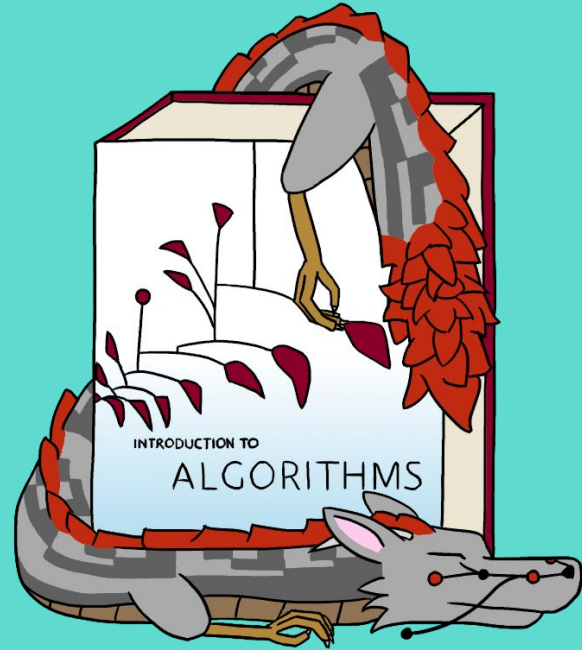


Data Structures and Algorithms

By Unsigned Long
@InverseHackermann

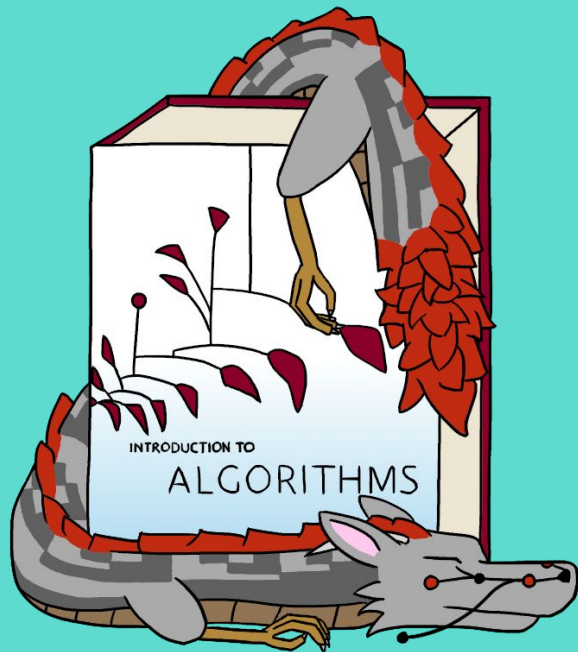
Overview

- This is a comedic/informative look at overlaps between furry and computer science
 - There will be puns ^w^



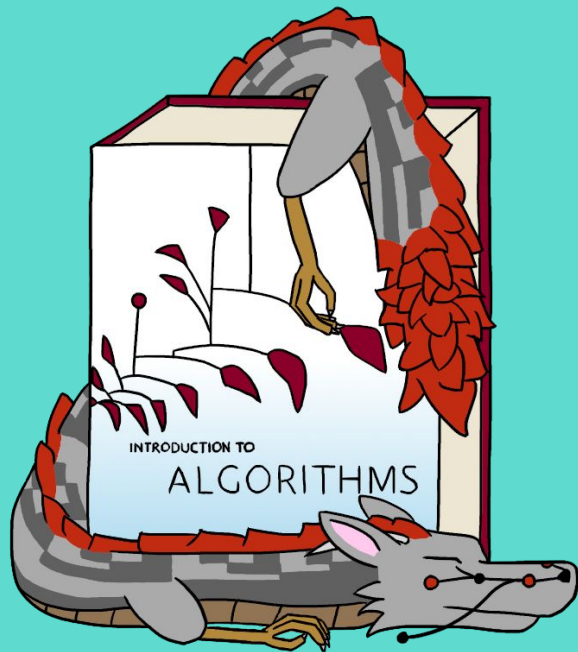
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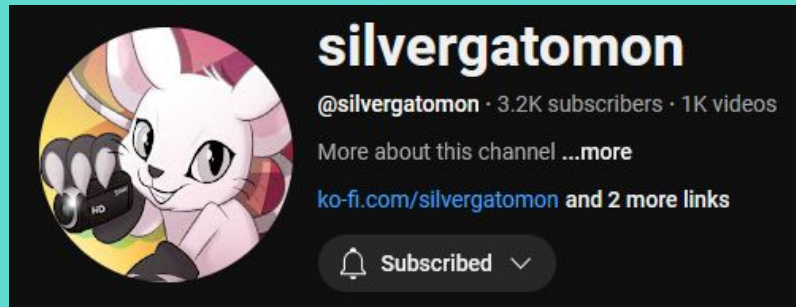
Overview

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 - There will be puns ^w^
- This is **not** a rigorous lecture
 - We're trying to have fun here :3
- Ask questions!
 - I've been coding for most of my life
 - If you don't understand things, **that's on me**
 - I'm out of touch with reality



About Me

- Found furies through con videos



About Me

- Found furies through con videos
- Found some eastern dragons with the word “Long” in their name



<https://www.furaffinity.net/user/tienlong/>

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lóng
龙

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<code>short</code> <code>short int</code> <code>signed short</code> <code>signed short int</code>	<i>Short</i> signed integer type. Capable of containing at least the <code>[−32 767, +32 767]</code> range. ^{[3][a]}
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<code>int</code> <code>signed</code> <code>signed int</code>	Basic signed integer type. Capable of containing at least the <code>[−32 767, +32 767]</code> range. ^{[3][a]}
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<code>long</code> <code>long int</code> <code>signed long</code> <code>signed long int</code>	<i>Long</i> signed integer type. Capable of containing at least the <code>[−2 147 483 647, +2 147 483 647]</code> range. ^{[3][a]}
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About Me

- Found furies through con videos
- Found some eastern dragons with the word “Long” in their name
- Thought about “long” for too long
- Realized it’s in my code
- Pun was too good to do nothing with, so I made a fursona



Measuring Information

- Bit: stores 0 or 1
- Byte: 8 bits
- Nibble: 4 bits = half a byte
 - Not commonly used

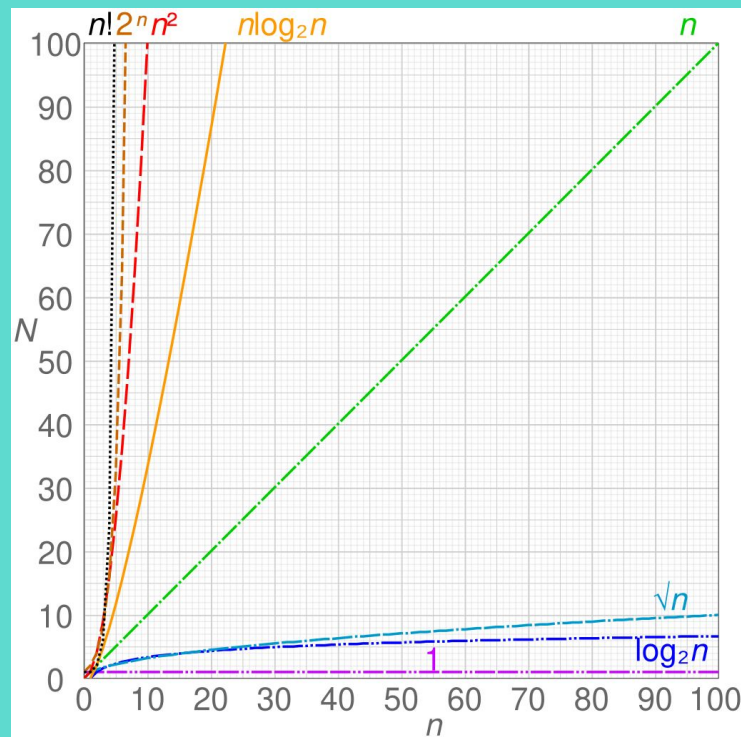


Order Notation

Oops I forgot to go over this in previous iterations of this panel

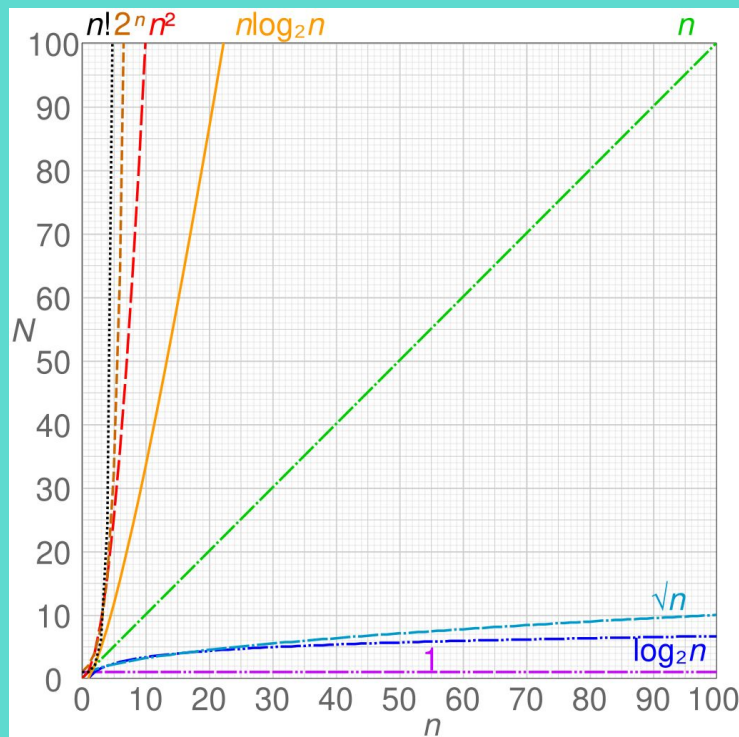
Order Notation

- Formally ignore constant factors
 - n , $5n + 3$, $0.1n - 9$ are all $O(n)$



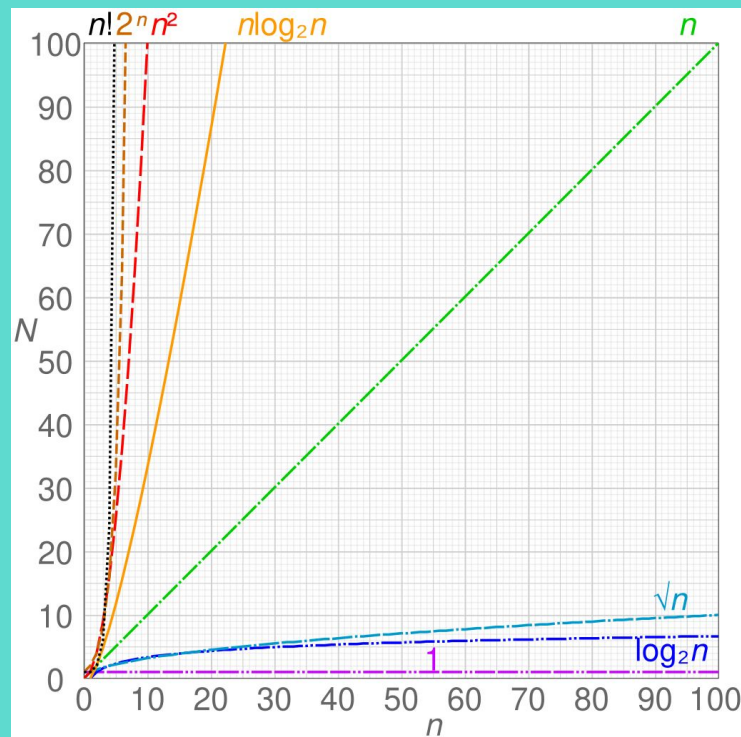
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- Formally ignore constant factors
 - n , $5n + 3$, $0.1n - 9$ are all $O(n)$
- Only care about long-term growth
 - Eventually, $100n < n^2$
- Some people ignore bigger factors
 - $n^3 \log^4(n) = \tilde{O}(n^3) = O(n^c)$
 - The more you ignore, the more theoretical your analysis is

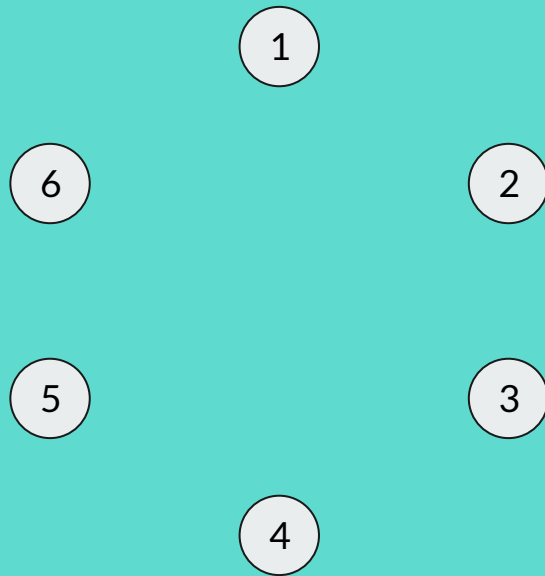


Planar Graphs

Thank you Euler :3

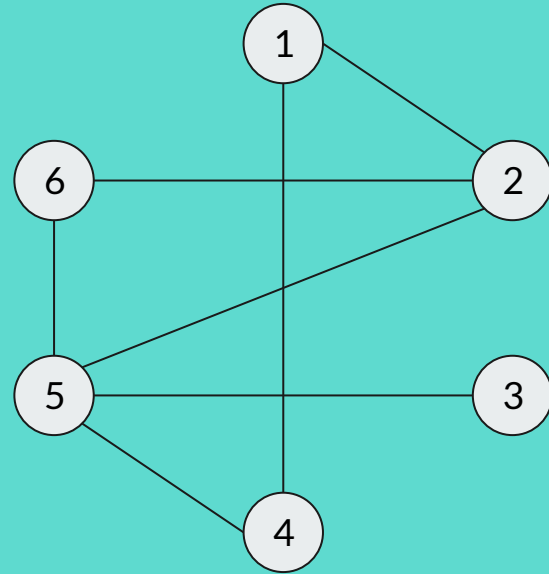
Planar Graph Complexity

- Vertices V , often labeled $1, 2, \dots, n$



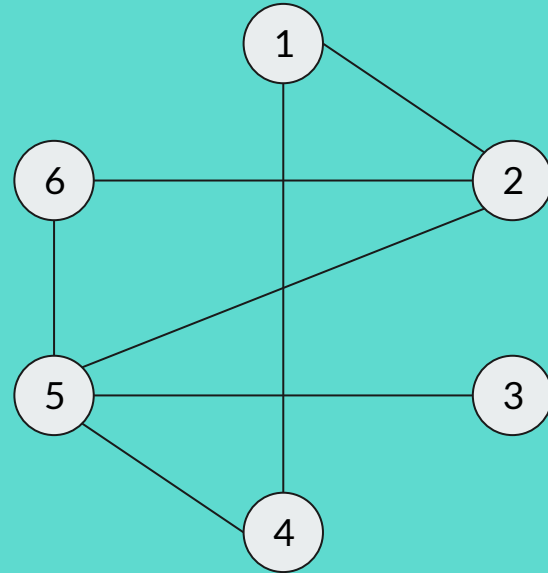
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- Edges are between two vertices
 - Worst case $m = O(n^2)$ edges



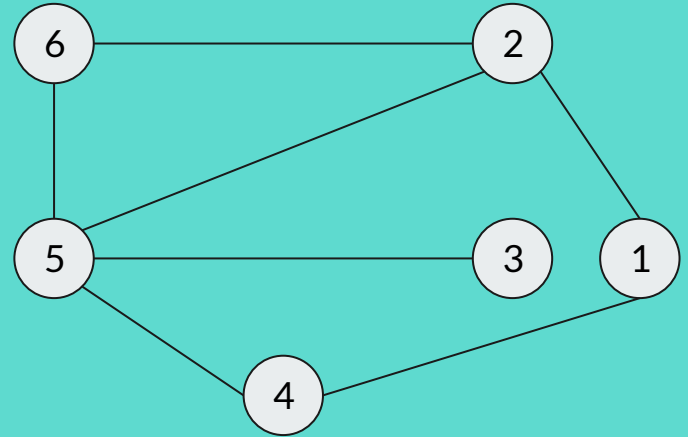
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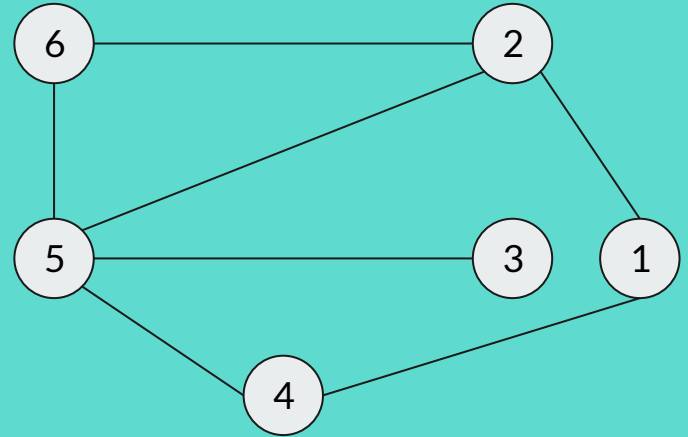
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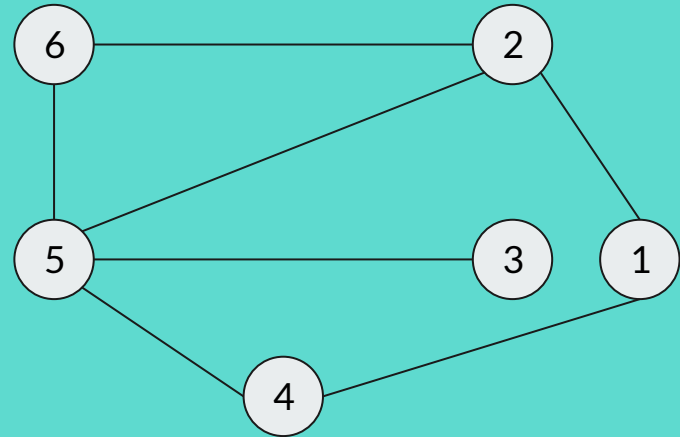
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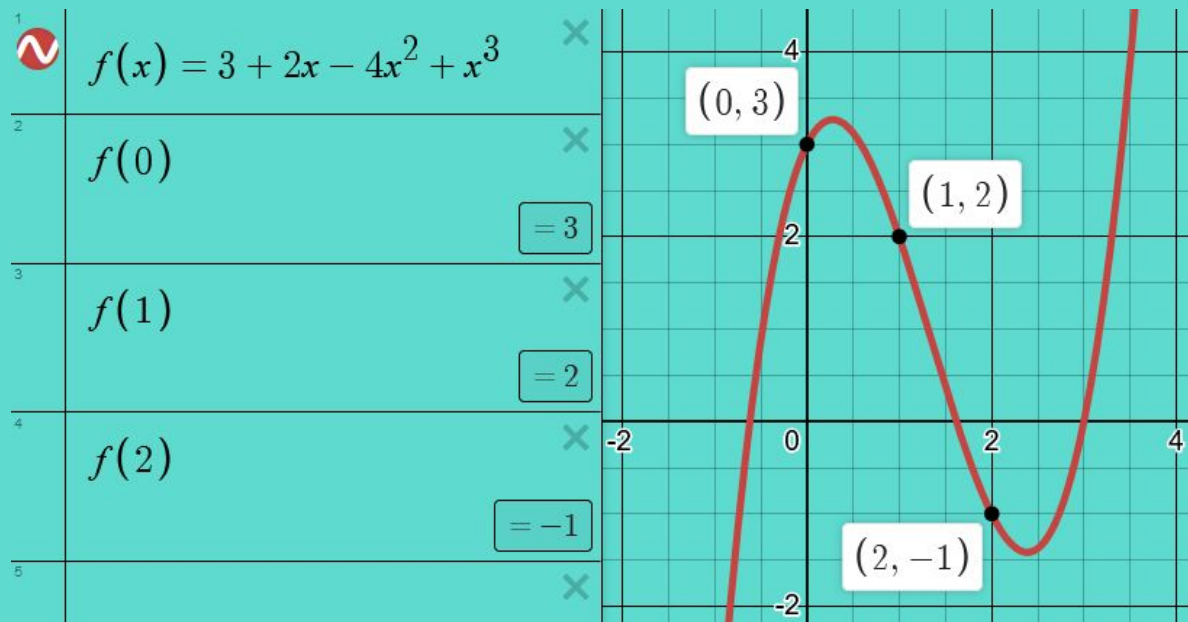
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 - Worst case $m = O(n^2)$ edges
- Planar graphs can be drawn without crossing edges
- Planar graphs have $m = O(n)$
- Fursuits are planar graphs
 - Vertices are fabric patches
 - Edges are seams
 - Number of seams is $O(n)$



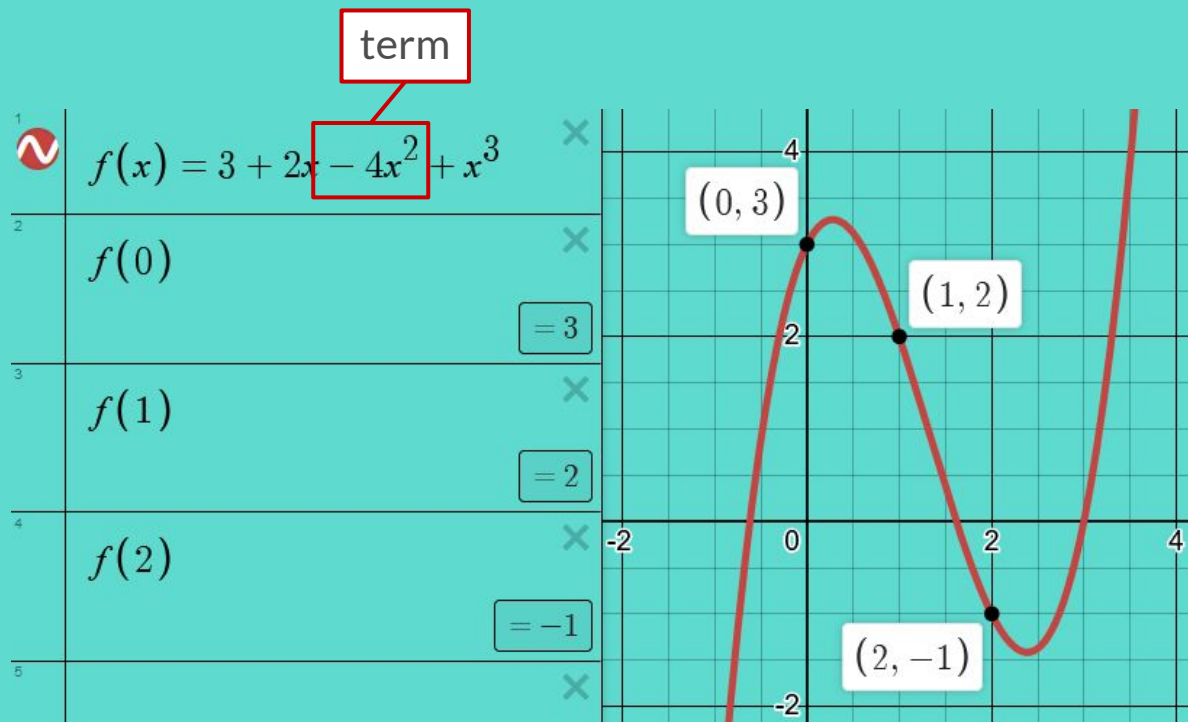
Fast Fourier Transform (FFT)

I have butterflies in my stomach >w<

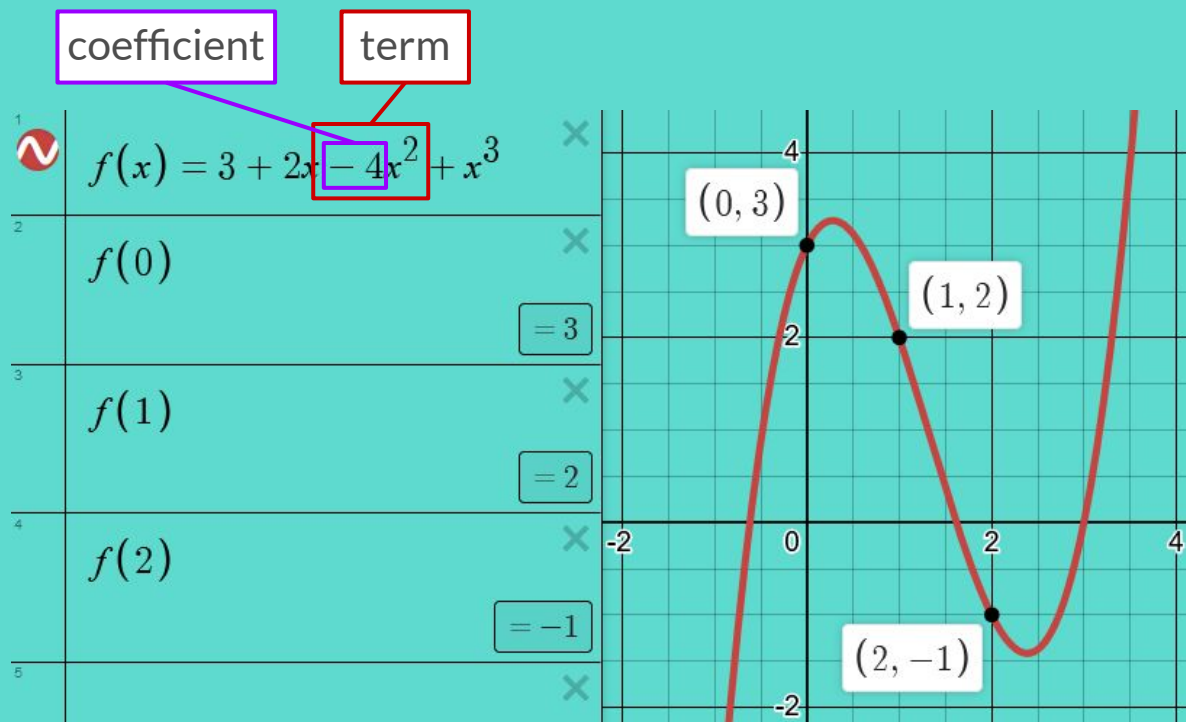
Polynomials



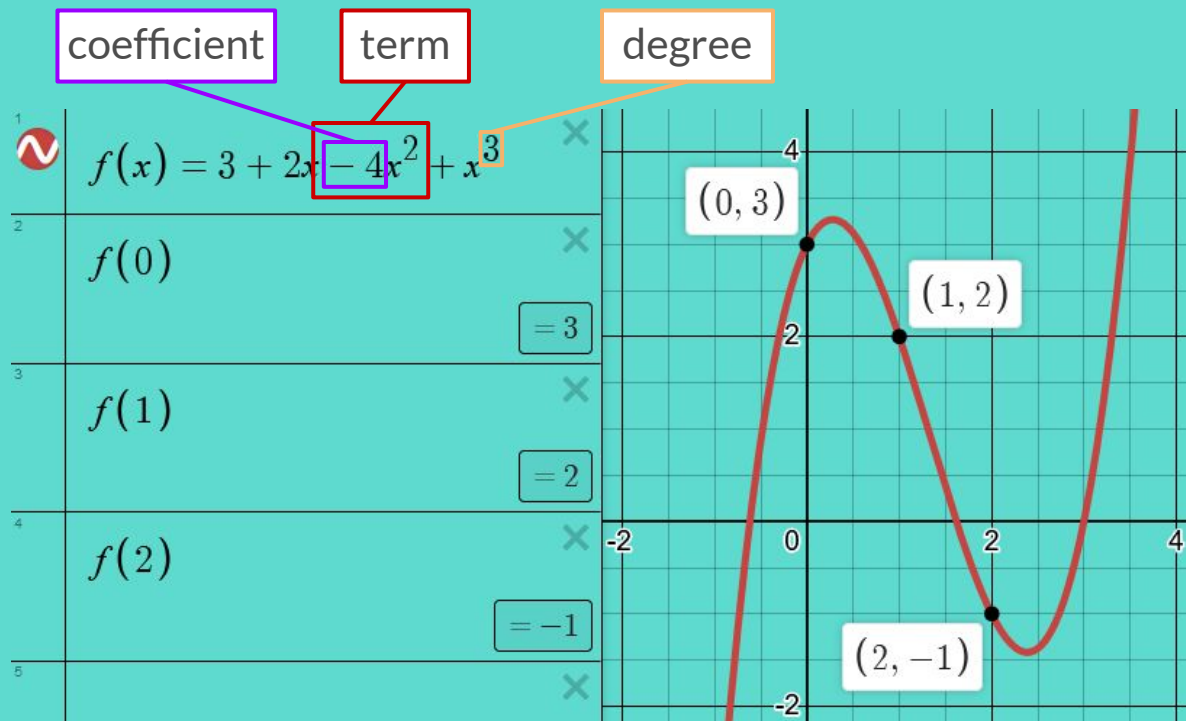
Polynomials



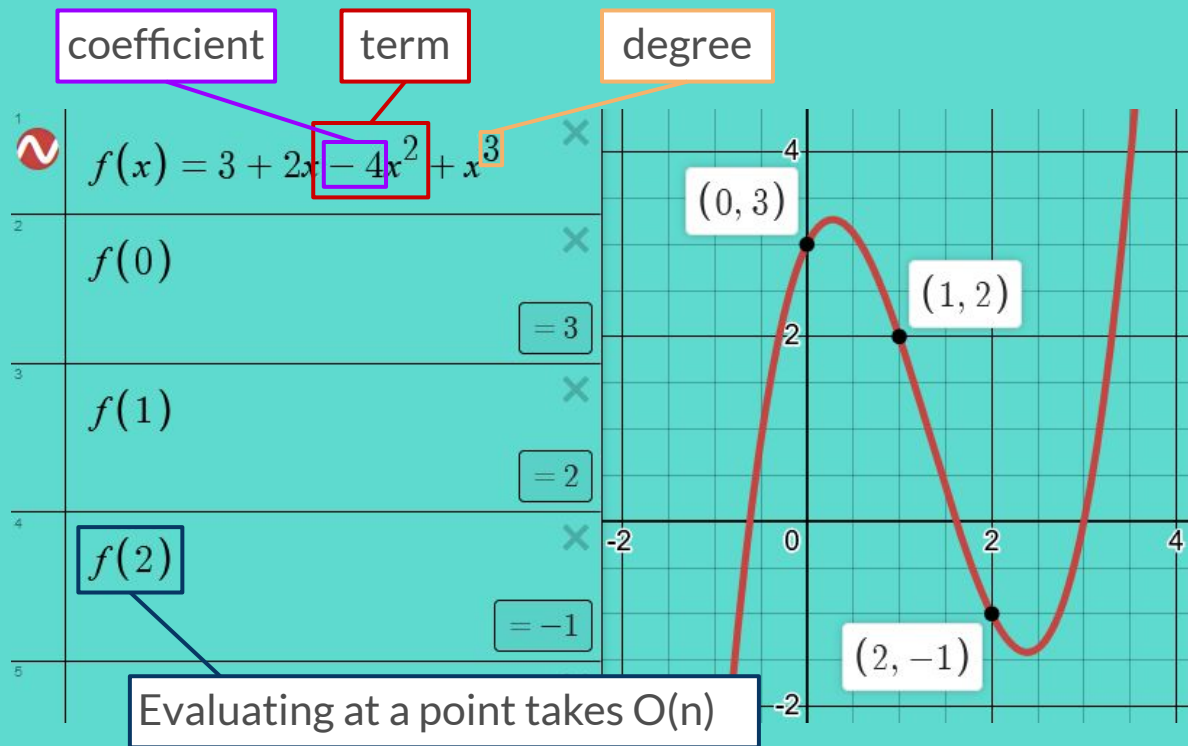
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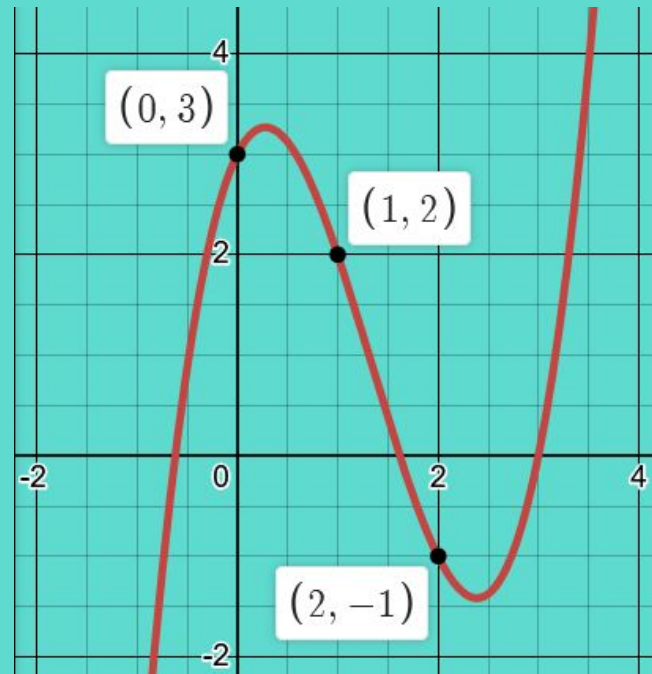


Polynomials



Polynomial Interpolation/Evaluation

- For n points, there is a unique polynomial with degree less than n that passes through all the points
- Evaluating the polynomial to find these points typically takes $O(n^2)$, but if we choose points cleverly, we can do better



Evaluating at $x=-1$ and $x=1$

$$f(x) = a_0 + a_1x + a_2x^2 + \cdots + a_{n-1}x^{n-1}$$

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$$f(1) = (a_0 + a_2 + \cdots + a_{n-2}) + (a_1 + a_3 + \cdots + a_{n-1})$$

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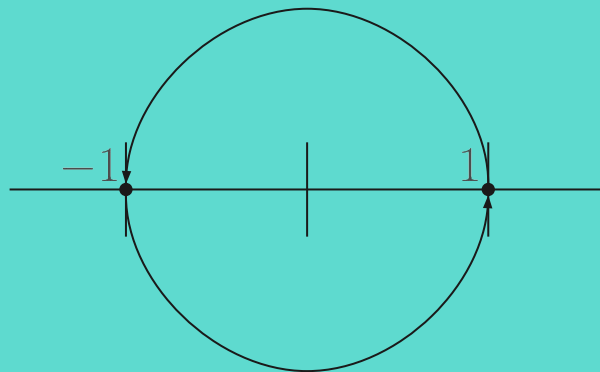
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Reduces number of operations by a half!

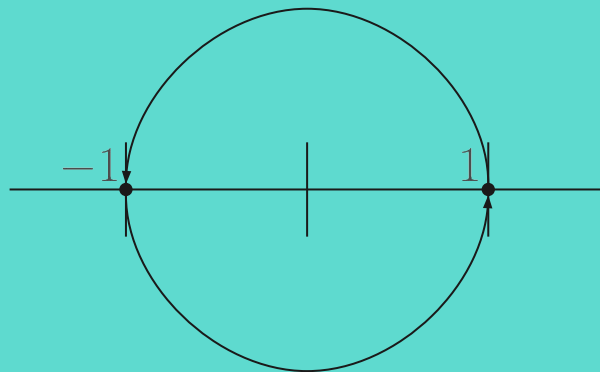
More x values to evaluate at

- The even/odd trick works because repeatedly multiplying by -1 cycles between -1 and 1



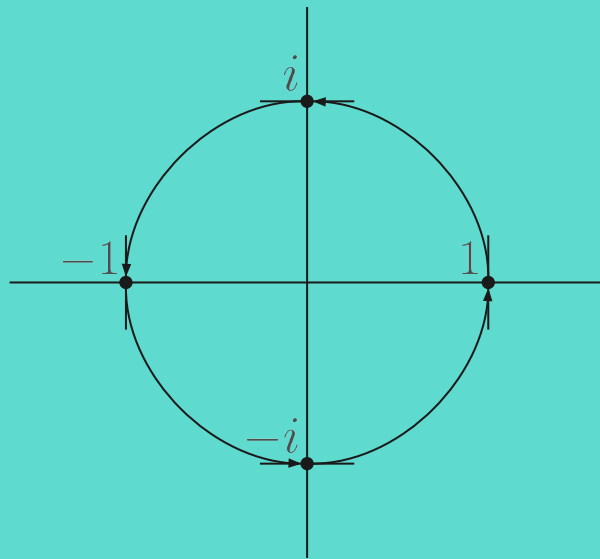
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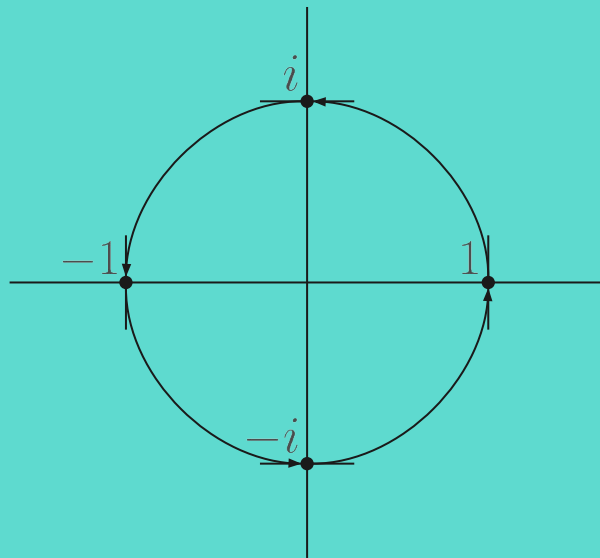
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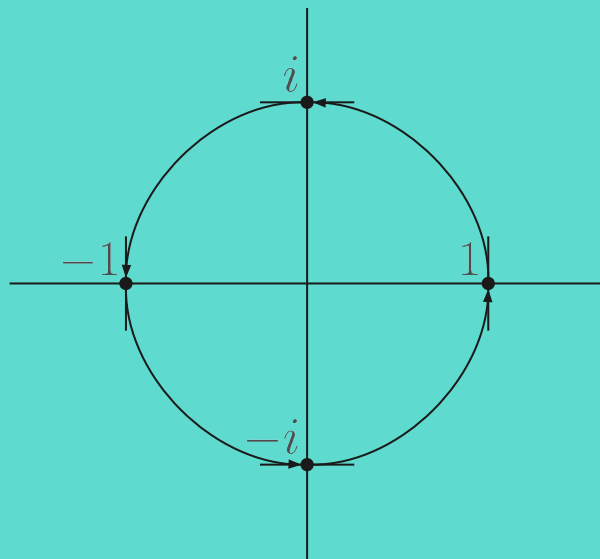
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- These are called **roots of unity**
- FFT evaluates f at $1, r, r^2, \dots, r^{n-1}$



Applying even/odd trick

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$$f(x) = g_e(x^2) + xg_o(x^2)$$

Divide and Conquer

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- We need to evaluate g at

$$(1)^2, (r)^2, (r^2)^2, \dots, (r^{n/2-1})^2, (r^{n/2})^2, (r^{n/2+1})^2, \dots, (r^{n-1})^2$$

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- To evaluate f at n roots of unity, we evaluate g_e and g_o at $n/2$ roots of unity
- Recursion! $T(n) = 2T(n/2) + n = O(n \log n)$

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- Turns out FFT is its own inverse

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 - (Inverse) FFT takes $O(n \log n)$

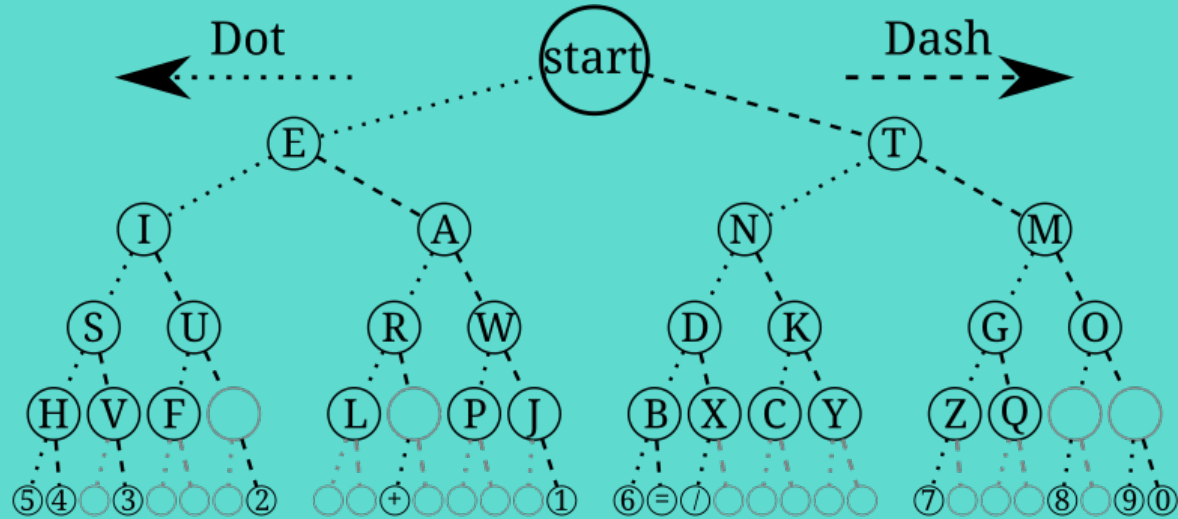
Inverse Fast Fourier Transform?

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- I think FFT being its own inverse is related to why anti-furries eventually become furries

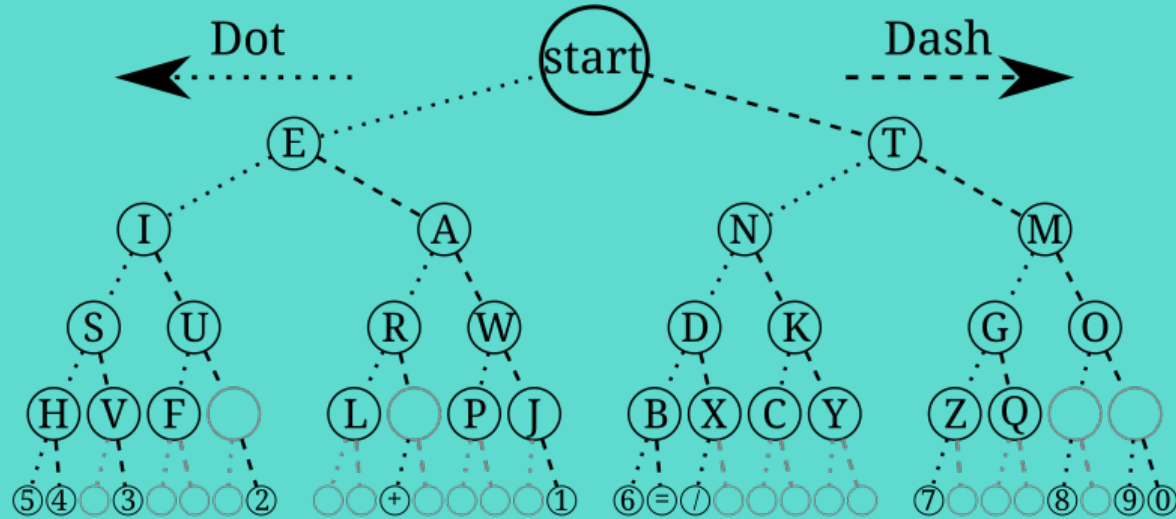
Morse Code, Braille, and Connections to Coding Theory

$$\frac{-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot}{-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot} \bigg/ \frac{-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot}{-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot} \bigg/ \frac{-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot}{-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot} \bigg/ \frac{-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot}{-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot-\cdot\cdot\cdot\cdot}$$

Morse Code

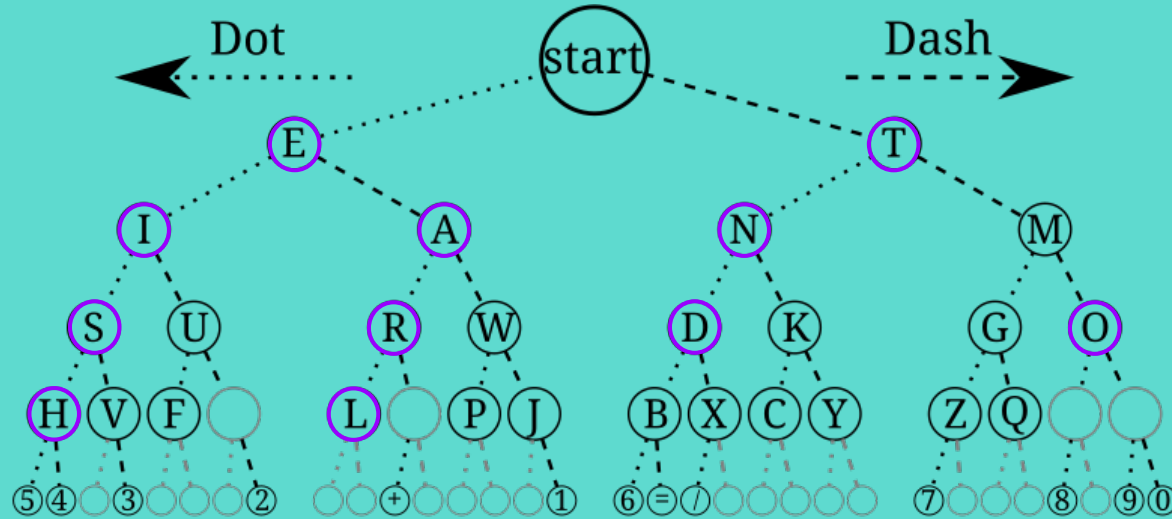


Morse Code



Letter ↕	Relative frequency in the English language ^[1]	
	Texts ▾	
E	12.7%	
T	9.1%	
A	8.2%	
O	7.5%	
I	7.0%	
N	6.7%	
S	6.3%	
H	6.1%	
R	6.0%	
D	4.3%	
L	4.0%	

Morse Code



More frequently used characters are given shorter encodings

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Braille

TECHNOLOGIES

Aroga

Unified English Braille Chart

ALPHABET AND NUMBERS 1 2 3 4 5 6 7 8 9 0 a b c d e f g h i j k l m n o p q r s t u v x y z w	PUNCTUATION comma , period . apostrophe ' . colon : dash - long dash — exclamation mark ! hyphen - question mark ? semicolon ; ellipsis ... forward slash / backward slash \ opening outer quotation mark " " " closing outer quotation mark " " " opening inner quotation mark " " " closing inner quotation mark " " " GROUPING PUNCTUATION opening round parenthesis () closing round parenthesis) opening square bracket [] closing square bracket] opening curly bracket { } closing curly bracket } opening angle bracket < > closing angle bracket > < script symbol script word script passage script terminator	SIGNS OF OPERATION AND COMPARISON plus + minus - multiplication x multiplication dot · division ÷ greater than > less than < equals = CURRENCY AND MEASUREMENT cent ¢ dollar \$ euro € British Pound £ feet ' f inches " in SPECIAL SYMBOLS percent % degree ° angle ∠ hashtag # ampersand & copyright © trademark ™ superscript indicator subscript indicator bullet • @ sign @ asterisk * dot locator for mention	ALPHABETIC WORDSIGNS b but c can d do e every f from g go h have j just k knowledge l like m more n not p people r rather s so t that u us v very w will x it y you z as STRONG CONTRACTIONS (Part and Whole Word) and for of the with STRONG WORDSIGNS child shall this which out still	STRONG GROUPSIGNS ch sh th wh ou st gh ed er ow ar ing LOWER GROUPSIGNS ca bb cc ff LOWER WORDSIGNS be enough were his in was	INITIAL-LETTER CONTRACTIONS day ever father here know lord mother name one part question right some time under work young there character through where ought upon word these those whose cannot had many spirit world their	FINAL-LETTER GROUPSIGNS ound ance sion less ount ence ong ful tion ness ment ity ound above across after afternoon afterward again against almost already also although altogether always because before behind below beneath beside between beyond blind braille children conceive conceiving could decide deceiving declare declaring either first friend good great herf hm hmf imm its itself letter little much must myself necessary neither oneself ourselves paid perceive perceiving perhaps quick receive receiving rejoice rejoicing said should such themselves thyself today together tomorrow tonight would your yourself yourselves yr yrsv	SHORTFORM WORDS herself him himself immediate its itself letter little much must myself necessary neither oneself ourselves paid perceive perceiving perhaps quick receive receiving rejoice rejoicing said should such themselves thyself today together tomorrow tonight would your yourself yourselves
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Braille

<u>ALPHABET AND NUMBERS</u>									
1	2	3	4	5	6	7	8	9	0
a	b	c	d	e	f	g	h	i	j
									
k	l	m	n	o	p	q	r	s	t
									
u	v	x	y	z					w
									

Braille

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1	2	3	4	5	6	7	8	9	0
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u	v	x	y	z					
									

STRONG GROUPSIGNS	
	ch
	sh
	th
	wh
	ou
	st
	gh
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	er
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	ing

Braille

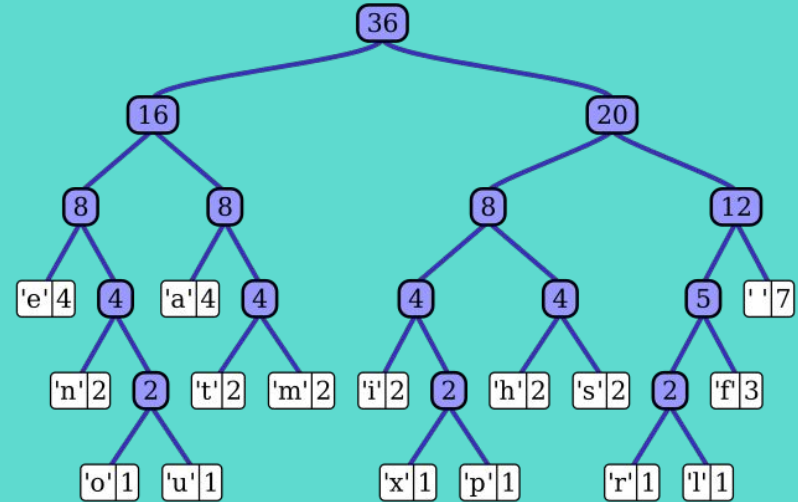
ALPHABET AND NUMBERS									
1	2	3	4	5	6	7	8	9	0
a	b	c	d	e	f	g	h	i	j
⠁	⠃	⠉	⠙	⠑	⠖	⠗	⠢	⠠	⠠
k	l	m	n	o	p	q	r	s	t
⠅	⠊	⠍	⠎	⠕	⠏	⠑	⠗	⠎	⠞
u	v	x	y	z					W
⠥	⠦	⠭	⠽	⠵					⠭

STRONG GROUPSIGNS	
⠠	ch
⠠	sh
⠠	th
⠠	wh
⠠	ou
⠠	st
⠠	gh
⠠	ed
⠠	er
⠠	ow
⠠	ar
⠠	ing

“owo” is ⠠⠕⠠⠠

Huffman Coding

- More frequent characters get shorter encodings
- Used in .zip files and other compression algorithms
- Won't go over details due to time



Macro-Micro Tree Decomposition

Four russians removing logs in a tree

Macro-Micro Tree Decomposition

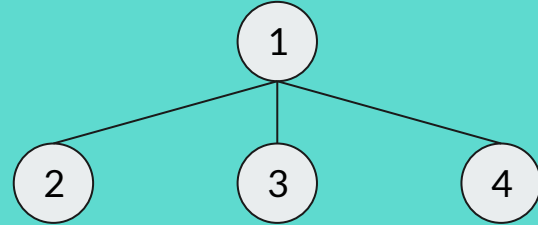
- Trees

- Begin with root node
- Nodes can have child nodes
- Repeat
- Nodes without children are **leaves**

1

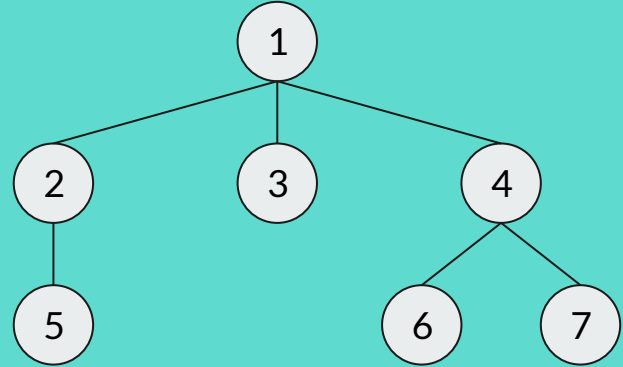
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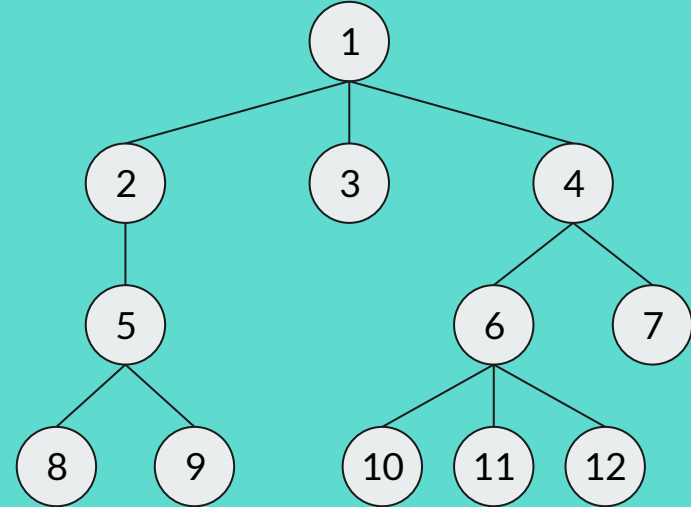
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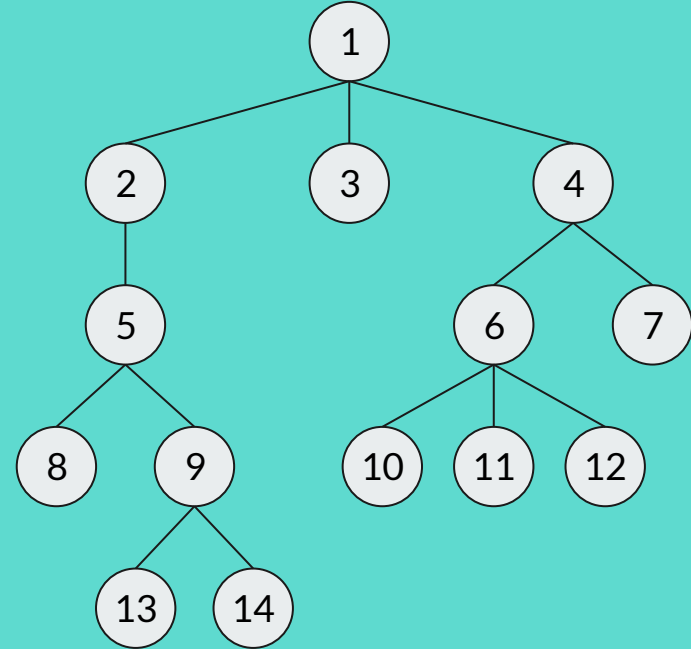
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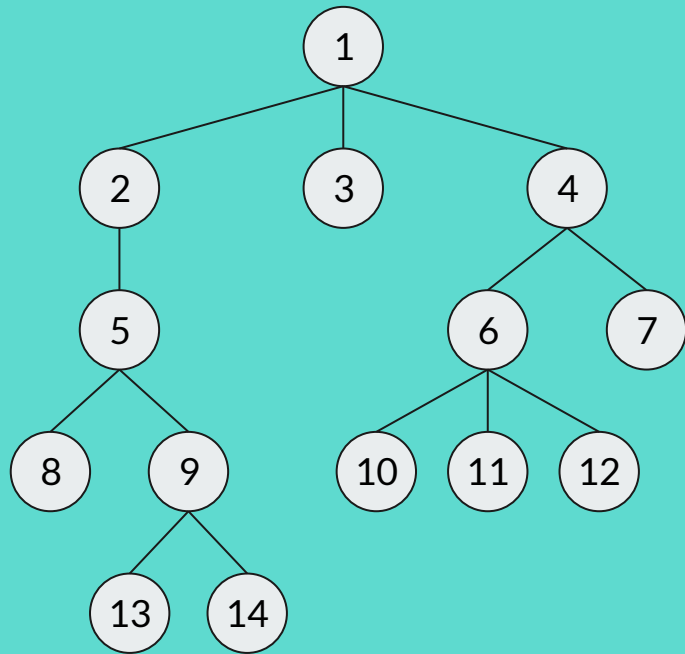
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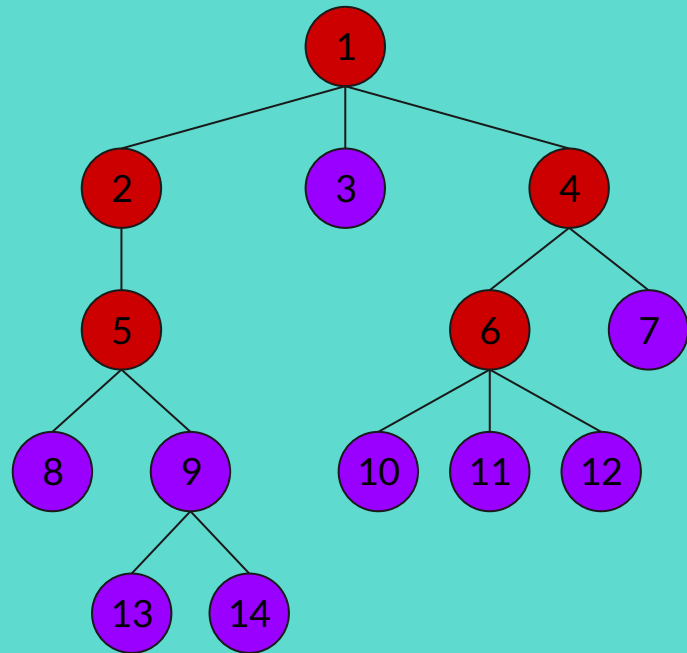
Macro-Micro Tree Decomposition

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- When limited to n nodes, there are exponentially many distinct trees.



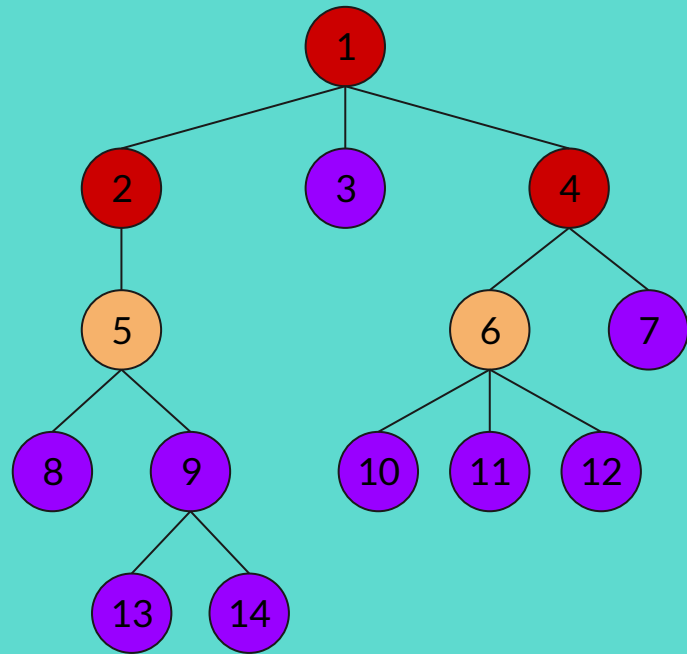
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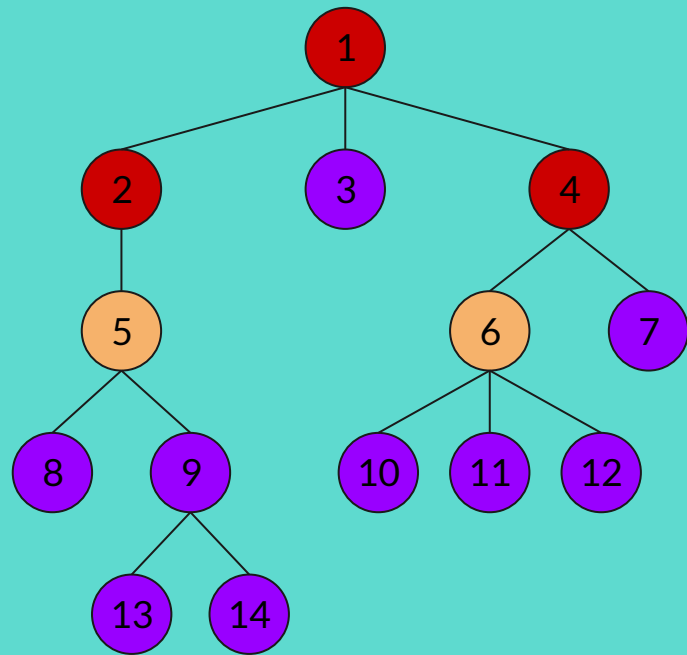
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Macro-Micro Tree Decomposition

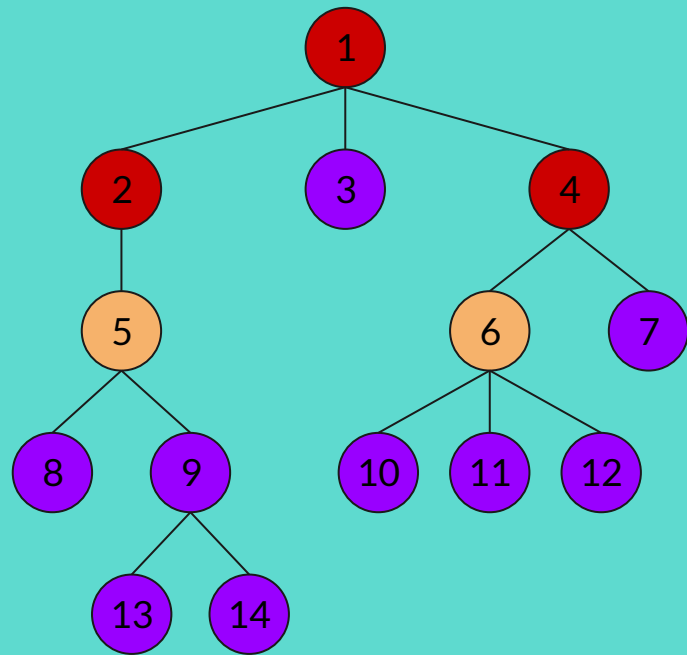
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At most $O(n/\log(n))$ macro leaves

Macro-Micro Tree Decomposition

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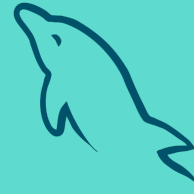
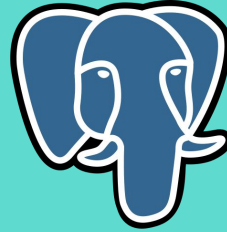
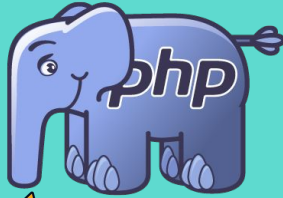
At most $O(n/\log(n))$ macro leaves

Only $O(n^{1/c})$ distinct microtrees

Animal Computing Mascots

The true meaning of ACM

Animal Computing Mascots



Trans Rights!



Powershell



WSL

From: Richard Stallman

Subject: WSL

Date: Mon, 23 Jan 2023 22:50:01 -0500

```
[[[ To any NSA and FBI agents reading my email: please consider   ]]]  
[[[ whether defending the US Constitution against all enemies,    ]]]  
[[[ foreign or domestic, requires you to follow Snowden's example. ]]]
```

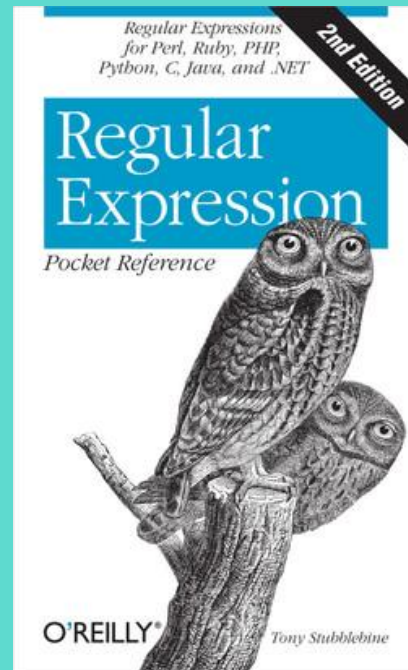
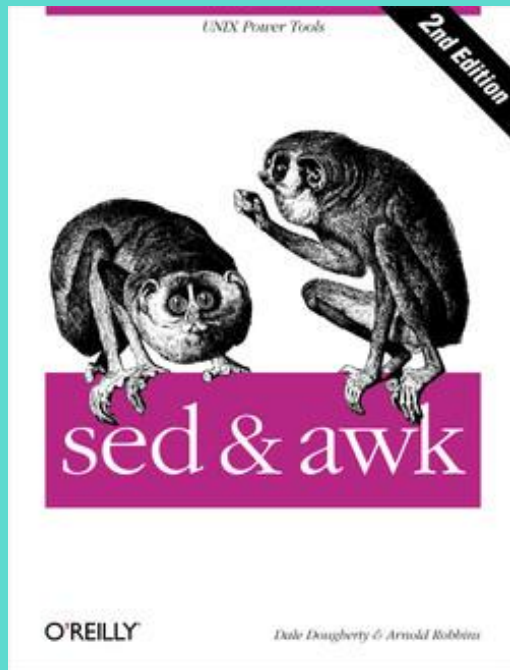
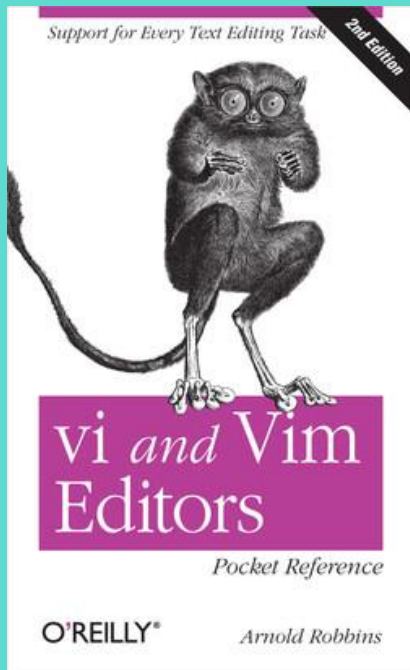
How about pronouncing (and writing) "WSL" as "weasel"?

--

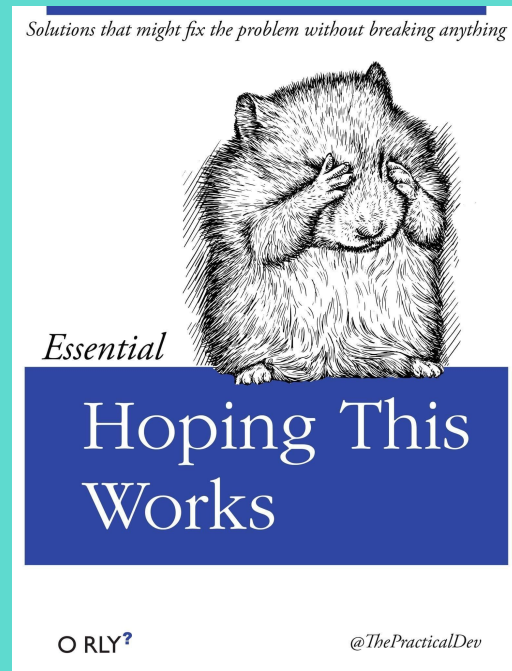
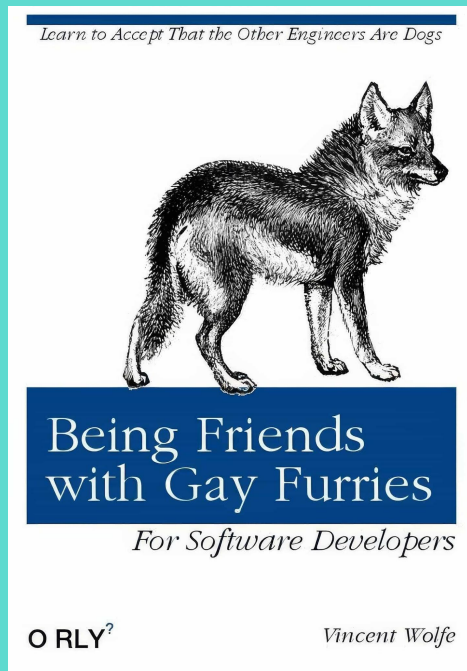
Dr Richard Stallman (<https://stallman.org>)
Chief GNUisance of the GNU Project (<https://gnu.org>)
Founder, Free Software Foundation (<https://fsf.org>)
Internet Hall-of-Famer (<https://internethalloffame.org>)



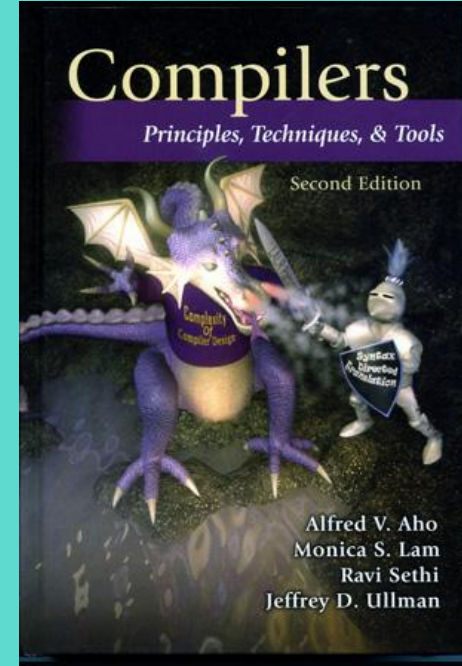
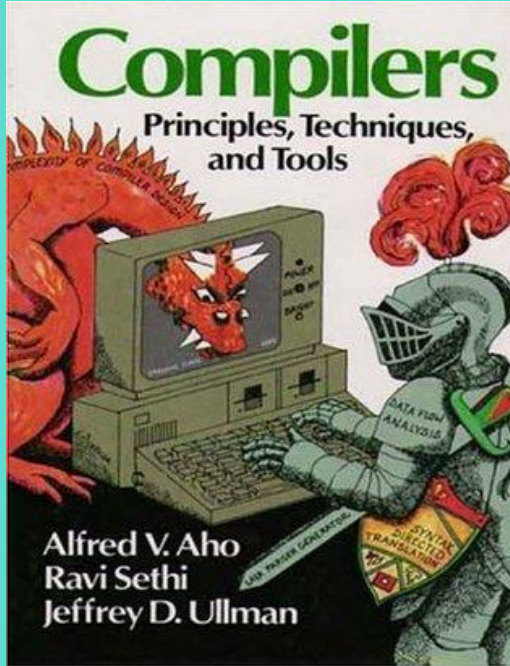
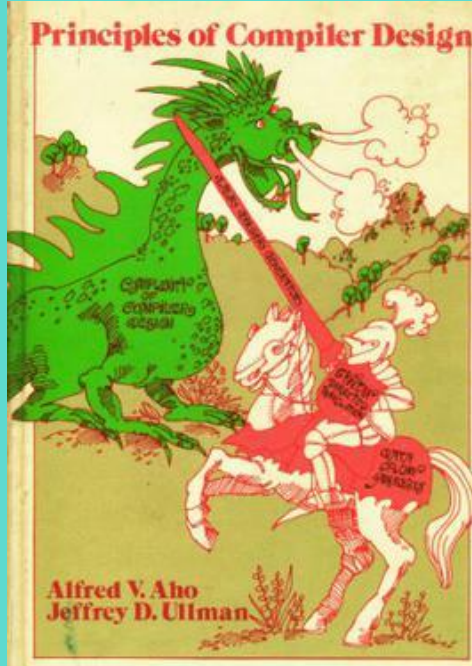
O'Reilly Book Covers

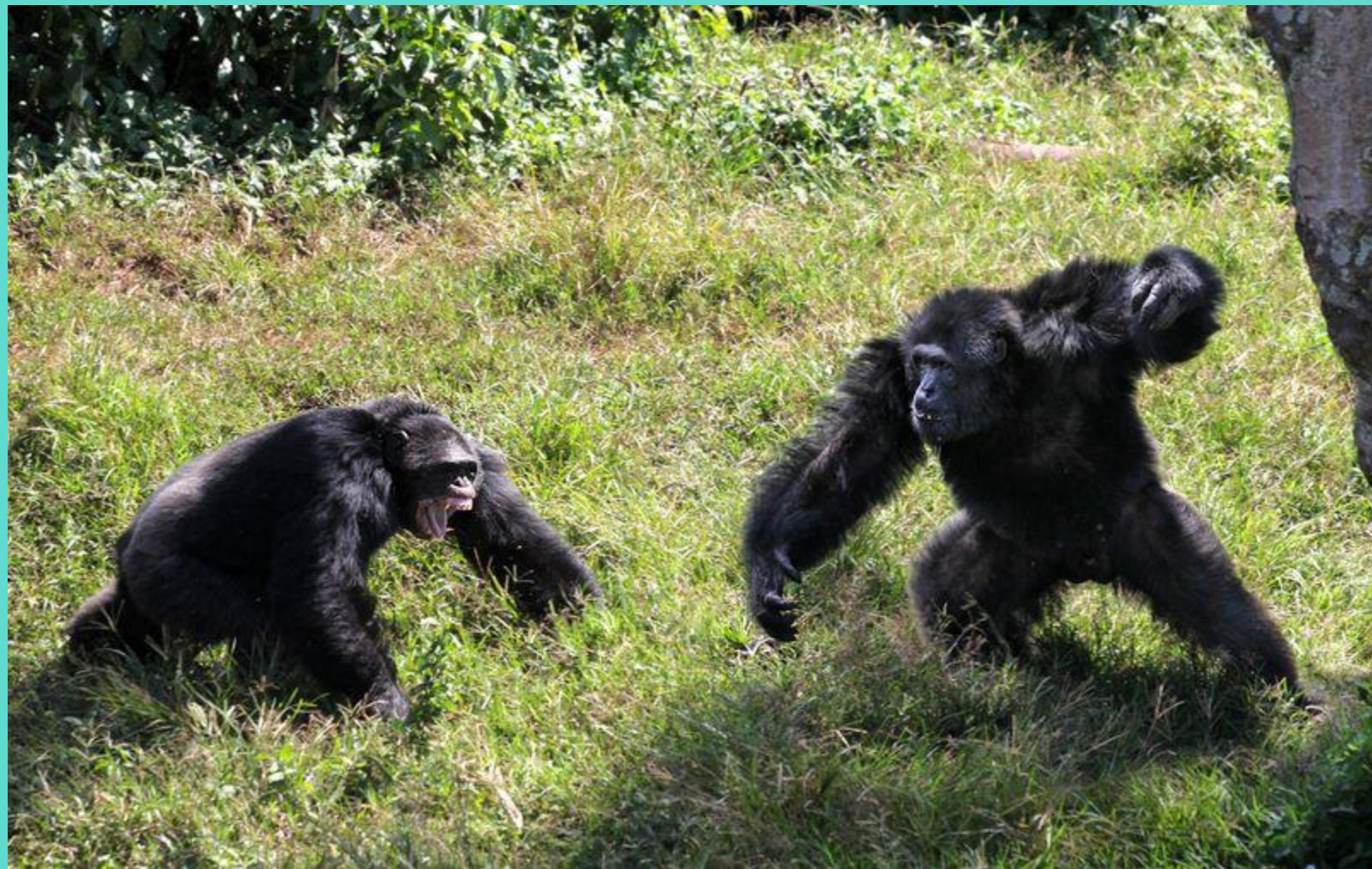


O'RLY Book Covers



Dragon Books





Primal Dual Methods

It's "simple!"~~x~~

Lagrange Multipliers

- Suppose we're minimizing $f(x)$
subject to $g(x) = 0$

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 - When $g(x)=0$, maximum is 0
 - Otherwise, maximum is infinite

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$$\min_{x|g(x)=0} f(x) = \min_x (\max_{\lambda} (f(x) + \lambda g(x)))$$
$$\mathcal{L}(x, \lambda) = f(x) + \lambda g(x)$$

Lagrange Multipliers

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- Introduce multiplier " λ ", get $\lambda g(x)$
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 - Otherwise, maximum is infinite
- There's more cool math here, but we'll skip it for time

$$\min_{x|g(x)=0} f(x) = \min_x (\max_{\lambda} (f(x) + \lambda g(x)))$$
$$\mathcal{L}(x, \lambda) = f(x) + \lambda g(x)$$

Duality in Linear Programming

$$\min_{Ax \leq b} c^T x$$

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Duality in Linear Programming

$$\min_{Ax \leq b} c^T x$$

$$\min_{0 \leq b - Ax} c^T x$$

$$\min_x \max_{\lambda \geq 0} (c^T x + \lambda^T (b - Ax))$$

$$\min_x \max_{\lambda \geq 0} (c^T x + \lambda^T b - \lambda^T Ax)$$

Duality in Linear Programming

$$\min_{Ax \leq b} c^T x$$

$$\min_{0 \leq b - Ax} c^T x$$

$$\min_x \max_{\lambda \geq 0} (c^T x + \lambda^T (b - Ax))$$

$$\min_x \max_{\lambda \geq 0} (c^T x + \lambda^T b - \lambda^T Ax) \quad \max_{\lambda \geq 0} \min_x (b^T \lambda + x^T c - x^T A^T \lambda)$$

Duality in Linear Programming

$$\min_{Ax \leq b} c^T x$$

$$\min_{0 \leq b - Ax} c^T x$$

$$\min_x \max_{\lambda \geq 0} (c^T x + \lambda^T (b - Ax)) \quad \max_{\lambda \geq 0} \min_x (b^T \lambda + x^T (c - A^T \lambda))$$

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Duality in Linear Programming

$$\min_{Ax \leq b} c^T x$$

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$$\max_{\lambda \geq 0, (c - A^T \lambda) = 0} b^T \lambda$$

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Duality in Linear Programming

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$$\max_{\lambda \leq 0, A^T \lambda = c} b^T \lambda$$

$$\min_{0 \leq b - Ax} c^T x$$

$$\max_{\lambda \leq 0, (c - A^T \lambda) = 0} b^T \lambda$$

$$\min_x \max_{\lambda \leq 0} (c^T x + \lambda^T (b - Ax)) \quad \max_{\lambda \leq 0} \min_x (b^T \lambda + x^T (c - A^T \lambda))$$

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Fuzzing

bottom text

American Fuzzy Lop



American Fuzzy Lop

- Fuzzer: program that automatically searches for buggy input
- Initial idea: purely random input
- Add rules/strategies/heuristics to increase chance of buggy input



american fuzzy lop ++2.65d (libpng_harness) [explore] {0}	
process timing run time : 0 days, 0 hrs, 0 min, 43 sec last new path : 0 days, 0 hrs, 0 min, 1 sec last uniq crash : none seen yet last uniq hang : none seen yet	overall results cycles done : 15 total paths : 703 uniq crashes : 0 uniq hangs : 0
cycle progress now processing : 261*1 (37.1%) paths timed out : 0 (0.00%)	map coverage map density : 5.78% / 13.98% count coverage : 3.30 bits/tuple
stage progress now trying : splice 14 stage execs : 31/32 (96.88%) total execs : 2.55M exec speed : 61.2k/sec	findings in depth favored paths : 114 (16.22%) new edges on : 167 (23.76%) total crashes : 0 (0 unique) total tmouts : 0 (0 unique)
fuzzing strategy yields bit flips : n/a, n/a, n/a byte flips : n/a, n/a, n/a arithmetics : n/a, n/a, n/a known ints : n/a, n/a, n/a dictionary : n/a, n/a, n/a havoc/splice : 506/1.05M, 193/1.44M py/custom : 0/0, 0/0 trim : 19.25%/53.2k, n/a	path geometry levels : 11 pending : 121 pend fav : 0 own finds : 699 imported : n/a stability : 99.88%
[cpu000: 12%]	

Data Structures and Algorithms

By Unsigned Long
@InverseHackermann