

Information technology – lecture 11

Basic algorithms and data structures. Scalars, arrays and lists.

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The use of global variables

```
1 function setval()  
2     global X  
3     X = 23;  
4 end  
5  
6 global X=111;  
7  
8 setval();  
9  
10 X
```

Calculating sum of vector elements

```
1 function [s] = vecsum(v)
2     s = 0;
3     for i = 1 : length(v)
4         s = s + v(i);
5     endfor
6 endfunction
7
8 x = [ 1 2 23 22 ]
9
10 xs = vecsum(x)
```

Searching for vector maximum element

```
1 function [mx] = vecmax(x)
2     mx = x(1);
3     for i=2:length(x)
4         if mx < x(i)
5             mx = x(i);
6         endif
7     endfor
8 endfunction
9
10 z = [1,4,5,2,-1,28,3]
11
12 mZ = vecmax(z)
```

Reversing order of vector elements

```
1 v = [1, 3, 4, 24]
2 n = length(v);
3 for i=1:n/2
4     swp = v(i);
5     v(i) = v(n-i+1);
6     v(n-i+1) = swp;
7 endfor
8
9 v
```

Reversing order of vector elements

1 $v = [1, 3, 4, 24]$

2

3 $v(\text{end}:-1, 1) = v$

Recursive algorithms – calculating factorial

```
1 function [s] = vecsum(v)
2     s = 0;
3     for i = 1 : length(v)
4         s = s + v(i);
5     endfor
6 endfunction
7
8 x = [ 1 2 23 22 ]
9
10 xs = vecsum(x)
```

Fibonacci sequence

$$F_n = F_{n-1} + F_{n-2},$$
$$F_0 = 0 \quad \text{and} \quad F_1 = 1.$$

```
1 function v = fib(n)
2     if n < 3
3         v = 1;
4     else
5         v = fib(n-2) + fib(n-1);
6     endif
7 endfunction
8
9 for i=1:10
10     fib(i)
11 endfor
```


Chebyshev polynomials of the first kind

The Chebyshev polynomials of the first kind are defined by the recurrence relation

$$T_0(x) = 1 \quad (1)$$

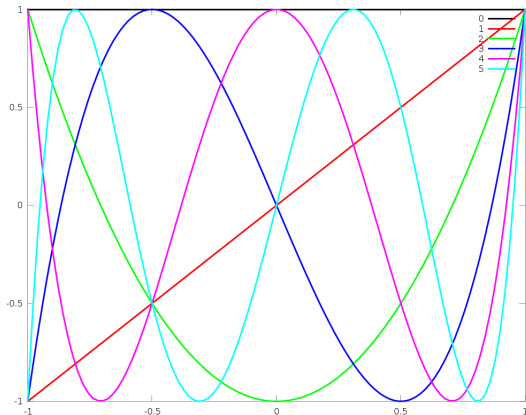
$$T_1(x) = x \quad (2)$$

$$T_{n+1}(x) = 2xT_n(x) - T_{n-1}(x). \quad (3)$$

chebyshev polynomials of the first kind

```
1 function y = chebychev(n, x)
2     if n == 0
3         y = 1;
4     elseif n == 1
5         y = x;
6     else
7         y = 2*x*chebychev(n-1,x)-chebychev(n-2,x);
8     endif
9 endfunction
10
11 x = linspace(-1,1);
12 for n = 0:5
13     y = []
14     for xk = x
15         y = [y, chebychev(n,xk)];
16     end
17     hold on;
18     ft = sprintf("%d;%d;",n,n);
19     plot(x,y, ft, "linewidth", 3);
20 end
21 pause();
22 print ("chebyshev.png")
```

Chebyshev polynomial of the first kind



Sorting vector – bubble sort algorithm

```
1  v = [1,2,4,23,2,23,2,4,56];  
2  
3  n = length(v);  
4  for i=2:n  
5      for j=n:-1:i+1  
6          if v(j) < v(j-1)  
7              v([i,j]) = v([j,i]);  
8          endif  
9      endfor  
10 endfor  
11  
12 V
```

Swapping values

Solution 1: using extra variable:

```
octave:12> a = 22;  
octave:13> b = 111;  
octave:14> swp = a;  
octave:15> a = b;  
octave:16> b = swp;  
octave:17> a,b  
a = 111  
b = 22
```

Solution 1: using `swap()` function
from `control` package:

```
octave:21> a = 12;  
octave:22> b = 111;  
octave:23> [a,b] = swap(a,b);  
octave:24> a,b  
a = 111  
b = 12
```

Rearranging vectors

Exchanging value of two elements:

```
octave:25> v = [10, 1, 888];  
octave:26> v([1,3]) = v([3,1])  
v =  
    888    1   10
```

Reversing order of vector elements

```
octave:33> v = [1,2,3,4]  
v =  
    1    2    3    4  
octave:34> v = v([end:-1:1])  
v =  
    4    3    2    1
```

Creating lists

```
1 octave:40> l = list(1,2,3,4);
2 octave:41> append(l, 22,44)
3 ans =
4 (
5     [1] = 1
6     [2] = 2
7     [3] = 3
8     [4] = 4
9     [5] = 22
10    [6] = 44
11 )
```

The use of list objects is deprecated and instead cell arrays should be used.

Simulating lists with cell arrays

```
1 octave:45> lst = {1,2,3};
2 octave:46> lst = [lst, {111,222}];
3 octave:47> lst = [{0},lst];
4 octave:48> lst
5 lst =
6 {
7     [1,1] = 0
8     [1,2] = 1
9     [1,3] = 2
10    [1,4] = 3
11    [1,5] = 111
12    [1,6] = 222
13 }
```

The lists created as cell arrays can hold elements of any type, however some functions do not work on them, e.g. **sort**, **min**, **max**.

Simulating lists with vectors

```
1 octave:60> v = [1,2,3];
2 octave:61> v = [v, 100];
3 octave:62> v = [333, v];
4 octave:63> v
5 v =
6     333  1  2  3 100
7 octave:64> at = 3
8 at = 3
9 octave:65> v = [v(1:at-1), 777, v(at:end)]
10 v =
11     333  1  777  2  3 100
```

Sorting vectors

```
1 octave:66> v
2 v =
3     333 1 777 2 3 100
4 octave:67> v = sort(v)
5 v =
6     1 2 3 100 333 777
7 octave:69> v = sort(v, "descend")
8 v =
9     777 333 100 3 2 1
```

Finding vector's extreme values

```
1 octave:70> v
2 v =
3     777 333 100 3 2 1
4
5 octave:71> max(v)
6 ans = 777
7 octave:72> min(v)
8 ans = 1
```

Looking-up vector's values

```
1 octave:56> v = [10,22,300];  
2 octave:57> lookup(v,22)  
3 ans = 2  
4 octave:58> lookup(v,[22,10])  
5 ans =  
6     2 1
```

CAUTION: The vector should be strictly monotonic.

Calculating sums and products

$$sum = \sum_{i=1}^N v_i = v_1 + v_2 + \dots + v_N$$

$$prod = \prod_{i=1}^N v_i = v_1 \cdot v_2 \cdot \dots \cdot v_N$$

```
1 octave:76> v = [1,2,3,4]
2 v =
3     1 2 3 4
4 octave:77> sum(v)
5 ans = 10
6 octave:78> prod(v)
7 ans = 24
```

Simulating associative arrays

```
1 octave:79> stud.name = "Jan";
2 octave:80> stud.surname = "Kowalski";
3 octave:81> stud.id = 978272;
4 octave:82> stud.note = 5.0;
5 stud =
6 {
7   name = Jan
8   surname = Kowalski
9   id = 978272
10  note = 5
11 }
12 octave:83> getfield(stud, "name")
13 ans = Jan
```

Looping over structure fields

```
1 for [key, val] = stud
2     key, val
3 endfor
4
5 key = Jan
6 val = name
7 key = Kowalski
8 val = surname
9 key = 978272
10 val = id
11 key = 5
12 val = note
```

More complex data structures

In the absence of pointers more complex data structures like trees and graphs can be implemented either by composing structures or by using cell arrays. The alternative is to code those structures in C++ and expose it to Octave as extension packages.