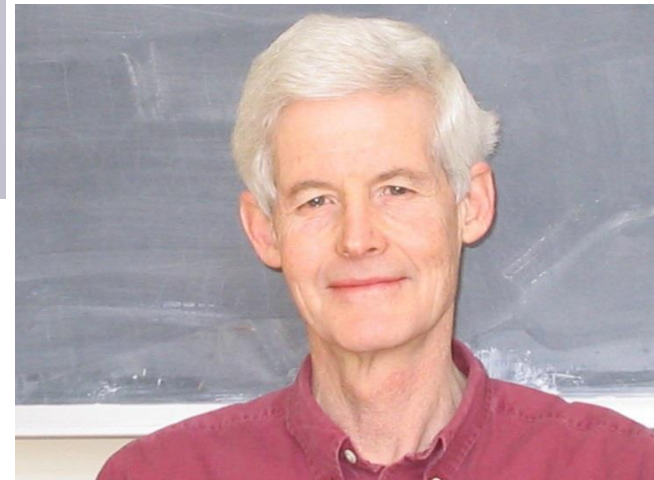
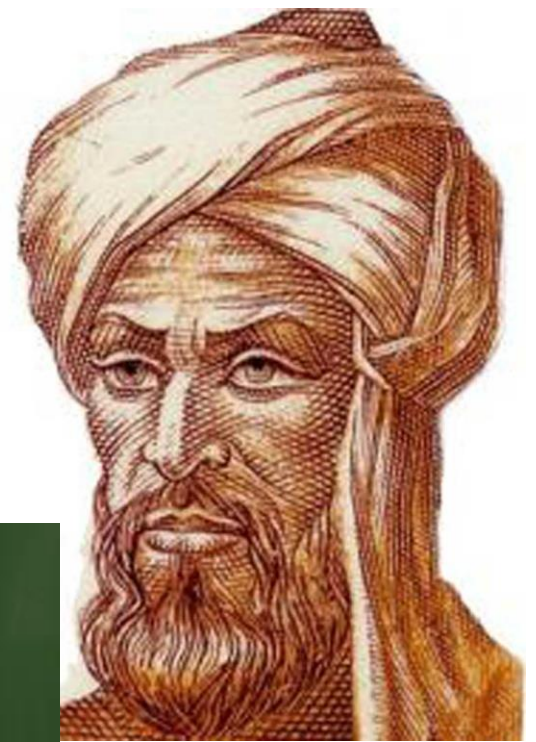
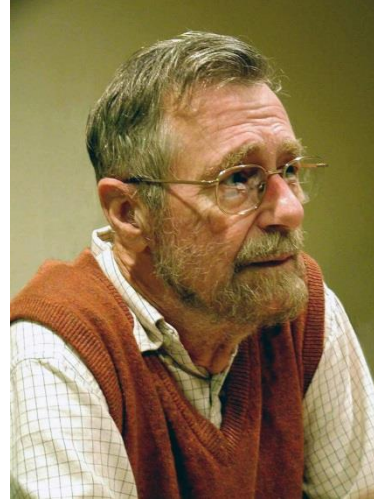


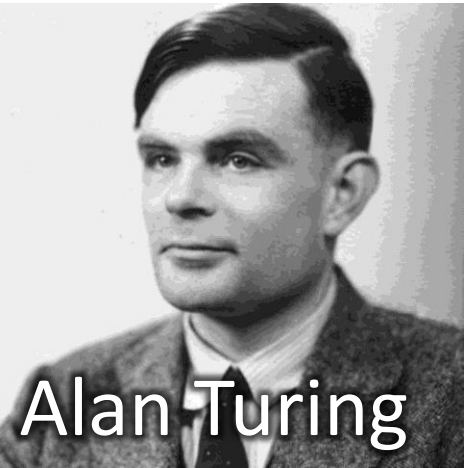
CS4102 Algorithms

Fall 2018



CS4102 Algorithms

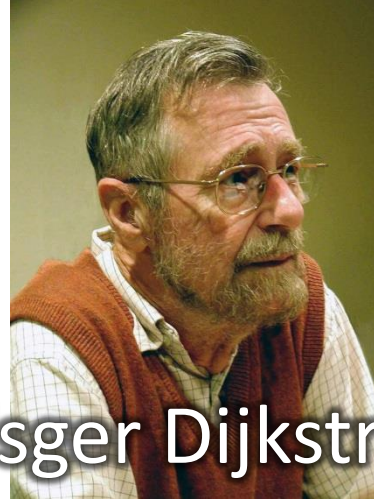
Fall 2018



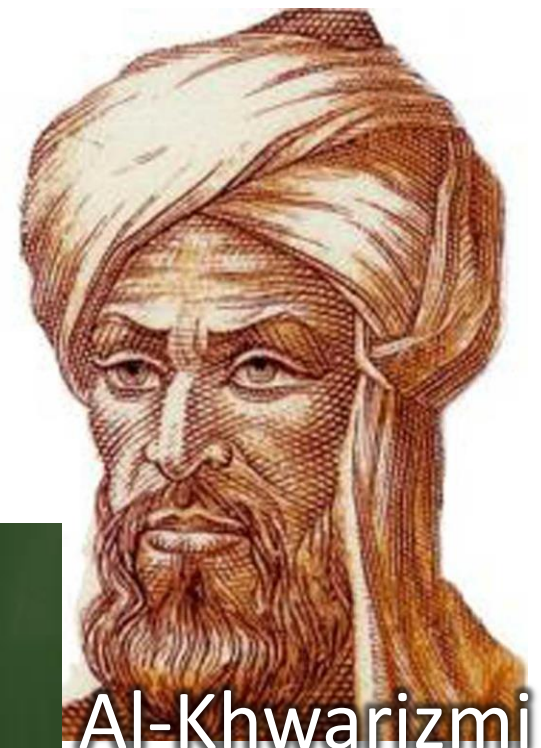
Alan Turing



Ada Lovelace



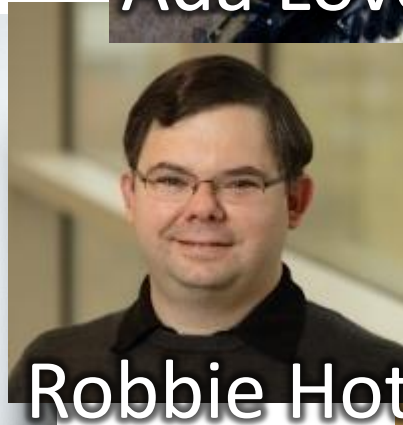
Edsger Dijkstra



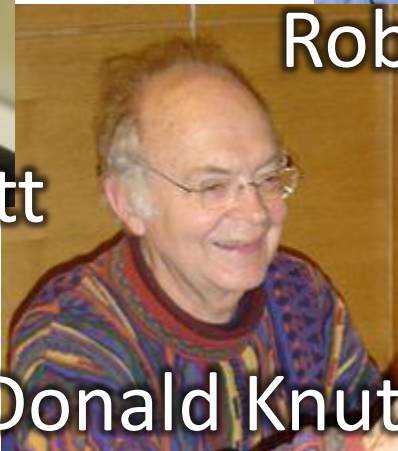
Al-Khwarizmi



Tony Hoare



Robbie Hott



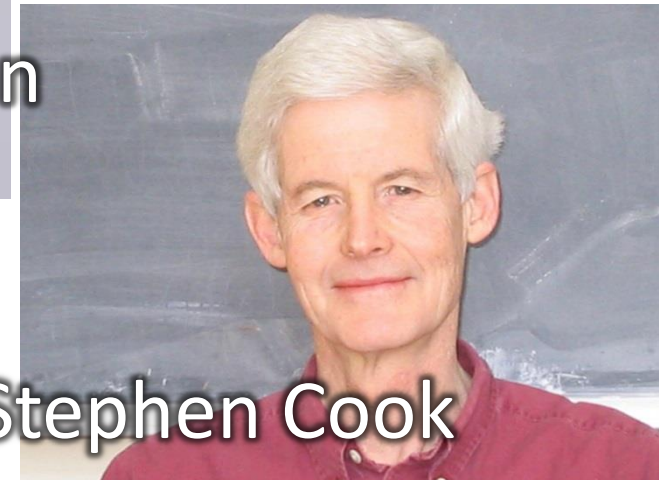
Donald Knuth



Robert Tarjan



Nate Brunelle



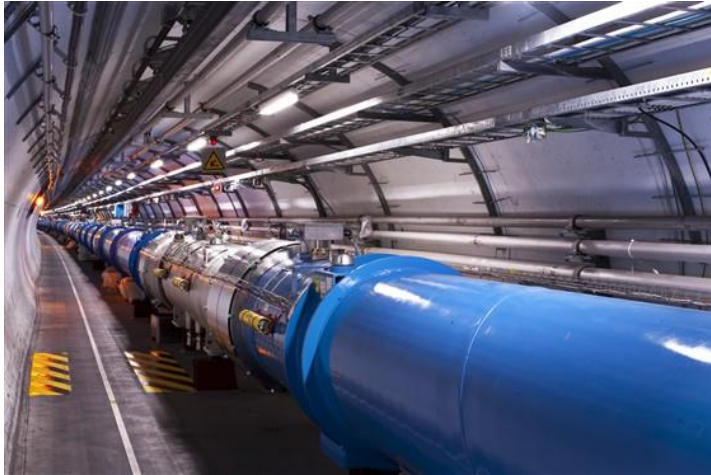
Stephen Cook

What is an algorithm?

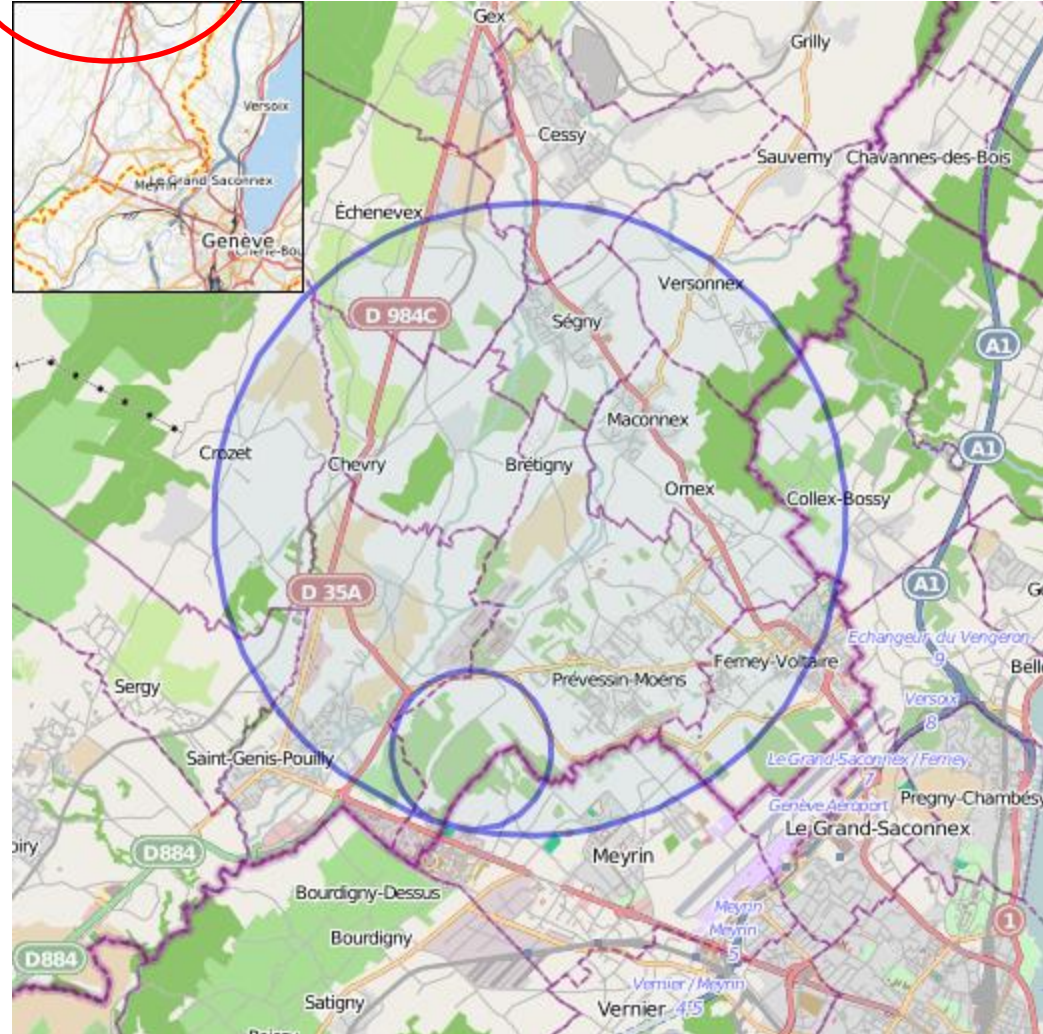
- In mathematics and computer science, an algorithm is a self-contained sequence of actions to be performed. Algorithms can perform calculation, data processing and automated reasoning tasks. [Wikipedia]
- [Motivating example](#)

Need an accurate
approximation

π



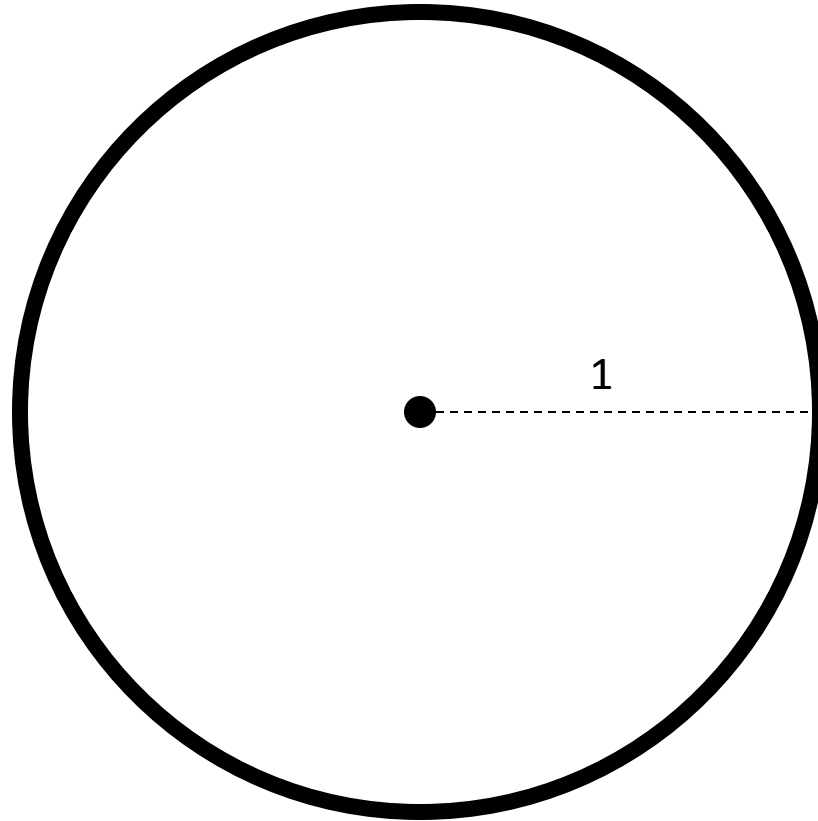
How much concrete
do I need?



4.3km (2.7mi) diameter

π Approximation Algorithm

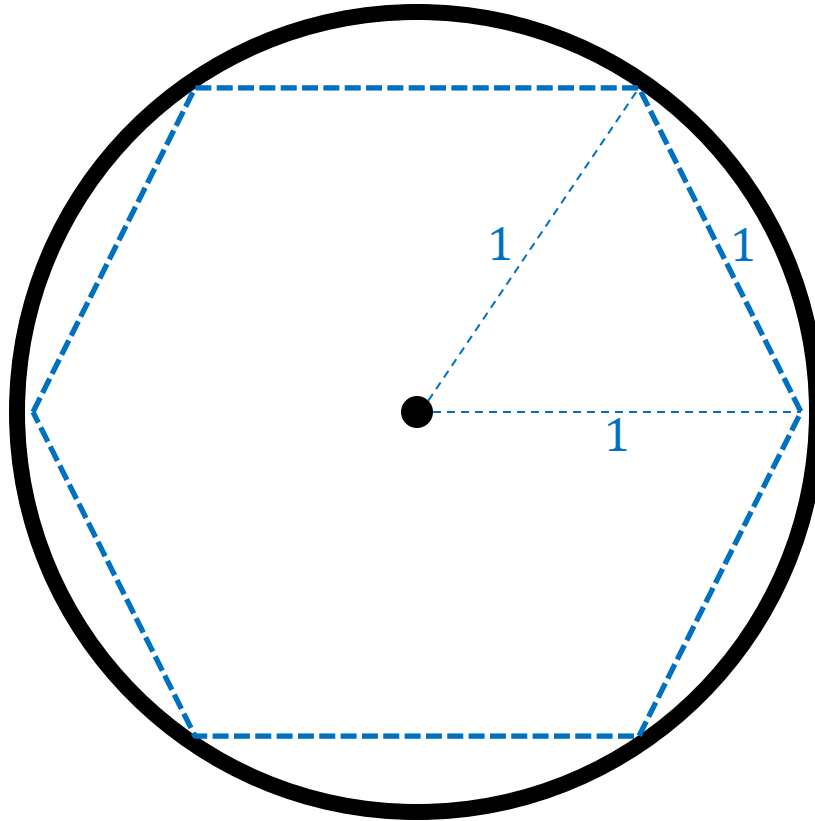
$$\pi = 3.14159265359\dots$$



$$\text{Circumference} = 2\pi$$

π Approximation Algorithm

$$\pi = 3.14159265359\dots$$



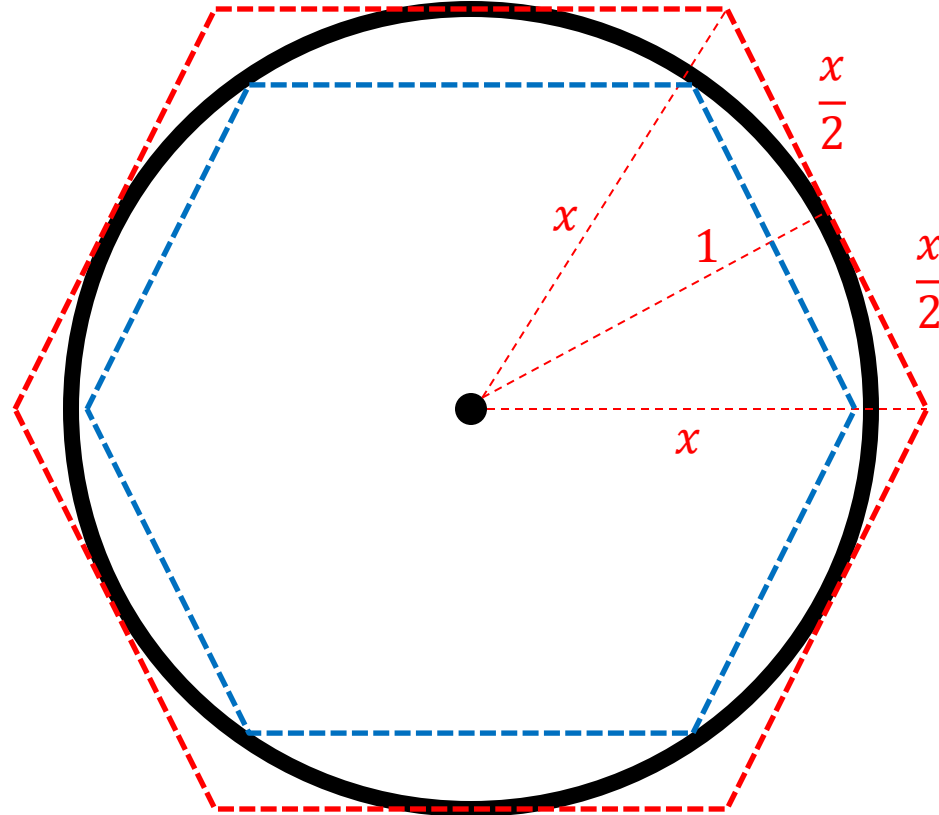
$$2\pi > \text{Perimeter} = 6$$

π Approximation Algorithm

$$\pi = \boxed{3.1}4159265359\dots \quad \text{1 digit correct}$$

Solve for x

$$x = \frac{2}{\sqrt{3}}$$

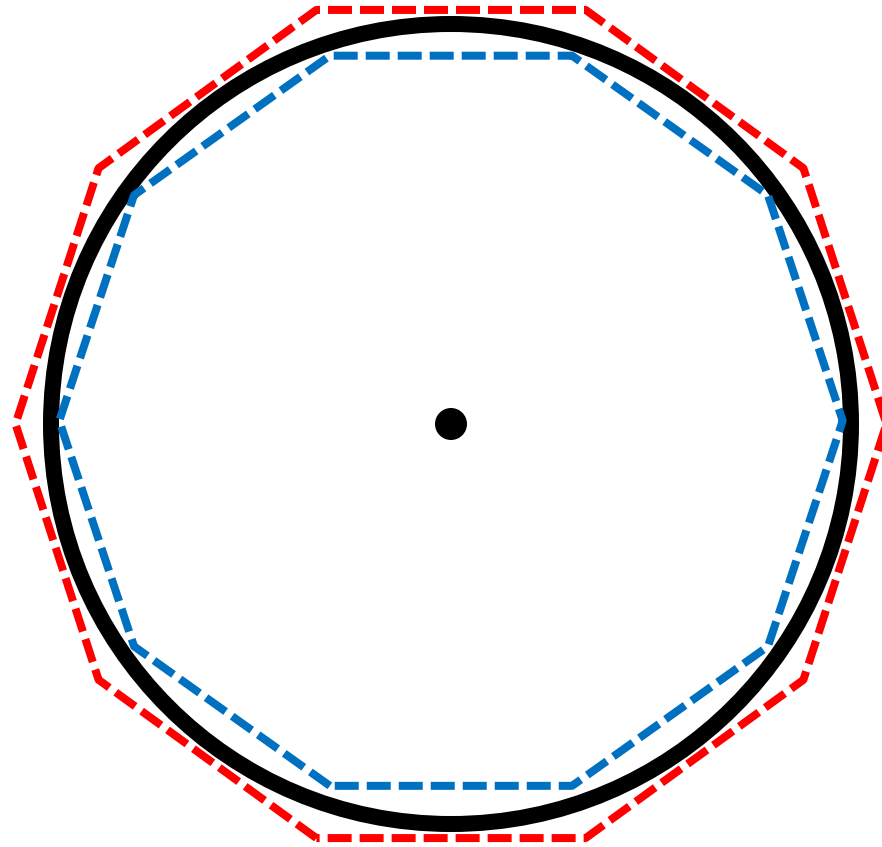


$$\frac{12}{\sqrt{3}} = \text{Perimeter} > 2\pi > \text{Perimeter} = 6$$

$$3.46 > \pi > 3$$

π Approximation Algorithm

$\pi = 3.14159265359\dots$ 3 digits correct



$$6 + \frac{20}{70} = \text{Perimeter} > 2\pi > \text{Perimeter} = 6 + \frac{20}{71}$$
$$3.14285 > \pi > 3.14084$$

How to analyze this approach?

- How fast do we “converge”?
- How much work is needed to do better?



Better π Approximation (Ramanujan)

$$\frac{1}{\pi} = \frac{2\sqrt{2}}{9801} \sum_{k=0}^{\infty} \frac{(4k)! (1103 + 26390k)}{(k!)^4 396^{4k}}$$

$\pi =$ 3.14159265358979323846264338327950288419716939937510582

$k = 0$

$\pi \approx 3.1415927$

8 digits per iteration!

$k = 1$

$\pi \approx 3.1415926535897938$

Goals

- Create an awesome learning experience
- Instill enthusiasm for problem solving
- Give broad perspective on Computer Science
- Have fun!

Warning

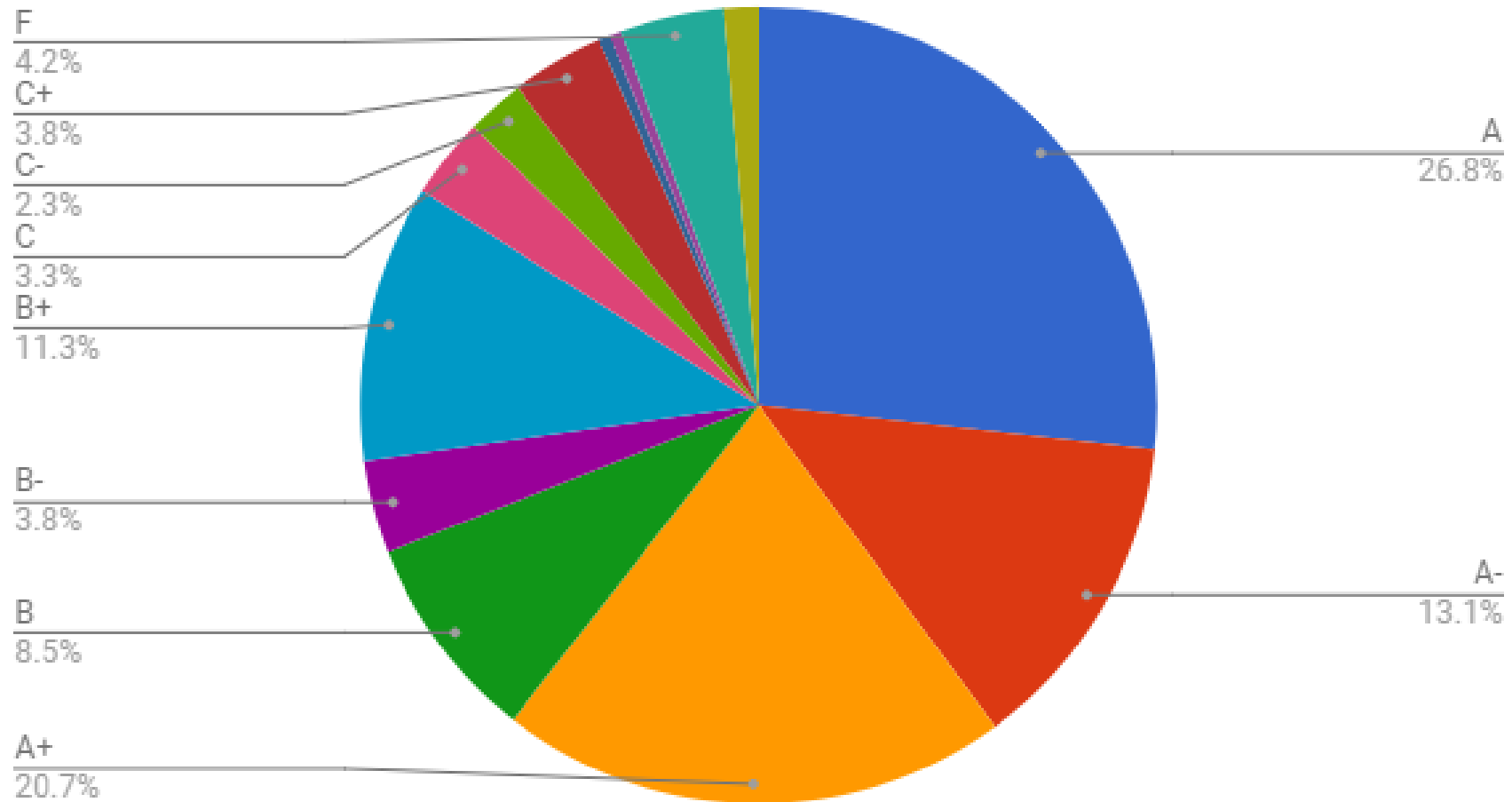
- This will be a very difficult class
 - Hard material
 - “Holy Grail” of computer science
 - Useful in practice
 - Job Interviews
- Lots of opportunities to succeed!
Hopefully not you...

I Quit!



- He is very reasonable in what he expects from students and makes the course appropriately hard and time consuming.
- The professor was extremely helpful both in and out of class and does not appear to give hard homework for the sake of defeating his students.
- The vast majority of the time he was able to explain the hard concepts effectively and made me more motivated and confident about the rigorous topics during the semester.
- The class is very difficult. It's not easy, but it's important material.
- The homework felt brutally difficult compared to the lecture and midterm, but was probably so for a reason.
- This class was the perfect balance of being true to the difficult course material but entirely fair
- The class was pretty difficult, but I felt like I was given more than enough resources to succeed (and do better than I actually did lol)
- He was also incredibly flexible with his assignments knowing full well that his assignments were incredibly difficult
- The homework was very difficult and I think a little too hard to get an A in
- GETTING AN A IN THIS CLASS IS HARDER THAN SNEAKING INTO THE BASE OF NSA WITH OR WITHOUT GETTING SHOT

While difficult, students have done well...



Office Hours

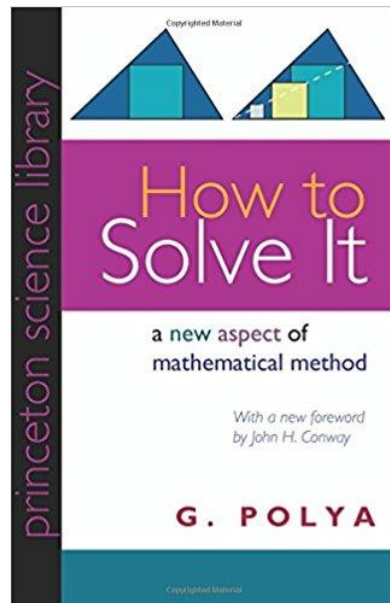
- Prof. Hott
 - Rice 210
 - Th 11am-12:30pm (this class)
 - W 2pm-3:30pm (2110)
 - By appointment
- Prof. Brunelle
 - Rice 209
 - W 4pm-6pm
 - By appointment

Requirements

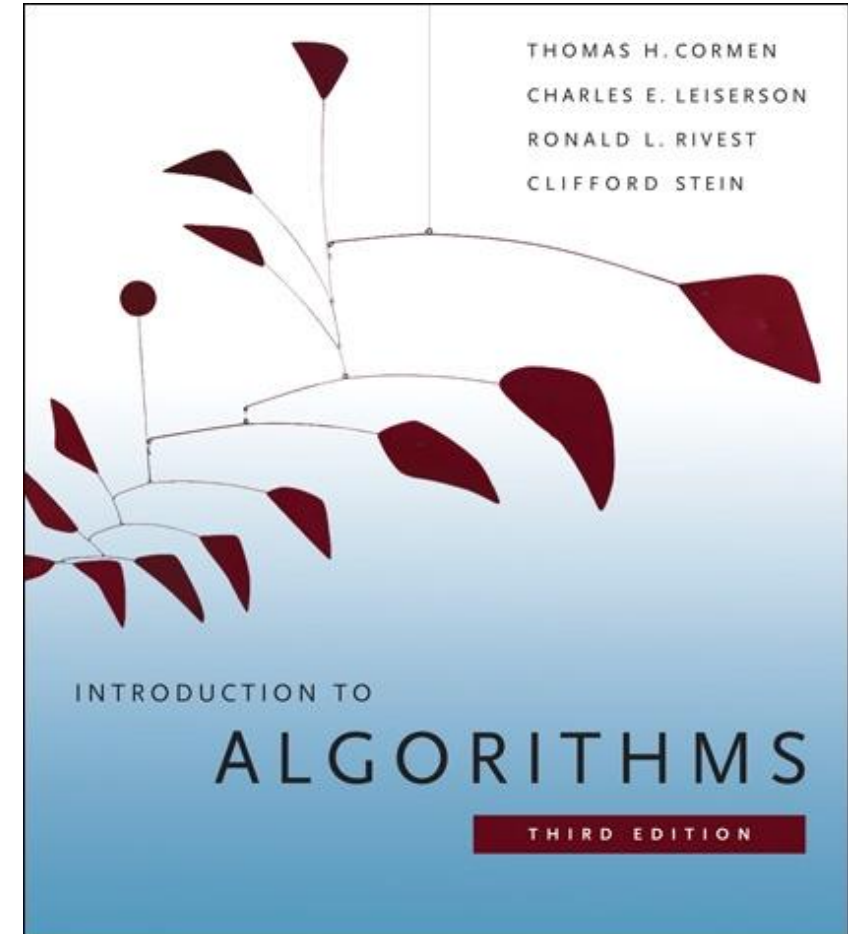
- Discrete Math (CS 2102)
- Data Structures (CS 2150)
- Derivatives, series (Calc I)
- Tenacity
- Inquisitiveness
- Creativity

Textbook

- No textbook required
- Highly recommended:

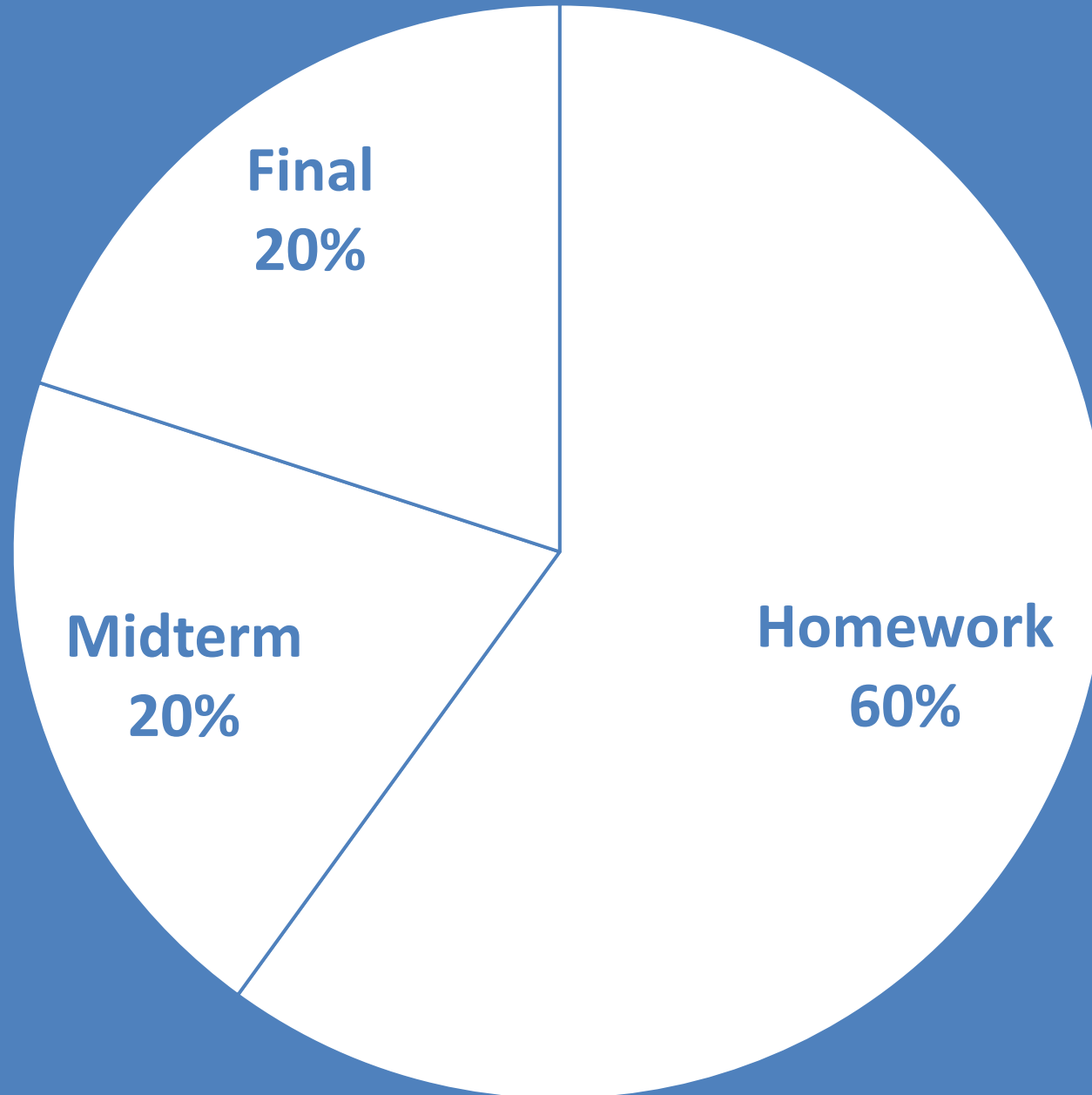


Polya. *How to Solve It*.



Cormen et al. (CLRS) *Introduction to Algorithms*. Third Edition.

Grade Breakdown



10% Extra Credit

Homework

- 11 assignments total
- Mix of written and programming assignments
- Written:
 - 2/3 of all assignments
 - Must be typeset in LaTeX (tutorial is HW0)
 - Submit as a **pdf** and a **zip** folder containing tex file and any supplements
 - Submissions without both attachments (pdf, zip) will not be graded
- Programming:
 - 1/3 of all assignments
 - Must implement in Python or Java

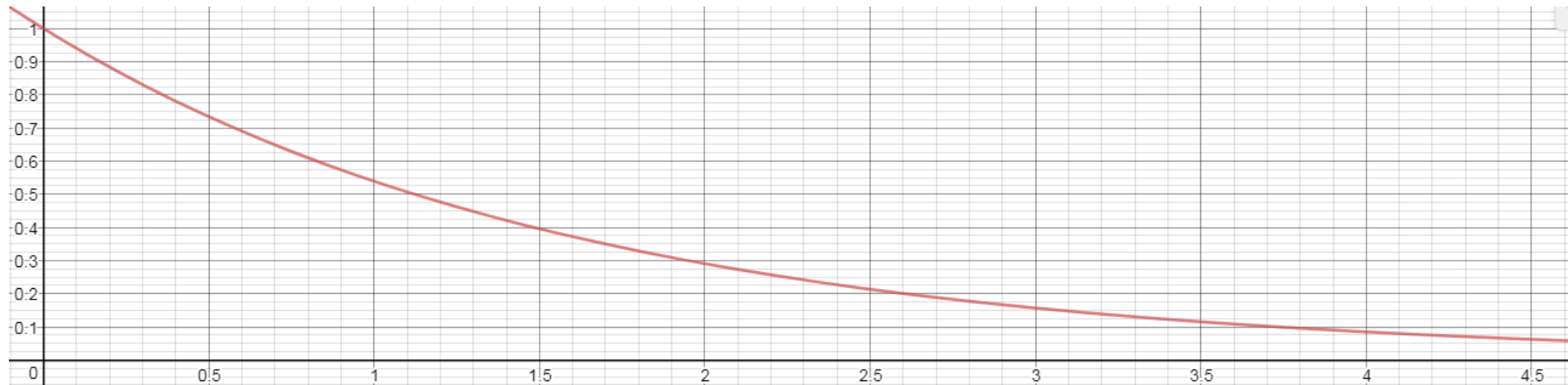
Academic Integrity

- Collaboration Encouraged!
 - Groups of up to 5 per assignment
 - List your collaborators
- Write-ups/code written independently
- Be able to explain any solution you submit!
- DO NOT seek published solutions online



Late Policy

- $grade = grade_{earned} e^{-\frac{1}{\phi} days}$
- Exponential decay
- Extra credit for the radioactive isotope with half-life closest to your homework's
- Accepted until solutions posted



Exams

- Midterm
 - Est. October 16
 - In-class / take-home hybrid
- Final
 - Registrar's official date/time
 - Monday 12/10, 2-5pm (9:30am section)
 - Monday 12/17, 9am-12pm (2pm section)
- You **must** show up to the correct section's exam
 - midterm and final

Regrades

- Conducted in person w/ Prof Hott or Prof Brunelle
 - Tuesday 4pm-5pm
 - By appointment

Extra credit

- Given for extraordinary acts of engagement
 - Good questions/comments
 - Quality discussions
 - Problem solving session attendance
 - Analysis of current events
 - References to arts
 - Extra credit projects
 - Slide corrections
 - Etc. Just ask!
- Email: **extra.credit.cs4102@gmail.com**

Feedback

- I am not a course dictator, I am a civil servant
- I'm open to any suggestion to help you learn
- Let me know!
 - In person
 - Email
 - Piazza
 - Anonymous feedback (as long as it's constructive)

Attendance

- How many people are here today?
- Naïve algorithm
 1. Everyone stand
 2. Professor walks around counting people
 3. When counted, sit down
- Run time?
 - Class of n students
 - $O(n)$
- Other suggestions?

Better Attendance

1. Everyone Stand
2. Initialize your “count” to 1
3. Greet a neighbor who is standing: share your name, full date of birth(pause if odd one out)
4. If you are older: give “count” to younger and sit.
Else if you are younger: add your “count” with older’s
5. If you are standing and have a standing neighbor, go to 3

