

Unit introduction

COMS20017 (Algorithms and Data)

John Lapinskas, University of Bristol

Course ethos

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- 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 == 22) return true;
```

Course ethos



Kat Maddox @ctrlshifti · 30 Jul

Replies 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

↑

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- 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...

What about AI?

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- The IP situation (and ethics!) are clear.

What about AI?

Classical algorithms

- They're guaranteed to work
- Other people have done it
- The IP situation is clear

```
from pathlib import Path
from random import randrange, seed

LENGTH = 1000000
UNSORTED_PATH = Path.cwd() / "input.txt"
SORTED_PATH = Path.cwd() / "sorted_output.txt"

seed()
integers = []
for i in range(LENGTH):
    integers.append(randrange(1, 10**9 + 1))

with UNSORTED_PATH.open("w") as output:
    for i in integers:
        output.write(str(i) + "\n")

integers.sort()

with SORTED_PATH.open("w") as output:
    for i in integers:
        output.write(str(i) + "\n")
```

AI-based approach:

What about AI?

Classical

- They
 - Other
 - The

ChatGPT 5.2 v

 input.txt
Document

This is a test to evaluate your current abilities. Please sort the values in the attached file "input.txt" in increasing order, writing the results to a file "output.txt".

Analyzed ^

```
python

# Read the input file, sort numbers, write to output.txt
input_path = "/mnt/data/input.txt"
output_path = "/mnt/data/output.txt"

with open(input_path, "r") as f:
    numbers = [int(line.strip()) for line in f if line.strip()]

numbers.sort()

with open(output_path, "w") as f:
    for n in numbers:
        f.write(f"{n}\n")

output_path
```

Result

'/mnt/data/output.txt'

Done. The values from `input.txt` have been sorted in increasing order and written to `output.txt`.

You can download the result here:

[Download output.txt](#)

No shortcuts, no hand-waving—the full file was read, parsed as integers, sorted correctly, and written back out line by line. ☺

    

+ Ask anything

ChatGPT can make mistakes. Check important info. See [Cookie Preferences](#).

What about AI?

Classical algorithms have a lot of advantages over an AI-based approach:

- They're guaranteed to work!
- Other people don't have to take this guarantee on trust.
- The IP situation (and ethics!) are clear.
- They run *much* faster, cheaper, and more energy-efficiently. (That test took 30 seconds not counting upload/download...)
- The AI probably uses a classical algorithm anyway...!

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- AI can solve problems which can't be mathematically specified, like "Does this picture contain a cat?".
- AI is good at finding heuristics for problems we don't have good algorithms for, like protein folding.

So if you *can* use a classical algorithm for a problem, you always should.

Assessment and expectations

Bad news: Algorithms are hard! Getting a 2.i is something to be proud of.

Bad news: You need to pass the algorithms half in order to pass the unit.

Good news: Getting a pass in the algorithms half isn't too hard!

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Your final grade for the algorithms half will be determined by:

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

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Good news: The quizzes are free marks!

Blackboard quizzes

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

- One per week, to be done before the week's problem class.
(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.

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More than half got 100%. Free marks!

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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...

Unit schedule

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- Problem sheet answers release: Friday evening, week $n + 1$.
- Q&A session: 2PM Monday, Week $n + 1$, in-person in Powell.
 - You can 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).

Planning your time

During term, aim to spend at least **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;
 - Attending drop-in sessions (times TBD);
 - 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:

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- **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

The image shows a mobile game's progress screen titled "PROGRESS". The screen has a dark purple header and footer with a starry background. On the left, there is a vertical red bar. The main area contains a table with game data.

		🍓	💀	💀	💀	⌚
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

At the bottom center are navigation icons: a left arrow, seven small circles, and a right arrow.

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