

Unit introduction

COMS20010 (Algorithms II)

John Lapinskas, University of Bristol

This will **not** be a coding unit. The focus will be on **algorithms**, with very little code and not even much pseudocode.

This will **not** be a coding unit. The focus will be on **algorithms**, with very little code and not even much pseudocode.

Why? Four reasons:

This will **not** be a coding unit. The focus will be on **algorithms**, with very little code and not even much pseudocode.

Why? Four reasons:

- One day you might need to implement these algorithms.

This will **not** be a coding unit. The focus will be on **algorithms**, with very little code and not even much pseudocode.

Why? Four reasons:

- One day you might need to implement these algorithms.
- One day you might need to understand how these algorithms work.

This will **not** be a coding unit. The focus will be on **algorithms**, with very little code and not even much pseudocode.

Why? Four reasons:

- One day you might need to implement these algorithms.
- One day you might need to understand how these algorithms work.
- One day you might need to come up with your own algorithms.
(Much more likely than the above two!)

Course ethos



Kat Maddox

@ctrlshifti



God I wish there was an easier way to do this

```
private bool IsEven(int number){  
    if (number == 1) return false;  
    else if (number == 2) return true;  
    else if (number == 3) return false;  
    else if (number == 4) return true;  
    else if (number == 5) return false;  
    else if (number == 6) return true;  
    else if (number == 7) return false;  
    else if (number == 8) return true;  
    else if (number == 9) return false;  
    else if (number == 10) return true;  
    else if (number == 11) return false;  
    else if (number == 12) return true;  
    else if (number == 13) return false;  
    else if (number == 14) return true;  
    else if (number == 15) return false;  
    else if (number == 16) return true;  
    else if (number == 17) return false;  
    else if (number == 18) return true;  
    else if (number == 19) return false;  
    else if (number == 20) return true;  
    else if (number == 21) return false;  
    else if (number == ?? return true;
```

Course ethos



Kat Maddox @ctrlshifti · 30 Jul

Replying to @ctrlshifti

I figured it out! Thanks everyone

```
private bool IsEven(int number)
{
    string numberString = number.ToString();
    string lastChar = numberString.Substring(numberString.Length - 1);

    if (lastChar == '0' || lastChar == '2' || lastChar == '4' ||
        lastChar == '6' || lastChar == '8')
    {
        return true;
    }

    return false;
}
```

💬 329

↺↻ 1.5K

❤️ 19K



Kat Maddox @ctrlshifti · 30 Jul

Why are people talking about %?

I'm trying to determine parity not get percentages

💬 368

↺↻ 550

❤️ 11.8K



This will **not** be a coding unit. The focus will be on **algorithms**, with very little code and not even much pseudocode.

Why? Four reasons:

- One day you might need to implement these algorithms.
- One day you might need to understand how these algorithms work.
- One day you might need to come up with your own algorithms.
(Much more likely than the above two!)
- One day you might have to go through a job interview...

Assessment and expectations

Bad news: This unit is hard. Getting a 2.i is something to be proud of. Last year less than half of students got a 2.i or better.

Assessment and expectations

Bad news: This unit is hard. Getting a 2.i is something to be proud of.
Last year less than half of students got a 2.i or better.

Good news: Getting a pass in this unit is much easier!
Last year less than 10% of students failed.

Assessment and expectations

Bad news: This unit is hard. Getting a 2.i is something to be proud of.
Last year less than half of students got a 2.i or better.

Good news: Getting a pass in this unit is much easier!
Last year less than 10% of students failed.

Your final grade will be determined by:

- **90%** from the final exam.
- **10%** from weekly Blackboard quizzes.

The exam questions will start out easy, asking about algorithms you've already seen, then get harder, asking you to design new algorithms.

Assessment and expectations

Bad news: This unit is hard. Getting a 2.i is something to be proud of.
Last year less than half of students got a 2.i or better.

Good news: Getting a pass in this unit is much easier!
Last year less than 10% of students failed.

Your final grade will be determined by:

- **90%** from the final exam.
- **10%** from weekly Blackboard quizzes.

The exam questions will start out easy, asking about algorithms you've already seen, then get harder, asking you to design new algorithms.

Bad news: The exam will be in-person.

Assessment and expectations

Bad news: This unit is hard. Getting a 2.i is something to be proud of.
Last year less than half of students got a 2.i or better.

Good news: Getting a pass in this unit is much easier!
Last year less than 10% of students failed.

Your final grade will be determined by:

- **90%** from the final exam.
- **10%** from weekly Blackboard quizzes.

The exam questions will start out easy, asking about algorithms you've already seen, then get harder, asking you to design new algorithms.

Bad news: The exam will be in-person.

Good news: You can bring notes! (Details TBD, probably 4 pages).

Assessment and expectations

Bad news: This unit is hard. Getting a 2.i is something to be proud of.
Last year less than half of students got a 2.i or better.

Good news: Getting a pass in this unit is much easier!
Last year less than 10% of students failed.

Your final grade will be determined by:

- **90%** from the final exam.
- **10%** from weekly Blackboard quizzes.

The exam questions will start out easy, asking about algorithms you've already seen, then get harder, asking you to design new algorithms.

Bad news: The exam will be in-person.

Good news: You can bring notes! (Details TBD, probably 4 pages).

More good news: The quizzes are free marks!

Blackboard quizzes

These are auto-marked questions worth **10%** of your final grade:

- One per week, due at noon on Fridays. (**Including this week!**)
- They should take roughly 1 hour each, but no time limit.
- You can start a quiz and then finish it later.
- Collaboration, online resources etc. are all fine. Study together!
- The usual late policy for coursework applies, so don't miss the deadline or you'll lose a lot of marks very quickly.

Blackboard quizzes

These are auto-marked questions worth **10%** of your final grade:

- One per week, due at noon on Fridays. (**Including this week!**)
- They should take roughly 1 hour each, but no time limit.
- You can start a quiz and then finish it later.
- Collaboration, online resources etc. are all fine. Study together!
- The usual late policy for coursework applies, so don't miss the deadline or you'll lose a lot of marks very quickly.

Important: If you get 50% or more on a blackboard quiz, this will count as **full marks** in the final grade calculation!

Last year **almost everyone** got above 90% final marks for quizzes.

More than half got 100%. Free marks!

Blackboard quizzes

These are auto-marked questions worth **10%** of your final grade:

- One per week, due at noon on Fridays. (**Including this week!**)
- They should take roughly 1 hour each, but no time limit.
- You can start a quiz and then finish it later.
- Collaboration, online resources etc. are all fine. Study together!
- The usual late policy for coursework applies, so don't miss the deadline or you'll lose a lot of marks very quickly.

Important: If you get 50% or more on a blackboard quiz, this will count as **full marks** in the final grade calculation!

Last year **almost everyone** got above 90% final marks for quizzes.

More than half got 100%. Free marks!

After a quiz, you get immediate answers and feedback. Don't abuse this. They're important exam prep, so you'd only be cheating yourselves...

Schedule for week n material:

- Lecture and quiz release: 10AM Monday, week n .
 - Lectures are asynchronous videos.

Schedule for week n material:

- Lecture and quiz release: 10AM Monday, week n .
 - Lectures are asynchronous videos.
- Q&A session: 5PM Thursday, week n , online.
 - Ask questions anonymously (but moderated) via Padlet.
 - Vote on which questions you want me to answer!
 - Alternatively, ask questions on the unit team (1 working day response).

Schedule for week n material:

- Lecture and quiz release: 10AM Monday, week n .
 - Lectures are asynchronous videos.
- Q&A session: 5PM Thursday, week n , online.
 - Ask questions anonymously (but moderated) via Padlet.
 - Vote on which questions you want me to answer!
 - Alternatively, ask questions on the unit team (1 working day response).
- Quiz due date and problem sheet release: Noon Friday, week n .

Schedule for week n material:

- Lecture and quiz release: 10AM Monday, week n .
 - Lectures are asynchronous videos.
- Q&A session: 5PM Thursday, week n , online.
 - Ask questions anonymously (but moderated) via Padlet.
 - Vote on which questions you want me to answer!
 - Alternatively, ask questions on the unit team (1 working day response).
- Quiz due date and problem sheet release: Noon Friday, week n .
- In-person problem class: 90 minutes Monday afternoons, week $n + 1$.
 - These will be half-lab, half-lecture, all-important.
 - You don't have to do the sheet first! (See unit page...)
 - You **do** have to have tried your best to understand the week's material.
- Problem sheet answers release: Tuesday, week $n + 1$.

Planning your time

During term, aim to spend about **7 hours per week** on this unit:

- 2 hours watching the week's lecture videos.
- 2.5 hours *understanding* the week's lecture videos. This could, but doesn't have to, include:
 - Attending the one-hour Q&A session;
 - Asking questions on the unit Team;
 - Reading textbooks and other sources;
 - Working together with other students;
 - Trying the problem sheet.
- 1 hour finishing the week's Blackboard quiz.
- 1.5 hours attending the week's problem class.

Further details about unit organisation are on the unit page.

Useful references

Proofs on slides are hard, so I provide recommended readings each week on the unit page as an alternative source.

These are all available **as free eBooks** from the university library at <https://www.bristol.ac.uk/library/>. The most common three will be:

- **Introduction to Algorithms (Cormen et. al.)**
 - Exhaustive reference, classic in the field.
 - As an undergrad I found it quite dry, technical and difficult...

Useful references

Proofs on slides are hard, so I provide recommended readings each week on the unit page as an alternative source.

These are all available **as free eBooks** from the university library at <https://www.bristol.ac.uk/library/>. The most common three will be:

- **Introduction to Algorithms (Cormen et. al.)**
 - Exhaustive reference, classic in the field.
 - As an undergrad I found it quite dry, technical and difficult...
- **Algorithm Design (Kleinberg & Tardos)**
 - Moves very slowly and spells things out in great detail.
 - Does a great job at teaching underlying principles — “how did anyone come up with this?”
 - The book I wish I'd had as an undergrad. Read it!

Useful references

Proofs on slides are hard, so I provide recommended readings each week on the unit page as an alternative source.

These are all available **as free eBooks** from the university library at <https://www.bristol.ac.uk/library/>. The most common three will be:

- **Introduction to Algorithms (Cormen et. al.)**
 - Exhaustive reference, classic in the field.
 - As an undergrad I found it quite dry, technical and difficult...
- **Algorithm Design (Kleinberg & Tardos)**
 - Moves very slowly and spells things out in great detail.
 - Does a great job at teaching underlying principles — “how did anyone come up with this?”
 - The book I wish I'd had as an undergrad. Read it!
- **The Algorithm Design Manual (Skiena)**
 - For engineers, by an engineer.
 - The least technical option — great if you're having trouble with proofs.

Mindset for the unit

This unit is hard, because solving problems is hard.

But like most things, you get **much** better at it with practice.

Case in point...

Mindset for the unit

PROGRESS

PROGRESS								
Forsaken City				21/20	75	153	45	1:40:07.528
Old Site				19/18	81	93	96	1:47:35.580
Celestial Resort				25/25	317	259	274	5:09:51.574
Golden Ridge				29/29	224	287	96	2:35:43.489
Mirror Temple				31/31	215	171	206	3:10:45.301
Reflection				-	137	407	132	2:28:07.107
The Summit				47/47	652	615	718	7:29:16.628
Core				5/5	216	366	545	3:12:11.389
Farewell				1/0		3043		9:45:05.306
TOTALS				178		9423		37:20:54.377



Mindset for the unit

This unit is hard, because solving problems is hard.

But like most things, you get **much** better at it with practice.

Case in point...

So keep at it, and climb the mountain. ;-)