

ENGG1003 - Friday Week 1

Algorithms and Pseudocode

Brenton Schulz

University of Newcastle

February 17, 2019

Algorithms

- ▶ Informally, an *algorithm* is a series of steps which accomplishes a task
- ▶ More accurately, the steps (instructions) must:
 - ▶ Have a strict order
 - ▶ Be unambiguous
 - ▶ Be executable
- ▶ “Executable” means that the *target platform* is capable of performing that task.
 - ▶ eg: An industrial welding robot can execute “move welding tip 1 cm left”. A mobile phone can’t.

Algorithms

- ▶ An algorithm exists purely as an abstract concept until it is communicated
- ▶ We will use:
 - ▶ *Pseudocode* to communicate algorithms to ourself's and other people
 - ▶ The languages C and MATLAB to communicate algorithms to computers
- ▶ Pseudocode can be very formal, as engineers we will only use formal rules if required
 - ▶ eg: When documenting algorithms for other people
 - ▶ Your own “working out” can be anything that helps *you*

Algorithm Example 1

Example 1: Algorithm given to mum to start my car (2015 Tarago)

Result: The vehicle's engine is idling

Initialisation: stand next to the vehicle, key fob in hand

1. Depress the unlock button on the key fob, car will beep twice
2. Place key fob in your pocket
3. Enter the vehicle, sit in the driver's seat
4. Ensure that the gear selector has P engaged
5. Depress the brake pedal
6. Observe that the green LED is lit on the engine start button
7. Press the engine start button
8. If engine is not idling

▶ Call me

Example Discussion

- ▶ Algorithms typically need to feel over-explained
 - ▶ Computers are *really stupid*; get in the habit of over-thinking everything
- ▶ The algorithm contained *flow control*
 - ▶ The final step (“call me”) was *conditional* on the car not starting
- ▶ To study conditions we will discuss *Boolean algebra* later, but first...

Algorithm Example 2

A wife asks her husband, a programmer, “Could you please go shopping for me and buy one carton of milk, and if they have eggs, get 6?”

A short time later the husband comes back with 6 cartons of milk and his wife asks, “Why did you buy 6 cartons of milk?”

He replies, “They had eggs.”

Algorithm Example 2a

Lets make this more realistic.

A wife asks her robot helper, “Could you please go shopping for me and buy one carton of milk, and if they have eggs, get 6?”

The robot replies: “Unknown instruction: ‘get 6’. ”

Boolean Algebra Basics

- ▶ Computers don't understand “maybe”
- ▶ A *condition* must be absolutely **true** or **false**
- ▶ Boolean algebra (or Boolean logic) is a field of mathematics which evaluates *logical statements* as either true or false
- ▶ Boolean *variables* can only take the values **true** (or 1) or **false** (or 0)
- ▶ Boolean algebra defines three *operators*:
 - ▶ OR
 - ▶ AND
 - ▶ NOT

Boolean Algebra Basics

- ▶ Boolean variables can be allocated any symbols (just like in “normal” algebra)
 - ▶ Typically get uppercase letters
 - ▶ eg: $X = A \text{ OR } B$
- ▶ Various symbols can be used for OR/AND/NOT, we will only use the words here
 - ▶ Write them in capitals to remove ambiguity
 - ▶ C and MATLAB have their own symbols for Boolean algebra
 - ▶ Other courses (eg: ELE17100) will use others again

Boolean Operators

- ▶ An *operand* is a value on which a mathematical operation takes place
 - ▶ eg: In “1 + 2” the 1 and 2 are operands and + is the operator
- ▶ OR - Evaluates true if either operand is true
 - ▶ $X = A \text{ OR } B$
 - ▶ X is true if A or B is true
- ▶ AND- Evaluates true only when *both* operands are true
 - ▶ $X = A \text{ AND } B$
 - ▶ X is true only if both A and B is true

Boolean Operators

- ▶ Observe that OR and AND are *binary* operators
 - ▶ They operate on two operands
 - ▶ From latin “bini” meaning “two together”
- ▶ The NOT operator is *unitary*
 - ▶ ie: it only operates on *one* operand
 - ▶ NB: The operand could be a single variable or complex expression
- ▶ NOT performs a logical inversion
 - ▶ NOT true = false
 - ▶ NOT false = true

Algorithm Example 3 - Quadratic Root Finding

From high school you should know that the equation

$$ax^2 + bx + c = 0 \quad (1)$$

has solutions given by

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \quad (2)$$

lets write an algorithm which only deals with real numbers.

Algorithm Example 3 - Quadratic Root Finding

Input: Real numbers a , b , and c

Output: Three numbers:

1. The number of solutions, N
2. One of the roots, x_1
3. The other root, x_2

Behaviour:

- ▶ If N is 2 then x_1 and x_2 are different real numbers
- ▶ If N is 1 then x_1 is the unique solution and x_2 is undefined
- ▶ If N is 0 then x_1 and x_2 are undefined

Algorithm Example 3 - Quadratic Root Finding

1. BEGIN
2. Calculate $D = \sqrt{b^2 - 4ac}$
3. IF $D < 0$
 - 3.1 $N = 0$
4. ELSE IF $D = 0$
 - 4.1 $N = 1$
 - 4.2 $x_1 = \frac{-b}{2a}$
5. ELSE IF $D > 0$
 - 5.1 $N = 2$
 - 5.2 $x_1 = \frac{-b+D}{2a}$
 - 5.3 $x_2 = \frac{-b-D}{2a}$
6. END

C listing template

```
1 #include <stdio.h>
2 int main() {
3     printf("Custom listing template\n");
4 }
```

```
#include <stdio.h>
int main() {
    printf("default C style\n");
}
```

Columns Template

right side

left side

```
brenton@brenton-Lenovo-ideapad-5205-14IKB: /usr/share/hunspell
brenton@brenton-Lenovo-ideapad-5205-14IKB: /usr/share/hunspell 80x24
[99315.136504] usb 1-7: reset full-speed USB device number 3 using xhci_hcd
[99315.221506] ata1: SATA link up 6.0 Gbps (SStatus 133 SControl 300)
[99315.276562] usb 1-5: reset high-speed USB device number 2 using xhci_hcd
[99315.523947] OOM killer enabled.
[99315.523949] Restarting tasks ... done.
[99315.529326] PM: suspend exit
[99316.774373] [drm] RC6 on
[99320.358150] ata1.00: qc timeout (cmd 0xec)
[99320.358172] ata1.00: failed to IDENTIFY (I/O error, err_mask=0x4)
[99320.358178] ata1.00: revalidation failed (errno=-5)
[99320.678561] ata1: SATA link up 6.0 Gbps (SStatus 133 SControl 300)
[99320.673416] ata1.00: configured for UDMA/133
[99320.845235] IPv6: ADDRCONF(NETDEV_UP): wlp2s0: link is not ready
[99321.595422] IPv6: ADDRCONF(NETDEV_UP): wlp2s0: link is not ready
[99321.644706] IPv6: ADDRCONF(NETDEV_UP): wlp2s0: link is not ready
[99326.549930] wlp2s0: authenticate with 40:9b:cd:28:a3:90
[99326.588140] wlp2s0: send auth to 40:9b:cd:28:a3:90 (try 1/3)
[99326.589777] wlp2s0: authenticated
[99326.591943] wlp2s0: associate with 40:9b:cd:28:a3:90 (try 1/3)
[99326.595543] wlp2s0: RX AssocResp from 40:9b:cd:28:a3:90 (capab=0x431 status=0
aid=1)
[99326.598023] wlp2s0: associated
[99326.605174] IPv6: ADDRCONF(NETDEV_CHANGE): wlp2s0: link becomes ready
brenton@brenton-Lenovo-ideapad-5205-14IKB: /usr/share/hunspell [1]
```