

認識演算法

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認識演算法(Algorithm)

- Before there were computers, there were algorithm. But now that there are computers, there are even more algorithms, and algorithms lie at the heart of computing.
- 演算法舉例：厄拉托西尼篩法、輾轉相除法
- Algorithms -- The **Design** and **Analysis** of Computer Algorithms
- 演算法精確的說就是 -- 計算機方法「設計」與「分析」

認識演算法(Algorithm)

- In formally, an **algorithm** is any well-defined computational procedure that takes some value, or set of values, as **input** and produces some value, or set of values, as **output**.
- An algorithm is thus a sequence of computational steps that transform the input into the output.
- input→**algorithm**→output
- 例如：輾轉相除法

認識演算法(Algorithm)

- We can also view an **algorithm** as a tool for solving a well-specified computational problem. The statement of the problem specifies the desired input/output relationship. The algorithm describes a specific computational procedure for achieving that input/output relationship.
- Algorithms as a technology 演算法比硬體設備來得重要

For example, The sorting problem

- **Input:** A sequence of n numbers $\langle a_1, a_2, \dots, a_n \rangle$
- **Output:** A permutation (reordering) $\langle a_1', a_2', \dots, a_n' \rangle$ of the input sequence such that $a_1' \leq a_2' \leq \dots \leq a_n'$.
- For example, given the input sequence $\langle 31, 41, 59, 26, 41, 58 \rangle$, a sorting algorithm returns the output sequence $\langle 26, 31, 41, 41, 58, 59 \rangle$.
- Such an input sequence is called an instance of the sorting problem.

演算法(Algorithm)的三部曲

- 1. Design

設計演算法

- 2. Proof of Correctness

證明你所設計的演算法是正確的

- 3. Analysis

分析你所設計的演算法要用掉多少 resources -- 主要是指 time

- 這門課著重介紹已知的演算法，正確性證明較少，分析偶爾提到

Appendix: Mathematical Background

- A Summations

- A.1 Summation formulas and properties

- A.2 Bounding summations

- B Sets, Etc.

- B.1 Sets

- B.2 Relations

- B.3 Functions

- B.4 Graphs

- B.5 Trees

Appendix: Mathematical Background

- C Counting and Probability
 - C.1 Counting
 - C.2 Probability
 - C.3 Discrete random variables
 - C.4 The geometric and binomial distributions
 - C.5 The tails of the binomial distribution
- D Matrices
 - D.1 Matrices and matrix operations
 - D.2 Basic matrix properties