

This is CS 50.



Harvard College's Introduction to Computer Science I

COMPUTER SCIENCE 50

WEEK 7

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Valgrind

<http://valgrind.org/docs/manual/quick-start.html>

```
% valgrind -v --leak-check=full a.out
```

```
...
```

```
==23596== Invalid write of size 4
```

```
==23596==    at 0x80486DF: f (memory.c:22)
```

```
==23596==    by 0x80486FC: main (memory.c:29)
```

```
...
```

```
==23596== 40 bytes in 1 blocks are definitely lost in loss record 1 of 1
```

```
==23596==    at 0x4023595: malloc (vg_replace_malloc.c:149)
```

```
==23596==    by 0x80486D5: f (memory.c:21)
```

```
==23596==    by 0x80486FC: main (memory.c:29)
```

see
[memory.c](#)

Hexadecimal

0x01, ah ah ah....

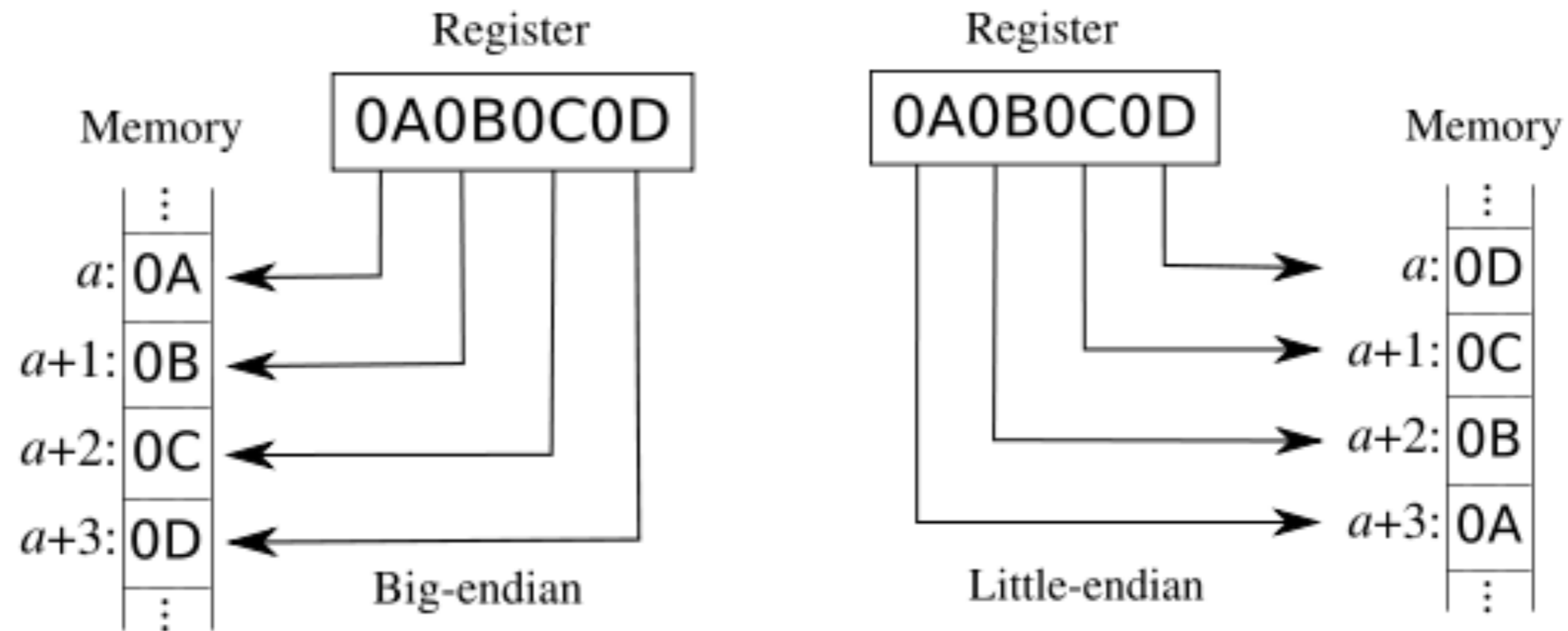
0x02, ah ah ah...

0x03, ah ah ah...



Image from <http://toughpigs.com/labels/fanaticism.html>.

Endianness



see
`endian.c`

Image from <http://en.wikipedia.org/wiki/Endianness>.

Bitwise Operators

&	bitwise AND
	bitwise OR
^	bitwise XOR
~	ones complement
<<	left shift
>>	right shift

Bitwise Operators

AND (&)

		B	
		0	1
A	0		
	1		

OR (|)

		B	
		0	1
A	0		
	1		

XOR (^)

		B	
		0	1
A	0		
	1		

ones complement (~)

A	0	
	1	

see
`binary.c`, `tolower.c`, `toupper.c`

Bitwise Operators

Swapping Values

```
int FOO = 1;
int BAR = 4;

// base-2 value in x           base-2 value in y
int x = FOO; // 001
int y = BAR; // 001           100

x = x ^ y; // 001 ^ 100           100
           // 101
y = x ^ y; // 101           101 ^ 100
           //           001
x = x ^ y; // 101 ^ 001           001
           // 100
```

see
[swap2.c](#)

Bitwise Operators

Swapping Values

```
int FOO = 1;
int BAR = 4;

// value in x           value in y

int x = FOO;           // FOO
int y = BAR;           // FOO                                BAR

x = x ^ y;             // FOO ^ BAR                                BAR
y = x ^ y;             // FOO ^ BAR           (FOO ^ BAR) ^ BAR
//                                     FOO ^ (BAR ^ BAR)
//                                     FOO ^ 0
//                                     FOO
x = x ^ y;             // (FOO ^ BAR) ^ FOO                                FOO
// FOO ^ BAR ^ FOO
// FOO ^ FOO ^ BAR
// (FOO ^ FOO) ^ BAR
// 0 ^ BAR
// BAR
```

see
swap2.c

Hashing Tables

Linear Probing

table[0]	
table[1]	
table[2]	
table[3]	
table[4]	
table[5]	
table[6]	
	⋮
table[24]	
table[25]	

Hashing Tables

The Birthday Problem

In a room of n CS 50 students,
what's the probability that at least
two students share the same birthday?

Hashing Tables

The Birthday Problem

$$\begin{aligned}\bar{p}(n) &= 1 \cdot \left(1 - \frac{1}{365}\right) \cdot \left(1 - \frac{2}{365}\right) \cdots \left(1 - \frac{n-1}{365}\right) \\ &= \frac{365 \cdot 364 \cdots (365 - n + 1)}{365^n} \\ &= \frac{365!}{365^n(365 - n)!}\end{aligned}$$

Image from http://en.wikipedia.org/wiki/Birthday_paradox.

Hashing Tables

The Birthday Problem

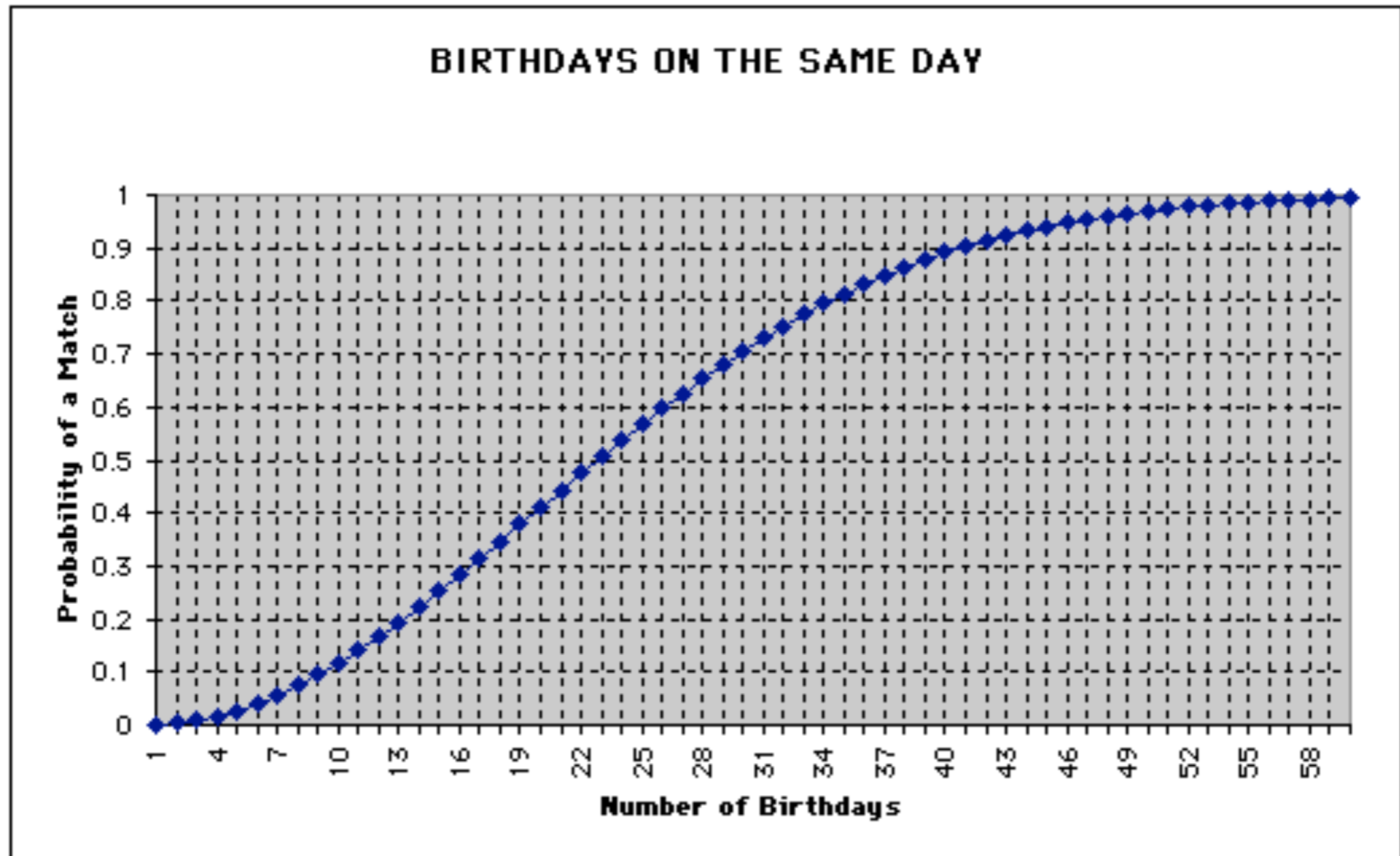


Image from <http://www.mste.uiuc.edu/reese/birthday/probchart.GIF>.

Hash Tables

Separate Chaining

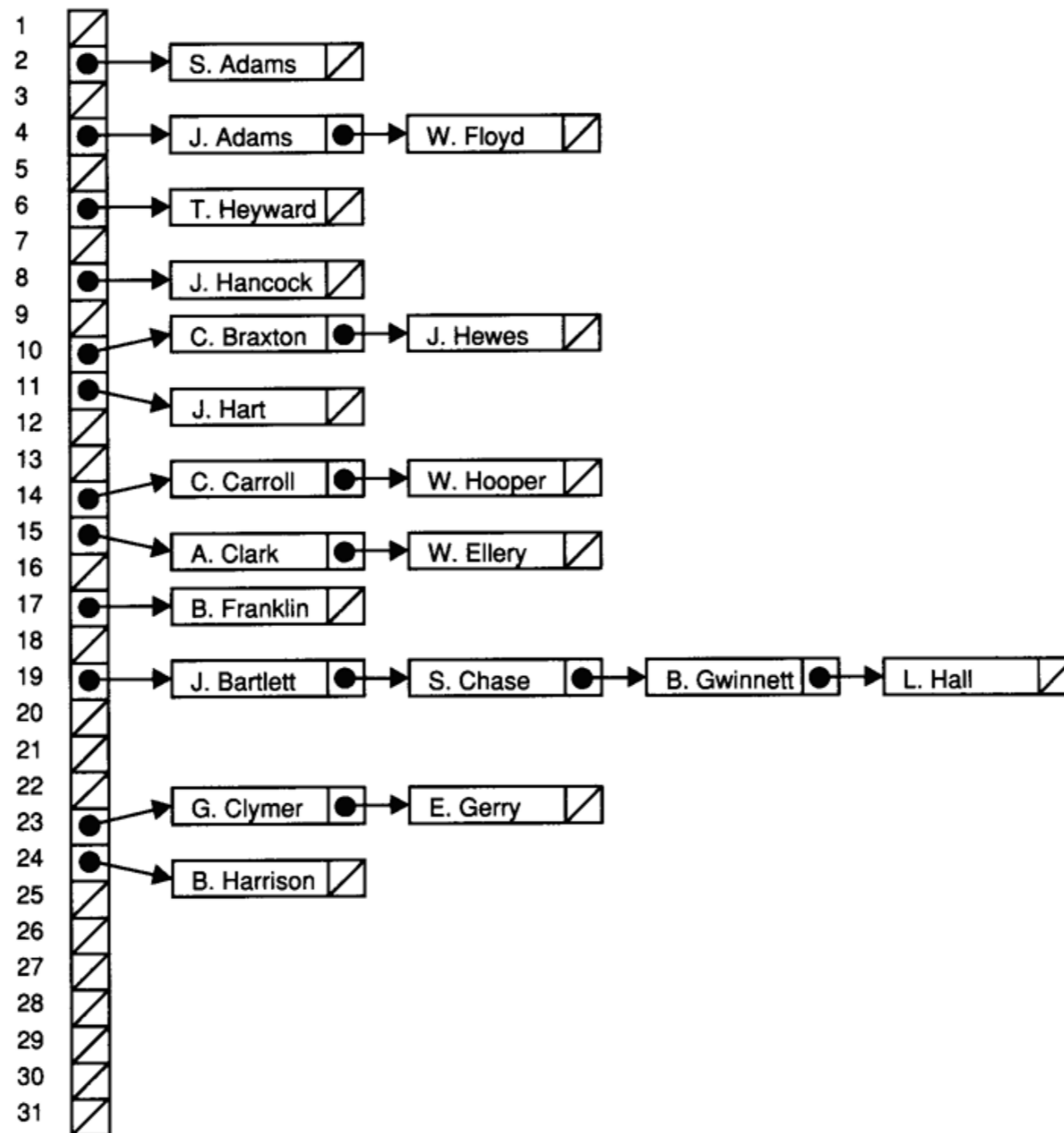


Figure from Lewis and Denenberg's Data Structures & Their Algorithms.

Trees

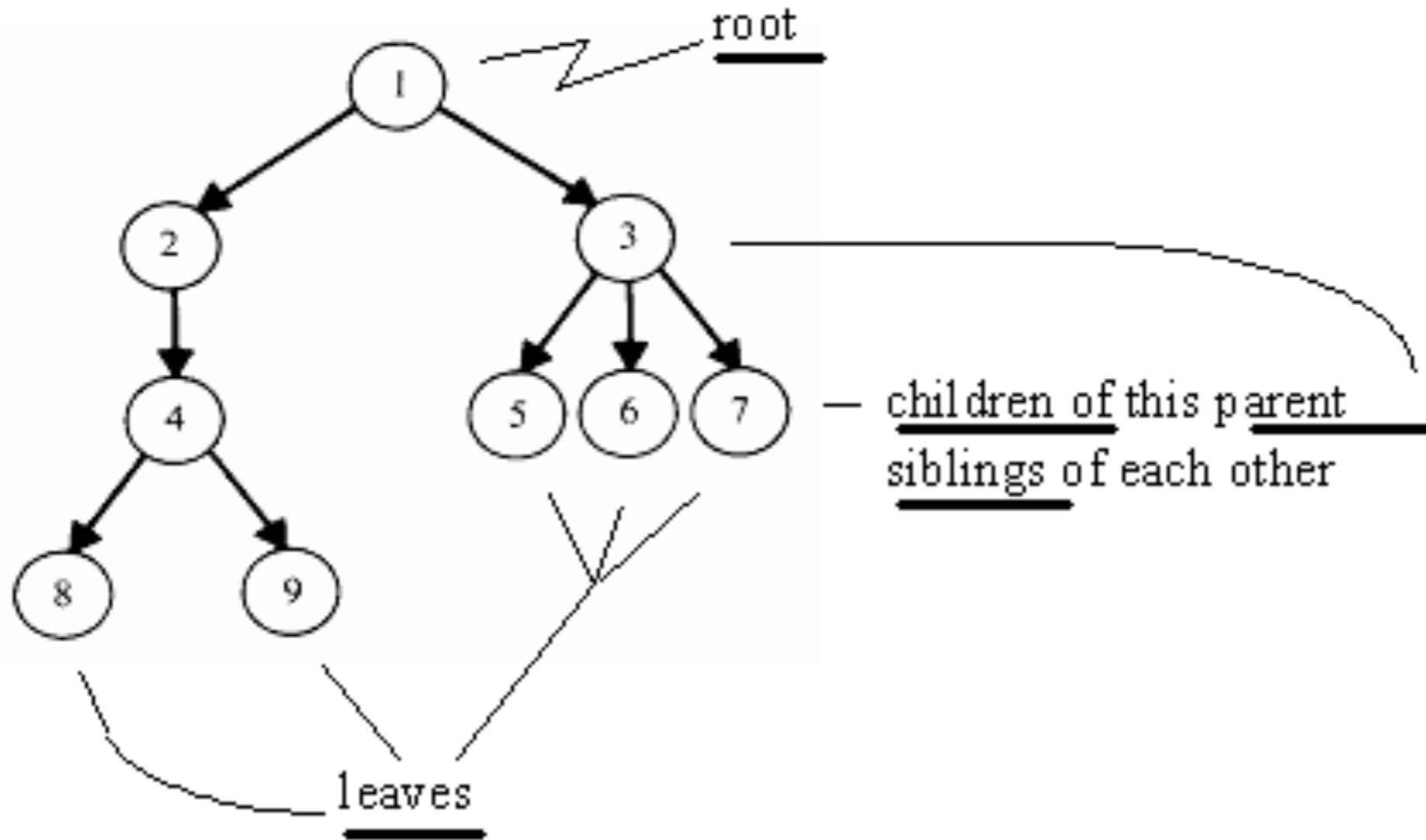


Figure by Larry Nyhoff.

Binary Search Trees

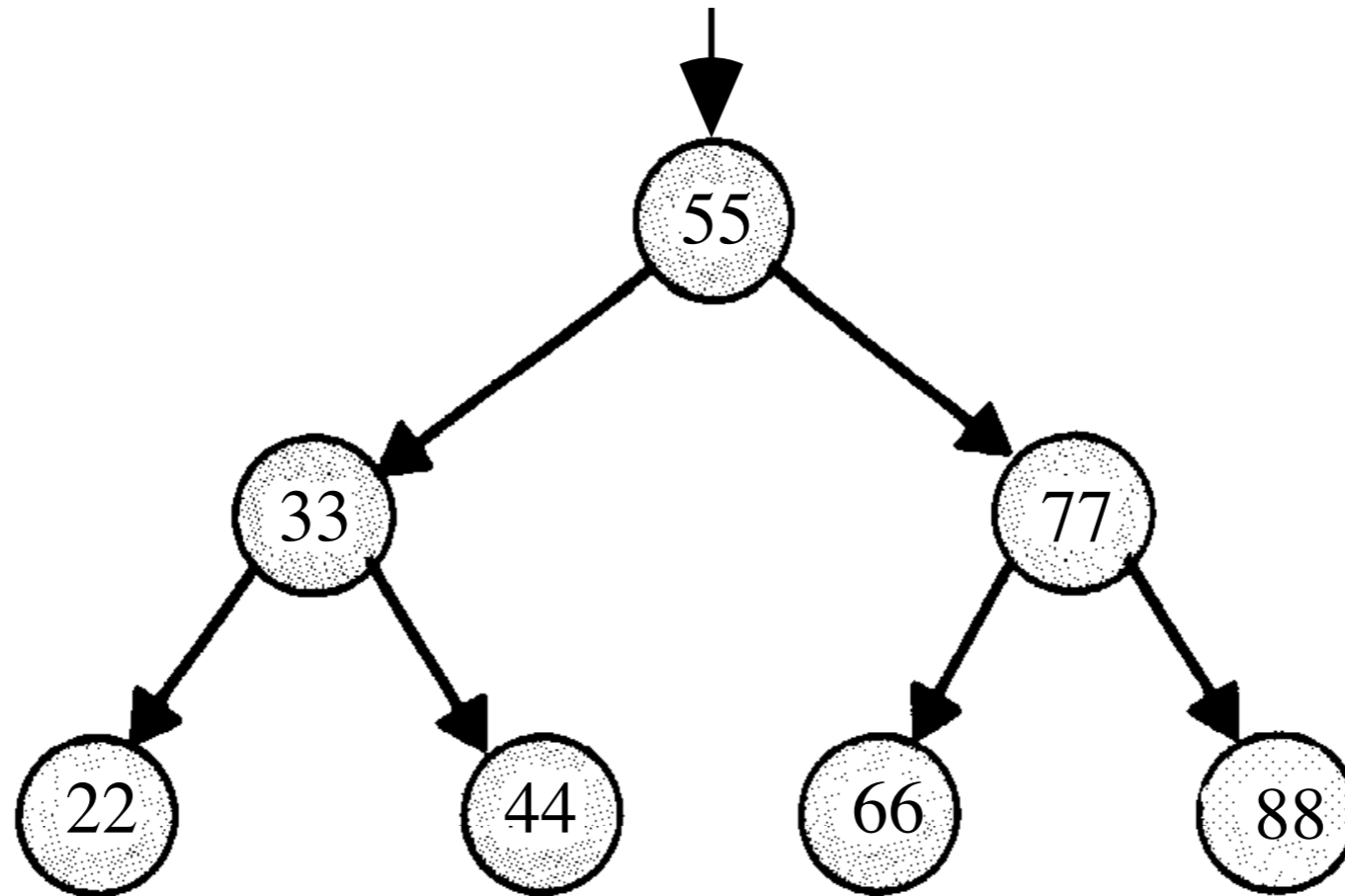


Figure from <http://cs.calvin.edu/books/c++/ds/1e/>.

Tries

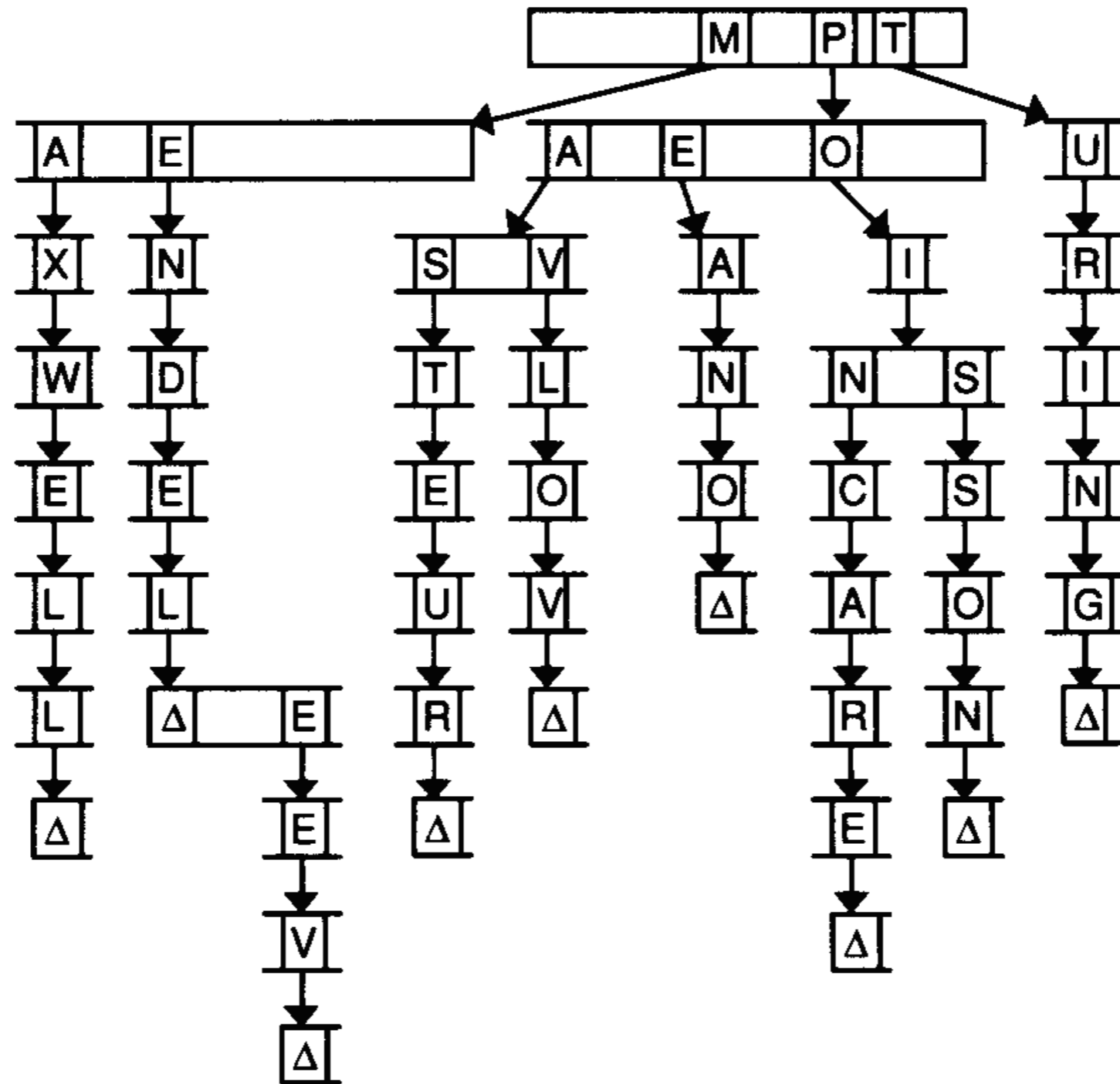


Figure from Lewis and Denenberg's Data Structures & Their Algorithms.

Morse Code

A	• —	U	• • —
B	— • • •	V	• • • —
C	— • — •	W	• — —
D	— • •	X	— • • —
E	•	Y	— • — —
F	• • — •	Z	— — • •
G	— — •		
H	• • • •		
I	• •		
J	• — — —		
K	— • —	1	• — — — —
L	• — • •	2	• • — — —
M	— —	3	• • • — —
N	— •	4	• • • • —
O	— — —	5	• • • • •
P	• — — •	6	— • • • •
Q	— — • —	7	— — • • •
R	• — •	8	— — — • •
S	• • •	9	— — — — •
T	—	0	— — — — —

Image adapted from Wikipedia.

Huffman Coding

Immediate Decodability

Initialize a list of one-node binary trees containing weights w_1, w_2, \dots, w_n , one for each of the characters C_1, C_2, \dots, C_n .

1. Do the following $n - 1$ times:

1. Find two trees T' and T'' in this list with roots of minimal weight w' and w'' .
2. Replace these two trees with a binary tree whose root has weight $w' + w''$ and whose subtrees are T' and T'' ; label the pointers to these subtrees 0 and 1, respectively:

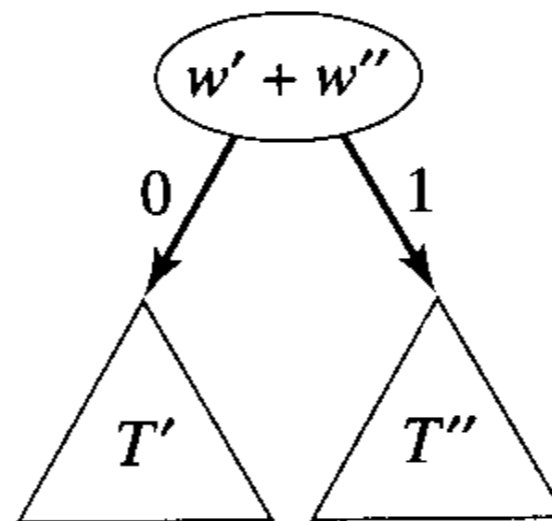


Figure by Larry Nyhoff.

2. The code for character C_i is the bit string labeling the path from root to leaf C_i in the final binary tree.

Huffman Coding

Example

“ECEABEADCAEDEEEEECEADEEEEEEDBAAEABDBBAAEAAAC
DDCCEABEEDCBEEDAEAEAEAEAEEDBCBEEADEAEEDAEBBC
DEDEAEEDCCEAEEEE”

character	A	B	C	D	E
frequency	0.2	0.1	0.1	0.15	0.45

Huffman Coding

Example



Figure by Larry Nyhoff.

Huffman Coding

Example

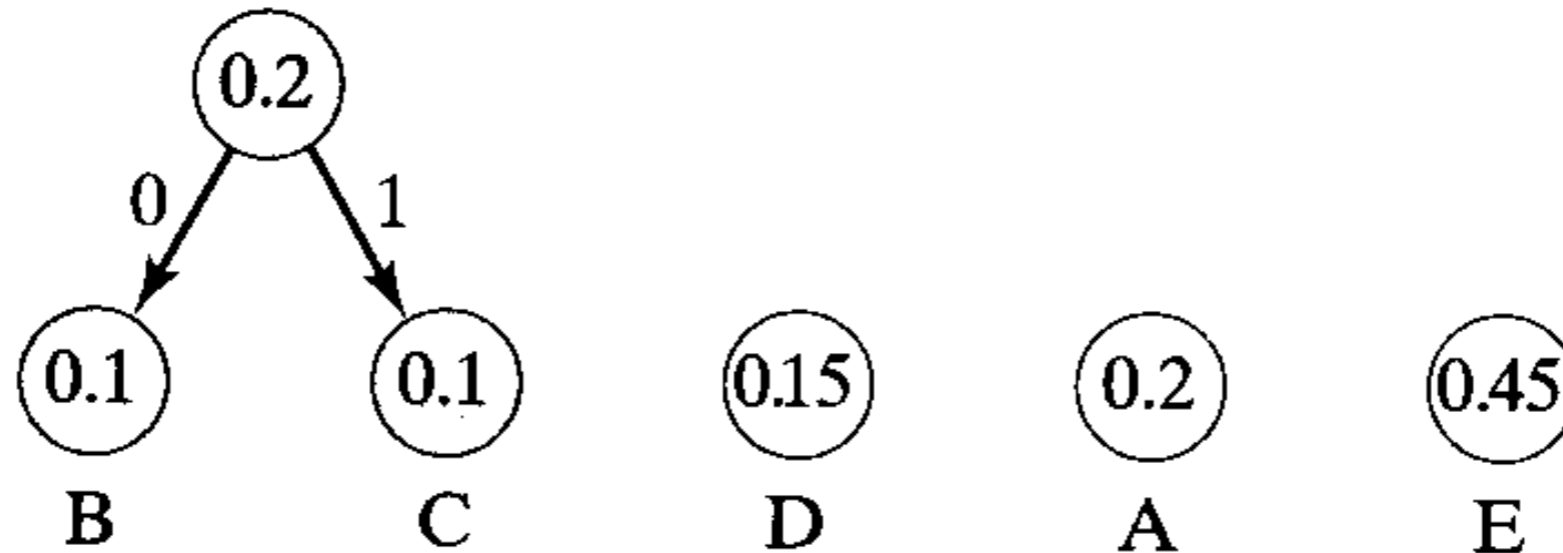


Figure by Larry Nyhoff.

Huffman Coding

Example

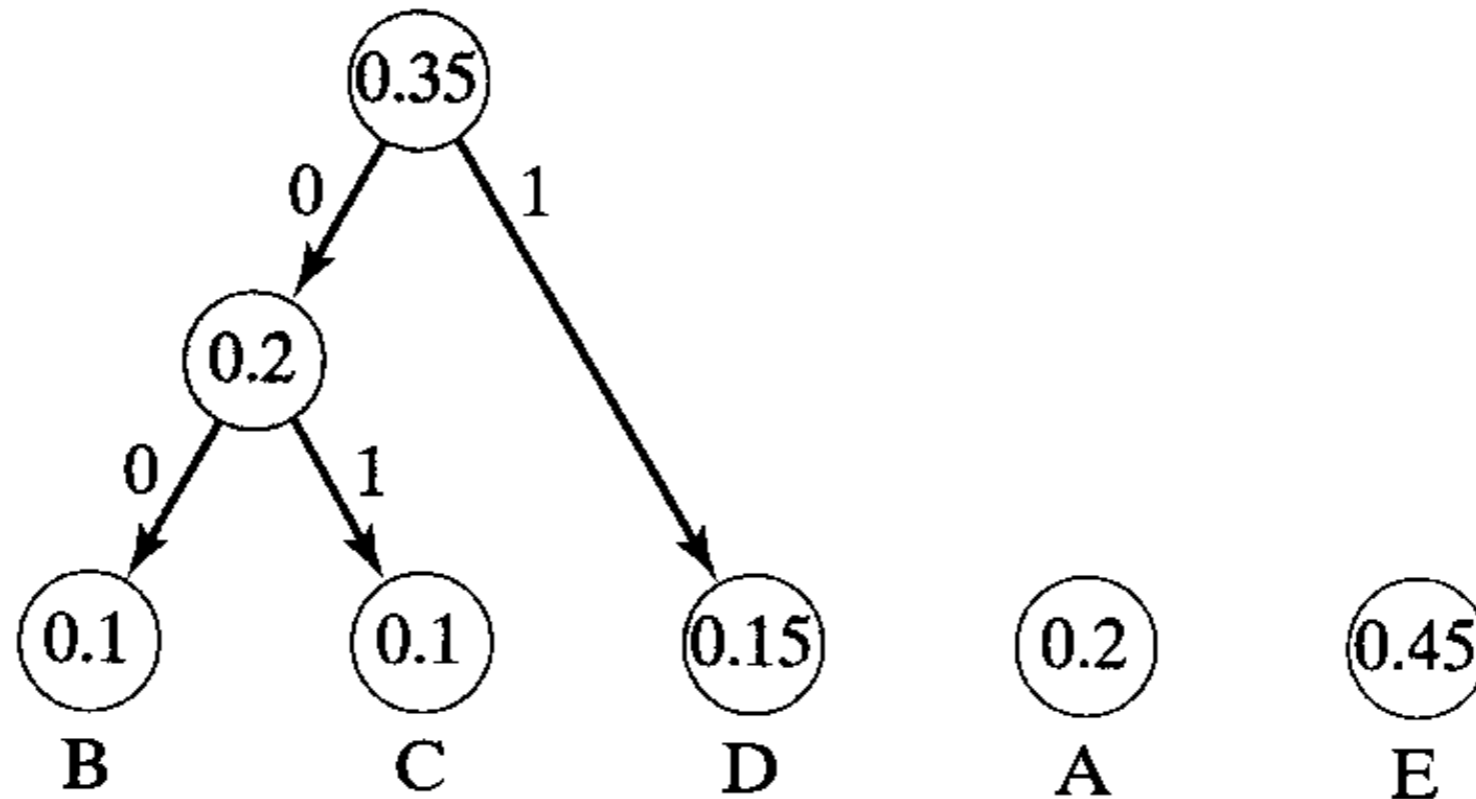


Figure by Larry Nyhoff.

Huffman Coding

Example

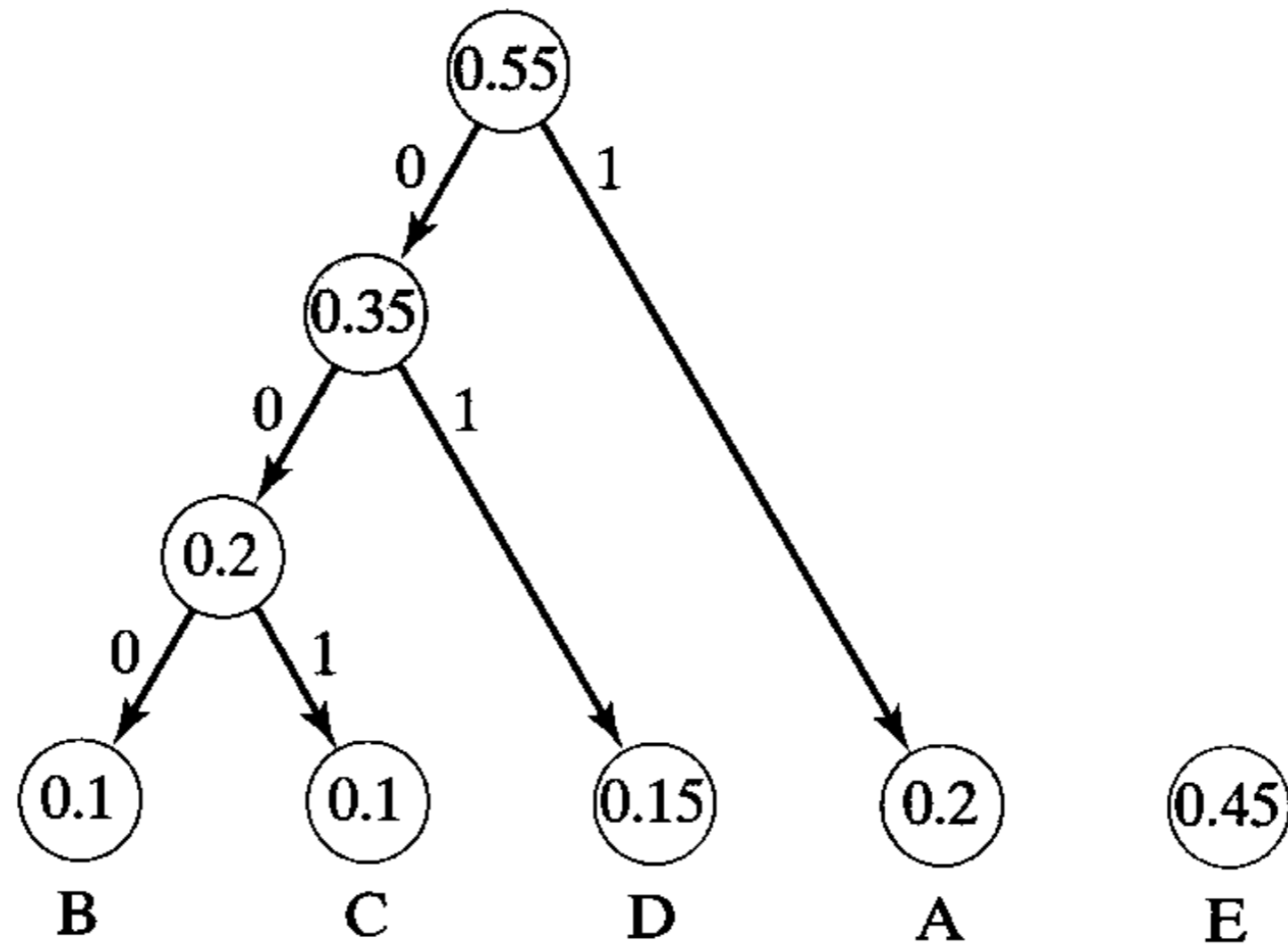


Figure by Larry Nyhoff.

Huffman Coding

Example

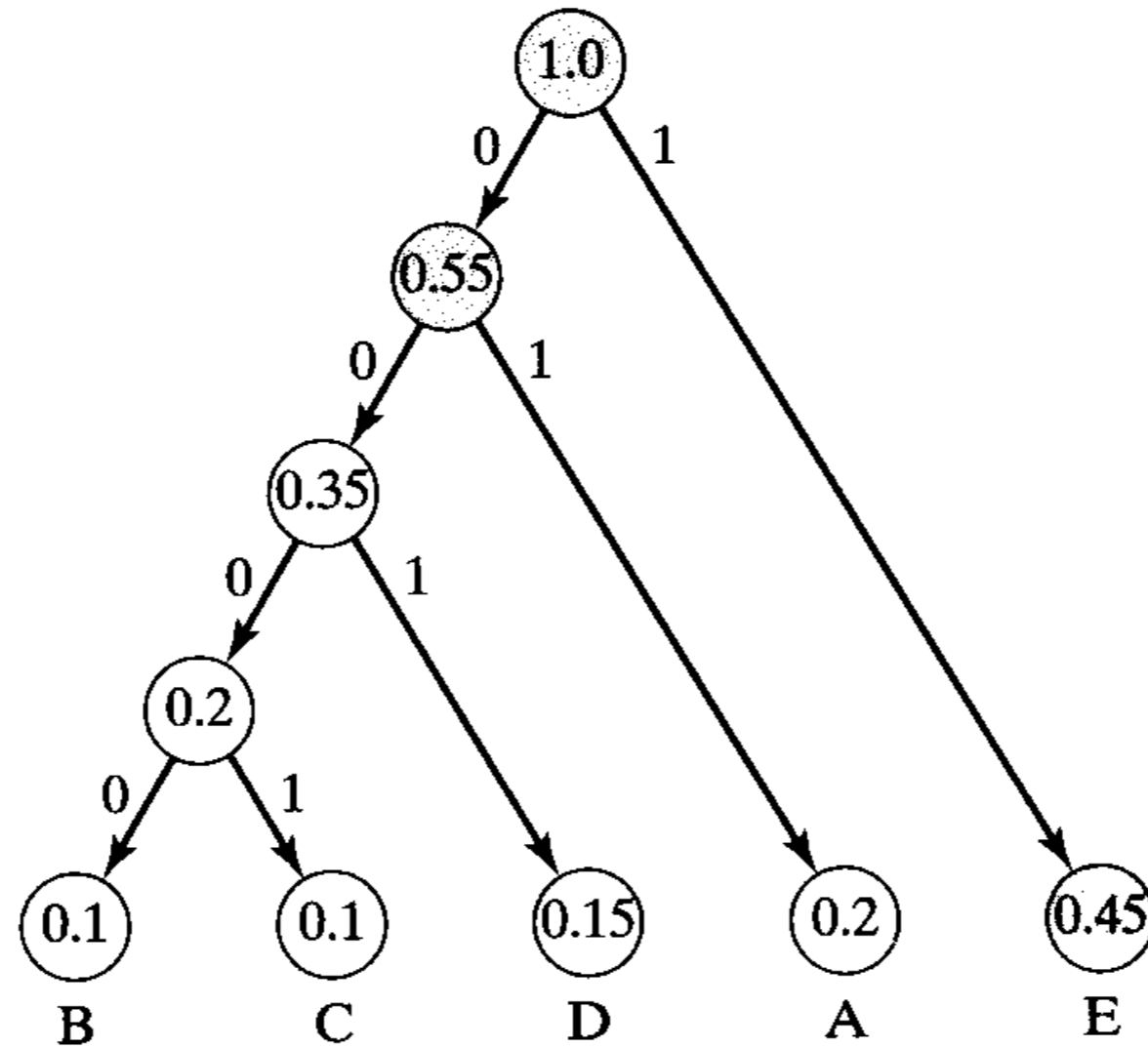


Figure by Larry Nyhoff.

Huffman Coding

In C

```
typedef struct node
{
    char symbol;
    int frequency;
    struct node *left;
    struct node *right;
}
node;
```