

ALGORITHMS FUNDAMENTALS

Introduction, Design & Types

Author: Eng. Carlos Andrés Sierra, M.Sc.
cavirguezs@udistrital.edu.co

Full-time Adjunct Professor
Computer Engineering Program
School of Engineering
Universidad Distrital Francisco José de Caldas

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Outline

1 Introduction to Algorithms



2 Algorithm Design



3 Algorithm Types



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2 Algorithm Design

3 Algorithm Types



What is an Algorithm?

Definition

An **algorithm** is a finite sequence of well-defined **instructions** that can be mechanically executed to solve a **computational** problem or perform a task.

Key Components:

- **Input:** Zero or more quantities supplied externally
- **Output:** One or more quantities produced
- **Instructions:** Precise and unambiguous steps
- **Execution:** Performed mechanically



Remember

An algorithm is a *method* for solving problems, not the implementation itself!



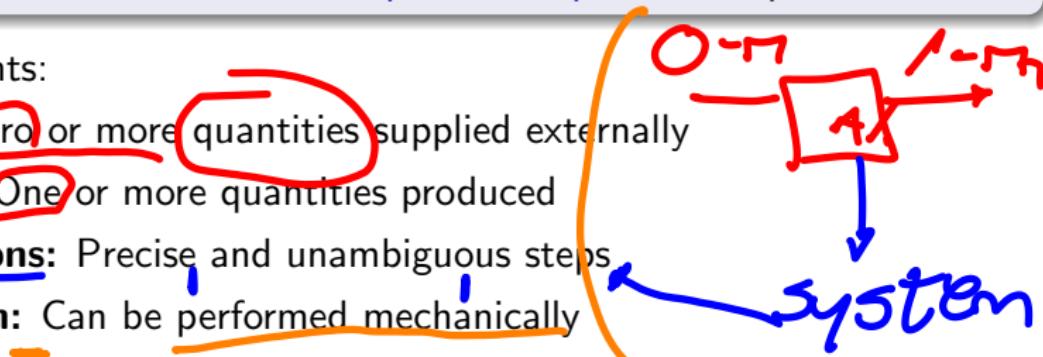
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design



Algorithm Characteristics

Essential Properties

- ① **Finiteness:** Must terminate after finite number of steps
 - ② **Definiteness:** Each step must be precisely defined *goal*
 - ③ **Input:** Zero or more input values
 - ④ **Output:** One or more output values
 - ⑤ **Effectiveness:** Operations must be basic and feasible
- avoids infinite loops*

⑤

②

Example

Making Coffee Algorithm:

- ① Boil water (definite action)
- ② Add coffee grounds (precise amount)
- ③ Wait 4 minutes (finite time)
- ④ Pour into cup (effective operation)

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Value → Constant
Value

Algorithm vs. Program vs. Process

Algorithm *design*

- Abstract concept
- Language-independent
- Mathematical description
- Design phase

Program *code*

- Concrete implementation
- Language-specific
- Code representation
- Implementation phase

Process *FUJ*

- Runtime execution
- System-dependent
- Active computation
- Execution phase

Example

terminate Example: Finding the maximum number

- **Algorithm:** "Compare each element with current maximum"
- **Program:** Python code implementing the comparison
- **Process:** Program running in memory, using CPU cycles

Algorithm vs. Program vs. Process

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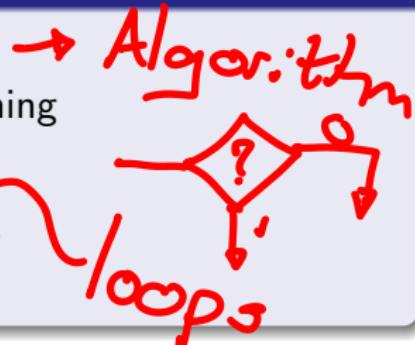
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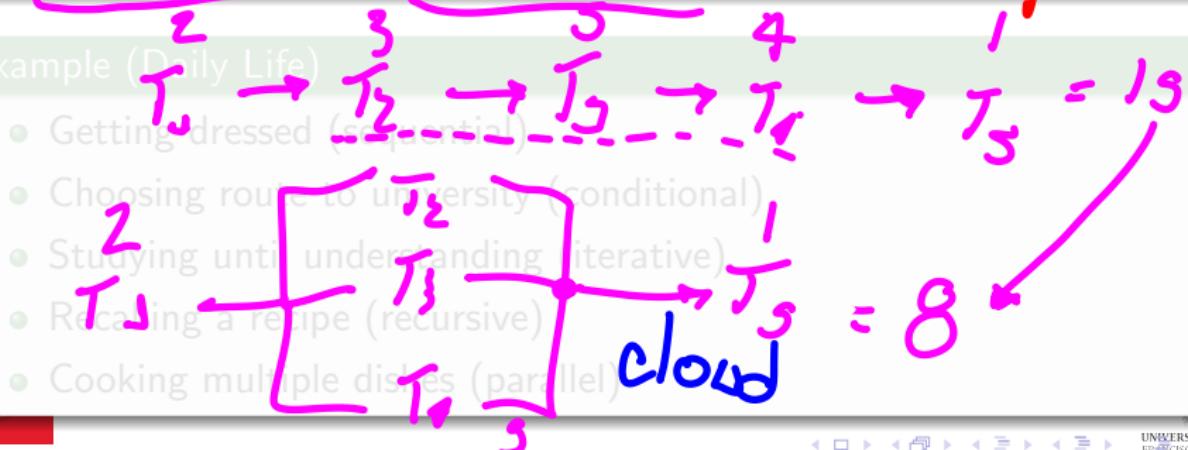
Types of Algorithmic Thinking

Fundamental Approaches

- ① **Sequential Thinking:** Step-by-step execution
- ② **Conditional Thinking:** Decision-based branching
- ③ **Iterative Thinking:** Repetitive operations
- ④ **Recursive Thinking:** Self-referential solutions
- ⑤ **Parallel Thinking:** Concurrent execution



Example (Daily Life)

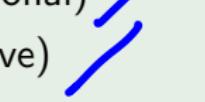


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Example (Daily Life)

- Getting dressed (sequential) 
- Choosing route to university (conditional) 
- Studying until understanding (iterative) 
- Recalling a recipe (recursive) 
- Cooking multiple dishes (parallel) 

Study Case: Euclidean GCD Algorithm

Greatest Common Divisor Problem

Input: Two positive integers a and b

Output: The largest integer that divides both a and b

Algorithm 1 Euclidean GCD Algorithm

Input: Integers a, b where $a \geq b > 0$

while $b \neq 0$ **do**

$r \leftarrow a \bmod b$

$a \leftarrow b$

$b \leftarrow r$

end while

return a



Study Case: Euclidean GCD Algorithm

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Output: The largest integer that divides both a and b

Algorithm 2 Euclidean GCD Algorithm

Input: Integers a, b where $a \geq b > 0$

while $b \neq 0$ **do**

$r \leftarrow a \bmod b$

$a \leftarrow b$

$b \leftarrow r$

end while

return a

pre-requisite
Let Define f as a funct --



Exercise Time! [1]

Exercise 1: Square Root Calculation

Design an algorithm to calculate the square root of a positive number using the Babylonian method:

- ① Start with an initial guess x_0 (e.g., $S/2$ for number S)
- ② Improve the guess: $x_{n+1} = \frac{1}{2}(x_n + \frac{S}{x_n})$
- ③ Repeat until convergence

Input

Alg Input : 5

return x

Exercise Find max element in an Array

DIFF = 0.005

Write an algorithm that finds the maximum element in an array of integers.

Consider: What if the array is empty? What about duplicate maximums?

$$x = 5/2$$

DOE

$$x_{\text{next}} = (1/2)(x + (5/x))$$

$$\text{dF_temp} = \text{abs}(x - x_{\text{next}})$$

} while (dF_temp > DIFF)



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- ③ Repeat until convergence

Exercise 2: Find Maximum in an Array

Write an algorithm that finds the maximum element in an array of integers.

Consider: What if the array is empty? What about duplicate maximums?

INPUT: $a \rightarrow [a_0, a_1, \dots, a_n]$

if length.a == 0:
return "No"
max = a[0]

for i in range(1, n+1):
if a[i] > max:
max = a[i]
return max



Exercise Time! [2]

Exercise 3: Algorithms in Daily Life

Identify and describe three algorithms you use in your daily life. For each:

- Define clear inputs and outputs
- List the precise steps ~~x~~
- Verify all algorithm characteristics

- Wake - About sound time?
- Take a shower - Time
- Get some breakfast - ~~fast~~ time
- Put on dress - weather schedule
- Toothbrush
- Pick Up bag - Schedule
- Go out - time



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Mathematical Notation for Algorithms [I]

Mathematical Notation

Mathematical notation provides a **formal way** to **express algorithms** using **symbols, formulas, and structures** from **mathematics**.

Why Mathematical Notation?

- **Precision:** Unambiguous specification
- **Universality:** Language-independent
- **Conciseness:** Compact representation
- **Analysis:** Enables formal verification



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$$x + y$$

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$$\begin{array}{rcl} 2 \times 3 & = & 6 \\ 3 \times 3 & = & 9 \\ 4 \times 3 & = & 12 \end{array}$$



Mathematical Notation for Algorithms [II]

Example

Set Operations:

- $S = \{x \in \mathbb{N} : x \text{ is prime and } x < 20\}$
- $\forall x \in S, P(x)$ (for all elements in S, property P holds) → map
- $\exists x \in S : Q(x)$ (there exists an element in S with property Q) → f.12e

Example

Function Definition:

$$f : \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$$

$$f(a, b) = \begin{cases} a & \text{if } b = 0 \\ f(b, a \bmod b) & \text{otherwise} \end{cases}$$



Mathematical Notation for Algorithms [II]

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Converting Mathematical Formulas to Pseudocode

Mathematical Expression

$$\sum_{i=1}^n i^2 = \frac{n(n+1)(2n+1)}{6}$$

(The term i^2 is circled in red.)

Another Example

$$e^x = \sum_{n=0}^{\infty} \frac{x^n}{n!}$$

```

1: sum ← 0
2: for i = 1 to n do
3:   sum ← sum + i2
4: end for
5: formula ←  $\frac{n(n+1)(2n+1)}{6}$ 
6: if sum = formula then
7:   return true
8: else
9:   return false
10: end if

```

```

1: result ← 1
2: term ← 1
3: n ← 1
4: while |term| > ε do
5:   term ←  $\frac{term \cdot x}{n}$ 
6:   result ← result + term
7:   n ← n + 1
8: end while
9: return result

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Diff. converg. sc. - J.C.

```

1: sum ← 0
2: for  $i = 1$  to  $n$  do
3:   sum ← sum +  $i^2$ 
4: end for
5: formula ←  $\frac{n(n+1)(2n+1)}{6}$ 
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```



Study Case: Factorial Using Different Notations

Mathematical

$$n! = \begin{cases} 1 & \text{if } n = 0 \\ n \cdot (n - 1)! & \text{if } n > 0 \end{cases}$$

$$n! = \prod_{i=1}^n i$$

Iterative Pseudocode

```

1: function FACTORIAL(n)
2:   result  $\leftarrow$  1
3:   for i = 1 to n do
4:     result  $\leftarrow$  result  $\times$  i
5:   end for
6:   return result
7: end function
```



Pseudocode Standards and Conventions

Basic Elements

- **Keywords:** if, then, else, while, for, return
- **Assignment:** $x \leftarrow value$ or $x = value$
- **Comparison:** $=, \neq, <, >, \leq, \geq$
- **Logic:** and, or, not
- **Comments:** // Single line, /* Multi-line */



Algorithm Documentation Best Practices

Essential Documentation Elements

- ① **Purpose:** What **does** the algorithm do?
- ② **Preconditions:** What must be true **before execution?**
- ③ **Postconditions:** What is guaranteed **after execution?**
- ④ **Parameters:** Input and **output** specifications
- ⑤ **Complexity:** Time and **space** requirements
- ⑥ **Examples:** Sample inputs and outputs



Study Case: Fibonacci Sequence

Problem Definition

The Fibonacci sequence: $F_0 = 0, F_1 = 1, F_n = F_{n-1} + F_{n-2}$ for $n \geq 2$

Purpose: Compute the nth Fibonacci number

Preconditions: $n \geq 0$ (non-negative integer)

Postconditions: Returns F_n where $F_0 = 0, F_1 = 1$

Parameters:

- n : position in Fibonacci sequence

Complexity: $O(n)$ time, $O(1)$ space

Example: FIBONACCI ITERATIVE(5) = 5



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Control Structures

Sequential

- 1: Step 1
- 2: Step 2
- 3: Step 3
- 4: ...

Execution: One after another

Conditional

- 1: if condition then
- 2: Action A
- 3: else
- 4: Action B
- 5: end if

Execution: Based on condition

Iterative

- 1: while condition do
- 2: Action
- 3: end while
- 4: for $i = 1$ to n do
- 5: Action
- 6: end for

Execution: Repeated



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Control Flow Concepts

- **Entry Point:** Where execution begins
- **Exit Point:** Where execution ends
- **Decision Points:** Where flow branches
- **Loop Control:** How iterations are managed



Study Case: Decision-Making Algorithms

Grade Classification Algorithm

Problem: Convert numerical grade to letter grade

Decision Tree

- $\text{Score} \geq 90? \rightarrow A$
- $\text{Score} \geq 80? \rightarrow B$
- $\text{Score} \geq 70? \rightarrow C$
- $\text{Score} \geq 60? \rightarrow D$
- Otherwise $\rightarrow F$

Key Concepts

- Mutually exclusive conditions
- Order matters in if-elsif chains
- Default case handling



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Greedy Algorithms: Philosophy and Approach

Definition

A **greedy algorithm** makes locally optimal choices at each step, hoping to find a global optimum.

Greedy Strategy

- ① **Greedy Choice:** At each step, choose the best available option
- ② **Optimal Substructure:** Optimal solution contains optimal solutions to subproblems
- ③ **No Backtracking:** Never reconsider previous choices



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Greedy Algorithms: When to Use Them

When Greedy Works:

- Activity selection
- Minimum spanning trees
- Huffman coding

When Greedy Fails:

- 0/1 Knapsack problem
- Traveling salesman
- Graph coloring



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Study Case: Coin Change Problem

Problem Statement

Given: Coin denominations $[d_1, d_2, \dots, d_k]$ and amount n

Goal: Find minimum number of coins to make amount n



Study Case: Coin Change Problem [Solution]

Denominations: [25, 10, 5, 1] cents, **Amount:** 67 cents

```
1: Algorithm GREEDYCOINCHANGE(denominations, amount)
2: result  $\leftarrow \emptyset$ 
3: for each denomination d in descending order do
4:   while amount  $\geq d$  do
5:     result.append(d)
6:     amount  $\leftarrow$  amount  $- d$ 
7:   end while
8: end for
9: return result
```

Solution: $67 = 25 + 25 + 10 + 5 + 1 + 1$ (6 coins)



Divide and Conquer: Methodology

Definition

Divide and Conquer breaks a problem into **smaller subproblems**, solves them **recursively**, then **combines solutions**.

Three-Step Process

- ① **Divide:** Break problem into smaller subproblems
- ② **Conquer:** Solve subproblems recursively
- ③ **Combine:** Merge solutions to get final answer



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Divide and Conquer: Algorithm Template

```
1: Algorithm DIVIDEANDCONQUER(problem)
2: if problem is small enough then
3:   return SOLVEDIRECTLY(problem)
4: else
5:   subproblems  $\leftarrow$  DIVIDE(problem)
6:   for each subproblem do
7:     solution  $\leftarrow$  DIVIDEANDCONQUER(subproblem)
8:   end for
9:   return COMBINE(solutions)
10: end if
```



Problem Decomposition Strategies

- **Top-Down:** Start with the **main problem** and break it down into **subproblems**
- **Bottom-Up:** Solve smaller subproblems first and use their solutions to build up to the **main problem**
- **Recursive:** Define the problem in terms of smaller instances of itself



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Study Case: Binary Search

Problem

Input: Sorted array $A[1..n]$ and search value x

Output: Index of x in A , or -1 if not found



Study Case: Merge Sort Approach

Sorting Problem

Input: Array $A[1..n]$ of comparable elements

Output: Array sorted in ascending order



Demo Time! Clean the House Exercise

Problem

You need to clean your house efficiently. You have different rooms and different cleaning tasks.

Greedy Strategy: Always clean the dirtiest room first

- ① Assess dirt level of all rooms
- ② Choose room with highest dirt level
- ③ Clean that room completely
- ④ Repeat until all rooms clean

Advantage: Maximum immediate impact



Divide & Conquer Strategy:
Split house systematically

- ① Divide house into sections (floors/wings)
- ② Recursively clean each section
- ③ Within each room, divide into areas
- ④ Clean areas systematically

Advantage: Systematic coverage



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Exercise: Knapsack Problem

Problem Statement

Given: Knapsack capacity W , items with weights w_i and values v_i

Goal: Maximize total value without exceeding weight capacity



Exercise: Knapsack Problem [Solution]

0/1 Knapsack (Greedy Approach)

Cannot take fractions - either take entire item or leave it

- **Strategy:** Sort by value/weight ratio, take whole items
- **Optimal:** No! (Greedy doesn't guarantee optimal solution)

- 1: Sort items by v_i/w_i descending
- 2: **for** each item i **do**
- 3: **if** $w_i \leq$ remaining capacity **then**
- 4: Take entire item
- 5: Update remaining capacity
- 6: **end if**
- 7: **end for**



Brute Force: Exhaustive Search

Definition

Brute force algorithms try **all possible solutions** until finding the correct one.

Characteristics:

- **Exhaustive:** Examines every possibility
- **Guaranteed:** Always finds optimal solution (if exists)
- **Expensive:** Often exponential time complexity
- **Simple:** Easy to understand and implement



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Brute Force: When to Use It

- ① Problem size is small
- ② No efficient algorithm is known
- ③ Correctness is more important than efficiency
- ④ As baseline for comparing other algorithms
- ⑤ When optimization overhead exceeds brute force cost



Study Case: Password Cracking

Problem

Given: Encrypted password hash and character set

Goal: Find the original password



Study Case: Password Cracking [Solution]

```
1: Algorithm BRUTEFORCEPASSWORD(hash, maxlen)
2: for length = 1 to maxlength do
3:   for each possible string s of given length do
4:     if HASH(s) = hash then
5:       return s // Password found!
6:     end if
7:   end for
8: end for
9: return null // Password not found
```

Character set: [a-z] (26 characters)

Password length: 8 characters

Total attempts: $26^8 \approx 208$ billion

Time estimate: Weeks on single computer!



Study Case: Password Cracking [Solution]

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Time estimate: Weeks on single computer!



Backtracking: Systematic Trial and Error

Definition

Backtracking explores solution space systematically, **abandoning partial solutions** that cannot lead to valid solutions.

Backtracking Strategy

- ① **Choose:** Make a choice from available options
- ② **Explore:** Recursively explore consequences
- ③ **Unchoose:** If path fails, backtrack and try another



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Backtracking: Algorithm

```
1: Algorithm BACKTRACK(partial_solution)
2: if ISCOMPLETE(partial_solution) then
3:   return partial_solution
4: end if
5: for each possible choice c do
6:   if ISVALID(partial_solution, c) then
7:     partial_solution.add(c)
8:     result  $\leftarrow$  BACKTRACK(partial_solution)
9:     if result  $\neq$  null then
10:       return result
11:     end if
12:     partial_solution.remove(c) // Backtrack!
13:   end if
14: end for
15: return null
```



Study Case: N-Queens Problem

Problem

Place N queens on an $N \times N$ chessboard such that no two queens attack each other.



Study Case: N-Queens Problem [Solution]

```
1: Algorithm SOLVENQUEENS(board, row)
2: if row = N then
3:   return board // Solution found!
4: end if
5: for each column col in 0 to N – 1 do
6:   if ISSAFE(board, row, col) then
7:     board[row][col] ← Q // Place queen
8:     result ← SOLVENQUEENS(board, row + 1)
9:     if result ≠ null then
10:       return result
11:     end if
12:     board[row][col] ← . // Remove queen (backtrack)
13:   end if
14: end for
15: return null // No solution found
```



Implementation Patterns for Backtracking

- **Recursive Structure:** Backtracking algorithms are typically implemented using recursion.
- **State Representation:** Maintain a representation of the current state (e.g., partial solution).
- **Choice Points:** Identify points where decisions are made (choices to explore).
- **Validity Checks:** Implement checks to determine if the current state is valid.
- **Base Case:** Define a base case for when a complete solution is found.
- **Backtracking Mechanism:** Ensure that the algorithm can revert to previous states when necessary.



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Summary: Algorithm Types

Key Takeaways

- **Greedy:** Make locally optimal choices (works when greedy choice property holds)
- **Divide & Conquer:** Break into subproblems, solve recursively, combine solutions
- **Brute Force:** Try all possibilities (guarantees correctness but expensive)
- **Backtracking:** Systematic search with pruning (intelligent brute force)



Summary: Algorithm Types

Algorithm Selection Guide

- **Small problem size?** → Consider brute force
- **Optimization problem with greedy choice property?** → Try greedy
- **Problem naturally divides into subproblems?** → Use divide & conquer
- **Constraint satisfaction or search problem?** → Apply backtracking



Outline

1 Introduction to Algorithms

2 Algorithm Design

3 Algorithm Types



Thanks!

Questions?



Repo: <https://github.com/EngAndres/ud-public/tree/main/courses/computer-sciences-i>

