

122COM: Introduction to algorithms

David Croft

Coventry University

david.croft@coventry.ac.uk

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Overview

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- 2 Fibonacci example
- 3 Difficulty
- 4 Module content

Introduction to algorithms module.

- What is an algorithm?

Introduction to algorithms module.

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- Not the same as code.
- Not the same as a program.

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A task is a problem that needs to be solved.

- I.e. bake me a cake.

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An algorithm is a generalised set of instructions to perform a specific task.

- A strategy to solve a given problem.
 - Many different strategies to solve same task.
- Like a recipe.

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An algorithm is a generalised set of instructions to perform a specific task.

- A strategy to solve a given problem.
 - Many different strategies to solve same task.
- Like a recipe.

Code is a specific set of instructions to perform a specific task.

- An implementation of a strategy in a specific language/system.
- Have to adapt the recipe to your kitchen/oven/bowls/pans etc.

Fibonacci sequence algorithm

C

Task - calculate the fibonacci sequence.

Fibonacci sequence algorithm

C

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Algorithm

- 1 Starting with 0 and 1.
- 2 Sum the two numbers to make a third.
- 3 Discard the lowest number.
- 4 Repeat from step 2.

Fibonacci sequence algorithm

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Recursive Python

```
def fibonacci( a, b ):
    c = a + b
    a, b = b, c

    print( a )
    fibonacci( a, b )

fibonacci( 0, 1 )
```

Iterative C++

```
for( int a=0, b=1, c;
     a>=0;
     c=a+b, a=b, b=c )
{
    cout << a << endl;
}
```

Some problems we can solve perfectly.

- Easy problems.
 - Fibonacci sequence.
 - Searching algorithms.
 - Polynomial time.

Some problems we can't solve.

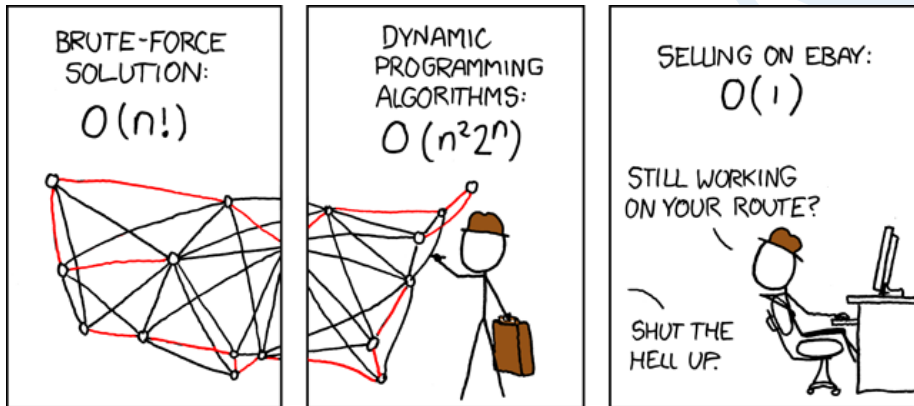
- Hard problems.
- Provably unsolvable.
 - Investigate the Halting State problem.

Some problems we could solve perfectly if only we had infinite computers/time.

- Travelling salesman.
 - Hard problem, non-polynomial (will discuss in later weeks).
 - Can only solve very simple versions of the problem perfectly.
 - 5 cities = 120 possible solutions, 20 cities = 2 432 902 008 176 640 000 possible solutions.

Heuristic algorithms.

- Don't promise to find the best solution.
- Quickly find a 'good enough' solution.



<https://xkcd.com/399/>

Module content

Looking at searching and sorting algorithms in later weeks.

Will be tested on some algorithmic concepts.

- Implement simple algorithms.
- Describe advantages/disadvantages of certain algorithms.
- Big O notation.
 - How algorithms scale.
- Calculate an algorithm's $O()$ notation.

Everyone

- Thinking algorithmically is critical programming skill.
- Learning how to break down a problem into small steps.
 - Functional decomposition.
- Evaluate algorithms.
 - Does this algorithm actually work?
- Employability skill
 - Interview questions.

- What is an algorithm.
- Code vs. algorithms.
- Heuristics = good enough solutions.
 - Rules of thumb
- Polynomial = easy problems.
- Non-polynomial = hard problems.

The End