

# Introduction: Course Overview

Daniel Kane

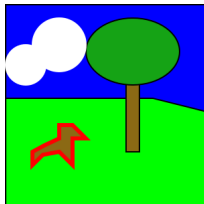
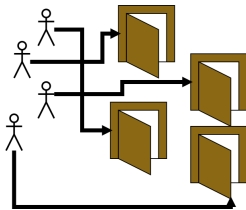
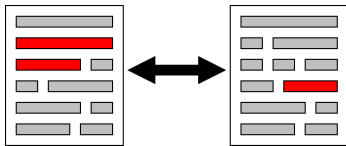
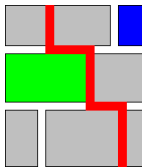
Department of Computer Science and Engineering  
University of California, San Diego

**Algorithmic Design and Techniques**  
**Algorithms and Data Structures**

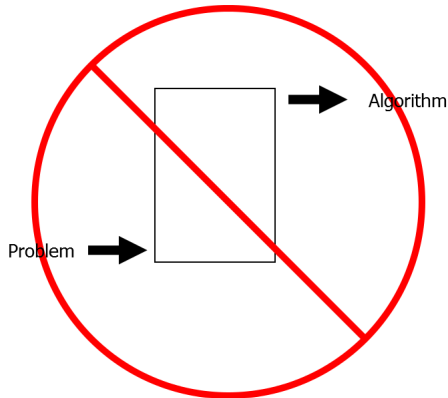
# Algorithm Design is Hard

- Algorithms very general.
- No generic procedure for designing good algorithms.
- Finding good algorithms often requires coming up with unique insights.

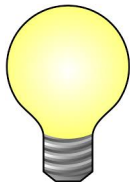
# Algorithms Solve Many Different Problems



# No Generic Procedure to Create Algorithms



# Finding Algorithm Often Requires Unique Insights



# Toolbox

What can we teach you?

- Practice designing algorithms.
- Common tools used in algorithm design.

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What can we teach you?

- Practice designing algorithms.
- Common tools used in algorithm design.
- We will discuss three of the most common algorithmic design techniques:
  - Greedy Algorithms
  - Divide and Conquer
  - Dynamic Programming

# Levels of Design

Naive Algorithm: Definition to algorithm.  
Slow.



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**Naive Algorithm:** Definition to algorithm.  
Slow.

**Algorithm by way of standard Tools:**  
Standard techniques.

**Optimized Algorithm:** Improve existing  
algorithm.

**Magic Algorithm:** Unique insight.

# The Rest of the Course

- Each unit covers a technique.
- Exercises help build intuition.