

Algorithms

Introduction (Based on [Manber 1989])

Yih-Kuen Tsay

Department of Information Management National Taiwan University

What They Are



- An algorithm is, broadly speaking, a *step-by-step* procedure for solving a problem or accomplishing some end.
- When it is meant for the (electronic) computer, each step in an algorithm should be realizable by *well-defined*, limited *primitive* operations that the computer understands.

What They Are



- An algorithm is, broadly speaking, a *step-by-step* procedure for solving a problem or accomplishing some end.
- When it is meant for the (electronic) computer, each step in an algorithm should be realizable by well-defined, limited primitive operations that the computer understands.
- You actually have learned several algorithms during your school years. Can you name one?

What They Are



- An algorithm is, broadly speaking, a *step-by-step* procedure for solving a problem or accomplishing some end.
- When it is meant for the (electronic) computer, each step in an algorithm should be realizable by *well-defined*, limited *primitive* operations that the computer understands.
- You actually have learned several algorithms during your school years. Can you name one?
- Algorithm design is an important and usually the hardest part of programming (which consists in finding/devising a solution and translating it into a computer program).
- Better algorithms (designed once, used forever) save more time and money.

Development of an Algorithm



- We typically are given a problem statement, including input and output requirements, that is an abstract yet accurate and precise account of the problem to be solved and the properties of a satisfactory solution.
- The development of an algorithm involves the following tasks:
 - 1. Design (main subject of this course)
 - 2. Verification (or Proof of Correctness)
 - 3. Analysis
 - 4. Implementation (in some programming language)

(May need to iterate.)

Main Concerns



- 😚 Why is algorithm design difficult?
 - Computers are different from humans; they are very fast and can handle much larger amounts of data.
 - Counterintuitive approaches may be needed, because of large problem scales.
 - Better solutions, if worthwhile (with greater payoffs), may be more complicated.
- How do we approach it?

A Creative Approach to the Subject



- Emphasis of the creative side
 - not only memorizing solutions
 - 🌞 but also learning to create by trying to create
- Induction as one central design method
 - to explain/understand the principles behind a design
 - to systematically guide the creation process

Design by Induction



- Design by induction draws analogies from proving theorems by mathematical induction.
- In a proof by induction, we do not prove a statement from scratch, but rather we show
 - the correctness of the statement follows from that of the same statement for smaller instances and
 - 2. the correctness of the statement for a small base case.
- This suggests an approach to algorithm design that concentrates on extending solutions for smaller problem instances to solutions for larger ones.
- Induction may not solve every problem, but is very helpful.