

Algorithm Specification

Algorithm Specification

- **Natural language** like English: we should ensure that each & every statement is definite.
- **Graphic representation** called flowchart: This method will work well when the algorithm is small & simple.
- **Pseudo-code**: Pseudo code is compact and has a definite syntax of its own. Algorithms appear as programs, which resembles language like Pascal & C.

```

1  Algorithm Kruskal( $E, cost, n, t$ )
2  //  $E$  is the set of edges in  $G$ .  $G$  has  $n$  vertices.  $cost[u, v]$  is the
3  // cost of edge  $(u, v)$ .  $t$  is the set of edges in the minimum-cost
4  // spanning tree. The final cost is returned.
5  {
6      Construct a heap out of the edge costs using Heapify;
7      for  $i := 1$  to  $n$  do  $parent[i] := -1$ ;
8      // Each vertex is in a different set.
9       $i := 0$ ;  $mincost := 0.0$ ;
10     while  $((i < n - 1)$  and (heap not empty)) do
11     {
12         Delete a minimum cost edge  $(u, v)$  from the heap
13         and reheapify using Adjust;
14          $j := \text{Find}(u)$ ;  $k := \text{Find}(v)$ ;
15         if  $(j \neq k)$  then
16         {
17              $i := i + 1$ ;
18              $t[i, 1] := u$ ;  $t[i, 2] := v$ ;
19              $mincost := mincost + cost[u, v]$ ;
20             Union $(j, k)$ ;
21         }
22     }
23     if  $(i \neq n - 1)$  then write ("No spanning tree");
24     else return  $mincost$ ;
25 }
```

Algorithm Specification

- **Comments** begin with `//` and continue until the end of line.
- **Blocks** represent compound statements. A compound statement is a sequence of one or more statements. Blocks are indicated with matching braces `{` and `}`.
- An **identifier** begins with a letter. The data types of variables are not explicitly declared.

Algorithm Specification

- Compound data types can be formed with records.

```
Node = Record
{
    data type-1 data-1;
    ...
    data type-n    data-n;
    Node * link;
}
```

Algorithm Specification

- **Assignment** of values to variables is done using the assignment statement.

<Variable> := <expression>;

- There are two **Boolean values** **true** and **false**.
These values are produced by

Logical Operators **and, or, not**

Relational Operators **<, <=, >, >=, =, !=**

Algorithm Specification

- **Aggregates** like arrays are represented by [and].
- **$A[1:n]$** represents an array with elements whose indices range from 1 to n.
- **$A[1:m, 1:n]$** represents a two-dimensional array.
- **$A[i]$ and $A[i, j]$** refer the elements.

Algorithm Specification

- A **conditional** statement has the following forms.

if (<condition>) then <statement-1>

if (<condition>) then <statement-1>

else <statement-2>

Algorithm Specification

- Case statement

case

```
{  
    : <condition-1> : <statement-1>  
    ...  
    : <condition-n> : <statement-n>  
    : else: <statement-n+1>  
}
```

Algorithm Specification

- **Loop** Statements:

```
while (< condition >) do  
{  
    <statement-1>  
    ...  
    <statement-n>  
}
```

Algorithm Specification

- **Loop** Statements:

```
for <var>:=<val-1> to <val-2> step  
<step> do  
{  
    <statement-1>  
    ...  
    <statement-n>  
}
```

Algorithm Specification

- Loop Statements:

repeat

{

<statement-1>

...

<statement-n>

}until (<condition>)

Algorithm Specification

- **Input and output** are done using the instructions **read & write**.
- There is only one type of procedure known as Algorithm.
- The Algorithm takes the form of a header followed by its block.

Algorithm Name (Parameter lists)

Algorithm Specification

```
Algorithm Name ( Parameter list )  
{  
    <stmt-1>  
    ...  
    <stmt-2>  
}
```