Some Topics in Elementary Computer Science

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Tóm tắt nội dung

Mục lục

1 Algorithm & Analysis of Algorithm – Thuật Toán & Phân Tích Thuật Toán

See, e.g, [Dàm+09, Chuyên đề 1, pp. 5–12].

1.1 Algorithm – Thuật Toán

Definition 1. *"In mathemmatics & computer science, an* algorithm *is a finite sequence of rigorous instructions, typically used to solve a class of specific computational problems or to perform a computation.*

Algorithms are used as specifications for performing calculations & data processing. More advanced algorithms can use conditionals to divert the code execution through various routes (referred to as automated decision-making) & deduce valid inferences (referred to as automated reasoning), achieving automation eventually. Using human characteristics as descriptors of machines in metaphorical ways as already practiced by Alan Turing with terms e.g., "memory", "search", & "stimulus".

In contrast, a heurtistic is an approach to problem solving that may not be fully specified or may not guarantee correct or optimal results, especially in problem domains where there is no well-defined correct or optimal result.

As an effective method, an algorithm can be expressed within a finite amount of space & time, & in a well-defined formal language for calculating a function. Starting from an initial state & initial input (perhaps empty), the instructions describe a computation that, when executed, proceeds through a finite number of well-defined successive states, eventually producing "output" & terminating at a final ending state. The transition from 1 state to the next is not necessarily deterministic; some algorithms, known as randomized algorithms, incorporate random input." – Wikipedia/algorithm

1.2 Analysis of Algorithm – Phân Tích Thuật Toán

Definition 2. *"In computer science, the* analysis of algorithms *is the process of finding the computational complexity of algorithms – the amount of time, storage, or other resources needed to execute them.*

Usually, this involves determining a function that relates the size of an algorithm's input to the number of steps it takes (its time complexity) or the number of storage locations it uses (its space complexity). An algorithm is said to be efficient when this function's values are small, or grow slowly compared to a growth in the size of the input. Different inputs of the same size may cause the algorithm to have different behavior, so best, worst, & average case descriptions might all be of practical interest. When not otherwise specified, the function describing the performance of an algorithm is usually an upper bound, determined from the worst case inputs to the algorithm.

The term "analysis of algorithms" was coined by Donald Knuth. Algorithm analysis is an important part of a broader computational complexity theory, which provides theoretical estimates for the resources needed by any algorithm which solves a given computational problem. These estimates provide an insight into reasonable directions of search for efficient algorithms.

" – Wikipedia/analysis of algorithms

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2 Competitive Programming CP

3 Number Theory

Definition 3. *An integer $a \in \mathbb{Z}$ is called a* factor *or a* divisor *of an integer $b \in \mathbb{Z}$ if a divides b (i.e., b is divisible by a). If a is a factor of b, we write $a \mid b$, or $b \vdots a$, & otherwise we write $a \nmid b$, or $b \nvdots a$.*

Bài toán 1 (Factor/Divisor – Ước số)**.** *Với $n \in \mathbb{Z}$ được nhập từ bàn phím, viết chương trình* Pascal, Python, C/C++ *xuất ra tất cả: (a) các ước nguyên dương của n. (b) các ước nguyên của n.*

Bài toán 2 (Prime factorization – Phân tích ra thừa số nguyên tố)**.** *Với $n \in \mathbb{Z}$ được nhập từ bàn phím, viết chương trình* Pascal, Python, C/C++ *xuất ra phân tích ra thừa số nguyên tố của n. E.g., với $n = 72$, xuất ra* `72 = 2^3*3^2`*, với $n = 12$, xuất ra* `12 = 2^2*3`.

Let $\tau(n)$ denote the number of (positive) divisors of an integer $n \in \mathbb{Z}$. E.g., $\tau(12) = 6$ since the divisors of 12 are 1, 2, 3, 4, 6, & 12. To calculate the value of $\tau(n)$, we can use the following formula:

$$n = \prod_{i=1}^{k} p_i^{\alpha_i} = p_1^{\alpha_1} p_2^{\alpha_2} \cdots p_k^{\alpha_k} \Rightarrow \tau(n) = \prod_{i=1}^{k} (\alpha_i + 1) = (\alpha_1 + 1)(\alpha_2 + 1) \cdots (\alpha_k + 1),\ \forall n \in \mathbb{Z},$$

because for each prime p_i, there are $\alpha_i + 1$ ways to choose how many times it appears in the factor.

Example 1. $12 = 2^2 \cdot 3 \Rightarrow \tau(12) = (2 + 1)(1 + 1) = 3 \cdot 2 = 6$.

Bài toán 3 ($\tau(n)$)**.** *Với $n \in \mathbb{Z}$ được nhập từ bàn phím, viết chương trình* Pascal, Python, C/C++ *xuất ra giá trị của hàm $\tau(n)$ số ước số của n.*

Let $\sigma(n)$ denote the sum of divisors of an integer $n \in \mathbb{Z}$.

Example 2. $\text{Ư}(12) \cap \mathbb{N} = \{1, 2, 3, 4, 6, 12\} \Rightarrow \sigma(12) = 1 + 2 + 3 + 4 + 6 + 12 = 28$.

To calculate the value of $\sigma(n)$, we can use the following formula:

$$\begin{aligned} n = \prod_{i=1}^{k} p_i^{\alpha_i} = p_1^{\alpha_1} p_2^{\alpha_2} \cdots p_k^{\alpha_k} \Rightarrow \sigma(n) &= \prod_{i=1}^{k} \sum_{j=0}^{\alpha_i} p_i^j = \prod_{i=1}^{k} (1 + p_i + p_i^2 + \cdots + p_i^{\alpha_i}) = \prod_{i=1}^{k} \frac{p_i^{\alpha_i + 1} - 1}{p_i - 1} \\ &= \frac{p_1^{\alpha_1 + 1} - 1}{p_1 - 1} \cdot \frac{p_2^{\alpha_2 + 1} - 1}{p_2 - 1} \cdots \frac{p_k^{\alpha_k + 1} - 1}{p_k - 1},\ \forall n \in \mathbb{Z}, \end{aligned}$$

where the latter form is based on the *geometric progression formula*.

Example 3. $12 = 2^2 \cdot 3 \Rightarrow \sigma(12) = \frac{2^3 - 1}{2 - 1} \cdot \frac{3^2 - 1}{3 - 1} = 28$.

Bài toán 4 ($\sigma(n)$)**.** *Với $n \in \mathbb{Z}$ được nhập từ bàn phím, viết chương trình* Pascal, Python, C/C++ *xuất ra giá trị của hàm $\sigma(n)$ tổng tất cả các ước số của n.*

Tài liệu

[Đàm+09] Hồ Sĩ Đàm, Đỗ Đức Đông, Lê Minh Hoàng, and Nguyễn Thanh Hùng. *Tài Liệu Giáo Khoa Chuyên Tin, quyển 1*. Nhà Xuất Bản Giáo Dục Việt Nam, 2009, p. 219.