

# **Algorithms**

Introduction (Based on [Manber 1989])

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### 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 computer, each step in an algorithm should be realizable by *well-defined*, limited *primitive* operations that the computer understands.
- 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

(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?

### 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**



- Draw analogies from proving theorems by mathematical induction.
- Concentrate on extending solutions for smaller problem instances to solutions for larger ones.
- 📀 Induction may not solve every problem, but is helpful.