

LABORATORIYA ISHI №10

MAVZU: ALGORITMLARNI ISHLAB CHIQISH USLUBLARI

Ishning maqsadi: Talabalarda algoritmlarni ishlab chiqish uslublari bo'yicha ko'nikma va malakalarini shakllantirish.

Nazariy qism:

Algoritmlarni yaratish ijobiy ish, shuning uchun ixtiyoriy zarur algoritmlarni tuzish imkonini beradigan bir umumiy usul mavjud emas. Lekin algoritmlarni ishlab chiqishni asoslangan oddiy sxemalarini beradigan ko'pgina algoritmlashtirish nazariyalari bor. Bunday sxemalar va yangi algoritmlarni paydo qilishning o'rtasida qattai bog'liqlik kuzatiladi. Tez uchraydigan va ko'p foydalaniladigan usullarni quyidagicha ajratib olish mumkin:

1. Algoritmlarni konstruksiyalash. Bu usulda yangi algoritm mavjud algoritmlardan tarkibiy qismlar sifatida foydalanib, bir-biriga moslab bir butunlik hosil qilish yo'li bilan ishlab chiqiladi.

2. Algoritmlarni ekvivalent qayta ishlash. Ikki algoritm ekvivalent hisoblanishi uchun quyidagi shartlar bajarilish kerak:

– Bittasi uchun mumkin bo'lgan dastlabki berilganlar varianti, ikkinchisi uchun ham mumkin bo'lishi kerak.

– Bir algoritmni qandaydir dastlabki ma'lumotga qo'llanilishi, ikkinchi algoritmni ham shu berilganga qo'llanilishiga kafolat beradi.

– Bir xil dastlabki berilgan ma'lumot uchun ikkala algoritm ham bir xil natija berishi. Lekin bu algoritmni ikki xil shakllarini ekvivalent deb nomlash noto'g'ridir.

Shunday qilib, algoritmni ekvivalent qayta ishlash deb, natijada dastlabki algoritmga ekvivalent algoritmni paydo qiladigan o'zgartirilishlarga aytiladi.

Misol tariqasida, algoritmni bir tildan boshqa tilga o'tkazishni keltirish mumkin. Shu bilan birgalikda algoritmni ekvivalent qayta ishlash usuli bilan keskin o'zgartirish mumkin, lekin bu holda asosiy e'tiborni dastlabki algoritmga nisbatan yahshi algoritmni yaratishga berish kerak.

3. Toraytiruvchi o'zgartirishlar. Bunday o'zgartirishlar natijasida dastlabki algoritmlar yechish kerak bo'lgan masalalarning xususiy holati yechimi algoritmlari ishlab chiqiladi. Odatda, bu usulda ekvivalent qayta ishlash jarayonida algoritmni ixchamlashtirish maqsaddida foydalaniladi.

4. Formal usulni matematikaga bog'liq bo'lmagan muammoga qo'llash. Buyerda matematik muammo matematik ko'rinishga o'tkazilib, uning algoritmini ishlab chiqishga uriniladi. Agar o'xshash matematik masala yechimining algoritmi ma'lum bo'lsa, undan foydalaniladi.

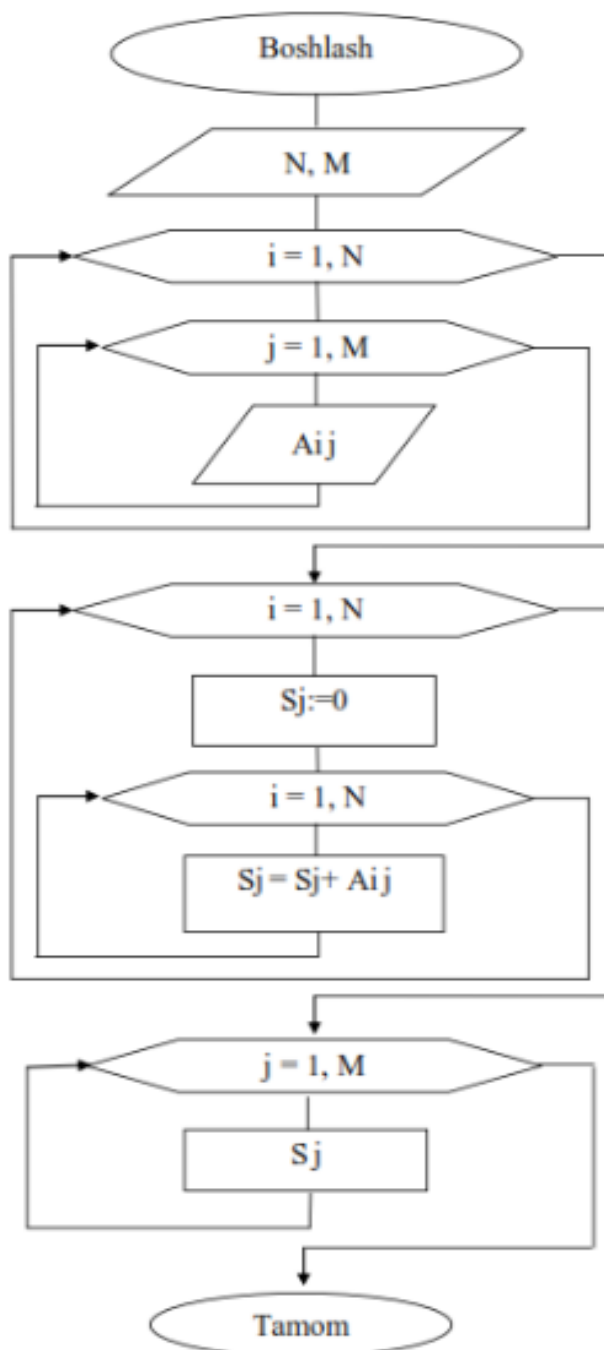
LABORATORIYA ISHINI BAJARISH UCHUN NAMUNA:

1-misol. Berilgan A(N, M) matritsaning ustunlari elementlarning yig'indisini hisoblang.

Berilganlar		Natija
N=2 M=2	$A = \begin{pmatrix} 2 & 1 \\ 4 & 3 \end{pmatrix}$	S=(6,4)

Algoritmi	Algoritmning bajarilishi													
<p>alg Ustun_Yig (but N, M, haq jad A[1:N, 1:M], haqjad S[1:M]) arg N,M,A boshlbut i, j sb j uchun 1 dan M gacha S[j]:=0 sb i uchun 1 dan N gacha S[j]:=S[j] + A[i, j] so so tamom</p>	<table border="1"> <thead> <tr> <th>j</th> <th>i</th> <th>S[i]</th> </tr> </thead> <tbody> <tr> <td rowspan="2">1</td> <td>1</td> <td>S1=0 S1=0+2=2</td> </tr> <tr> <td>2</td> <td>S1=2+4=6</td> </tr> <tr> <td rowspan="2">2</td> <td>1</td> <td>S2=0 S2=0+1=1</td> </tr> <tr> <td>2</td> <td>S2=1+3=4</td> </tr> </tbody> </table>	j	i	S[i]	1	1	S1=0 S1=0+2=2	2	S1=2+4=6	2	1	S2=0 S2=0+1=1	2	S2=1+3=4
j	i	S[i]												
1	1	S1=0 S1=0+2=2												
	2	S1=2+4=6												
2	1	S2=0 S2=0+1=1												
	2	S2=1+3=4												

Blok – sxemasi:



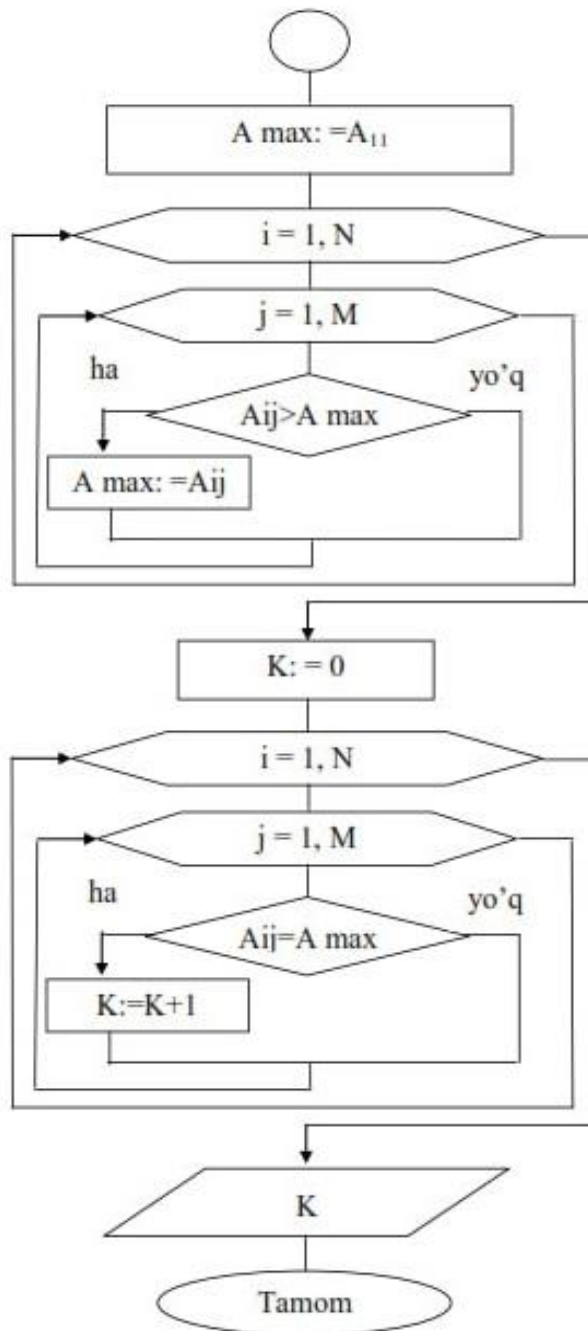
2-misol. Berilgan butun sonli $A(N, M)$ matritsada eng katta qiymati necha marta uchrashishini aniqlang.

Berilgan	Natija
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$N=2$ $M=3$	$A = \begin{pmatrix} 1 & 2 & 5 \\ 5 & 1 & 5 \end{pmatrix}$	$K=3$
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Algoritmi:	Algoritmning bajarilishi (A_{max} ni topish)																																																			
<p>alg Maks_soni(but N,M,K but jad A[1:N,1:M])</p> <p>argN,M,A</p> <p>natK</p> <p>boshl but i, j, Amax</p> <p style="padding-left: 20px;">Amax := A[1, 1]</p> <p>sb i uchun 1 dan N gacha</p> <p style="padding-left: 20px;">sb j uchun 1 dan M gacha</p> <p style="padding-left: 40px;">agar A[i, j] > Amax</p> <p>u holda Amax := A[i, j]</p> <p style="padding-left: 20px;">hal bo'ldi</p> <p style="padding-left: 20px;">so</p> <p>so</p> <p style="padding-left: 20px;">K := 0</p> <p>sbi uchun 1 dan N gacha</p> <p style="padding-left: 20px;">sb j uchun 1 dan M gacha</p> <p style="padding-left: 40px;">agar A[i, j] = Amax</p> <p>u holda K := K+1</p> <p style="padding-left: 20px;">hal bo'ldi</p> <p style="padding-left: 20px;">so</p> <p style="padding-left: 20px;">so</p> <p>tamom</p>	<table border="1"> <thead> <tr> <th>i</th> <th>j</th> <th>A[i,j]>Amax</th> <th>Amax</th> </tr> </thead> <tbody> <tr> <td rowspan="3" style="vertical-align: middle;">1</td> <td>1</td> <td style="text-align: center;">-</td> <td style="text-align: center;">1</td> </tr> <tr> <td>2</td> <td style="text-align: center;">+</td> <td style="text-align: center;">2</td> </tr> <tr> <td>3</td> <td style="text-align: center;">+</td> <td style="text-align: center;">5</td> </tr> <tr> <td rowspan="3" style="vertical-align: middle;">2</td> <td>1</td> <td style="text-align: center;">-</td> <td></td> </tr> <tr> <td>2</td> <td style="text-align: center;">-</td> <td></td> </tr> <tr> <td>3</td> <td style="text-align: center;">-</td> <td></td> </tr> </tbody> </table>	i	j	A[i,j]>Amax	Amax	1	1	-	1	2	+	2	3	+	5	2	1	-		2	-		3	-		<p>A_{max} necha marta uchrashini aniqlash</p> <table border="1"> <thead> <tr> <th>i</th> <th>j</th> <th>A[i,j]=Amax</th> <th>K</th> </tr> </thead> <tbody> <tr> <td rowspan="3" style="vertical-align: middle;">1</td> <td>1</td> <td style="text-align: center;">-</td> <td style="text-align: center;">0</td> </tr> <tr> <td>2</td> <td style="text-align: center;">-</td> <td></td> </tr> <tr> <td>3</td> <td style="text-align: center;">+</td> <td style="text-align: center;">1</td> </tr> <tr> <td rowspan="3" style="vertical-align: middle;">2</td> <td>1</td> <td style="text-align: center;">+</td> <td style="text-align: center;">2</td> </tr> <tr> <td>2</td> <td style="text-align: center;">-</td> <td></td> </tr> <tr> <td>3</td> <td style="text-align: center;">+</td> <td style="text-align: center;">3</td> </tr> </tbody> </table>			i	j	A[i,j]=Amax	K	1	1	-	0	2	-		3	+	1	2	1	+	2	2	-		3	+	3
i	j	A[i,j]>Amax	Amax																																																	
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Blok-sxemasi



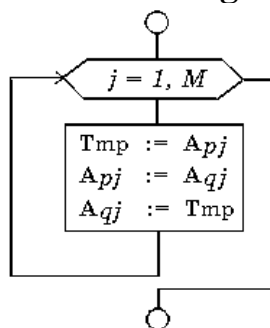
3-misol. Berilgan $A(N, M)$ matritsaning P va Q satrlari o'rnini almashtiring ($1 \leq P \leq N, 1 \leq Q \leq N$).

Test

Berilgan	Natija
$N=3, M=3, P=1, Q=3$ $A = \begin{pmatrix} 1 & 2 & 1 \\ 2 & 2 & 2 \\ 3 & 1 & 3 \end{pmatrix}$	$A = \begin{pmatrix} 3 & 1 & 3 \\ 2 & 2 & 2 \\ 1 & 2 & 1 \end{pmatrix}$

Algoritmi	Algoritmning bajarilishi																
alg Almashtirish(but N, M, P, Q, haq jad A[1:N, 1:M]) nat N,M,A,P,Q natija A boshl but j, haq Tmp sb juchun 1 dan M gacha Tmp:=A[P, j]; A[P, j]:=A[Q, j]; A[Q, j]:=Tmp so tamom	<table border="1"> <thead> <tr> <th>J</th> <th>Tmp</th> <th>A[1,j]</th> <th>A[3,j]</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>1</td> <td>3</td> <td>1</td> </tr> <tr> <td>2</td> <td>2</td> <td>1</td> <td>2</td> </tr> <tr> <td>3</td> <td>1</td> <td>3</td> <td>1</td> </tr> </tbody> </table>	J	Tmp	A[1,j]	A[3,j]	1	1	3	1	2	2	1	2	3	1	3	1
J	Tmp	A[1,j]	A[3,j]														
1	1	3	1														
2	2	1	2														
3	1	3	1														

Blok-sxemasi fragmenti:



4-misol. a_1, a_2, \dots, a_N ketma-ketlikni o‘shish tartibida joylashtiring.

Berilgan	Natija
N=4 A=(5, 2, 7, 1)	A=(1, 2, 5, 7)

Algoritmi	Algoritmning bajarilishi
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alg O'sish (but N, haq jad A[1:N])

arg N,A

natija A

boshl but i, j, xak Tmp

sb i uchun 1 dan N-1 gacha

sb j uchun i+1 dan N gacha

agar $A[i] > A[j]$ u xolda

$Tmp := A[i]; A[i] := A[j]; A[j] := Tmp$

hal bo'ldi

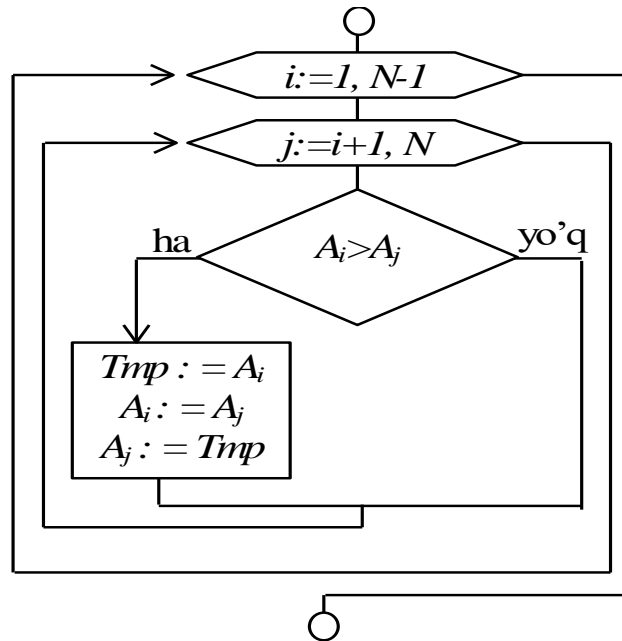
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so

tamom

I	J	$A[i] > A[j]$	A massiv
1	2	+	2, 5, 7, 1
	3	-	
	4	+	1, 5, 7, 2
2	3	-	
	4	+	1, 2, 7, 5
3	4	+	1, 2, 5, 7

Blok-sxemasi fragment:



LABORATORIYA ISHINI BAJARISH UCHUN TOPSHIRIQLAR:

1. Berilgan $A(N, M)$ matritsadagi eng katta elementni va u joylashgan satr hamda ustun nomerini toping.
2. Berilgan $A(N, M)$ matritsadagi har bir satr elementlarining yig'indisini, musbatlari o'rta arifmetigi va sonini hisoblang
3. Berilgan $A(N, M)$ butun sonli matritsaning elementlari yig'indisi juft son bo'ladimi, yo'qmi aniqlang.

4. Berilgan $A(N, M)$ matritsada barcha elementlarining o'rtacha arifmetikidan katta bo'lgan elementlar sonini aniqlang.

5. Berilgan $A(N, M)$ butun sonli matritsaning toq qiymatli elementlarining yig'indisi va ko'paytmasini hisoblang.

6. $A(N, M)$ matritsa berilgan. $X(M)$ vektorni hisoblang, bu erda X_j qiymati A matritsaning j -chi usundagi musbat elementlar yig'indisi.

7. $A(N, M)$ matritsa berilgan. $X(M)$ vektorni hosil qiling, u matritsaning P -sathiga teng va $Y(N)$ vektorni hosil qiling, u matritsaning Q -ustiga teng.

8. Berilgan $A(N, M)$ matritsada eng katta va eng kichik elementlari o'rnini almashtiring.

9. $A(N)$ massiv berilgan. $B(N)$ massivni quyidagi formula yordamida hosil qiling: $b_i = (a_1 + a_2 + \dots + a_i) / i$.

10. Quyidagini hisoblang: $P = 1 \cdot 2 + 2 \cdot 3 \cdot 4 + 3 \cdot 4 \cdot 5 \cdot 6 + \dots + N \cdot (N+1) \cdot \dots \cdot 2N$.

11. Berilgan $X(N)$ massivning maksimal komponentdan (agar ular bir nechta bo'lsa, maksimal komponentni tartibi bo'yicha birinchisini oling) oldingi barcha manfiy komponentlarni nol bilan almashtiring.

12. Berilgan $X(N)$ massivning beshga karrali bo'lmagan barcha elementlari kvadratlari yig'indisini hisoblang.

13. Berilgan $X(N)$ massivda eng kichik va eng katta elementlari o'rnini almashtiring.

14. Berilgan $X(N)$ massivdagi berilgan qiymatdan kichiklarning sonini aniqlang.

15. Berilgan $A(N)$ massivning komponentlarini chapga bir pozitsiya siklik siljishni amalga oshiring, ya'ni $A = (a_2, a_3, \dots, a_N, a_1)$ vektorni hosil qiling.