# **Programming Concepts**

Part 3: Where do algorithms come from?

#### So far:

- How to give a specification for an algorithmic problem
- A language for writing down algorithms (= solutions to algorithmic problems)

Now: how do you come up with those solutions?

#### How to solve a problem

#### Polya: How to solve it. Princeton U.P. 1973

- (1) Understand the problem
- (2) Devise a plan for solving the problem
- (3) Carry out the plan
- (4) Evaluate the solution for accuracy

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#### Steps not sequential

- (1) always comes first
- during (3) may realise (1) not achieved
- during (3) may realise (2) is incorrect

- (1) Understand the problem
- (2) Get an idea of how an algorithm might solve problem
- (3) Check out idea
- (4) Formulate idea as an algorithm
- (5) Evaluate algorithm for correctness, efficiency
- (6) Implement algorithm in favourite programming language

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#### Caveat:

There are no good algorithms for discovering algorithms

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  - · check problem specification
  - · does it make sense?
  - · boundary cases?
  - tackle simple instances

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### Algorithm development

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**Input:** array A[1, ..., n] and item M

#### Required output:

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**Idea:** scan through the list until we find *M* 

#### Algorithm development

- Understand the problem
  - · check problem specification
  - · does it make sense?
  - boundary cases?
  - · tackle simple instances
- Get an idea
  - · Where from ?
  - there are no good algorithms for getting ideas
- 3. Two general approaches
  - top-down
  - bottom-up

#### **Top-down problem solving**

- (1) Don't solve the entire problem
- (2) Reduce problem to sub-problems
- (3) Tackle sub-problems
- (4) Eventually end up with trivial problems

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#### Caveat:

Not necessarily sequential

- Reduction to sub-problems may not work
- Sub-problems may be more difficult than original problem

#### **Bottom-up problem solving**

- 1. Think directly about the problem itself
- 2. Examine simple instances
- 3. Solve simple/trivial instances of problem
- 4. Research algorithmic solutions to similar problems in literature
- 5. Try to understand intuitive mechanisms used in (3)
- 6. Try to extend (3) to slightly more complicated instances
- 7. Get an idea for general algorithm
- 8. Formulate potential algorithm, and evaluate

### **Summing up: Algorithm development**

#### Best approach:

#### Use

- Bottom-up
- Top-down

approaches simultaneously

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#### Best approach:

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- There is no algorithm for . . .
- Develop intuition from experience
- Develop familiarity with sources for common algorithms

Worked example 1: Searching an array

## Problem specification:

**Input:** array  $A[1 \dots n]$  and item M

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Straightforward:

- scan through the array A
- compare each element in turn with M

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- scan through the array A
- compare each element in turn with M

#### Write up algorithm

• For-loop or While-loop?

#### Sequential search: For-loop

```
Input: Array A[1 \dots n], item M
Output: true, if M in A, false otherwise
FOUND \leftarrow false
for i \leftarrow 1 to n do

if A[i] = M then
I FOUND \leftarrow true
return FOUND
```

#### Sequential search: For-loop

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Input: Array A[1 ... n], item M
Output: true, if M in A, false otherwise
FOUND \leftarrow false
for i \leftarrow 1 to n do

if A[i] = M then
FOUND \leftarrow true
return FOUND
```

- Many unnecessary comparisons
- · On average the entire array need not be searched

#### Sequential search: While-loop

```
Input: Array A[1 ... n], item M

Output: true, if M in A, false otherwise

FOUND ← false

PTR ← 1

while not FOUND and PTR ≤ n do

if A[PTR] = M then

I FOUND ← true

PTR ← PTR + 1

return FOUND
```

Worked example 2: Sorting an array

**Problem specification:** 

**Input:** array *A*[1 . . . *n*]

Required output: A sorted

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 $C D A B \rightarrow A B C D$ 

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MAGF

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Required output: A sorted

Constraint: Sorting to be in situ

#### **Understand the problem:**

Only interchanges within A allowed

#### Do simple instances:

 $\mathsf{M} \ \mathsf{A} \ \mathsf{G} \ \mathsf{F} \ \to \ \mathsf{A} \ \mathsf{F} \ \mathsf{G} \ \mathsf{M}$ 

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Isolate effective interchanges

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## Isolate effective interchanges

- first most effective interchange:
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- second most effective interchange:
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- third most effective interchange:
   Interchange A[3] with third smallest element fourth . . . . .

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#### **Evaluate idea:**

D C A B

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#### **Evaluate idea:**

 $\mathsf{D} \ \mathsf{C} \ \mathsf{A} \ \mathsf{B} \qquad o \qquad \mathsf{A} \ \mathsf{C} \ \mathsf{D} \ \mathsf{B}$ 

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#### for $i \leftarrow 1$ to n do

```
MIN \leftarrow index of i^{th} smallest element of A[1...n]; A[i] \leftrightarrow A[MIN]
```

#### Note:

- · This is not an algorithm
- · This is a reduction

## Sorting: a fuzzy "algorithm"

# Roughly:

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for i \leftarrow 1 to n do
```

```
MIN \leftarrow index of i^{th} smallest element of A[1...n]; A[i] \leftrightarrow A[MIN]
```

#### Note:

- · This is not an algorithm
- This is a reduction to the problem:

Find the ith smallest element in an array

## We need to solve:

Find the *i*<sup>th</sup> smallest element in an array

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#### We need to solve:

Find the *i*<sup>th</sup> smallest element in an array

#### Or do we?

```
for i \leftarrow 1 to n do
```

```
	ext{MIN} \leftarrow 	ext{index of } i^{th} 	ext{ smallest element;} A[i] \leftrightarrow A[	ext{MIN}] // 	ext{ invariant: } A[1...i] 	ext{ sorted}
```

#### **Because of invariant:**

- *i*<sup>th</sup> smallest element of *A*[1 . . . *n*]
- smallest element of A[i...n]

are the same

```
for i \leftarrow 1 to n do 
 | MIN \leftarrow index of smallest element of A[i \dots n]; 
 A[i] \leftrightarrow A[\text{MIN}] // invariant: A[1 \dots i] sorted
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```
for i \leftarrow 1 to n do

MIN \leftarrow index of smallest element of A[i \dots n];

A[i] \leftrightarrow A[\text{MIN}] // \text{invariant} : A[1 \dots i] \text{ sorted}
```

## **Progressing:**

# for $i \leftarrow 1$ to n do MIN $\leftarrow$ index of smallest element of $A[i \dots n]$ ; $A[i] \leftrightarrow A[\text{MIN}]$ // invariant: $A[1 \dots i]$ sorted

## **Progressing:**

Look up algorithm for finding smallest element in an array

# for $i \leftarrow 1$ to n do MIN $\leftarrow$ index of smallest element of $A[i \dots n]$ ; $A[i] \leftrightarrow A[\text{MIN}]$ // invariant: $A[1 \dots i]$ sorted

## **Progressing:**

- · Look up algorithm for finding smallest element in an array
- Adapt to finding index of smallest element in A[i...n]

```
Input: Array A[1 . . . n]
Output: array A sorted
for i \leftarrow 1 to n do
     // maintains A[1...i] sorted
    MINPTR \leftarrow i
    for j \leftarrow (i+1) to n do
   if A[j] < A[MINPTR] then
| MINPTR \leftarrow j
A[i] \leftrightarrow A[MINPTR]
return A
```

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Input: Array A[1 \dots n]
Output: array A sorted
for i \leftarrow 1 to n do
     // maintains A[1...i] sorted
    MINPTR \leftarrow i
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return A
```

Evaluate algorithm for correctness, efficiency

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Input: Array A[1 \dots n]
Output: array A sorted
for i \leftarrow 1 to n do
    // maintains A[1...i] sorted
   MINPTR \leftarrow i
    for j \leftarrow (i+1) to n do
   if A[j] < A[MINPTR] then
| MINPTR \leftarrow j
A[i] \leftrightarrow A[MINPTR]
return A
Evaluate algorithm for correctness, efficiency
Last iteration of loop unnecessary
```

#### Selection sort

```
Input: Array A[1 \dots n]
Output: Array A sorted
for i \leftarrow 1 to (n-1) do
    // maintains A[1 \dots i] sorted MINPTR \leftarrow i
    for j \leftarrow (i+1) to n do
     // finds smallest item in A[i \dots n] if A[j] < A[\text{MINPTR}] then | \text{MINPTR} \leftarrow j
     A[i] \leftrightarrow A[MINPTR] // swap items
return A
```

# Stepping back

## How did we get here?

- · We iterated on our first idea
- Key point: just need to make sure A[1,...,i] is sorted at every point (understand the problem!)
- This invariant made it easier to design the algorithm, and helps us see why it's correct

$$A[1] A[2] \dots A[j] A[j+1] \dots A[n]$$

is not sorted because some A[j] is greater than A[j+1]

$$A[1] A[2] ..... A[j] A[j+1] ..... A[n]$$

is not sorted because some A[j] is greater than A[j+1]

#### Solution:

Scan through the array switching all offending contiguous pairs

$$A[1] A[2] ..... A[j] A[j+1] ..... A[n]$$

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#### Solution:

Scan through the array switching all offending contiguous pairs

#### Pseudo-code:

for 
$$j \leftarrow 1$$
 to  $n-1$  do   
 | if  $A[j] > A[j+1]$  then  $A[j] \leftrightarrow A[j+1]$ 

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#### **Evaluate the idea**

- 5 **A**
- 4 G
- 3 **E**
- 2
- 1 E

5 A A 4 G G 3 B B 2 D D 1 E E

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5 A A A A 4 G G G G 3 B B B 2 D D E 7 1 E E D

	Α	Α	Α	Α	A)
4	G	G	G	G <sub>)</sub>	G <sup>)</sup>
3	В	В	B <sub>1</sub>	E	Ε
2	D E	$D_{\lambda}$	E	В	В
1	Ε	E	D	D	D

5	Α	A G B D	Α	Α	$A_{\lambda}$	G
4	G	G	G	G)	G <sup>)</sup> '	Α
3	В	В	B <sub>1</sub>	E	E	Е
2	D	$D_{\lambda}$	E	В	В	В
1	Ε	E	D	D	D	D

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- New idea: repeat this procedure again and again, so larger items gradually bubble upwards
- Repeat n-1 times where n size of array

```
Input: Array A[1 ... n]
Output: Array A sorted
for i \leftarrow 1 to (n-1) do

for j \leftarrow 1 to (n-1) do

if A[j] > A[j+1] then A[j] \leftrightarrow A[j+1]
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```
Input: Array A[1 \dots n]
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# **Evaluate the proposal**

· Run on examples

```
Input: Array A[1 ... n]
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for i \leftarrow 1 to (n-1) do

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if A[j] > A[j+1] then A[j] \leftrightarrow A[j+1]
```

## **Evaluate the proposal**

- · Run on examples
- · later iterations of inner loop unnecessary

```
Input: Array A[1 \dots n]
Output: Array A sorted
for i \leftarrow 1 to (n-1) do
    // maintains A[(n-i+1)...n] sorted
    for j \leftarrow 1 to (n-1) do
// bubbles up largest element in A[1...(n-i+1)]
if A[j] > A[j+1] then
A[j] \leftrightarrow A[j+1]
```

## Summary

- Algorithmic problem solving: understand the problem!
- Decomposing the problem into smaller problems.
- Searching.
- Sorting.
- Can we do better for each of the above?

#### To Do:

- Exercises and Homeworks: check the solutions so far.
- Homeworks: Something to do for self-study.
- Exercises: Will be discussed in the exercise class.

Ask any questions at the Helpdesk/Exercise sessions.