Algorithms

Introduction to Computer

Yu-Ting Wu

(with most slides borrowed from Prof. Tian-Li Yu)

1

Outline

- The concept of an algorithm
- Algorithm representation
- Algorithm discovery and structures
- Efficiency and correctness

2

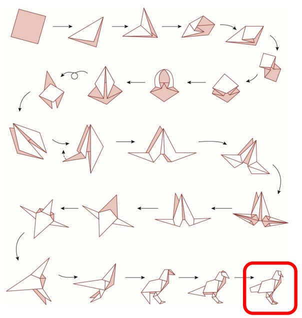
Outline

- The concept of an algorithm
- Algorithm representation
- Algorithm discovery and structures
- Efficiency and correctness

3

Formal Definition of Algorithm

- An algorithm is an ordered set of **unambiguous**, **executable** steps that define a **terminating** process
- Example: an algorithm for folding a bird

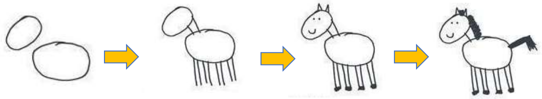


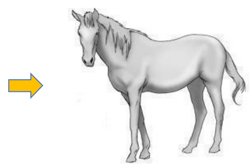
terminated

4

Formal Definition of Algorithm (cont.)

- How to draw a horse in five steps





This is **NOT** an algorithm

Formal Definition of Algorithm (cont.)

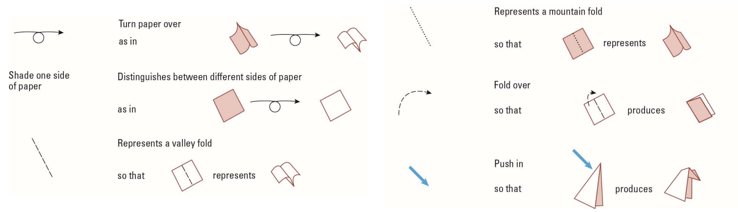
- There is a difference between an algorithm and its representation.
  - Analogy: the difference between a story and a book
- A **program** is a **representation** of an algorithm
- A **process** is the **activity of executing** an algorithm
  - **Terminating process**
    - Finish with a result
  - **Non-terminating process**
    - Do not produce an answer
    - Chapter 12: “Non-deterministic Algorithms”

Outline

- The concept of an algorithm
- Algorithm representation
- Algorithm discovery and structures
- Efficiency and correctness

Algorithm Representation (Program)

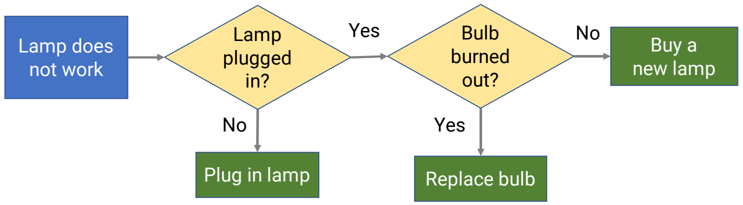
- Formally with **well-defined Primitives**



- For programs, a collection of primitives constitutes a **programming language**
  - Value assignment, conditional selection, repeated execution, … etc.

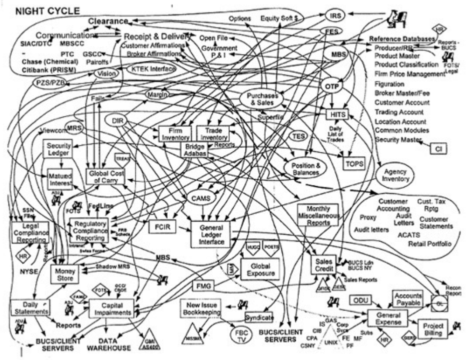
Algorithm Representation (Program)

- Informally with **flowchart** or **pseudocode**
- **Flowchart**
  - Popular in the 50s and 60s
  - Overwhelming for complex algorithms



Algorithm Representation (cont.)

- A very complex flowchart



Designing a Pseudocode Language

- Informally with **flowchart** or **pseudocode**
- **Flowchart**
  - Popular in the 50s and 60s
  - Overwhelming for complex algorithms
- **Pseudocode:** a loose version of formal programming languages
  - Choose a common programming language
  - Loosen some of the syntax rules
  - Allow for some natural language
  - Use consistent, concise notation

Pseudocode Primitives

- **Assignment**
  - Name 🡐 expression
- **Conditional selection**
  - if (condition)
    then (activity)
- **Repeated execution**
  - while (condition)
    do (activity)
- **Procedure**
  - Procedure name

Algorithm *Grade*
Input: the numeric score of each student
Output: a letter grade for each student
For (the score *S* of each student)
  If *S* ≥ 90 **then**
    his/her letterGrade 🡐 grade A
  Endif
  If *S* ≥ 80 and *S* < 90 **then**
    his/her letterGrade 🡐 grade B
  Else
    his/her letterGrade 🡐 grade C
  Endif

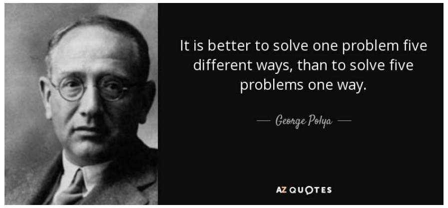
Outline

- The concept of an algorithm
- Algorithm representation
- Algorithm discovery and structures
- Efficiency and correctness

13

Polya's Problem Solving Steps

1. Understand the problem
2. Devise a plan for solving the problem
3. Carry out the plan
4. Evaluate the solution for accuracy and its potential as a tool for solving other problems



14

Problem Solving

- **Iterative v.s. Recursive**
- **Top-down v.s. Bottom-up**

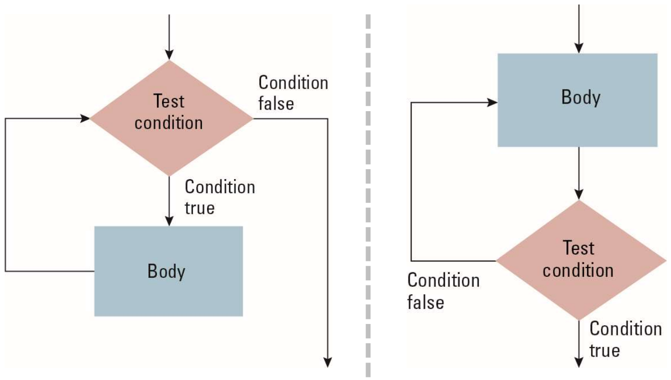
15

Iterative Structures

- **Loop control**
  - **Initializer**
    - Establish an initial state that will be modified toward the termination condition
  - **Test**
    - Compare the current state to the termination condition and terminate the repetition if equal
  - **Modify**
    - Change the state in such a way that if moves toward the termination condition

16

Loops



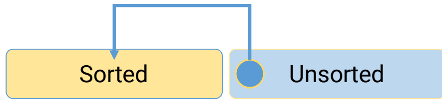
Pre-test (while, for)

Post-test (do…while)

17

Example: Insertion Sort

AQJKK
QAJKK
JQAKK
JQKAK
JQKKA



18

Example: Insertion Sort (cont.)

19

Example: Insertion Sort (cont.)

20

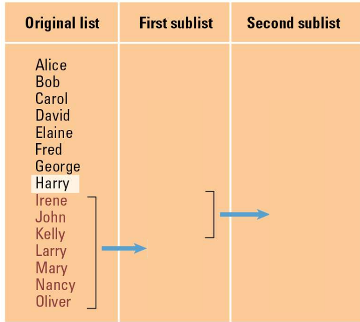
Example: Insertion Sort (cont.)

Procedure *InsertionSort (List)*
N ← 2
while (the value of *N* does not exceed the length of *List*) **do**
  Select the *N-th* entry in *List* as the pivot entry
  while (there is a name above the hole and that name is
    greater than the pivot) **do**
    Move the name above the hole down into the hole,
    leaving a hole above the name
  Move the pivot entry into the hole in *List*
  N ← N + 1

Recursive Structures

- Repeating the set of instructions as a **subtask** of itself
- A classic example: the binary search algorithm

Is John in the array?



Binary Search Pseudo Code

Procedure *BinarySearch (List, TargetValue)*
if (*List* empty) **then**
  Report that the search failed
else
  Select the middle in *List* to be the *TestEntry*
  Execute the instructions below based on different cases
    case 1: *TargetValue* == *TestEntry*
      Report that the search succeeded
    case 2: *TargetValue* < *TestEntry*
      Search the portion of *List* preceding *TestEntry*
    case 3: *TargetValue* > *TestEntry*
      Search the portion of *List* succeeding *TestEntry*
endif

*BinarySearch(**FirstHalfList**, TargetValue)*

*BinarySearch(**SecondHalfList**, TargetValue)*

Recursive Problem Solving

- Do not abuse recursion!
  - Calling functions takes a long time
    - Memory allocation, parameters passing … etc.
  - Example: Factorial

```
int factorial (int x) {
    if (x == 0) return 1;
    return x * factorial(x – 1);
}
```

recursive

factorial(3) =
*3 * factorial(2) =*
*3 * 2 * factorial(1) =*
*3 * 2 * 1 * factorial(0) =*
*3 * 2 * 1 * 1*

```
int factorial (int x) {
    int product = 1;
    for (int i = 1; i <= x ; ++i)
        product *= i;
    return product;
}
```

iterative

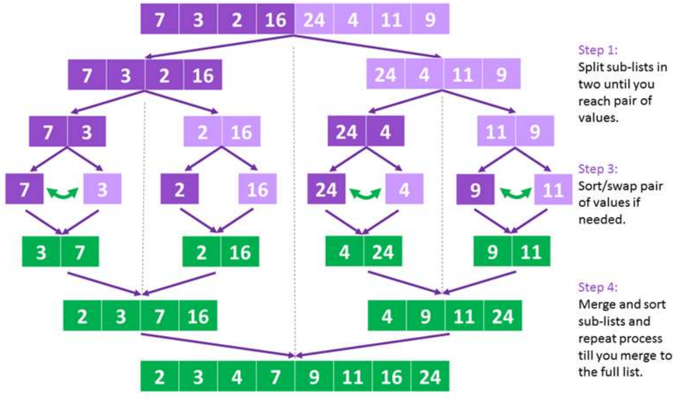
Problem Solving (cont.)

- **Iterative v.s. Recursive**
- **Top-down v.s. Bottom-up**

Top-down Approach

- Stepwise refinement
- **Divide and conquer (problem decomposition)**
- Examples
  - Binary search
  - Merge sort

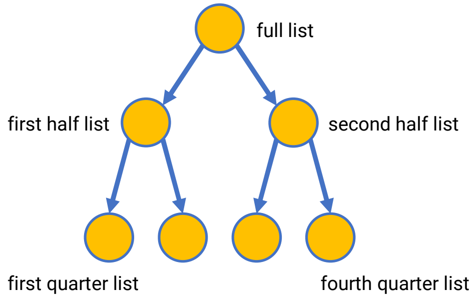
Merge Sort



from 101 Computing.net: https://www.101computing.net/merge-sort-algorithm/

Top-down Approach Review

- Stepwise refinement
- **Divide and conquer (problem decomposition)**
- Examples
  - Binary search
  - Merge sort



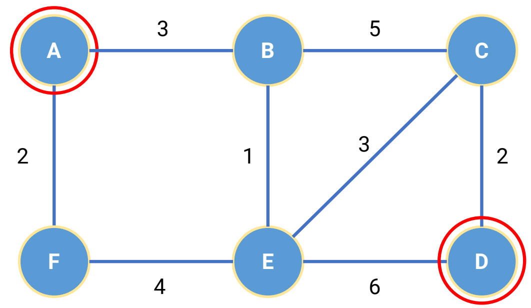
Bottom-up Approach

- Solve pieces of the problem first
- Relax some of the problem constraints
- **Dynamic programming (DP)**
- Example
  - Shortest path

29

Shortest Path

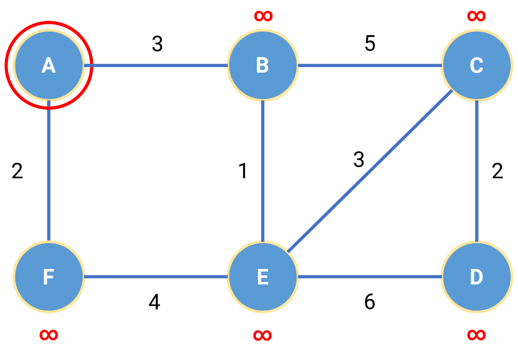
$$Shortest_{AD} = \mathbf{min}_{\, i \in \{A, B, C, D, E, F\}} \left(Shortest_{Ai} + Shortest_{iD}\right)$$



30

Shortest Path (cont.)

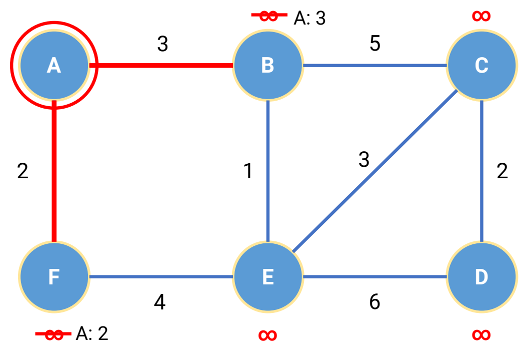
$$Shortest_{AD} = \mathbf{min}_{\, i \in \{A, B, C, D, E, F\}} \left(Shortest_{Ai} + Shortest_{iD}\right)$$



31

Shortest Path (cont.)

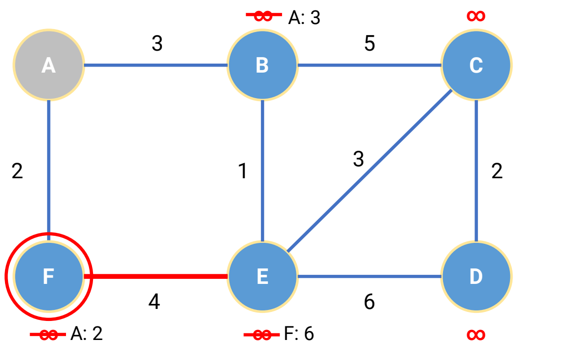
$$Shortest_{AD} = \mathbf{min}_{\, i \in \{A, B, C, D, E, F\}} \left(Shortest_{Ai} + Shortest_{iD}\right)$$



32

Shortest Path (cont.)

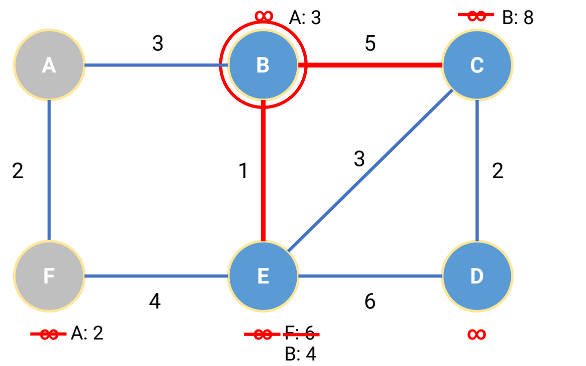
$Shortest_{AD}$ = **min** $_{i \in \{A, B, C, D, E, F\}}$ $(Shortest_{Ai} + Shortest_{iD})$



33

Shortest Path (cont.)

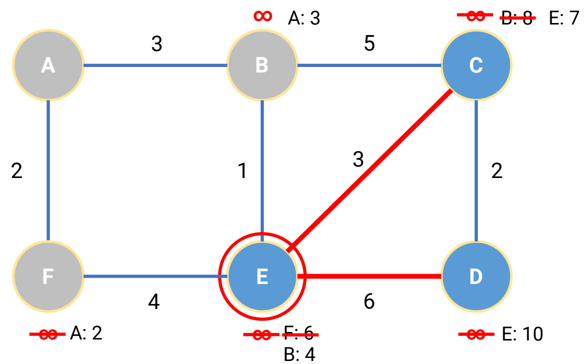
$Shortest_{AD}$ = **min** $_{i \in \{A, B, C, D, E, F\}}$ $(Shortest_{Ai} + Shortest_{iD})$



34

Shortest Path (cont.)

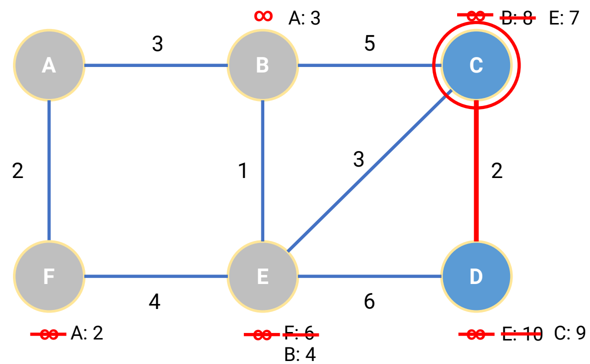
$Shortest_{AD}$ = **min** $_{i \in \{A, B, C, D, E, F\}}$ $(Shortest_{Ai} + Shortest_{iD})$



35

Shortest Path (cont.)

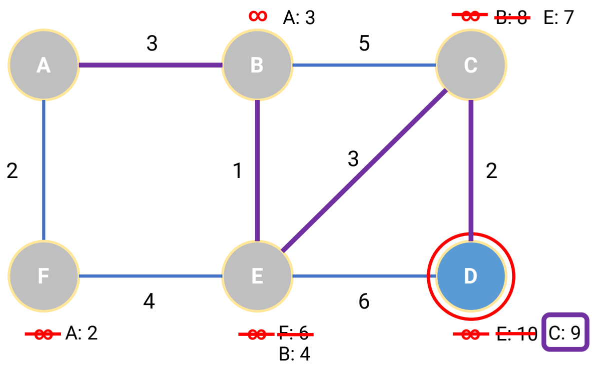
$Shortest_{AD}$ = **min** $_{i \in \{A, B, C, D, E, F\}}$ $(Shortest_{Ai} + Shortest_{iD})$



36

Shortest Path (cont.)

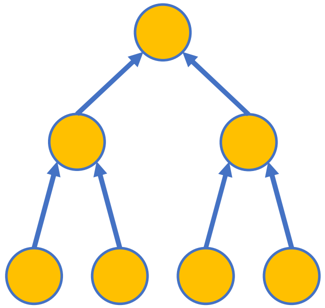
$$Shortest_{AD} = \min_{i \in \{A, B, C, D, E, F\}} (Shortest_{Ai} + Shortest_{iD})$$



Introduction to Computer 2022

Bottom-up Approach

- Solve pieces of the problem first
- Relax some of the problem constraints
- **Dynamic programming (DP)**
- Example
  - Shortest path



Introduction to Computer 2022

Outline

- The concept of an algorithm
- Algorithm representation
- Algorithm discovery and structures
- Efficiency and correctness

Introduction to Computer 2022

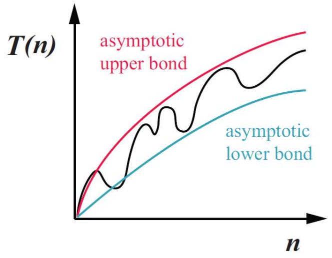
Efficiency

- The choice between efficient and inefficient algorithms can make the difference between a practical solution and an impractical one
- Measured as the **number of instructions** executed
  - Why not use the execution time
    - What about on different machines?

Asymptotic Analysis

- Exact analysis is often difficult and tedious
- **Asymptotic analysis** emphasizes the behavior of the algorithm when ***n*** tends to **infinity**

- **Asymptotic**
  - Upper bound (***O***)
  - Lower bound (***Ω***)
  - Tight bound (***Θ***)



41

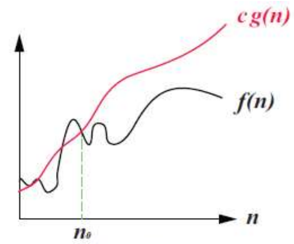
Big-O

$$O(g(n)) = \{f(n) \mid \exists c > 0, n_0 > 0 \text{ s.t. } \forall n \geq n_0, 0 \leq f(n) \leq cg(n)\}$$

exist such that for each

- **Asymptotic upper bound**

- Examples
  - $500n = O(n^2)$
  - $n^{10} = O(2^n)$
  - $5n + 10000 = O(n)$



$f(n) = O(g(n))$

42

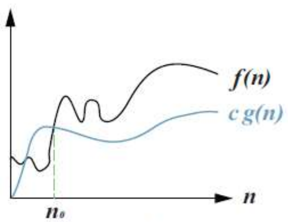
Big-Ω

$$\Omega(g(n)) = \{f(n) \mid \exists c > 0, n_0 > 0 \text{ s.t. } \forall n \geq n_0, 0 \leq cg(n) \leq f(n)\}$$

exist such that for each

- **Asymptotic lower bound**

- Examples
  - $0.001n^2 = \Omega(n)$
  - $2^n = \Omega(n^{10})$
  - $5n + 10000 = \Omega(n)$



$f(n) = \Omega(g(n))$

43

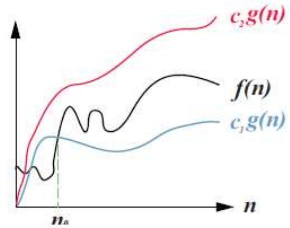
Big-Θ

$$\Theta(g(n)) = \{f(n) \mid \exists c_1, c_2, n_0 > 0 \text{ s.t. } \forall n \geq n_0, 0 \leq c_1 g(n) \leq f(n) \leq c_2 g(n)\}$$

exist such that for each

- **Asymptotic tight bound**

- Examples
  - $0.001n^2 = \Theta(n^2)$
  - $n + \log n = \Theta(n)$
  - $5n + 10000 = \Theta(n)$



$f(n) = \Theta(g(n))$

44

Efficiency (cont.)

- Incorporates **best**, **worst**, and **average** case analysis
- Example: worst case for insertion sort: $O(n^2)$

Comparisons made for each pivot

Initial list	1st pivot	2nd pivot	3rd pivot	4th pivot	Sorted list
Elaine	1 Elaine	3 David	6 Carol	10 Barbara	Alfred
David	David	2 Elaine	5 David	9 Carol	Barbara
Carol	Carol	Carol	4 Elaine	8 David	Carol
Barbara	Barbara	Barbara	Barbara	7 Elaine	David
Alfred	Alfred	Alfred	Alfred	Alfred	Elaine

Worst: $(n^2 - n) / 2$ Best: $(n - 1)$ Average: $\theta(n^2)$

45

Recap: Insertion Sort

Procedure *InsertionSort (List)*
N ← 2
while (the value of *N* does not exceed the length of *List*) **do**
  Select the *N-th* entry in *List* as the pivot entry
  while (there is a name above the hole and that name is
    greater than the pivot) **do**
    Move the name above the hole down into the hole,
    leaving a hole above the name
  Move the pivot entry into the hole in *List*
  N ← N + 1

46

Correctness

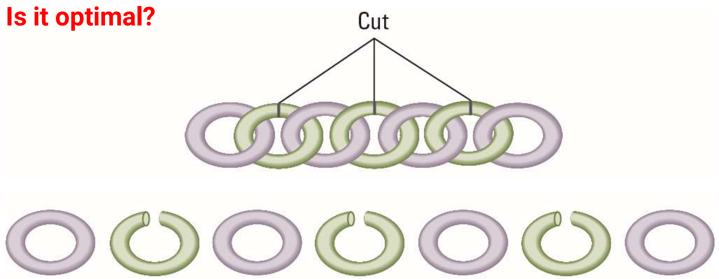
- The correctness of an algorithm is determined by **reasoning** formally about the algorithm, not by testing its implementation

47

Traveler's Gold Chain Problem

A traveler with a gold chain of seven links must stay in an isolated hotel for seven nights. The rent each night consists of one link from the chain. What is the fewest number of links that must be cut so that the traveler can pay the hotel one link of the chain each morning without paying for lodging in advance?

Is it optimal?

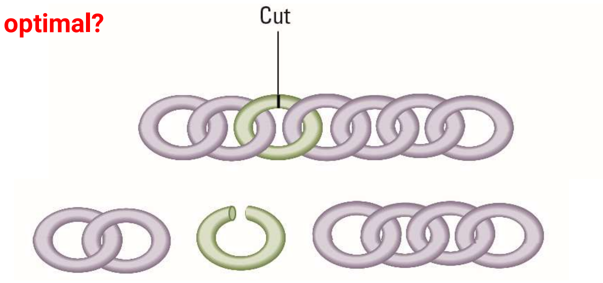


48

Traveler's Gold Chain Problem (cont.)

A traveler with a gold chain of seven links must stay in an isolated hotel for seven nights. The rent each night consists of one link from the chain. What is the fewest number of links that must be cut so that the traveler can pay the hotel one link of the chain each morning without paying for lodging in advance?

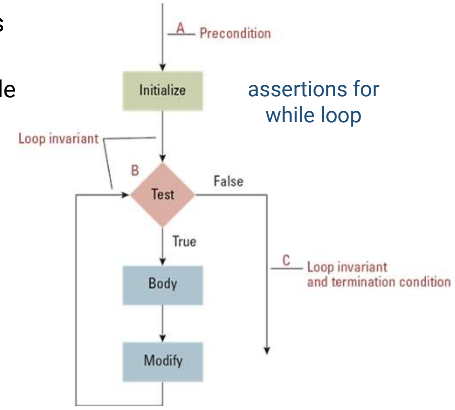
Is it optimal?



49

Software Verification

- Proof of correctness (with formal logic)
  - Assertions for while loop
    - **Preconditions**
    - **Loop invariants**
    - **Termination condition**



assertions for while loop

50

Example for Assertion

Procedure *FindQuotient*

Count ← 0

Remainder ← Dividend

do

  Remainder ← Remainder – Divisor

  Count ← Count + 1

while (Remainder ≥ Divisor)

Quotient ← Count

Correct?
Remainder > 0?

- **Preconditions**
- Dividend > 0
- Divisor > 0
- Count = 0
- Remainder = Dividend
- **Loop invariants**
- Dividend > 0
- Divisor > 0
- Dividend = Count * Divisor + Remainder
- **Termination condition**
- Remainder < Divisor

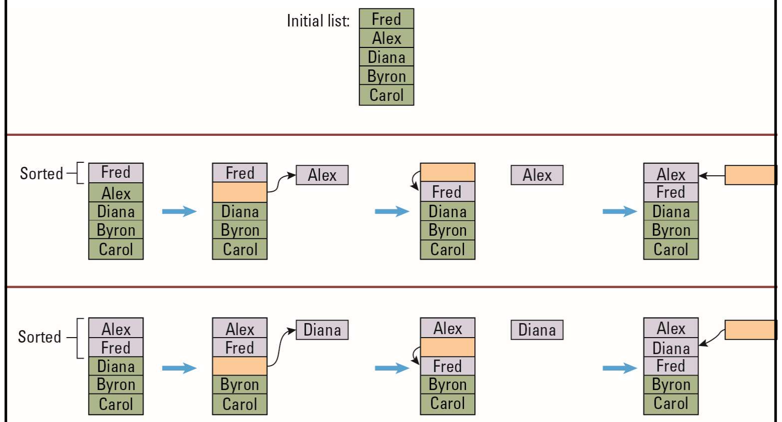
51

Verification of Insertion Sort

- Outer loop
  - **Loop invariant**
    - Each time the test for termination is performed, the name preceding the ***N***-th entry forms a sorted list
  - **Termination condition**
    - The value of *N* is greater than the length of the list
- If the loop terminates, the list is sorted
- What about the inner loop?

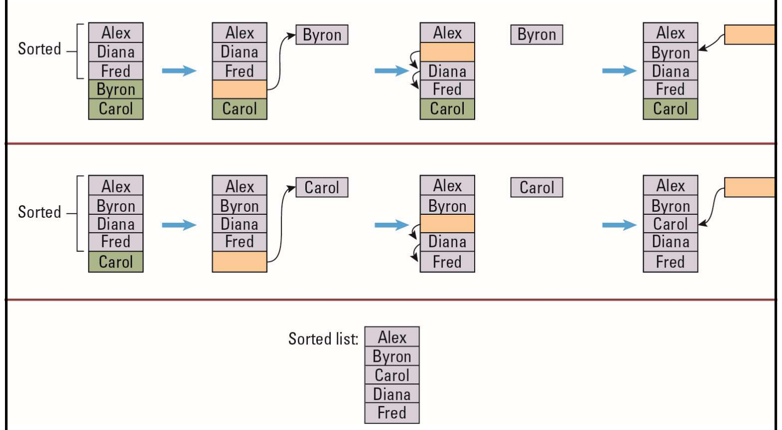
52

Recap: Insertion Sort



53

Recap: Insertion Sort (cont.)



54

Summary of Software Verification

- Software verification is not easy
- Can be easier with a formal programming language with better properties
- In practice, testing is more commonly used to verify software
  - However, testing only proves that the program is correct for the test cases used

55

Any Questions?

56