	
{A, B, C, D, E, F}	

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Looking for path from A to F.

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A	0
B	∞
C	∞
D	∞
E	∞
F	∞
G	∞

prev

A	undef
B	undef
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F	undef
G	undef

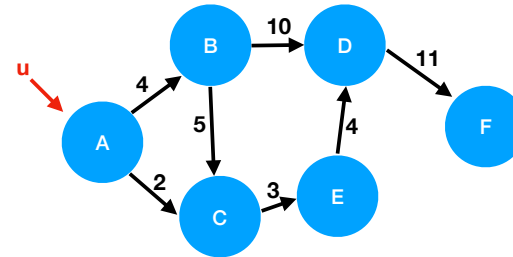
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B	∞
C	∞
D	∞
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prev

A	undef
B	undef
C	undef
D	undef
E	undef
F	undef
G	undef

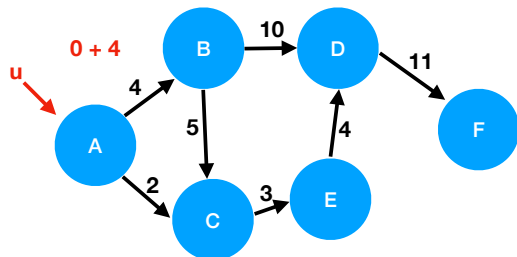
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Looking for path from A to F.

dist

A	0
B	4
C	∞
D	∞
E	∞
F	∞
G	∞

prev

A	undef
B	A
C	undef
D	undef
E	undef
F	undef
G	undef

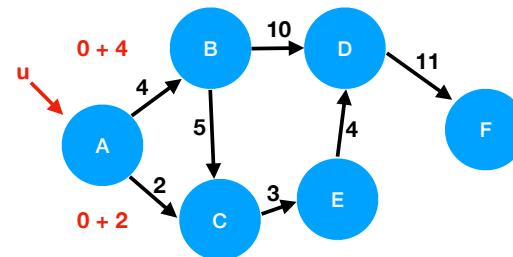
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{B, C, D, E, F}

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Looking for path from A to F.

dist

A	0
B	4
C	2
D	∞
E	∞
F	∞
G	∞

prev

A	undef
B	A
C	A
D	undef
E	undef
F	undef
G	undef

Q

{B, C, D, E, F}

```

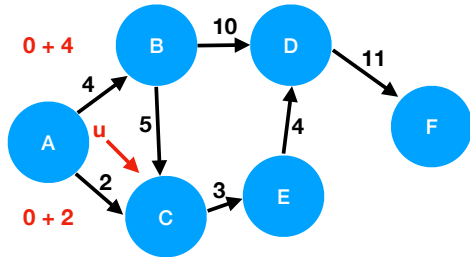
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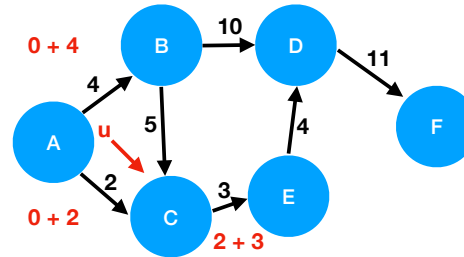
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```

dist	
A	0
B	4
C	2
D	∞
E	5
F	∞
G	∞

prev	
A	undef
B	A
C	A
D	undef
E	C
F	undef
G	undef

Q
{B, D, E, F}



Looking for path from A to F.

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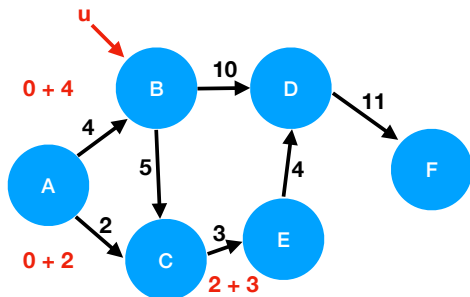
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F	∞
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B	A
C	A
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G	undef

Q
{D, E, F}



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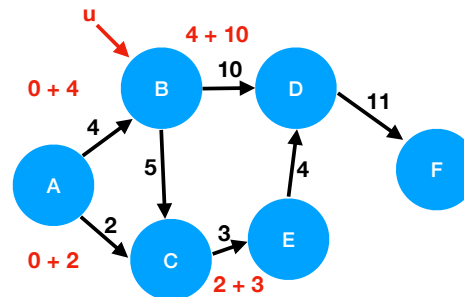
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C	2
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E	5
F	∞
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D	B
E	C
F	undef
G	undef

Q
{D, E, F}

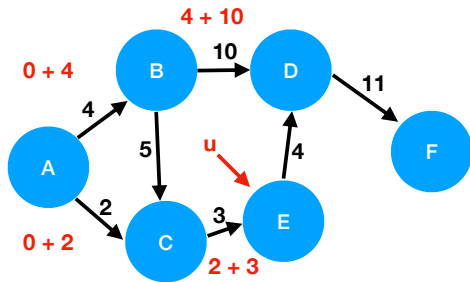


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A	0
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C	2
D	14
E	5
F	∞
G	∞

prev

A	undef
B	A
C	A
D	B
E	C
F	undef
G	undef

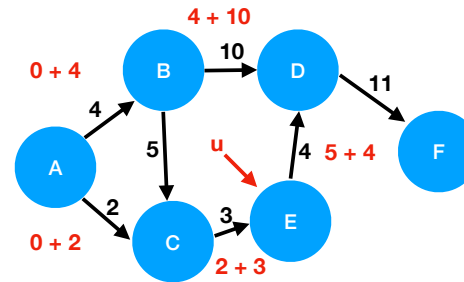
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Looking for path from A to F.

dist

A	0
B	4
C	2
D	9
E	5
F	∞
G	∞

prev

A	undef
B	A
C	A
D	E
E	C
F	undef
G	undef

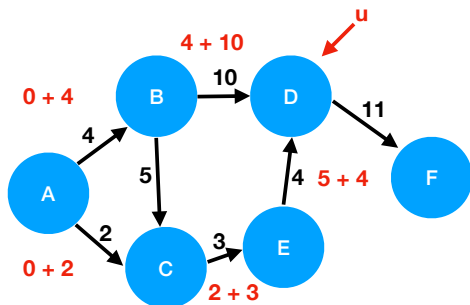
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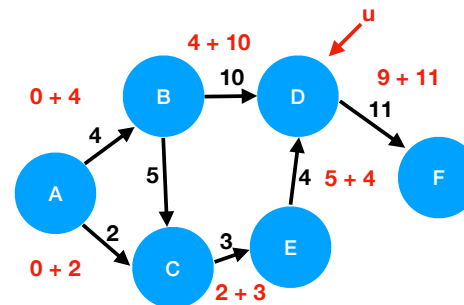
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dist

A	0
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C	2
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E	5
F	20
G	∞

prev

A	undef
B	A
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E	C
F	D
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Q

{F}

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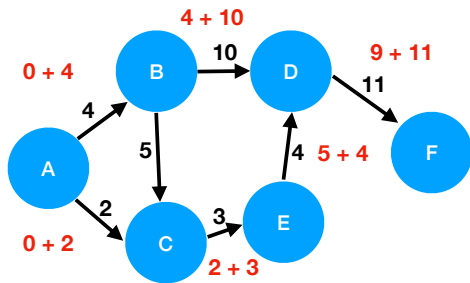
prev

A	undef
B	A
C	A
D	E
E	C
F	D
G	undef

Q

{ }

Done!



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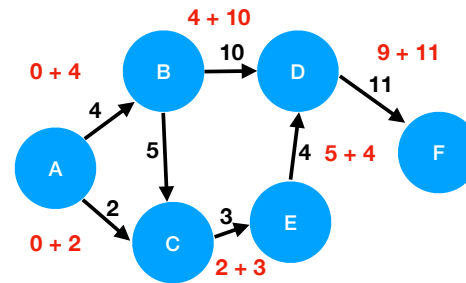
prev

A	undef
B	A
C	A
D	E
E	C
F	D
G	undef

Q

{ }

Done!



Read backward from F and reverse.

Graphs: traveling salesperson

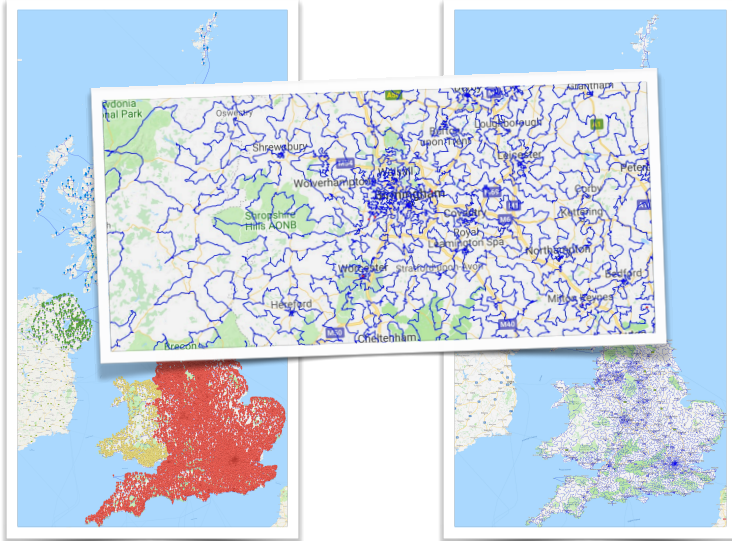
Applications

Delivery routes.



Applications

Optimal 49,687-stop pub crawl



<http://www.math.uwaterloo.ca/tsp/>

You learned a lot this semester!
(great job!)

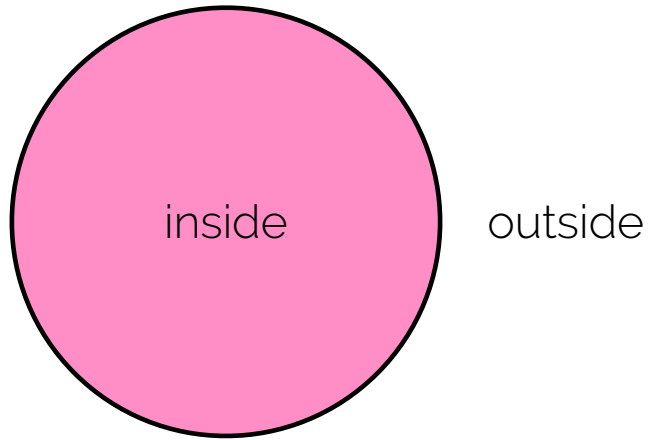
Java



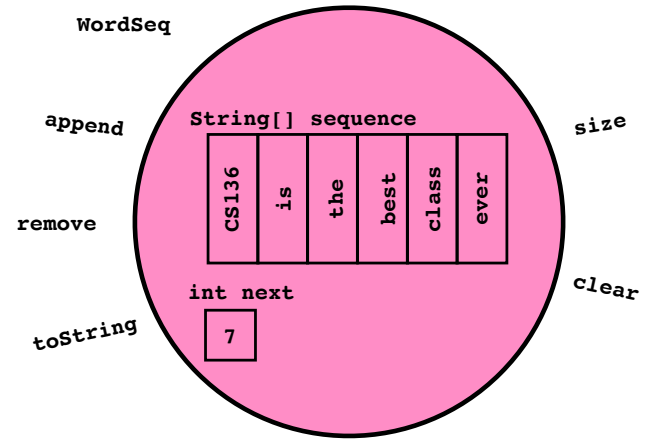
Program design



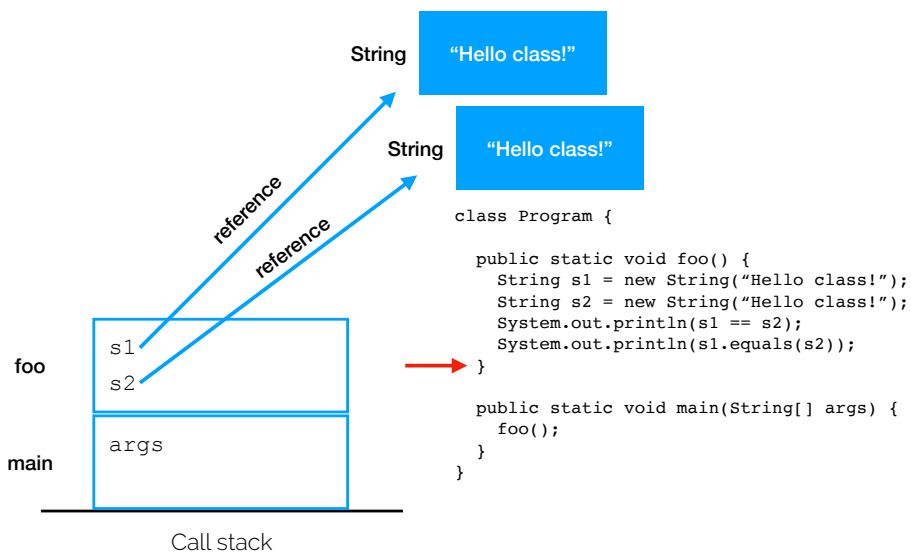
Abstraction



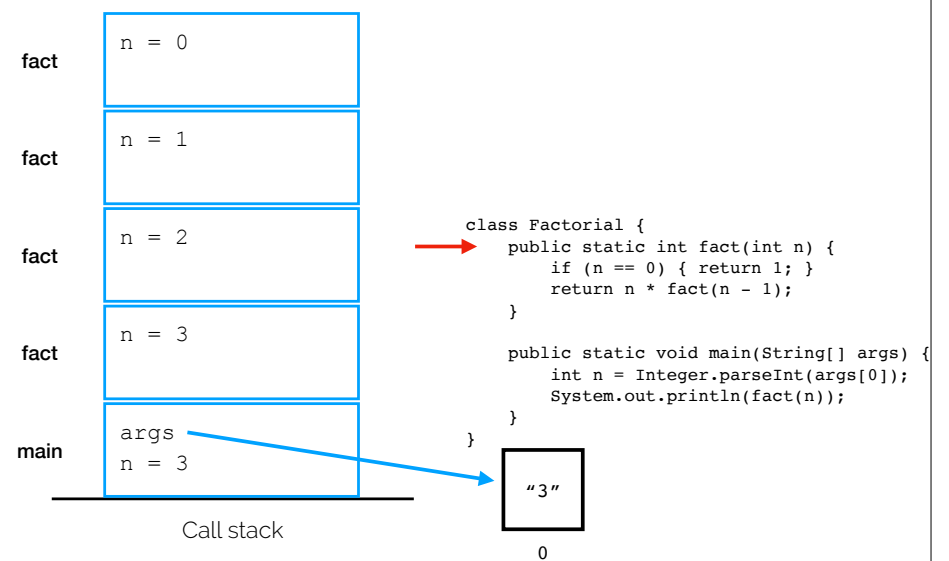
Composition



Abstract machine



Recursion



Formal methods



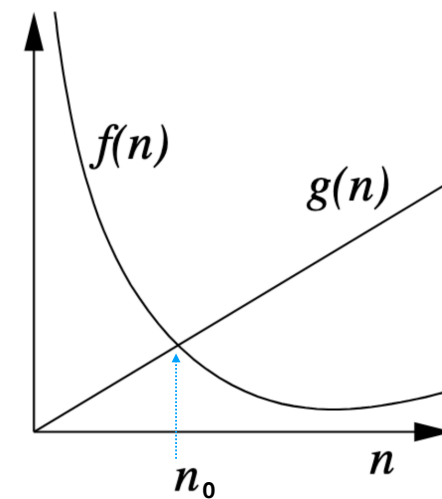
Induction



Program performance



Big-O analysis



Algorithm design

of copies for doubling expansion:

$1 + 2 + 4 + \dots + (n/2)$
 add() up to up to up to up to
 2nd 4th 8th nth
 elem. elem. elem. elem.

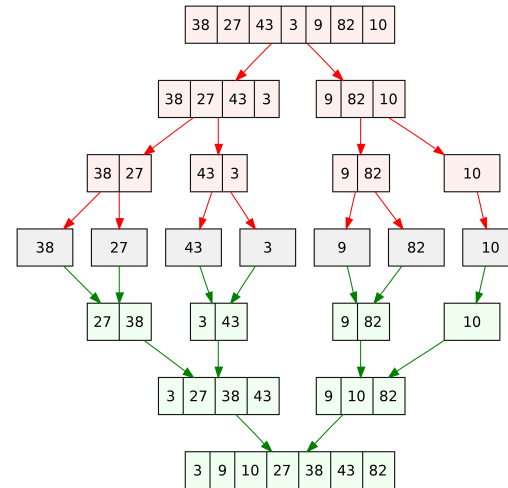
Neat theorem: $1 + 2 + 4 + \dots + 2^{k-1} = 2^k - 1$

Suppose $n = 2^k$.

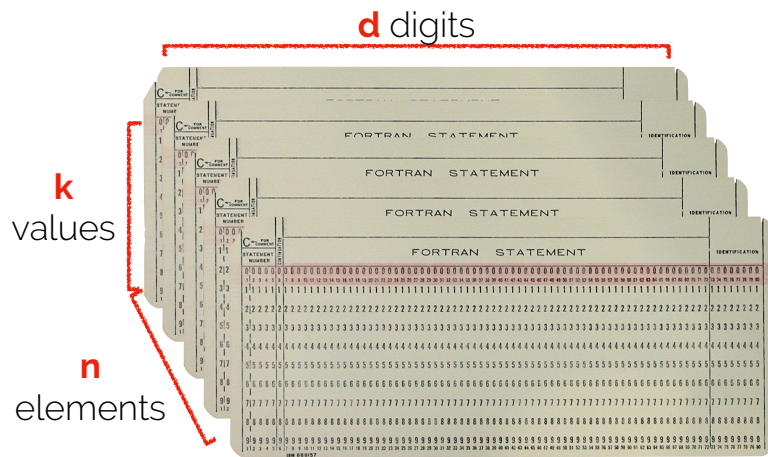
$$\begin{aligned}
 \text{Then } 1 + \dots + n/2 &= 1 + \dots + 2^k/2 \\
 &= 1 + \dots + 2^{k-1} = 2^k - 1 = n - 1
 \end{aligned}$$

Doubling expansion costs $\approx O(n)$

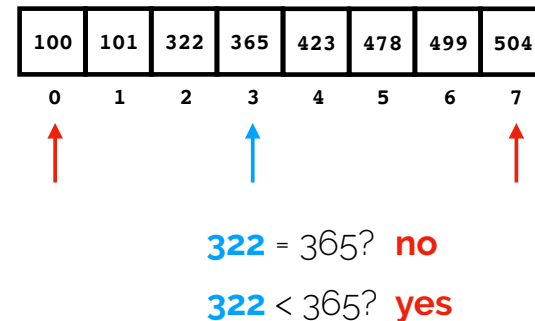
Sorting algorithms



Exotic sorting algorithms



Search algorithms



Abstract data types (ADTs)

Class Vector<E>

structure5

java.lang.Object

- structure5.AbstractStructure<E>
- structure5.AbstractList<E>
- structure5.Vector<E>

Class BinaryTree<E>

structure5

java.lang.Object

- structure5.BinaryTree<E>

Interface List<E>

structure5

All Superinterfaces:

java.lang.Iterable<E>, Structure<E>

Interface PriorityQueue<E> extends java.lang.Comparable<E>>

structure5

All Known Subinterfaces:

MergeableHeap<E>

All Known Implementing Classes:

PriorityVector, S...

Interface Map<K,V>

structure5

All Known Subinterfaces:

OrderedMap<K,V>

All Known Implementing Classes:

st, Table

Interface Queue<E>

structure5

All Superinterfaces:

java.lang.Iterable<E>, Linear<E>, Structure<E>

All Known Implementing Classes:

AbstractQueue, QueueArray, QueueList, QueueVector

Interface Set<E>

structure5

All Superinterfaces:

java.lang.Iterable<E>, Structure<E>

All Known Implementing Classes:

AbstractSet, SetList, SetVector

Interface Stack<E>

structure5

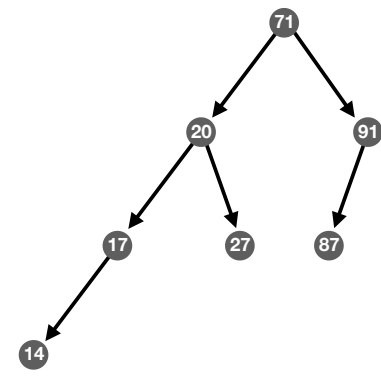
All Superinterfaces:

java.lang.Iterable<E>, Linear<E>, Structure<E>

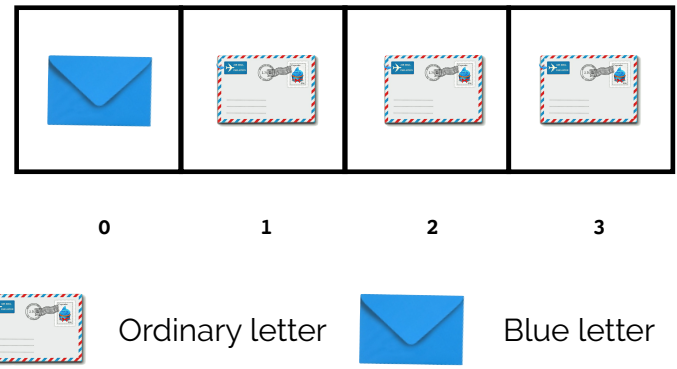
All Known Implementing Classes:

AbstractStack, StackArray, StackList, StackVector

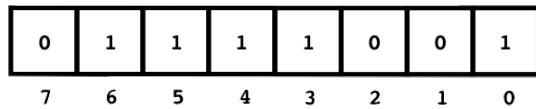
Ordered structures



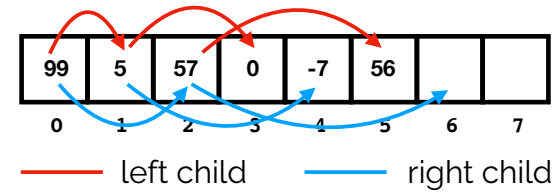
Partially-ordered structures



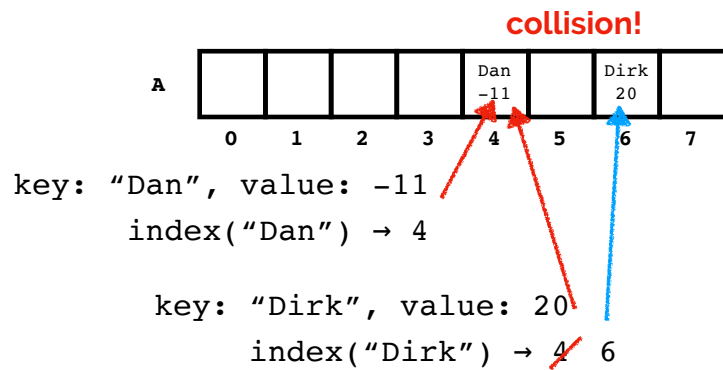
Number representations



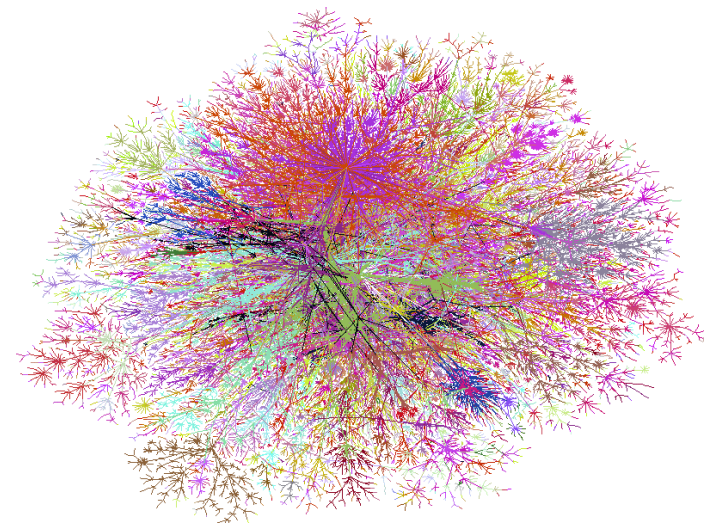
Efficient encoding of structures



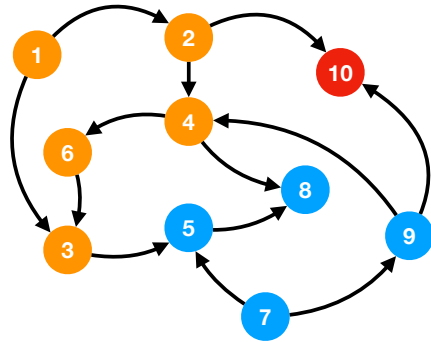
High-performance structures



Very general structures: graphs



Graph algorithms



Major declaration

(it'll happen in June or July)

Final exam info

Final exam info

- Posted from May 20-May 25 on GLOW.
- As before: choose a 3-hour window to take the exam.
- Structure: 6-7 questions.
- Open book.
- Covers all material from the semester; more emphasis on material in second half.
- Question form: What is the most appropriate data structure?
 - Justify in terms of ADT guarantees, Big-O, etc.
 - Note that this is an open book exam!
- AFAIK, all of you are doing great so far.
 - If you're worried about not passing, get in touch! We are happy to talk with you privately and offer support.

Life after CS136

CS256: Analysis of Algorithms



(10 runs of Karger's randomized min-cut algorithm)

CS237: Computer Organization

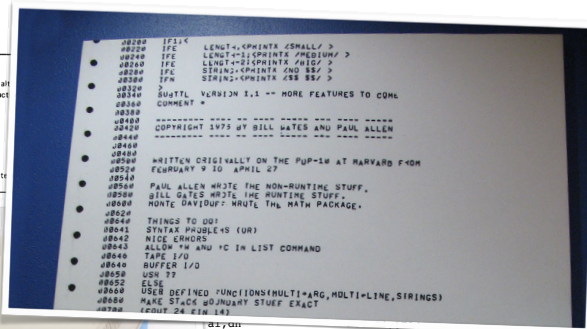
JUMP INSTRUCTIONS

This section describes instructions which alter the normal execution sequence of instructions. Instruction classes occupy one or three bytes as follows:

(a) For the PCHL instruction (one byte):



(b) For the remaining instructions (three bytes):



```

org 0h
inc si
al,dl
int 10h
loop writel
ospace:
ret
al,020h
fizz:
db "fizz"
buzz:
db "buzz"
writeloop

```

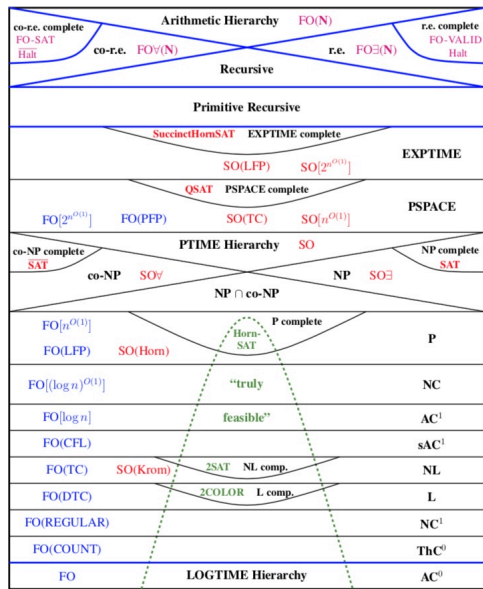
Intel assembly

CS334: Principles of PL

$(\lambda x.\lambda y.xy)(\lambda x.xy)$	given
$(\lambda a.\lambda y.ay)(\lambda x.xy)$	α reduce x with a
$(\lambda a.\lambda b.ab)(\lambda x.xy)$	α reduce y with b
$((\lambda x.xy)/a)(\lambda b.ab)$	β reduce a with $(\lambda x.xy)$
$(\lambda b.(\lambda x.xy)b)$	sub
$(\lambda b.([b/x]xy))$	β reduce x with b
$(\lambda b.(by))$	sub
$\lambda b.by$	eliminate parens



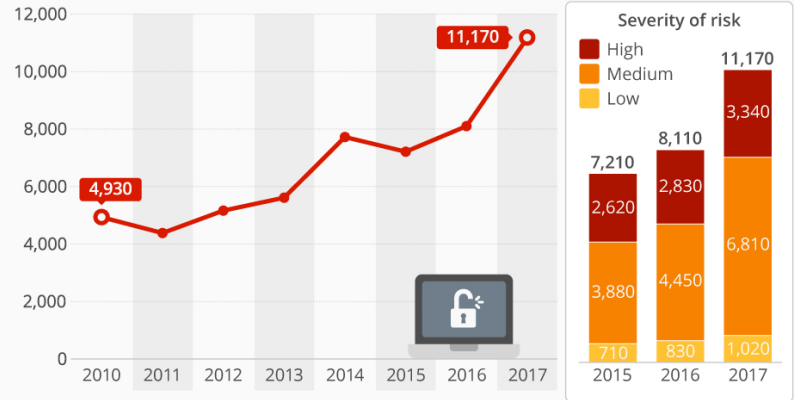
CS361: Theory of Computation



CS331: Intro. to Computer Security

Software Security Risks at All Time High

Number of registered security vulnerabilities in computer software worldwide



As of January 2018, figures rounded
Severity of risk measured according to the international standard
Common Vulnerability Scoring System (CVSS)
@StatistaCharts Source: Hasso-Plattner-Institut



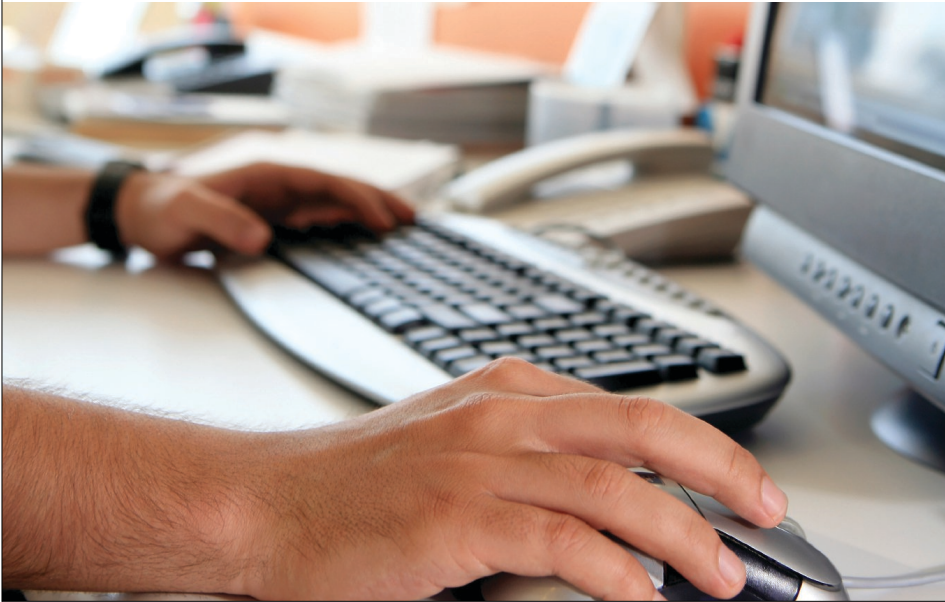
CS338: Parallel Processing



CS343: App. Dev. with Functional Prog.



CS376: Human-Computer Interaction



CS315: Computational Biology

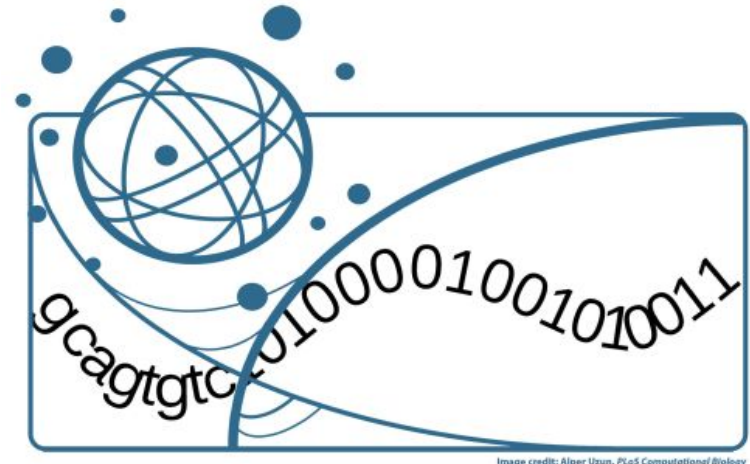
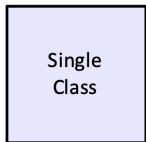


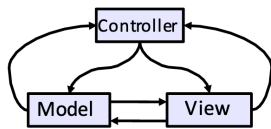
Image credit: Alper Uzun, PLoS Computational Biology

CS326: Software Methods

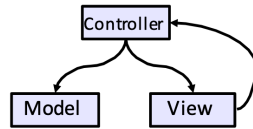
$$\frac{\{P\}S\{Q\} , \{Q\}T\{R\}}{\{P\}S;T\{R\}}$$



"god class"



Strongly coupled



Weakly coupled

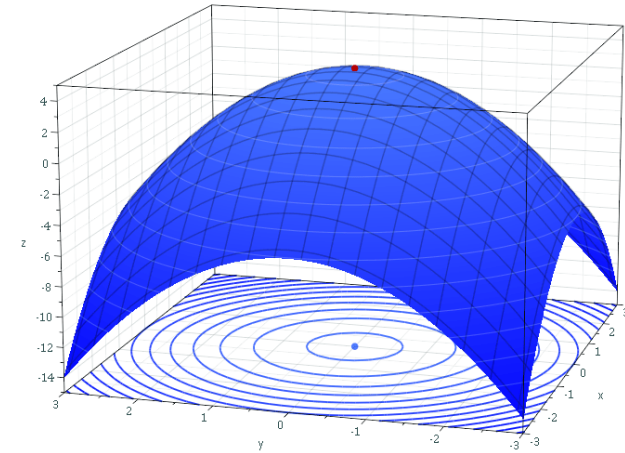
CS333: Storage Systems



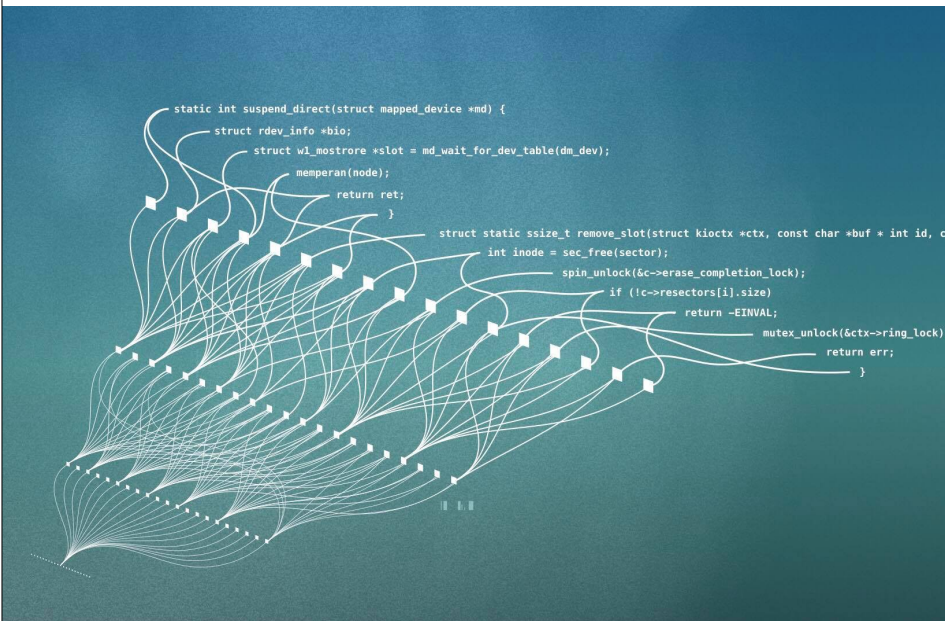
CS339: Distributed Systems



CS358: Applied Algorithms



CS374: Machine Learning

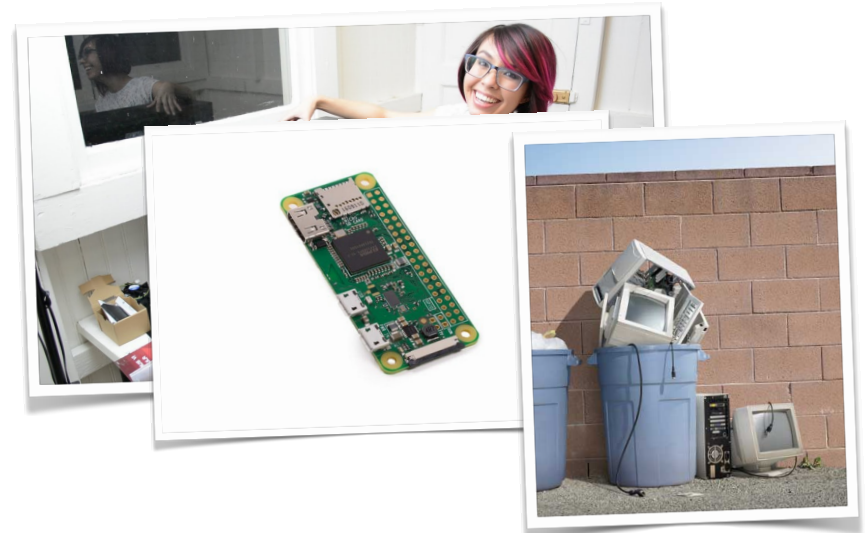


Summer projects

Things that work for me™
be the hero in your own education

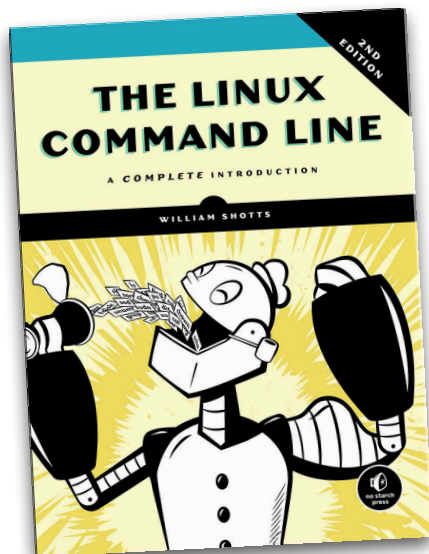


Build a computer

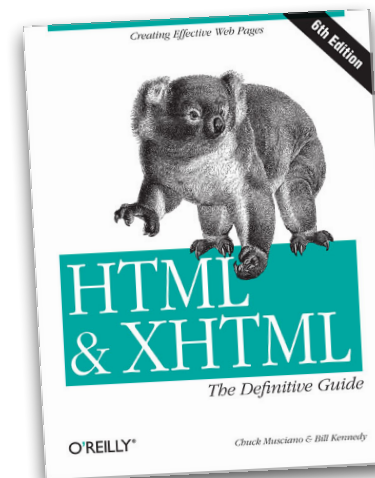


https://www.cpu-monkey.com/en/compare_cpu-intel_core_i7_2600k-6-vs-intel_core_i5_8210y-954

Learn Linux



Make your own website



We'll post more ideas soon!

Things that work for me™
physical health = mental health



Recap & Next Class

Today we learned:

Shortest paths

Dijkstra's algorithm

Recap

Exam info

Next class:

No next class: good luck on the final!