

# Algorithm Design & Analysis II

# What is an algorithm?

*recipe*



# What makes a *good* algorithm?

- efficiency — time & space \*
- modularity → compatibility
- correctness \*
- well-defined & specific
- consistency
- security → no crashing!
- extensibility

# What is a data structure and what makes a *good* data structure?

- structure that holds data
- abstract
- reusable on multiple data types
- manipulate data in an efficiency
- (functionality)


# Why is it important to think about data structures when you are implementing an algorithm?

→ algorithms require  
certain data  
structures

# Does efficiency really matter?

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More efficient algorithms and data structures can...

- enable new research.
  - enable new technology.
  - enable faster response times for different applications.
  - enable faster processing for large amounts of data.
  - make it less likely that your program will crash.
  - potentially break some cryptographic systems!
  - make coding a little easier.
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greedy	builds a global solution to a problem by repeatedly making the best possible local choice	Dijkstra's Algorithm