



CSC2107: Design and Analysis of Algorithms

BY

JB Wabwire Habere & Ayebare Moses

Course Content



- Python review
- Intro to DAA
- Asymptotic Analysis
- Searching and Sorting
- Graph Algorithms
- Divide and Conquer
- Data Structures
- Search Trees
- Greedy Algorithms
- Dynamic Programming
- Extra Topics (if time is on our side)

Assessment



SN	Assessment	Mark %
1.	Assignments	15
2.	Quizzes	10
3.	Tests	20
4.	Project	10
5	Exam	40
6	Attendance	05
TOTAL		100



Resources



Primary

- Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Cliffo *Introduction to Algorithms* (2022, The MIT Press)
- Levitin, Anany Introduction to the design and analysis of algorithms-Pearson (2019)

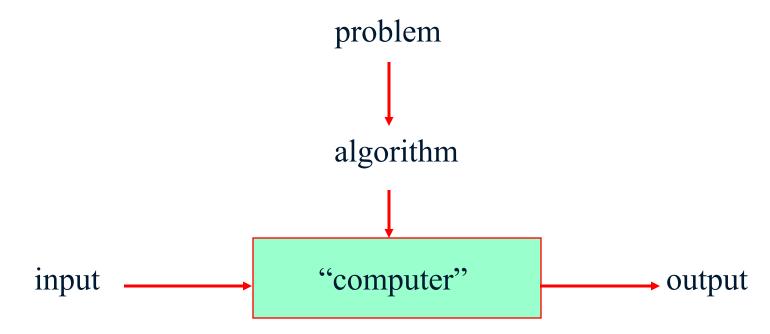
Secondary

- Kumar, Amit_ Sen, Sandeep Design and analysis of algorithms_ a contemporary perspective-Cambridge University Press (2019)
- Arthur Nunes Introduction to the Design and Analysis of Algorithms A Multi-Paradigm Approach-Kendall Hunt (2022)
- Any Python/C/C++/Java Books for Algorithm Implementation

What is an algorithm?



• An <u>algorithm</u> is a sequence of unambiguous instructions for solving a problem, i.e., for obtaining a required output for any legitimate input in a finite amount of time.



Why study algorithms?



- Theoretical importance
 - the core of computer science
- Practical importance
 - A practitioner's toolkit of known algorithms
 - Framework for designing and analyzing algorithms for new problems



Two main issues related to algorithms



How to design algorithms

How to analyze algorithm efficiency



Algorithm design techniques/strategies



- Brute force
- Divide and conquer
- Decrease and conquer
- Transform and conquer
- Space and time tradeoffs

- Greedy approach
- Dynamic programming
- Iterative improvement
- Backtracking
- Branch and bound

Analysis of algorithms



- How good is the algorithm?
 - time efficiency
 - space efficiency

- Does there exist a better algorithm?
 - lower bounds
 - optimality



Important problem types



- Sorting e.g. insertion sort
- searching
- string processing
- graph problems
- combinatorial problems
- geometric problems
- numerical problems

Fundamental data structures



- list
 - array
 - linked list
 - string
- stack
- queue
- priority queue

- graph
- tree
- set and dictionary



Fast computers vs efficient algorithms



- Many recent innovations rely on
 - □ fast computers
 - □ efficient algorithms.

Which is more important?



Algorithm Example



Arrays and its representations



Arrays



An array is a container that can hold a fixed number of items, and these items should be of the same type.

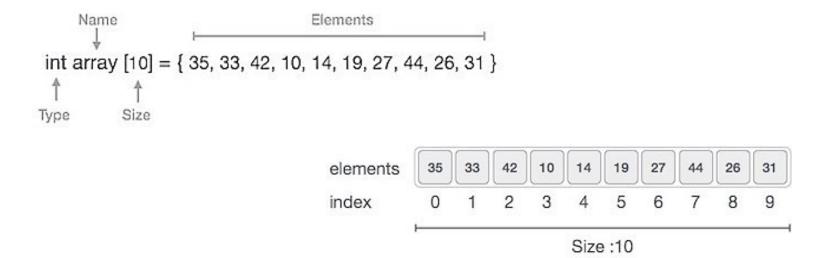
- Element Each item stored in an array is called an element.
- Index Each location of an element in an array has a numerical index, which is used to identify the element.



Array Representation



 Arrays can be declared in various ways in different languages. For illustration, let's take the C array declaration.





Basic Operations



Following are the basic operations supported by an array.

- Traverse print all the array elements one by one.
- Insertion Adds an element at the given index.
- Deletion Deletes an element at the given index.
- **Search** Searches an element using the given index or by the value.
- Update Updates an element at the given index.



Search Operation



• You can perform a search for an array element based on its value or its index.

Pseudocode

```
Procedure Search()

Begin procedure

ITEM // what we are searching for

Set i = 0

while i < N

Begin

if A[i]= ITEM

Print "Element found at the position" i

i = i +1

End While

End procedure
```



```
#include <stdio.h>
int main() {
  int arr[] = { 1,3,5,7,8 };
  int item = 7, n = 5;
  int j = 0;
```

```
while (j < n) {
    if (arr[j] == item) {
       break;
    j = j + 1;
  printf("Found element %d at position
%d\n", item, j);
```



Exercise – To Do



- Write an Algorithm to find the maximum element in an Array
- Implement the algorithm with a C/C++ code.

 Upload your solution on GitHub and share your link via Discord DM.

