

ALGORITHM TO FIND LOVE

A romantic couple is silhouetted against a vibrant city skyline at night. The couple is in the foreground, facing each other in profile. The background features a dense urban landscape with numerous skyscrapers, many of which are illuminated with blue and purple lights. The sky is a mix of deep blue and purple hues, suggesting a sunset or sunrise. In the lower foreground, there are blurred, out-of-focus lights in warm tones of orange, yellow, and red, likely from streetlights or distant buildings. The overall mood is romantic and futuristic.

RULES OF THE GAME

You meet ' n ' people

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

COMMIT



MOVE ON



RULES OF THE GAME

You meet ' n ' people

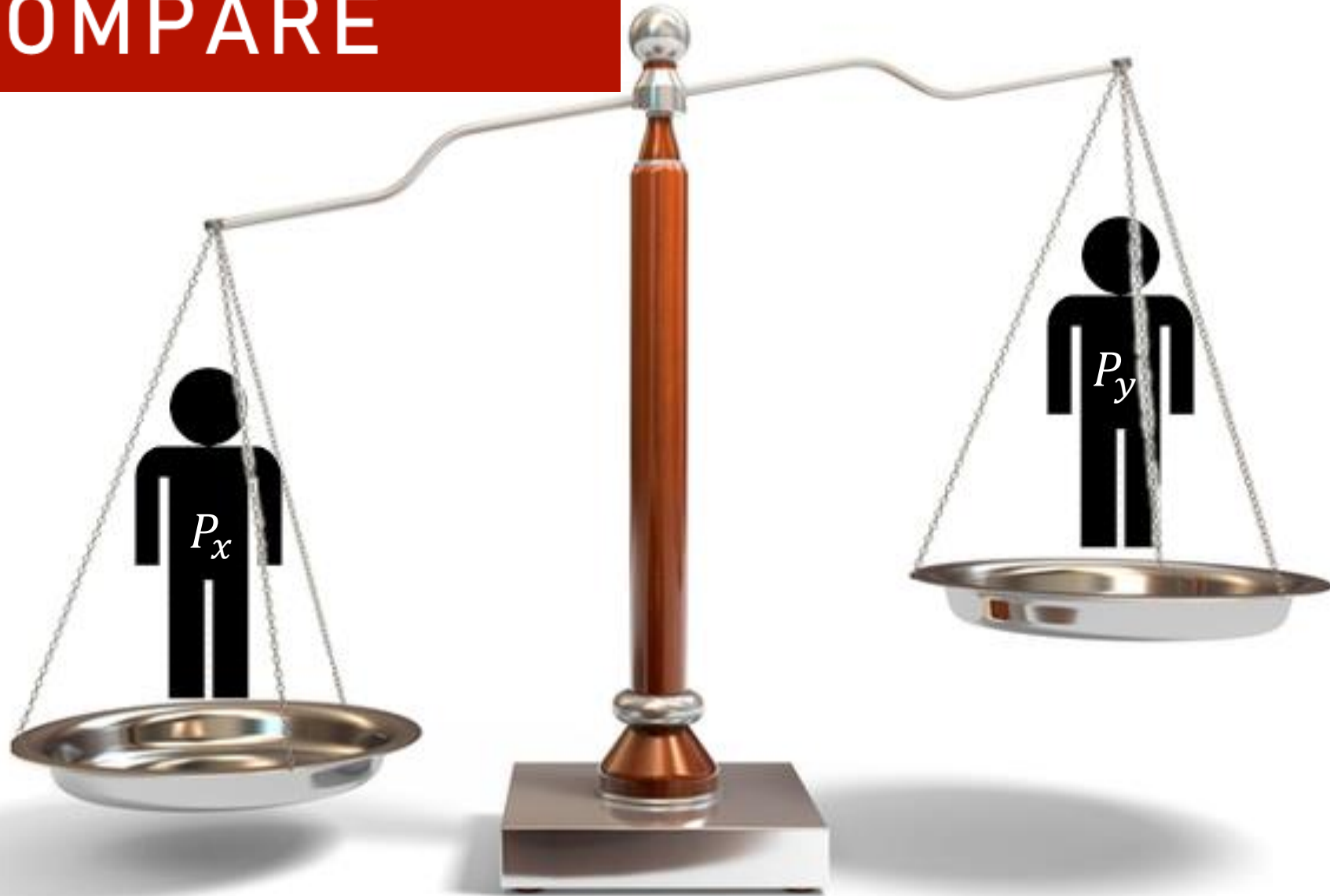
Potential partners $P_1, P_2, P_3, \dots, P_n$

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 $P_1, P_2, P_3, \dots, P_n$

For each person:

- commit
- move on to the next one

If you move on, you may not go back

Compare P_x with P_y

WIN



RULES OF THE GAME

You meet ' n ' people

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

For each person:

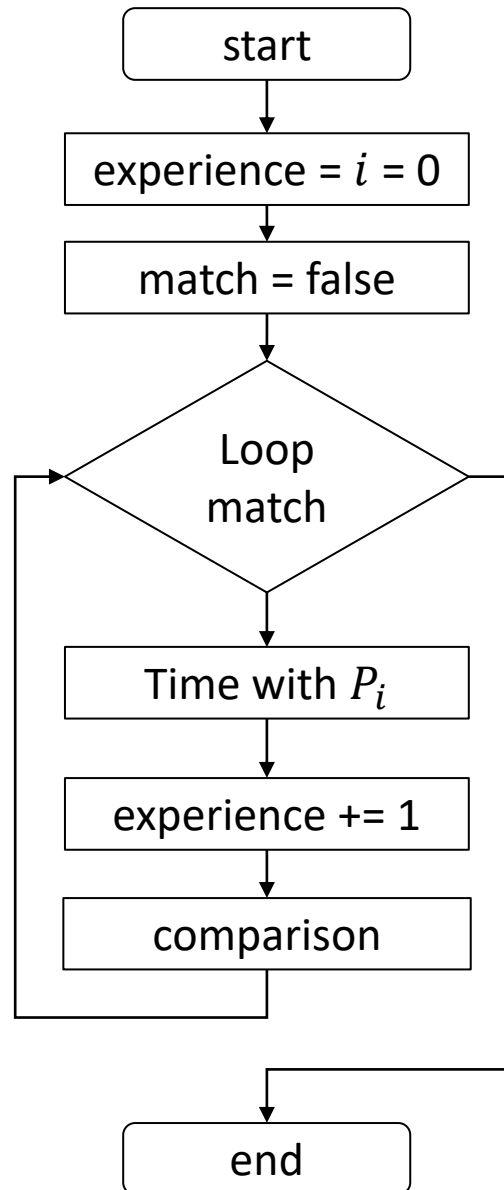
- commit only once
- move on to the next one

If you move on, you may not go back

Compare P_x with P_y

Win if you chose the best partner

PROGRAM FLOWCHART



LEVELS



PROGRAM FLOWCHART

MEET MORE PEOPLE!

CHARACTER PROGRESSION

T H E
F 1 R S T
T I M E S

CHARACTER PROGRESSION



CHARACTER PROGRESSION

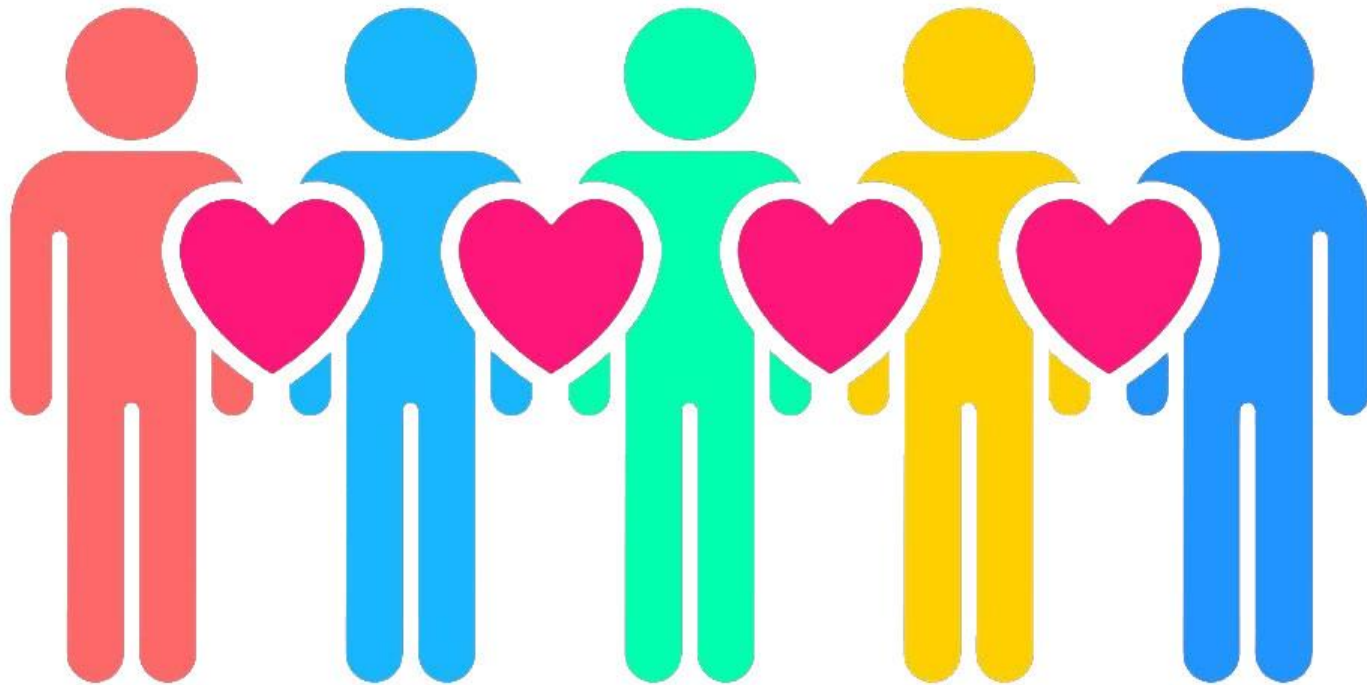


CHARACTER PROGRESSION



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”

EFFECTIVE DATA RETRIEVING



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Hence, we shall continue through the cycles

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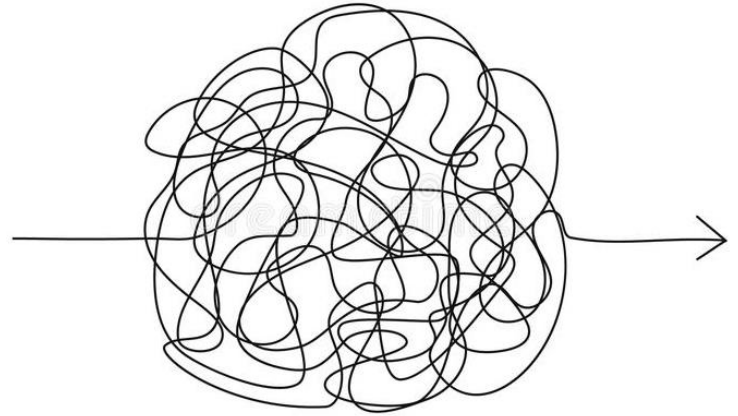
“You may not go back”

Hence, we shall continue through the cycles

Develop Empathy

THE BOHM-JACOPINI APPROACH

- End game -
- Know what we liked
- Game subjected to probability



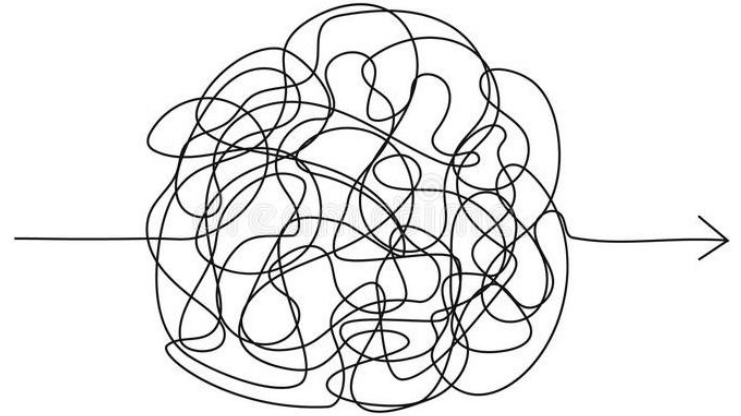
good_ending() { return 0; }

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

A large, red, distressed stamp reading "FAILURE!" is tilted diagonally. To the right of the stamp is a circular red seal with a crown-like emblem in the center. Red ink splatters are visible around the stamp and seal.

```
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

