WEEK 01

1. Readings

• Levitin Chapter 1

2. Preparation for Assignment

If, and *only if* you can truthfully assert the truthfulness of each statement below are you ready to start the assignment.

2.1. Reading Comprehension Self-Check.

- I know what criterion most classic algorithms satisfy.
- I know what systematically interrupts the narrative flow of the textbook.
- I know to be on the lookout for exercises versus problems, because the chapter exercises in the textbook are not marked with a difficulty level.
- I know where the textbook provides hints to all the exercises.
- I know the properties of logarithms.
- I know the important summation formulas.

2.2. Memory Self-Check.

- 2.2.1. Determine Correct Order. The steps for the best known algorithm for creating algorithms are listed out of order here. What order should they be in?
 - (1) Decide on: computational means, exact vs approximate solving, data structure(s), algorithm design technique.
 - (2) Design an algorithm.
 - (3) Understand the problem.
 - (4) Prove correctness of the algorithm.
 - (5) Analyze the algorithm.
 - (6) Code the algorithm.
- 2.2.2. Write a short answer. Levitin states that one of these problem types is the most difficult to solve. Which is it and why is so difficult to solve?
 - (1) Sorting
 - (2) Searching
 - (3) String Processing
 - (4) Graph problems
 - (5) Combinatorial problems
 - (6) Geometric problems

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2 WEEK 01

- (7) Numerical problems
- 3. Week 01 Exercises
- 3.1. Exercise 4 on Page 7.
- 3.2. Exercise 8 on page 8.
- 3.3. Exercise 4 on Page 17. Write Clojure code instead of the pseudocode asked for.
- 3.4. Exercise 2 on page 23.
- 3.5. Exercise 2 on page 37.
- 3.6. Exercise 9 on page 38.
 - 4. Week 01 Problems
- 4.1. Exercise 9 on page 25.
- 4.2. Create Three Different Algorithms to Solve this Problem. Given two positive numbers A and B, where A is greater than B, find a way to *break up* A into B unequal pieces.

For example, if A=34 and B=4, then four unequal pieces of A are 6, 7, 9 and 12. These are unequal because there are no duplicate numbers. They break up (or sum up to) 34 because 6+7+9+12=34. The numbers representing the pieces (e.g., 6, 7, 9 and 12) must be positive integers (1, 2, 3, etc.), which excludes zero. Note that some pairs of numbers don't work, e.g., 5 and 3, so be sure to error-check that case.

4.3. Compare/Contrast Your Three Algorithms. In a similar manner to how Levitin compared and contrasted three different GCD algorithms, evaluate your three algorithms using three different criteria.