
ALGORITHM TO FIND LOVE

RULES OF THE GAME

You meet 'n' people

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Potential partners $P_1, P_2, P_3, \ldots, P_n$

COMMIT


MOVE ON

RULES OF THE GAME

You meet 'n' people

Potential partners $P_1, P_2, P_3, \ldots, P_n$

For each person:

- commit
- move on to the next one

If you move on, you may not go back

COMPARE

RULES OF THE GAME

You meet 'n' people

Potential partners $P_1, P_2, P_3, \ldots, P_n$

For each person:

- commit
- move on to the next one

If you move on, <u>you may not go back</u>

Compare Px with Py


WIN

RULES OF THE GAME

You meet 'n' people

Potential partners $P_1, P_2, P_3, \ldots, P_n$

For each person:

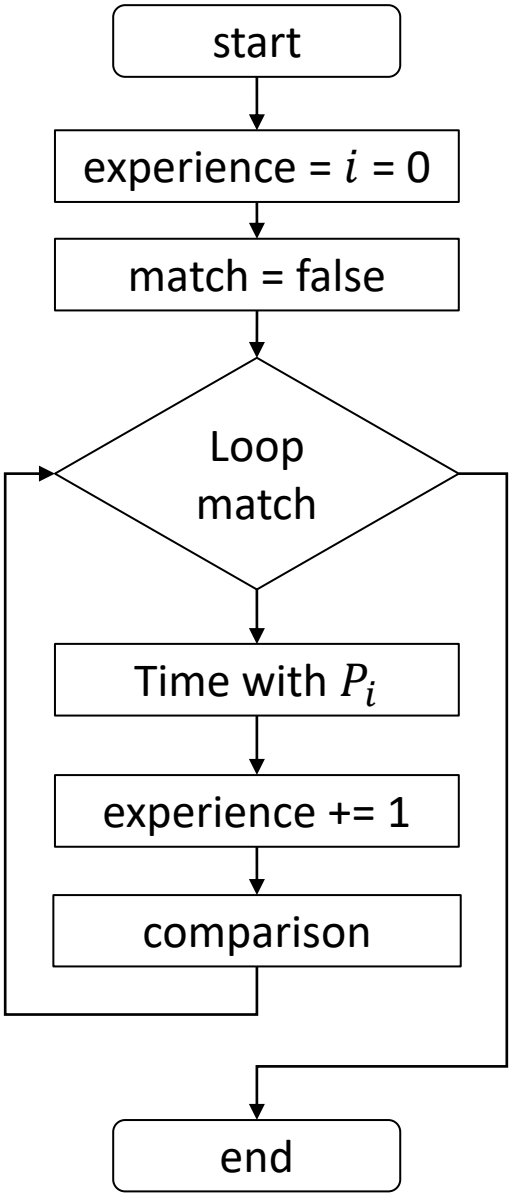
- commit only once
- move on to the next one

If you move on, <u>you may not go back</u>

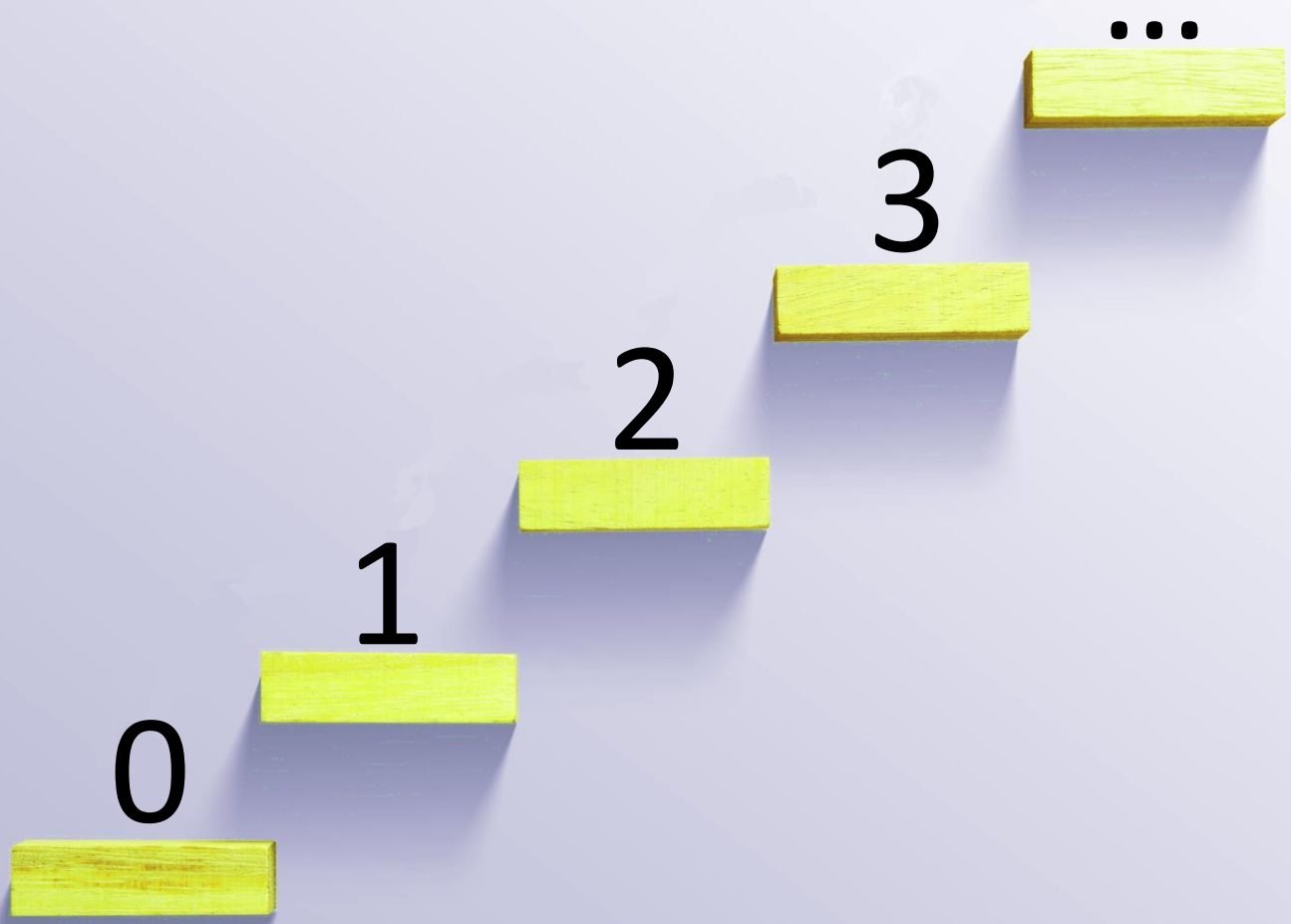
Compare Px with Py

Win if you chose the best partner

PROGRAM FLOWCHART



LEVELS



PROGRAM FLOWCHART

MEET MORE PEOPLE!

CHARACTER PROGRESSION

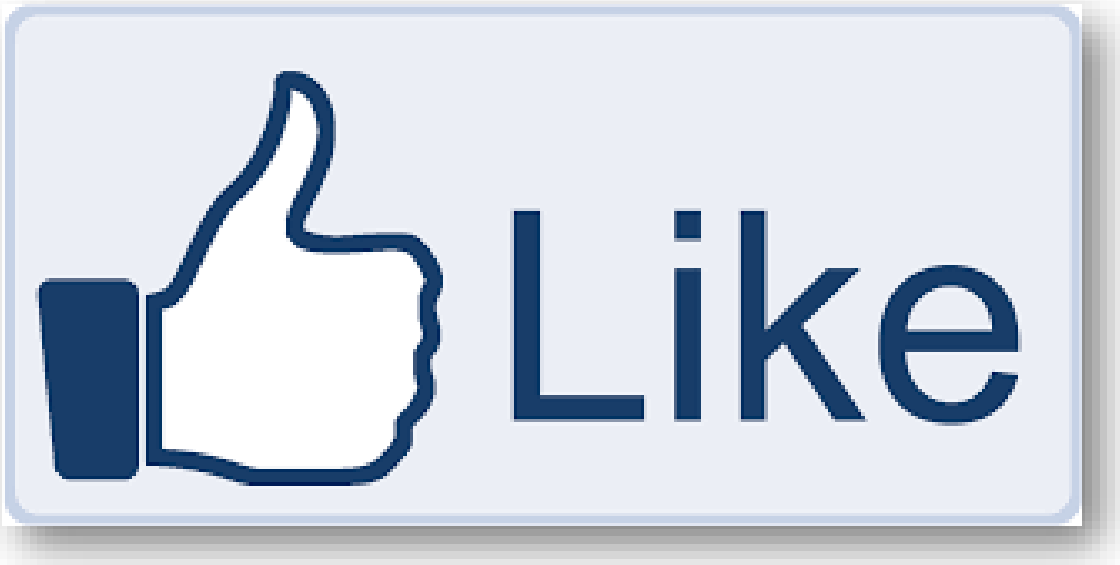
THE

F1RST

TIMES

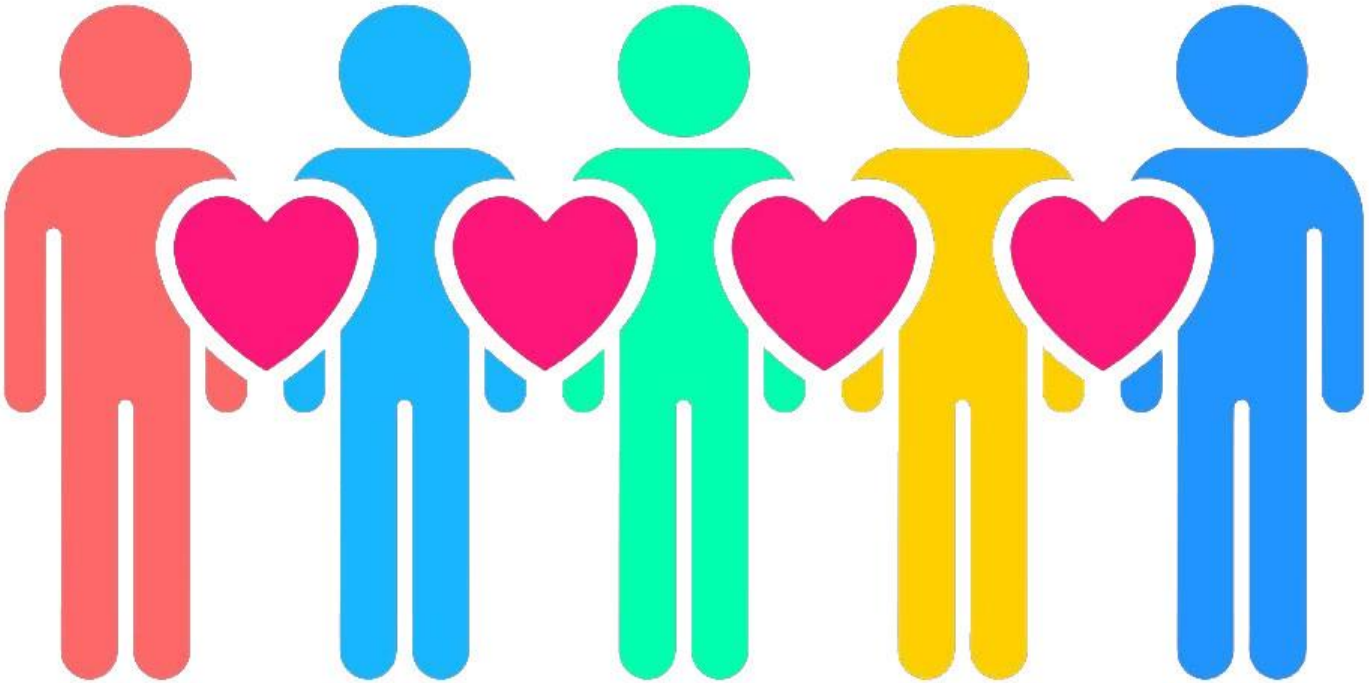
CHARACTER PROGRESSION

CHARACTER PROGRESSION



CHARACTER PROGRESSION

WHO IS THE RIGHT PERSON FOR YOU?



EFFECTIVE DATA RETRIEVING

Either go to the next person or commit to one, but only once because:

"**You may not go back**"

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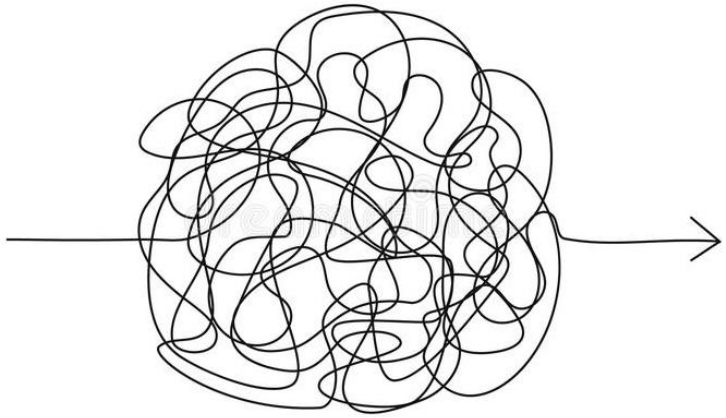
Develop Empathy

THE BOHM-JACOPINI APPROACH

- End game -

Know what we liked

Game subjected to probability



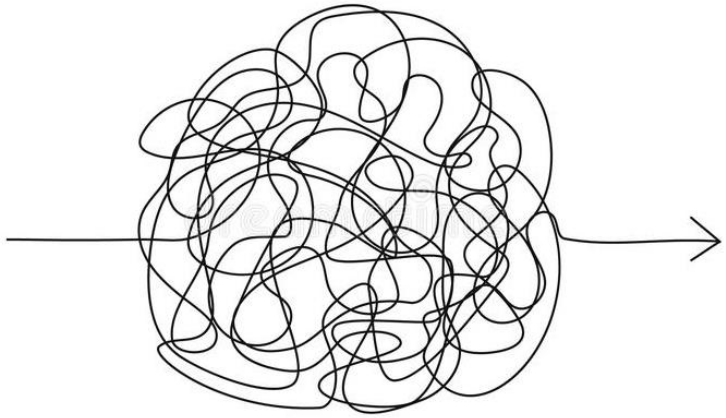
good_ending() { return 0; }

THE BOHM-JACOPINI APPROACH

- End game -

Know what we liked

Game subjected to probability



We *should* know whether the person we are with is the right one

Otherwise we proceed until we find the right person

good_ending() { return 0; }

UNCONDITIONAL BRANCHING

What if we already met the right person and we moved on?

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Remember the rules stated "**you may not go back**"

Unconditional branching to exit the loop

goto the right person

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Remember the rules stated "**you may not go back**"

Unconditional branching to exit the loop

goto the right person

Only two things can happen

UNCONDITIONAL BRANCHING

- End game -

The person wants to go back with us and the algorithm found the correct answer

good_ending() { return 0; }

UNCONDITIONAL BRANCHING

- End game -

The person doesn't want to go back with us and the algorithm failed

bad_ending() { return EXIT_FAILURE; }

“

An algorithm is like a recipe.

Waseem Latif

”

“

An algorithm is like a recipe.

But a recipe can compose only ***one*** dish

”


ALGORITHM TO (NOT) FIND LOVE