Video 1: Introduction

COMS10017 - (Object-Oriented Programming and) Algorithms

Dr Christian Konrad

Algorithms?

Algorithms?

A procedure that solves a computational problem

Algorithms?

A procedure that solves a *computational problem*

Algorithms?

A procedure that solves a computational problem

Computational Problem?

 How often does "Juliet" appear in Shakespeare's "Romeo And Juliet"?

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Computational Problem?

 How often does "Juliet" appear in Shakespeare's "Romeo And Juliet"? (181 times) (text/strings)

Algorithms?

A procedure that solves a computational problem

- How often does "Juliet" appear in Shakespeare's "Romeo And Juliet"? (181 times) (text/strings)
- Sort an array of *n* numbers (all areas)

Algorithms?

A procedure that solves a computational problem

- How often does "Juliet" appear in Shakespeare's "Romeo And Juliet"? (181 times) (text/strings)
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- How do we factorize a large number? (crypto)

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- Shortest way to travel from Bristol to Glasgow? (graph algorithms)

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- Is it possible to partition the set {17, 8, 4, 22, 9, 28, 2} into two sets s.t. their sums are equal? (scheduling, load balancing)

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- How to execute a database query? (databases)
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Brain Behind Your Software!



Algorithms:

- Fabric that Software is made of
- Inner logic of your Software

Brain Behind Your Software!



Algorithms:

- Fabric that Software is made of
- Inner logic of your Software
- $\bullet \ \mathsf{Insufficient} \ \mathsf{computational} \ \mathsf{power} \to \mathsf{Improve} \ \mathsf{your} \ \mathsf{algorithms!}$

Efficiency



Efficiency

• The faster the better: Time complexity



Efficiency

- The faster the better: **Time complexity**
- Use as little memory as possible: Space complexity



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Mathematics

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Mathematics

We will prove that algorithms run fast and use little memory

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Mathematics

- We will prove that algorithms run fast and use little memory
- We will prove that algorithms are correct

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- Tools: Induction, algebra, sums, ..., rigorous arguments

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Theoretical Computer Science

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Mathematics

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- We will prove that algorithms are correct
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Theoretical Computer Science

No implementations in this unit!

■ Algorithm 1 Single-pass Semi-Streaming Algorithm for MDS

Require: Bipartite input graph G=(A,B,E) with |A|=|B|=n

- 1: Let $D_1, D_2, \dots, D_{\log n} \leftarrow \{\}$
- 2: For every $a \in A$: $d(a) \leftarrow 0$
- 3: $U \leftarrow \emptyset$ {Keep track of dominated nodes $(U \subseteq B \text{ always holds})$ }
- 4. For every $h \in R \cdot C(h) \leftarrow \bot \exists \Omega$ utput cover certificate)

Goals:

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Goals: First steps towards becoming an algorithms designer

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Learn techniques that help you design & analyze algorithms

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- 1 Learn techniques that help you design & analyze algorithms
- Understand a set of well-known algorithms

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Systematic Approach to Problem/Puzzle Solving

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 Study a problem at hand, discover structure within problem, exploit structure and design algorithms

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Systematic Approach to Problem/Puzzle Solving

- Study a problem at hand, discover structure within problem, exploit structure and design algorithms
- Useful in all areas of Computer Science
- Interview Questions: Google, Facebook, Amazon, etc.

My Goals

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• Get you excited about Algorithms

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- Get you excited about Algorithms
- Shape new generation of Algorithm Designers at Bristol

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Algorithms in Bristol

• 1st year: Algorithms (Algorithms 1)

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Algorithms in Bristol

- 1st year: Algorithms (Algorithms 1)
- 2nd year: Algorithms 2

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Algorithms in Bristol

- 1st year: Algorithms (Algorithms 1)
- 2nd year: Algorithms 2
- 3rd year: Advanced Algorithms (Algorithms 3)

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- 1st year: Algorithms (Algorithms 1)
- 2nd year: Algorithms 2
- 3rd year: Advanced Algorithms (Algorithms 3)
- 4th year: Advanced Topics in Theoretical Computer Science (Algorithms 4)

My Goals

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Algorithms in Bristol

- 1st year: Algorithms (Algorithms 1)
- 2nd year: Algorithms 2
- 3rd year: Advanced Algorithms (Algorithms 3)
- 4th year: Advanced Topics in Theoretical Computer Science (Algorithms 4)

BSc/MEng Projects, Reading Group, Summer Internships, PhD students

Unit Structure

Teaching Sessions

- Video lectures: Each video is assigned to a week (watch by end of week)
- Problem sheet sessions: (Mondays and Tuesdays) TA-led problem sheet sessions, come prepared!
- Recap/Q & A/discussion session: (Thursdays 2pm-3pm)
 Material recap, ask questions about the material
- OPTIONAL Online office hours: (Fridays 11am-12pm) Ask me anything about the unit

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Assessment

- Exam: Counts 50% towards your final mark in the joint unit "Object-Oriented Programming and Algorithms"
- You pass the joint unit if your final grade is at least 40%

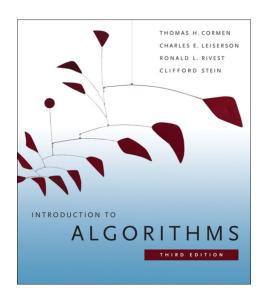
Teaching Staff

Teaching Staff

- Unit Director: Dr Christian Konrad (christian.konrad@bristol.ac.uk)
- Lead TA: Kheeran Naidu (kn16063@bristol.ac.uk)
- TAs: Robert Gabriel Popescu, Cezar Mihail Alexandru, Charlotte Dillon, George Edward Nechitoaia, Llewellyn Forward, Matt Staveley-Taylor, Michael Polvekrov, Ralph Roberts, Satya Rammolian, Sergiu Aracatitei, Zak Duggan, Alex Carpenter



Book



How to succeed

Make sure you understand the material

- Make sure you understand the material
- Work on provided exercises!

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Unit webpage: Use link on blackboard

http://people.cs.bris.ac.uk/~konrad/courses/2021_2022_COMS10017/coms10017.html

What's next

What to do now

- Check unit webpage
- Register at Piazza (discussion board) using link at unit webpage
- Watch video lectures for week 1

This week

- Tuesday 2pm-3pm: Introduction
- Thursday 2pm-3pm: Recap/Q&A/Discussion session
- Exercise sessions start next week



Good luck and enjoy!