



# Q: What is entropy in the context of decision trees?



- A. The uncertainty or mixed information in a dataset
- B. The number of nodes in a tree
- C. The difference between training and test data
- D. The length of the decision path in a tree



# CPSC 100

## Computational Thinking

### Sequential Algorithm + Programming

Instructor: Parsa Rajabi  
Department of Computer Science  
University of British Columbia



# Agenda

- Learning Goals
- Course Admin
- Sequential Algorithm
- Intro to Programming

# Learning Goals



# Learning Goals

After this week's lecture, you should be able to:

- Identify the differences between sequential and "breaking bad" algorithms
- Discuss the **difference** between high level, assembly & machine code.
- **Identify and describe** the components of an algorithm
  - (i.e., sequencing, selection, and iteration)
- **Use snap blocks** to represent algorithms
- Be able to **trace** through code using sequences of instructions, variables, loops, and conditional statements in short programs
  - Read carefully: it says be able to **trace** code, **not write code**. In order to help you do this, you will write a small amount of code in lab. You will not, however, be asked to write code on exam.
- Describe in English what a block of *Snap!* code does.

# Course Admin



# Course Admin

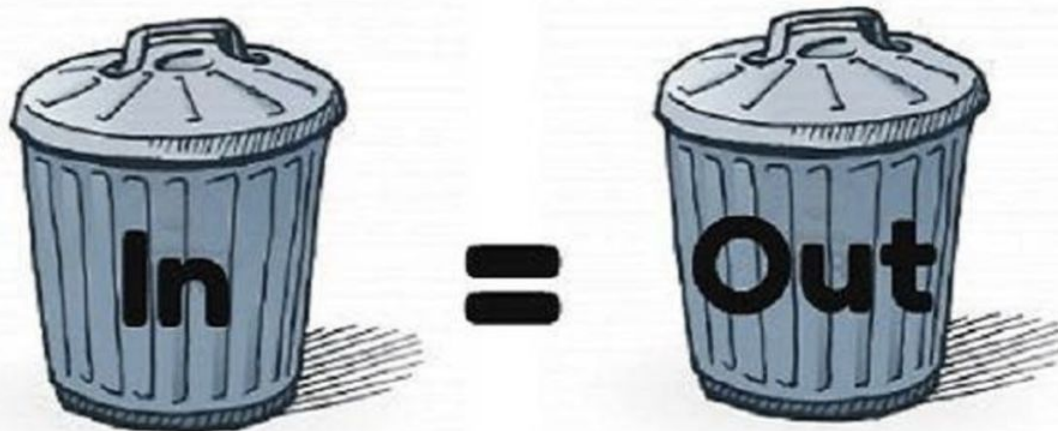
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- **Midterm** *[Keep a close eye on weather 🌨️]*
  - Friday, February 14 at 3pm





# Data's influence on algorithms

# Training data influences the classifier



Garbage in, Garbage out (GIGO)

# Real World Examples?



# Insight - Amazon scraps secret AI recruiting tool that showed bias against women

By Jeffrey Dastin

October 10, 2018 5:50 PM PDT · Updated 6 years ago



SAN FRANCISCO (Reuters) - Amazon.com Inc's machine-learning specialists uncovered a big problem: their new recruiting engine did not like women.

The team had been building computer programs since 2014 to review job applicants' resumes with the aim of mechanizing the search for top talent, five people familiar with the effort told Reuters.



# How We Analyzed the COMPAS Recidivism Algorithm

*by Jeff Larson, Surya Mattu, Lauren Kirchner and Julia Angwin*

*May 23, 2016*

[← Read the story.](#)

Across the nation, judges, probation and parole officers are increasingly using algorithms to assess a criminal defendant's likelihood of becoming a recidivist – a term used to describe criminals who re-offend. There are dozens of these risk assessment algorithms in use. Many states have built their own assessments, and several academics have written tools. There are also two leading nationwide tools offered by commercial vendors.

We set out to assess one of the commercial tools made by Northpointe, Inc. to discover the underlying accuracy of their recidivism algorithm and to test whether the algorithm was biased against certain groups.

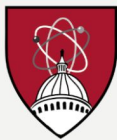
Our analysis of Northpointe's tool, called COMPAS (which stands for Correctional Offender Management Profiling for Alternative Sanctions), found that black defendants were far more likely than white defendants to be incorrectly judged to be at a higher risk of recidivism, while white defendants were more likely than black defendants to be incorrectly flagged as low risk.

ARTICLE AI

# In 2016, Microsoft's Racist Chatbot Revealed the Dangers of Online Conversation > The bot learned language from people on Twitter—but it also learned values

BY OSCAR SCHWARTZ | PUBLISHED 25 NOV 2019 | UPDATED 04 JAN 2024 | 5 MIN READ |





## Harvard Griffin GSAS Science Policy Group

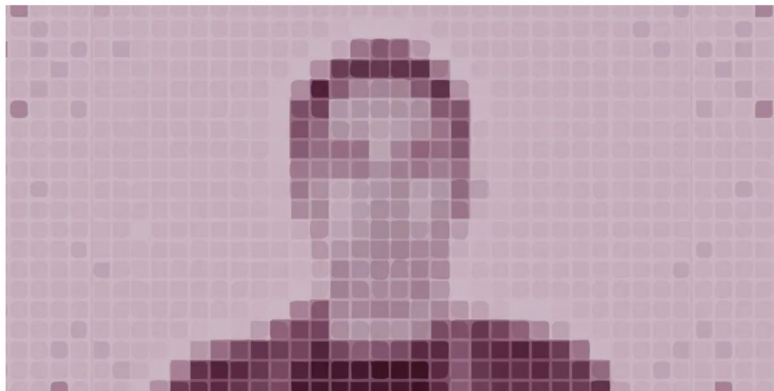
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# Racial Discrimination in Face Recognition Technology

October 24, 2020



By Alex Najibi

### BLOG POSTS BY MONTH

[March 2023](#) (1)  
[September 2022](#) (3)  
[December 2021](#) (1)  
[October 2020](#) (4)  
[May 2020](#) (2)

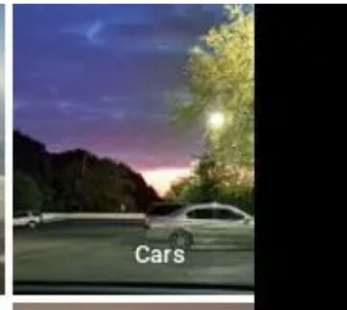
1 of 4 »

# NEWS

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## Google apologises for Photos app's racist blunder

🕒 1 July 2015







# Sequential Algorithm



# Sequential Algorithm for Signaling Words

**Jean-Dominique Bauby** was a journalist who had *locked-in syndrome*.

He used the *partner-assisted scanning system* to dictate a 130 page book by blinking.





# Sequential Algorithm for Signaling Words

“It is a simple enough system,” Bauby explains.

*“You read off the alphabet... until, with a blink of my eye, I stop you at the letter to be noted. The maneuver is repeated for the letters that follow, so that fairly soon you have a whole word.”*

In other words, you go through each letter, row by row, and read off all the letters.





# Sequential Algorithm for Signaling Words

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>1</b>	<b>2</b>
<b>E</b>	<b>F</b>	<b>G</b>	<b>H</b>	<b>3</b>	<b>4</b>
<b>I</b>	<b>J</b>	<b>K</b>	<b>L</b>	<b>M</b>	<b>N</b>
<b>O</b>	<b>P</b>	<b>Q</b>	<b>R</b>	<b>S</b>	<b>T</b>
<b>U</b>	<b>V</b>	<b>W</b>	<b>X</b>	<b>Y</b>	<b>Z</b>
<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>0</b>





# Sequential Algorithm for Signaling Words

Let's set our goal to **minimize the number of letters that have to be looked** at to spell a word.

So each letter you look at has a cost of “1”

We also have to decide if there's any extra “cost” to having the “signals”.

Let's say each signal also costs “1”



# Sequential Algorithm for Signaling Words

Sequential

8 to get to the letter F  
+ 1 to signal "F"

---

9 total cost

A	B	C	D	1	2
E	F	G	H	3	4
I	J	K	L	M	N
O	P	Q	R	S	T
U	V	W	X	Y	Z
5	6	7	8	9	0

**Q: What is the cost to signal the word “FAN”?**



- A. 26
- B. 28
- C. 29
- D. 30
- E. 31

A	B	C	D	1	2
E	F	G	H	3	4
I	J	K	L	M	N
O	P	Q	R	S	T
U	V	W	X	Y	Z
5	6	7	8	9	0



# Breaking Bad Algorithm





# Example of cost counting: Letter F

2 to get to the “E” row  
1 to signal the “E” row  
2 to get to “F” in the row  
+1 to signal “F”

---

6 total cost

A	B	C	D	1	2
E	F	G	H	3	4
I	J	K	L	M	N
O	P	Q	R	S	T
U	V	W	X	Y	Z
5	6	7	8	9	0



# Breaking Bad Algorithm

**Q: What is the cost to signal the word “FAN”?**



iClicker

- A. 17
- B. 18
- C. 19
- D. 20
- E. 21

A	B	C	D	1	2
E	F	G	H	3	4
I	J	K	L	M	N
O	P	Q	R	S	T
U	V	W	X	Y	Z
5	6	7	8	9	0

# Activity



# Activity: Algorithms in Action

Find a word that works better the Sequential way.

Find a word that works better the Breaking Bad way.

**Which algorithm is better and why?**

Rules:

Both words must be at least 4 letters!

Use the same chart

# Discussion



# Activity: Algorithms in Action

Your signal algorithms used

decomposition: breaking the problem down into smaller tasks

abstraction: describing the solution in a general way that's applicable no matter what order the letters/numbers are in the table





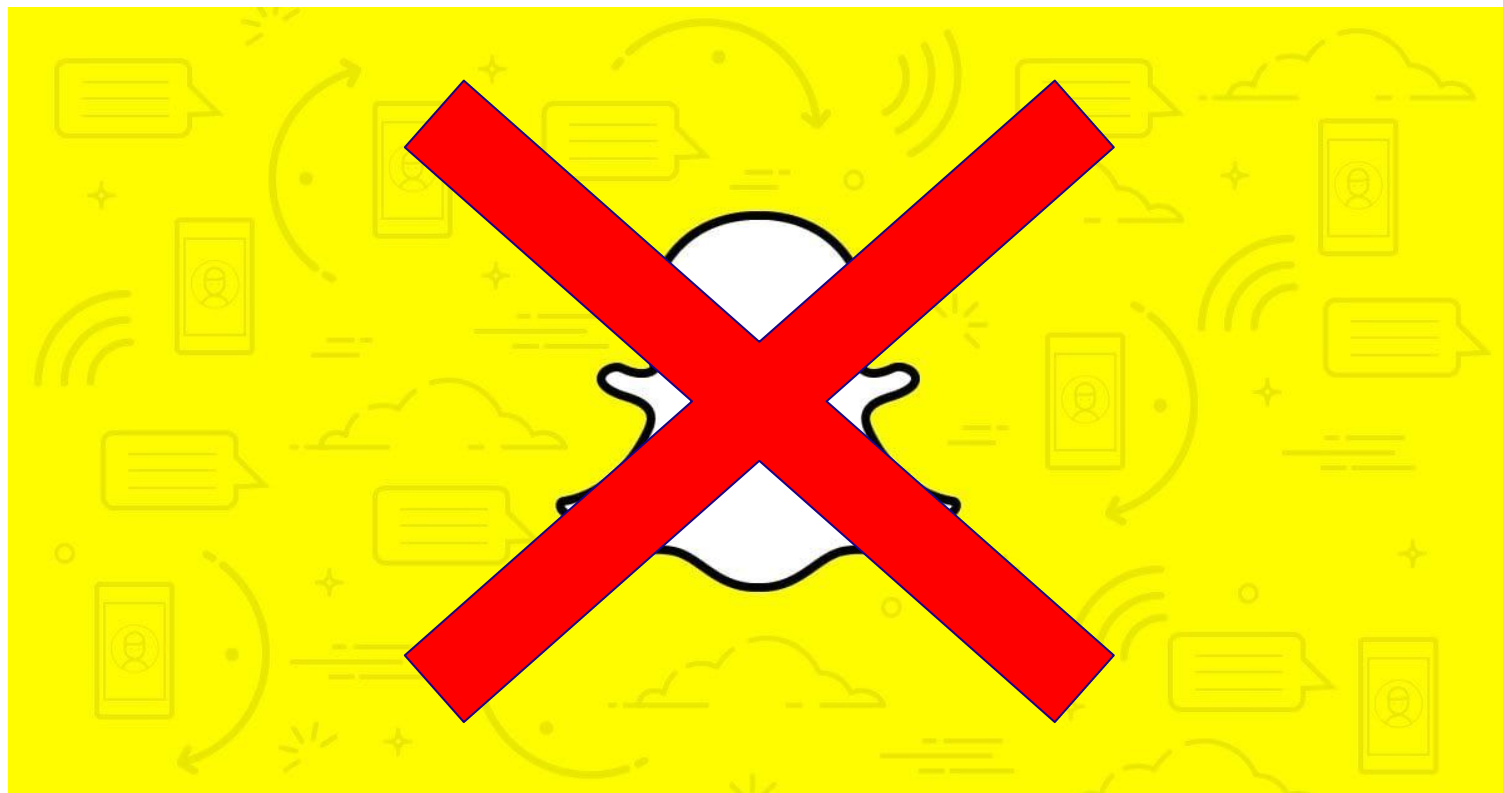
# Programming

This is *not* a  
programming  
courses

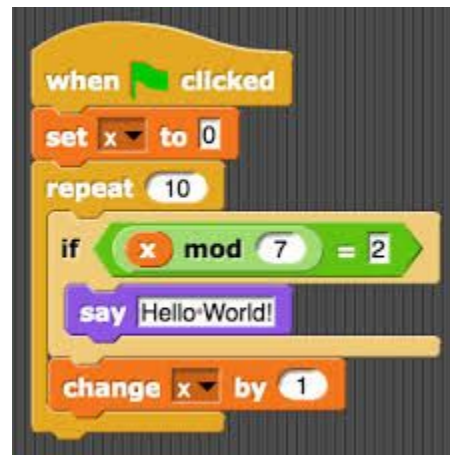
But you do need  
to *understand*  
how programs  
work

We'll cover a small  
amount of **basic concepts**  
in class and you'll work on  
a **visual language** in lab

# Snap!



# $\lambda$ Snap!





# From algorithms to code: **How do programs work?**



# How do programs work?

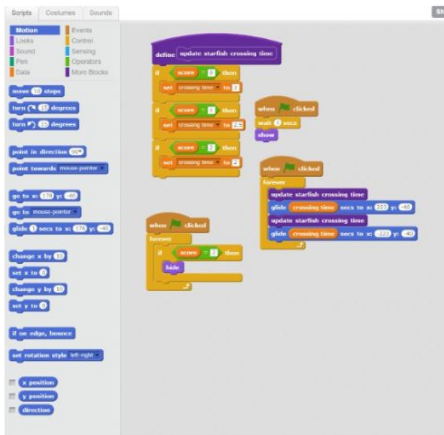
**Programs** are a way of encoding ***algorithms*** in a precise enough way for computers to understand the instructions.



# How do programs work?

**Programs** are a way of encoding ***algorithms*** in a precise enough way for computers to understand the instructions.

Programmers use a **high level language** like Snap, Scratch, Python, C++, Java, Racket, etc.



```

/**
 * Simple JButton() method.
 * @version 1.0
 * @author john doe <doe.j@example.com>
 */
HelloButton()
{
    JButton hello = new JButton( "Hello, wor
    hello.addActionListener( new HelloBtnList

    // use the JFrame type until support for t
    // new component is finished
    JFrame frame = new JFrame( "Hello Button"
    Container pane = frame.getContentPane();
    pane.add( hello );
    frame.pack();
    frame.show();           // display the fra
}

```

```
def add5(x):
    return x+5

def dotwrite(ast):
    nodename = getNodeName()
    label=symbol.sym_name.get(int(ast[0]),ast[0])
    print '    %s [label="%s" % (nodename, label)
    if isinstance(ast[1], str):
        if ast[1].strip():
            print ' = %s';' % ast[1]
        else:
            print '='
    else:
        print '=';
        children = []
        for n, childrenumerate(ast[1:]):
            children.append(dotwrite(child))
        print ', ' % ast[1]
        for n, namechildren
            print '%s' % name,
```

The screenshot shows the Kaleidoscope Framework's script editor. On the left is a sidebar menu with categories: Motion, Control, Looks, Sensing, Events, Operators, Pen, and Variables. The main workspace contains several script blocks:

- Motion blocks:** "move 2 steps", "turn 90 degrees", "turn 45 degrees", "point in direction 90", "point towards 1", "go to x: 0 y: 0", "go to 1", "slide 1 sec to x: 2 y: 0", "change x by 0.5", "set x to 0", "change y by 0.5", "set y to 0".
- Control blocks:** "if on edge, bounce".
- Pen blocks:** "when key pressed" followed by "pen down", "pen up", "clear"; "when mouse clicked" followed by "go to x: mouse x, y; mouse y"; "set pen color to red".

At the top, there are icons for undo, redo, save, and a search icon, along with the title "kaleidoscope framework". Below the menu, there are tabs for "Scripts", "Costumes", and "Sounds".

```
if (bInvokeUI)
{
    *pbInvokeUI = bInvokeUI;
    *ppwszIdentity = NULL;
    EapTrace("MEapPeerGetIdentity() requesting invoke UI" );
}
else
{
    //GetIdentityToUse( domConnData, domUserData, ppwszIdentity );
}
```

40

# Wrap Up



# Wrap Up

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