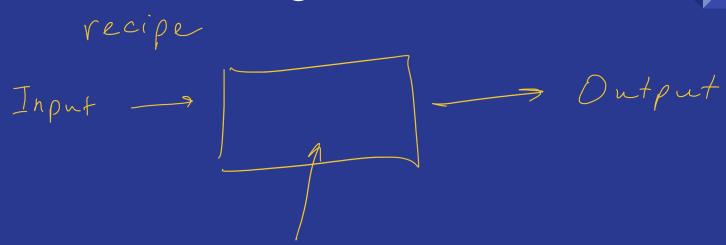
Algorithm Design & Analysis II

What is an algorithm?



What makes a good algorithm?

-> efficiency - (time) 2 space x -> modularity - compatibility -> Correctness & - well-defined & Specific -> consistency -9 Security no crashing - extensibility

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

nolds data -> structure that -> abstract I reuserble on multiple data types - manipulate data en an efficiency - (Sunctionality)

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

algorithms require certain data Structures

Does efficiency really matter?

Does efficiency really matter?

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.

Paradigm	Description	Example
brute force	systematically tries every possible solution	linear search

Paradigm	Description	Example
brute force	systematically tries every possible solution	linear search
prune & search	eliminates fractions of the search space	binary search

Paradigm	Description	Example
brute force	systematically tries every possible solution	linear search
prune & search	eliminates fractions of the search space	binary search
divide & conquer	divides solutions into smaller solutions, solves those, and combines them back together	Mergesort

Davadiam

divide & conquer

dynamic

programming

Paradigiii	Description	Example
brute force	systematically tries every possible solution	linear search
prune & search	eliminates fractions of the search space	binary search

divides solutions into smaller solutions, solves those, and

combines them back together

stores the solutions to overlapping subsolutions that will

then be accessed to solve the larger problems

Evample

Mergesort

non-recursive

version of fibonacci

numbers

divide & conquer

dynamic

programming

greedy

Paradigiii	Description	Example
brute force	systematically tries every possible solution	linear search
prune & search	eliminates fractions of the search space	binary search

Mergesort

non-recursive version of fibonacci

numbers

Dijkstra's Algorithm

divides solutions into smaller solutions, solves those, and

combines them back together

stores the solutions to overlapping subsolutions that will

then be accessed to solve the larger problems

builds a global solution to a problem by repeatedly making

the best possible local choice