


Introduction to Algorithms

What are algorithms?

algorithm

/ˈalgərɪð(ə)m/ 

noun

noun: **algorithm**; plural noun: **algorithms**

a process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.

"a basic **algorithm** for division"

Origin



late 17th century (denoting the Arabic or decimal notation of numbers): variant (influenced by Greek *arithmos* 'number') of Middle English *algorism*, via Old French from medieval Latin *algorismus*. The Arabic source, *al-Ḳwārizmī* 'the man of Ḳwārizm' (now Khiva), was a name given to the 9th-century mathematician Abū Ja'far Muhammad ibn Mūsa, author of widely translated works on algebra and arithmetic.

British Dictionary definitions for algorithm

algorithm

noun

1. a logical arithmetical or computational procedure that if correctly applied ensures the solution of a problem: Compare [heuristic](#)
2. **logic maths** a recursive procedure whereby an infinite sequence of terms can be generated

French name: **algorism**

Derived Forms

algorithmic, adjective

algorithmically, adverb

Word Origin

C17: changed from algorism, through influence of Greek *arithmos* number

Collins English Dictionary - Complete & Unabridged 2012 Digital Edition

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Publishers 1998, 2000, 2003, 2005, 2006, 2007, 2009, 2012

algorithm in Science

algorithm

[ăl'gə-rĭð'am]

1. A finite set of unambiguous instructions performed in a prescribed sequence to achieve a goal, especially a mathematical rule or procedure used to compute a desired result. Algorithms are the basis for most computer programming.

The American Heritage® Science Dictionary

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Combining definitions...

Algorithm (noun):

A finite sequence of unambiguous steps that solves a specific problem.

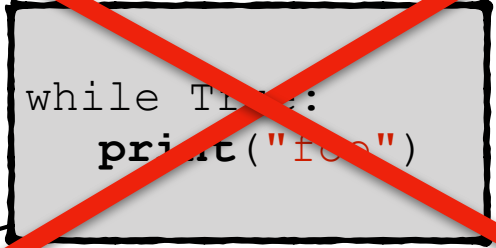
Combining definitions...

```
while True:  
    print("foo")
```

Algorithm (noun):

A *finite* sequence of *unambiguous* steps that solves a specific problem.

Combining definitions...



```
while True:  
    print("foo")
```

Algorithm (noun):

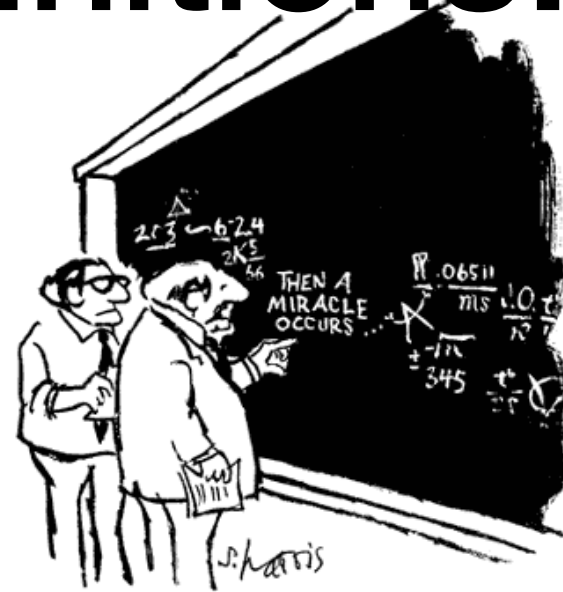
We want our algorithms to **terminate!**

A *finite* sequence of *unambiguous* steps that solves a specific problem.

Combining definitions...

Algorithm (noun):

A finite sequence of unambiguous steps that solves a specific problem.



"I think you should be more explicit here in step two."

Combining definitions...

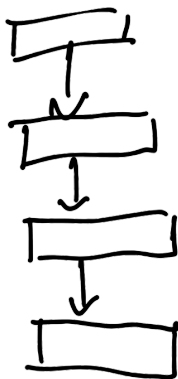
Algorithm (noun):

A finite sequence of unambiguous steps that solves a specific problem.

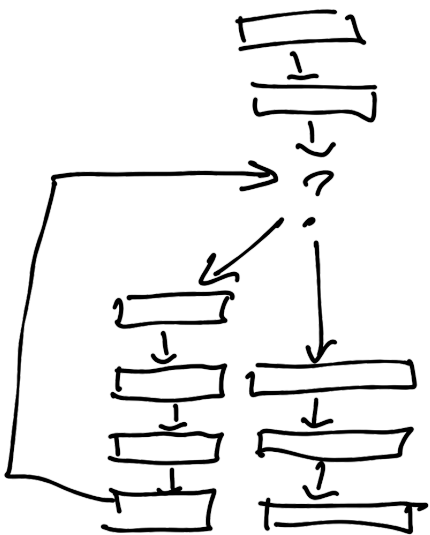


Building-blocks in Programming and in Algorithms

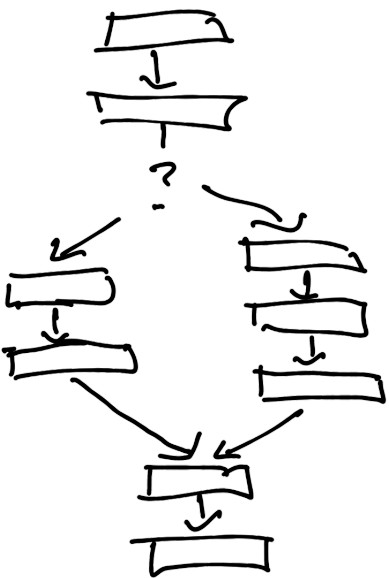
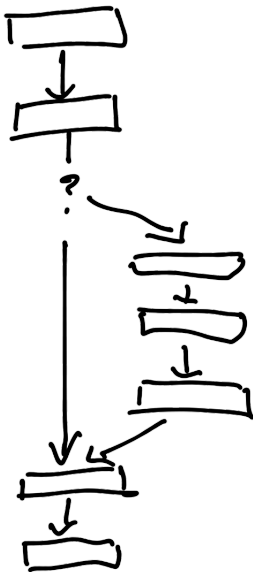
Sequential



Looping

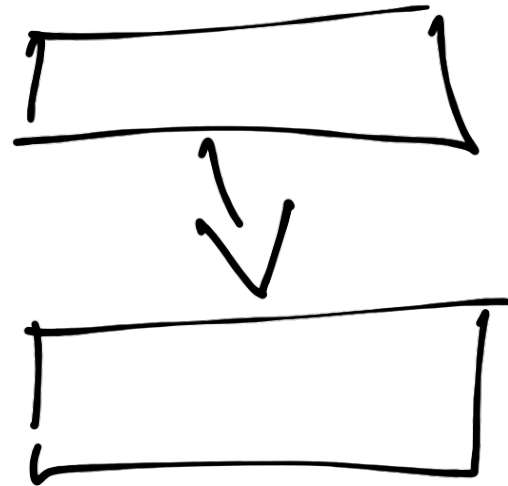


Branching



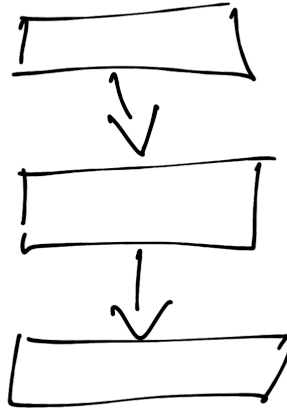
Sequential execution

```
print("Hello")  
print("World")
```



Variables (program state)

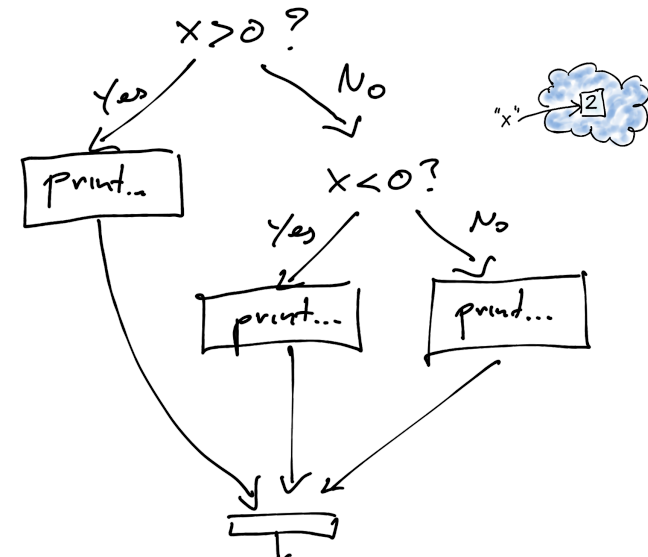
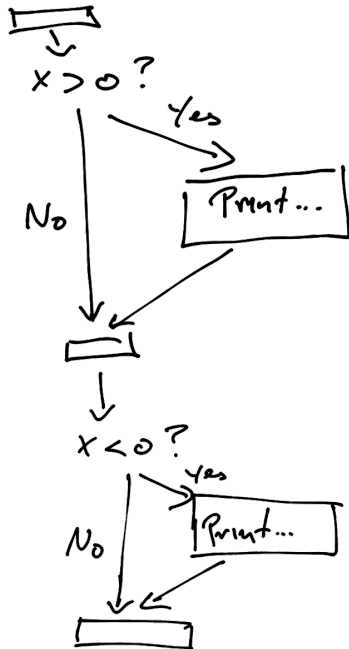
```
x = 2  
y = 2 * x  
print(x, y)
```



Branching

```
if x > 0:  
    print("x is positive")  
if x < 0:  
    print("x is negative")
```

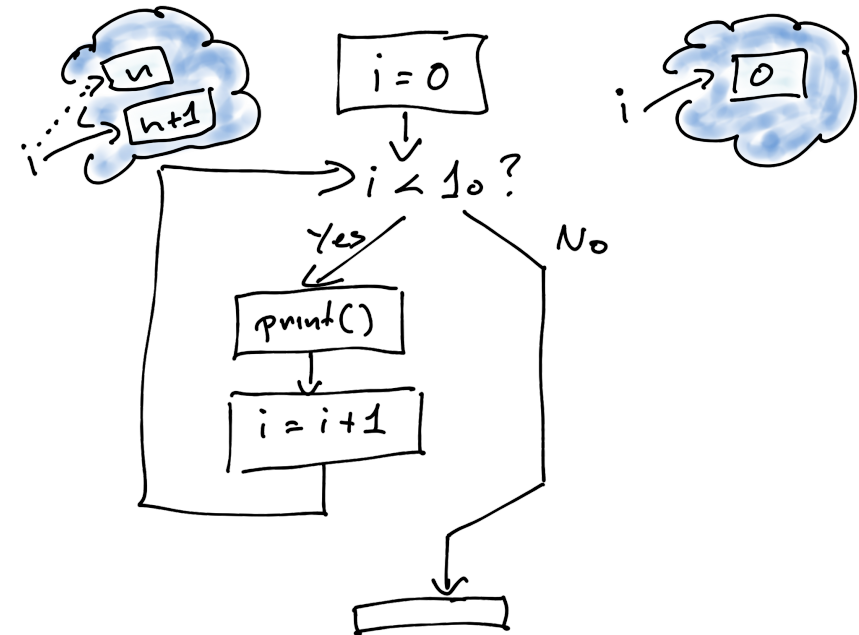
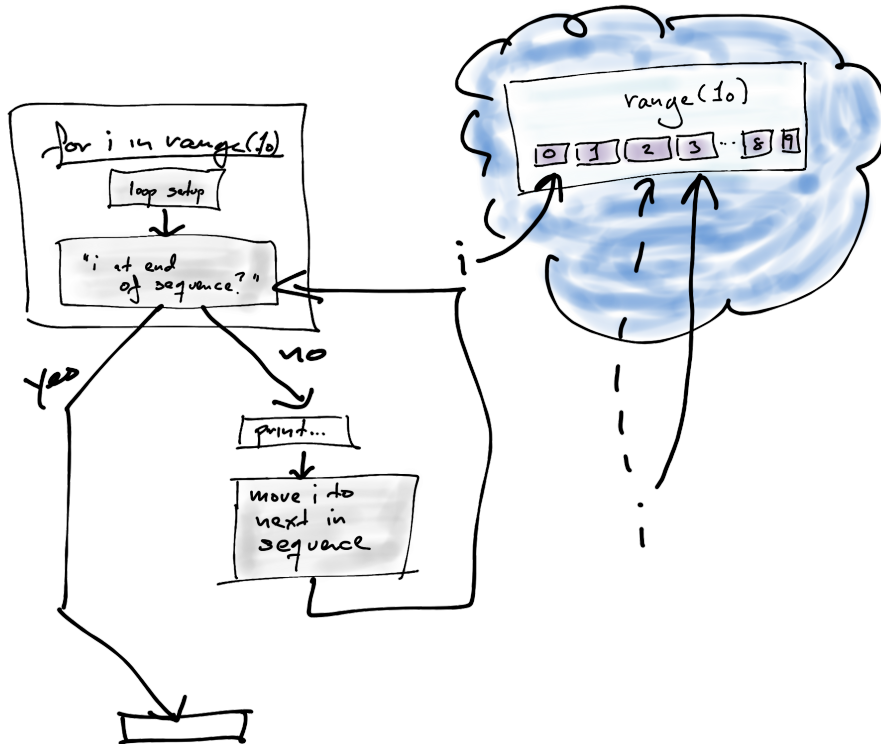
```
if x > 0:  
    print("x is positive")  
elif x < 0:  
    print("x is negative")  
else:  
    print("x is zero")
```



Looping

```
for i in range(10):  
    print("i =", i)
```

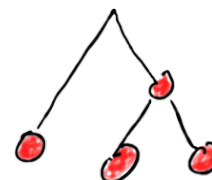
```
i = 0  
while i < 10:  
    print("i =", i)  
    i = i + 1
```



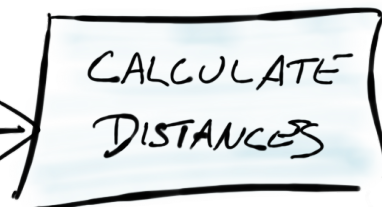
**Designing algorithms:
Breaking down problems
to smaller parts**

Levels of details

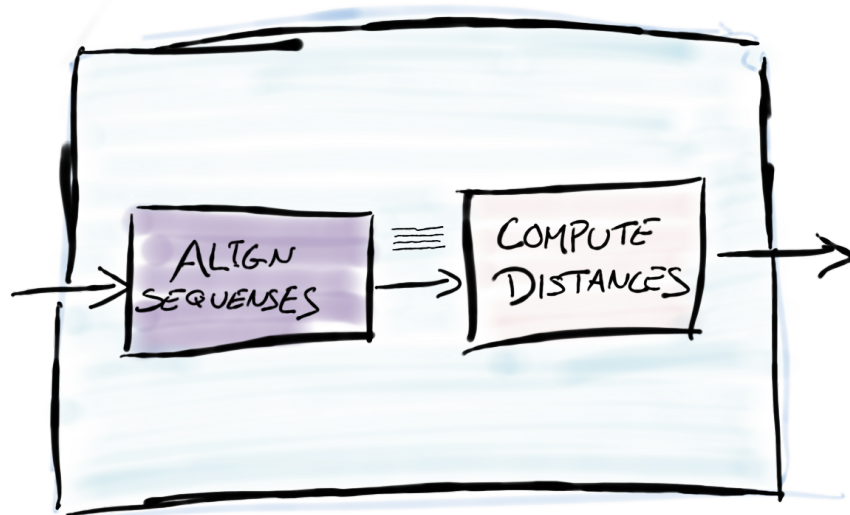
-ACCATGATG-
-ACGATCATG-
-TCCATGAGG-
" "



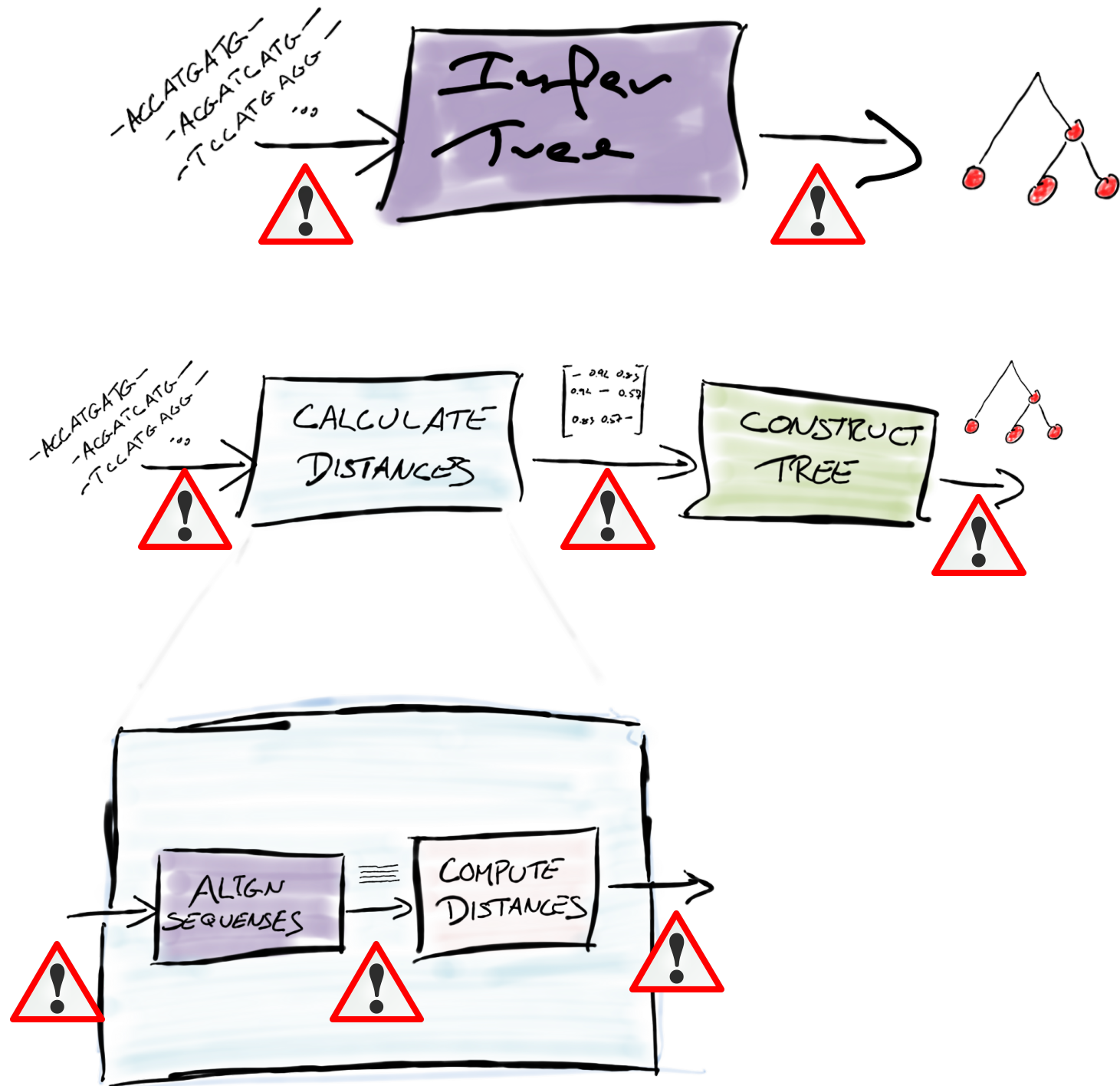
-ACCATGATG-
-ACGATCATG-
-TCCATGAGG-
" "



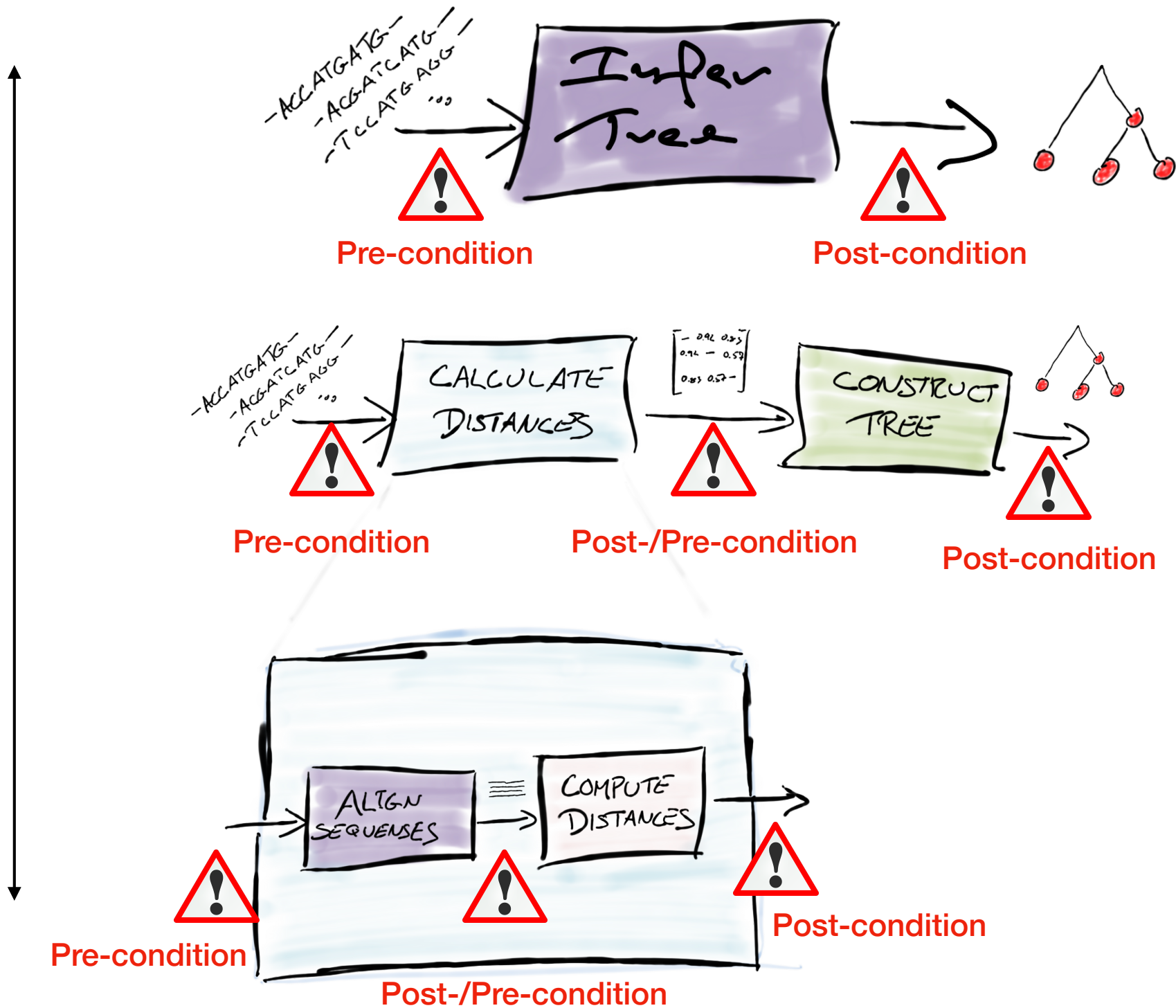
$\begin{bmatrix} - & 0.92 & 0.57 \\ 0.92 & - & 0.59 \\ 0.57 & 0.59 & - \end{bmatrix}$

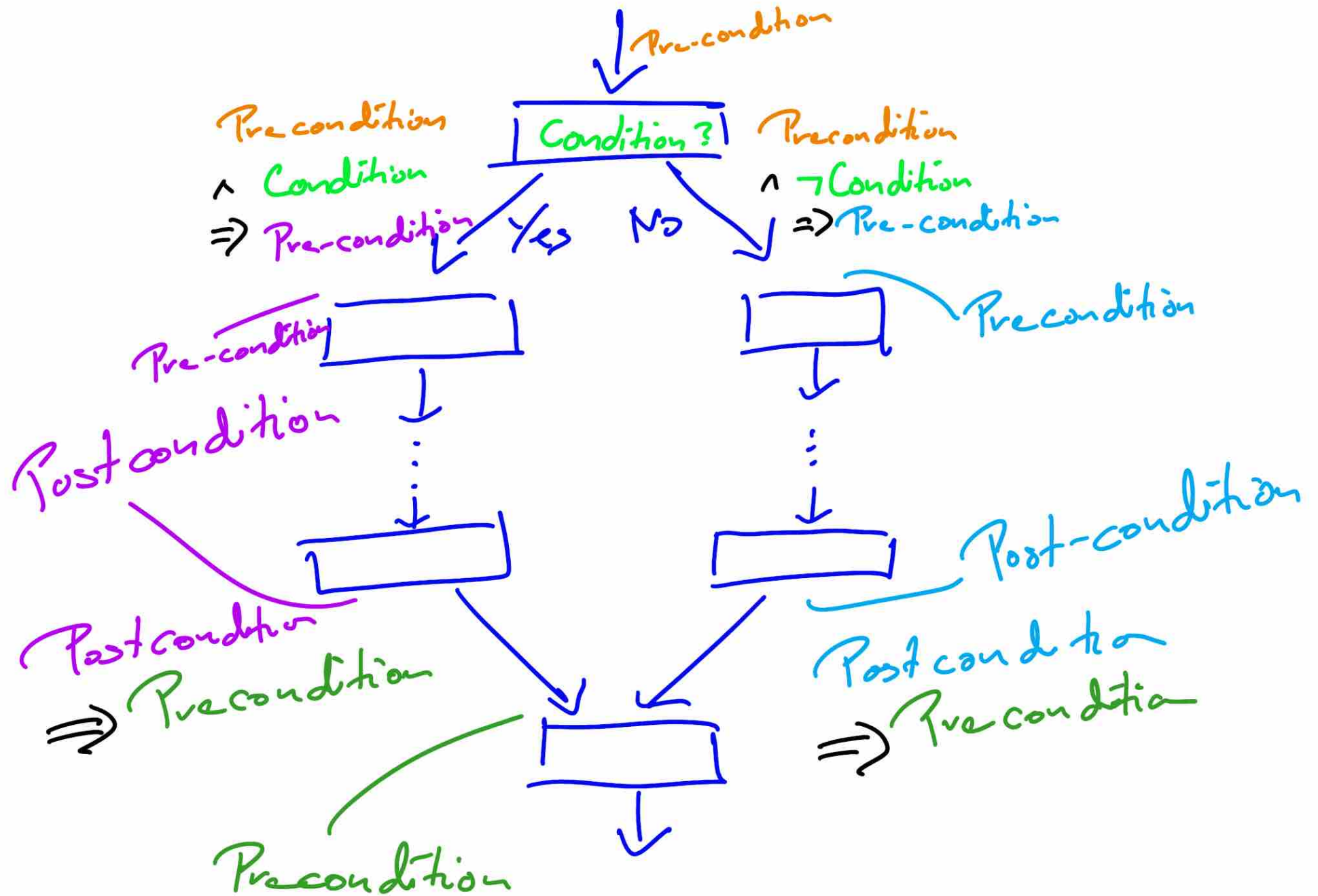


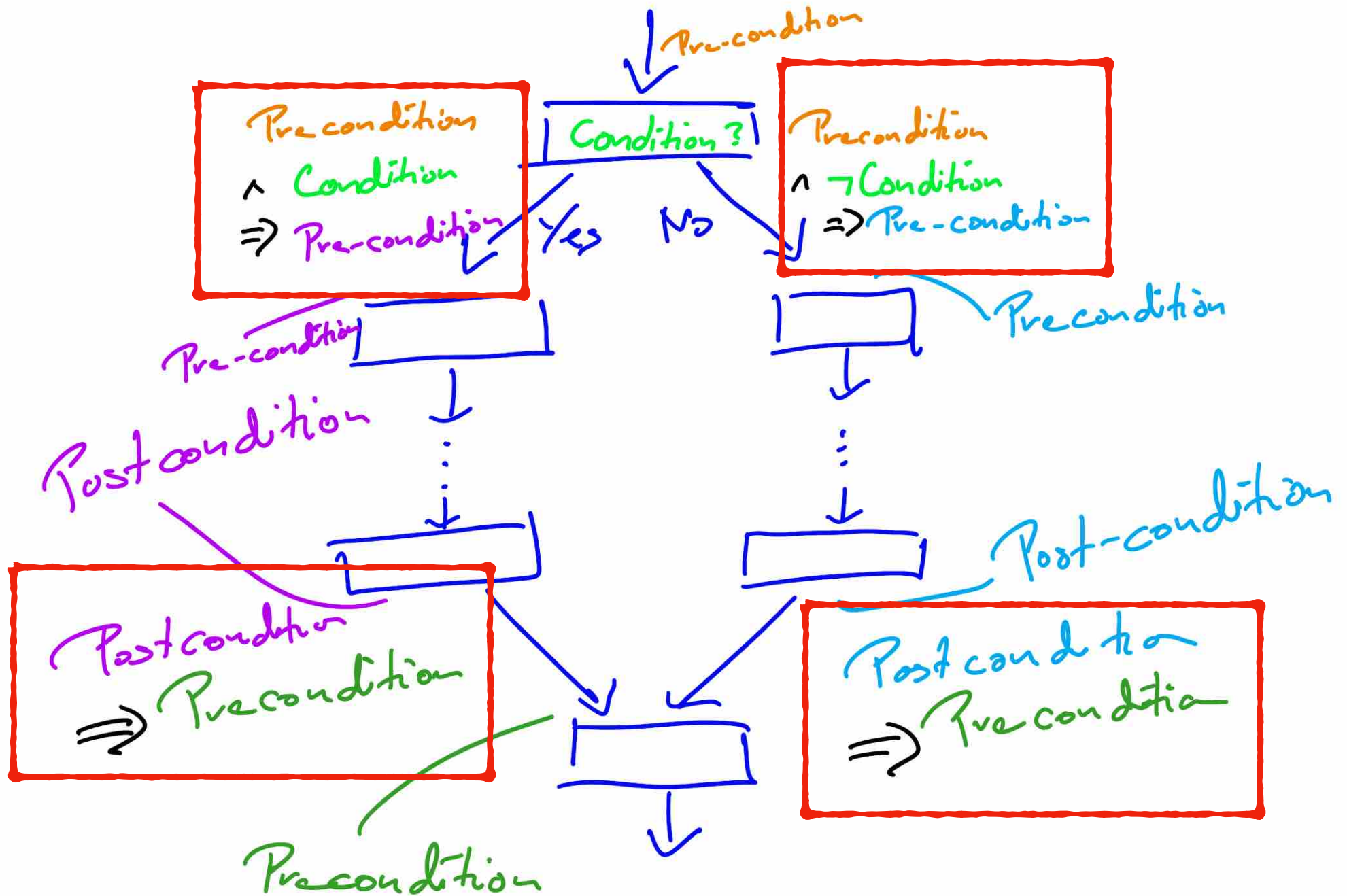
Levels of details

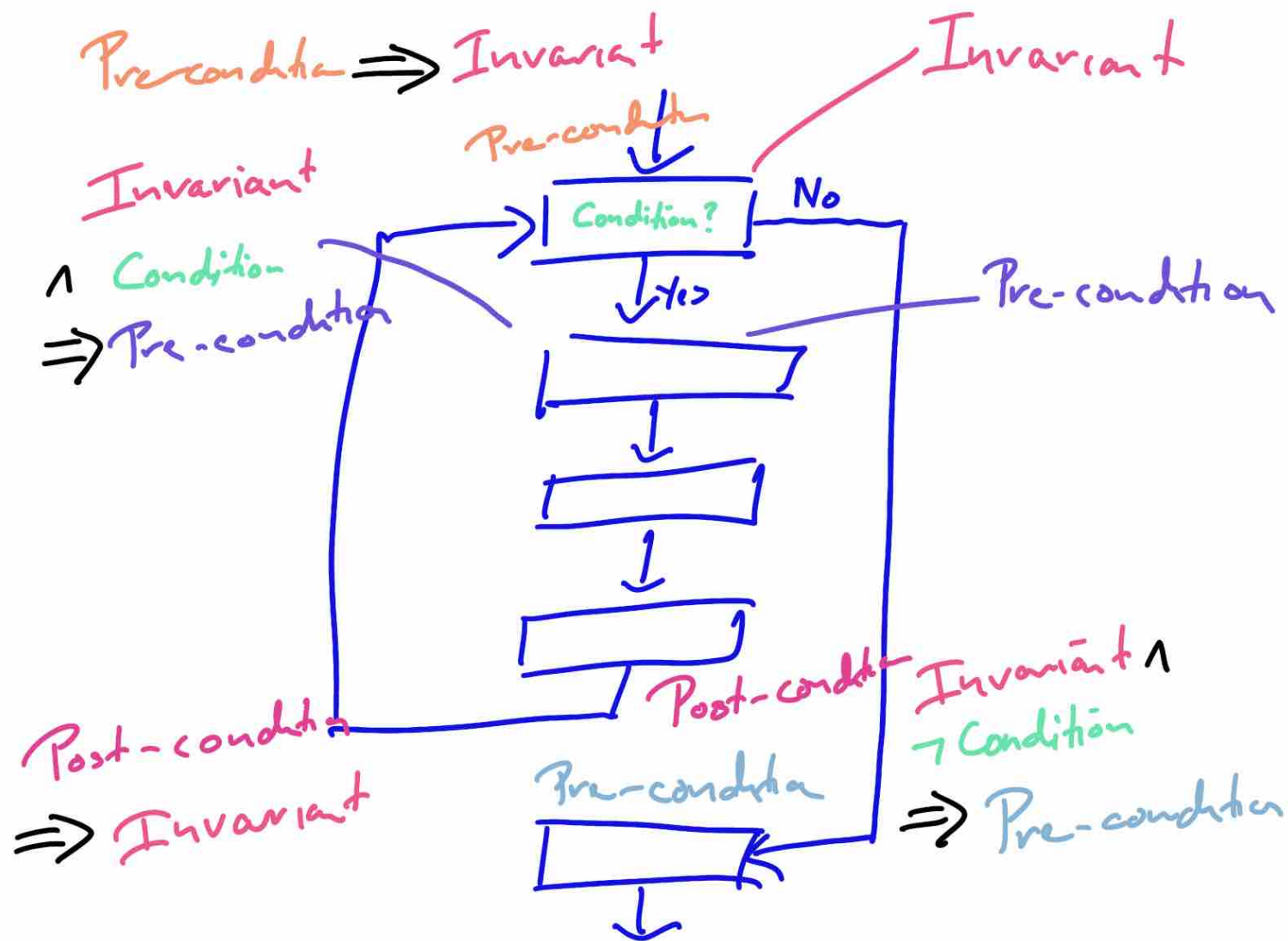


Levels of details

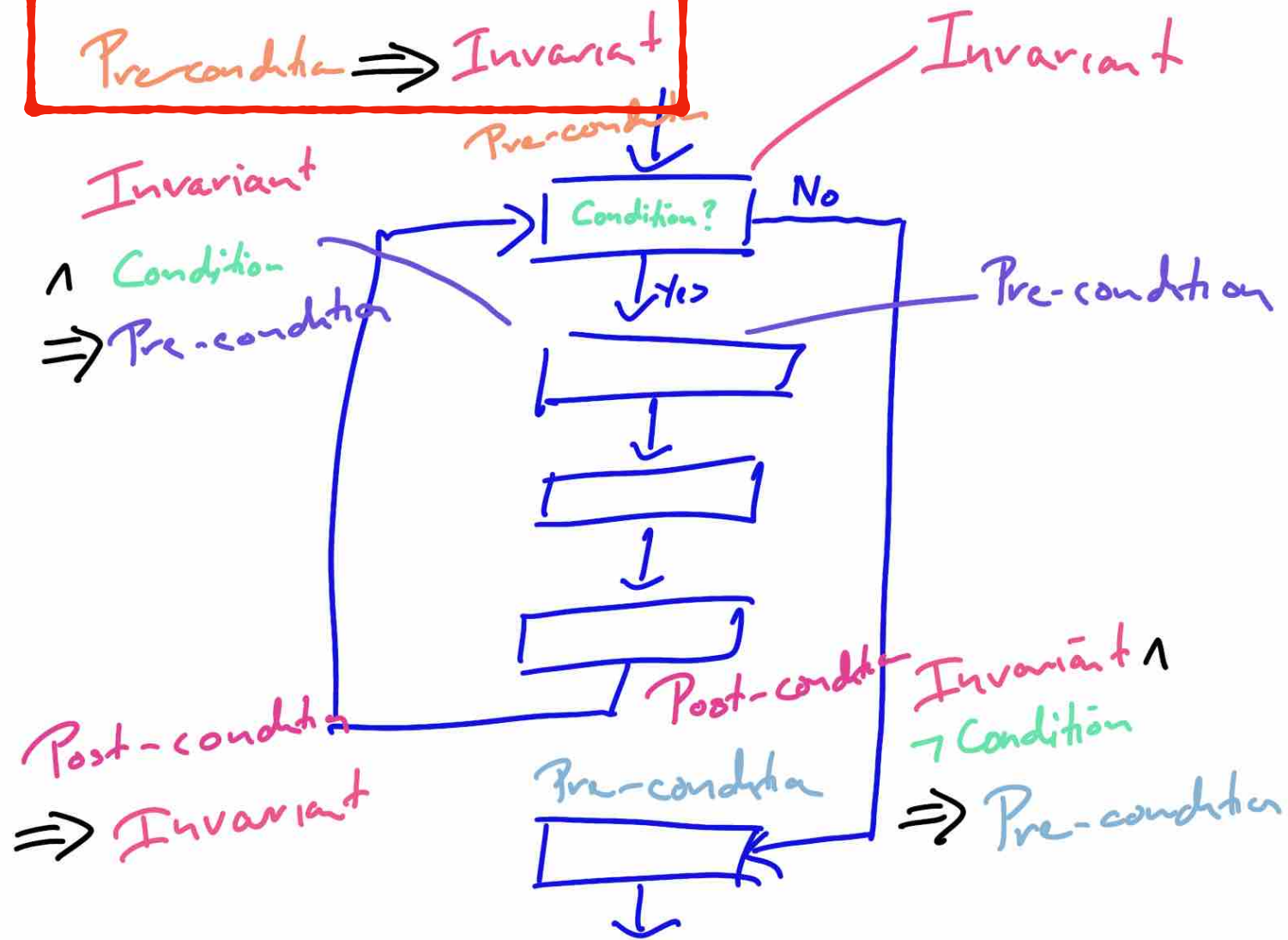


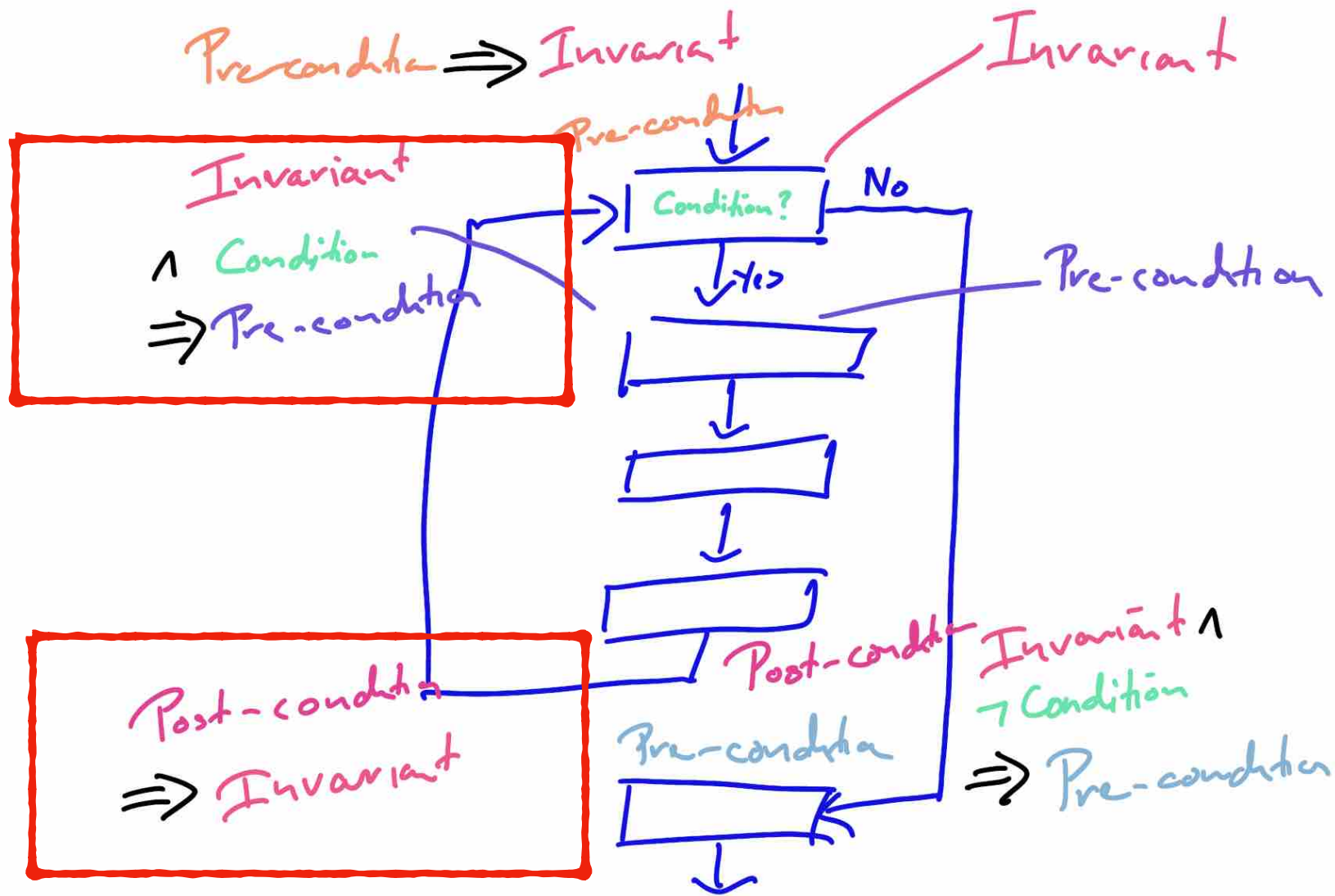


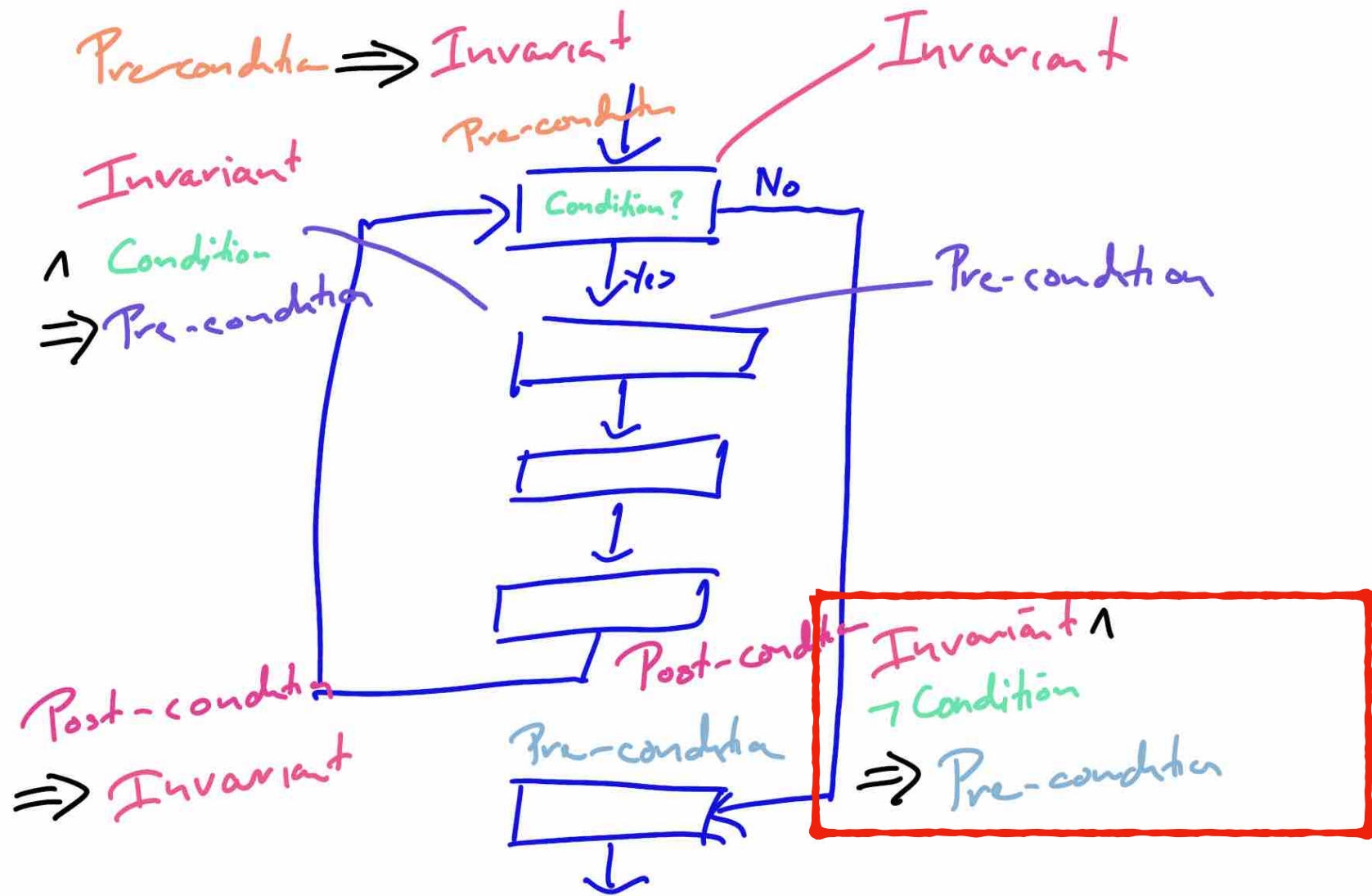




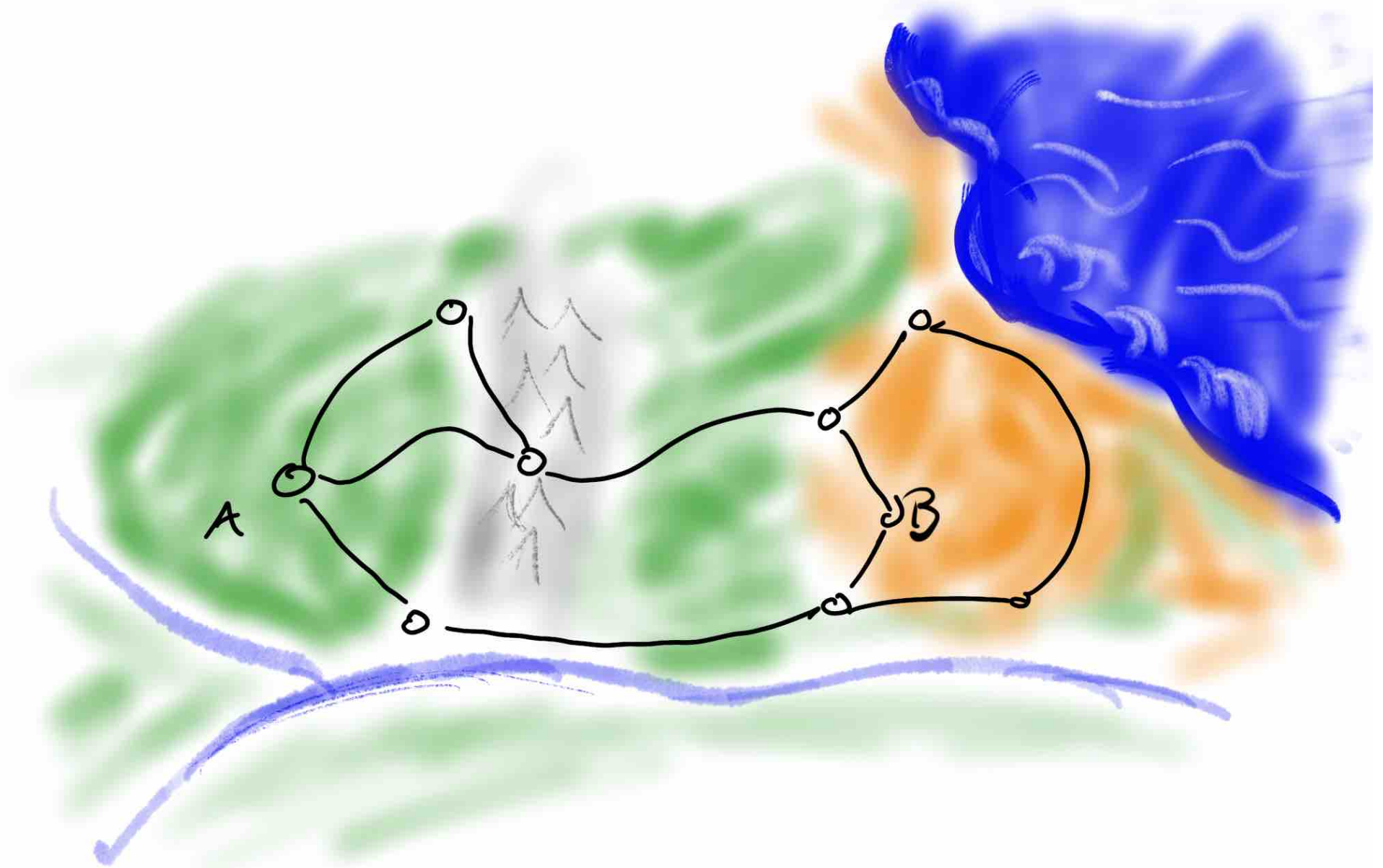
$\text{Pre-condition} \Rightarrow \text{Invariant}$

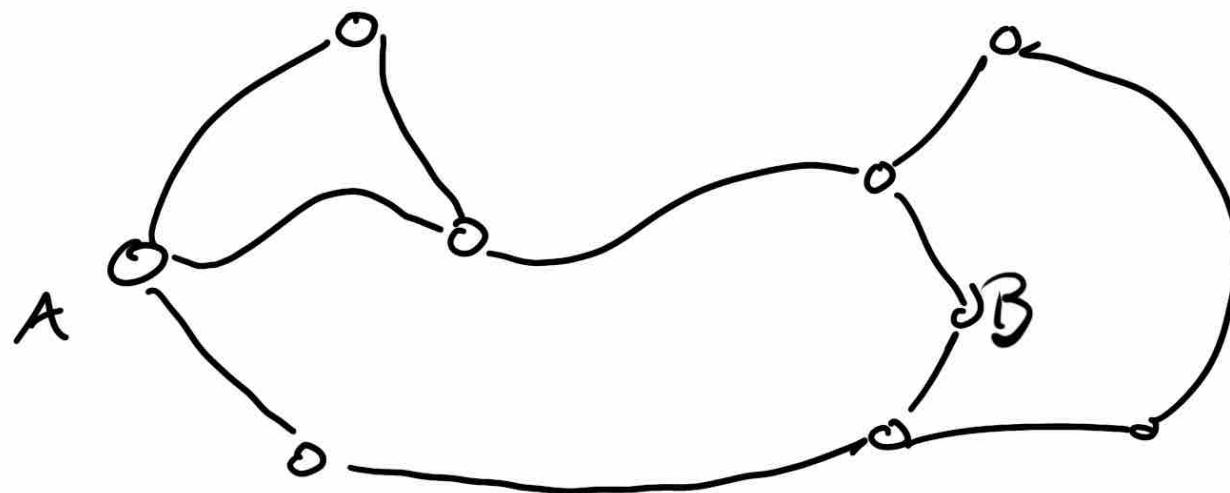


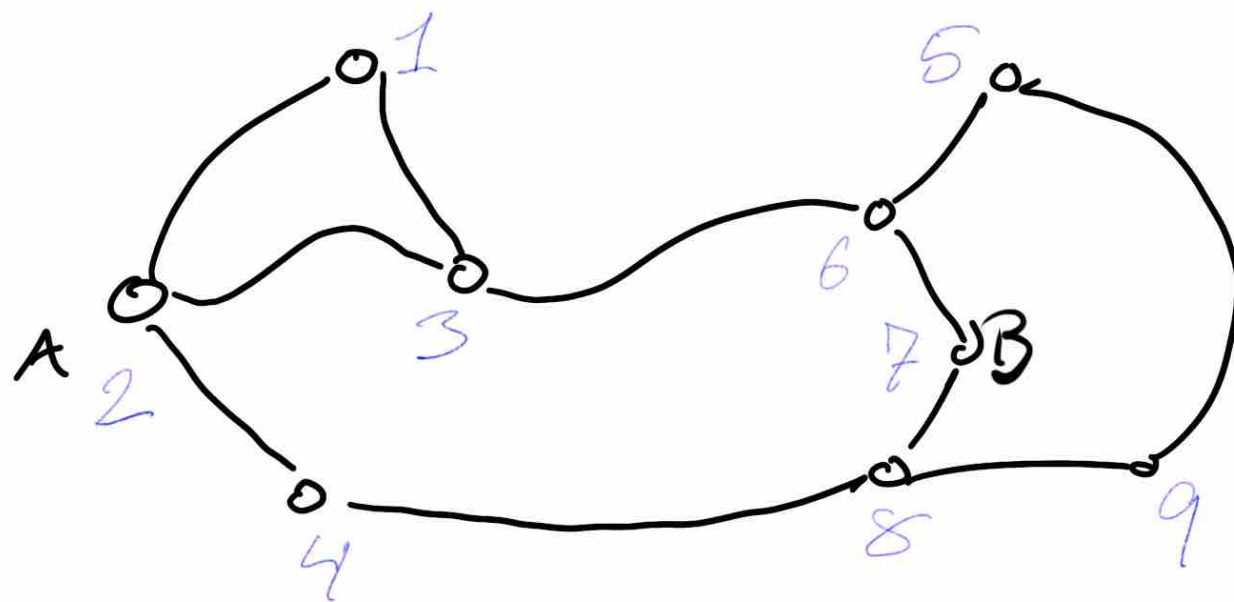


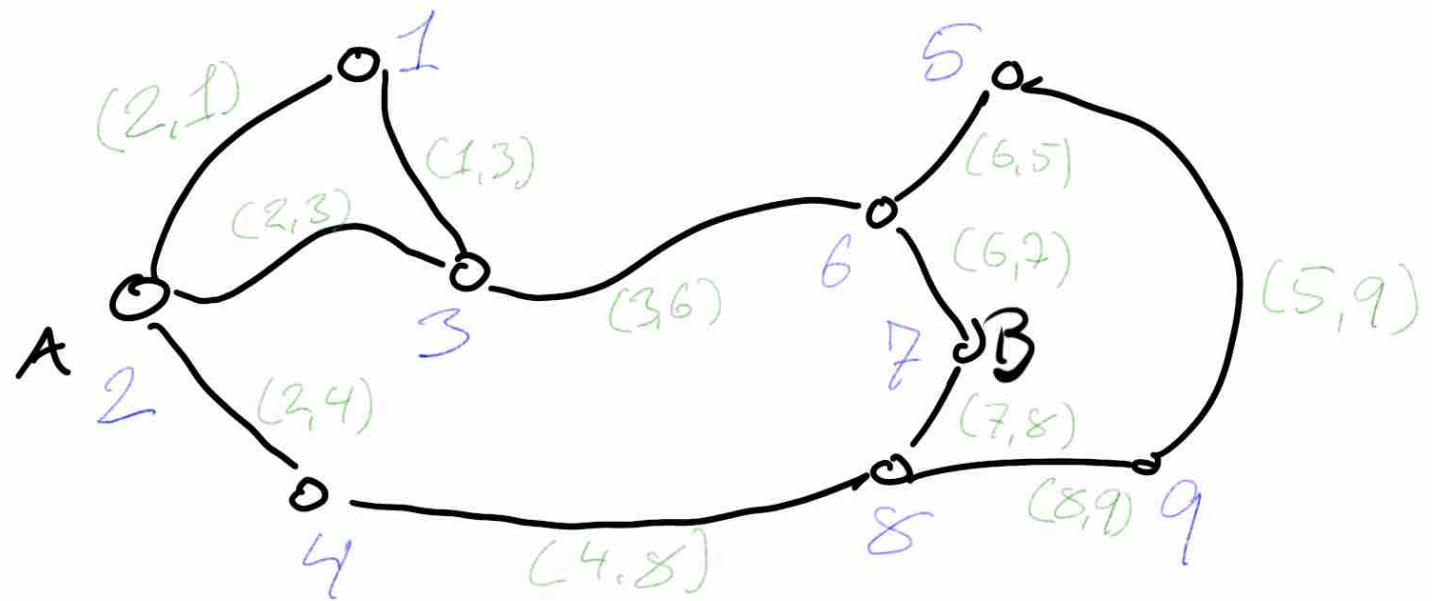


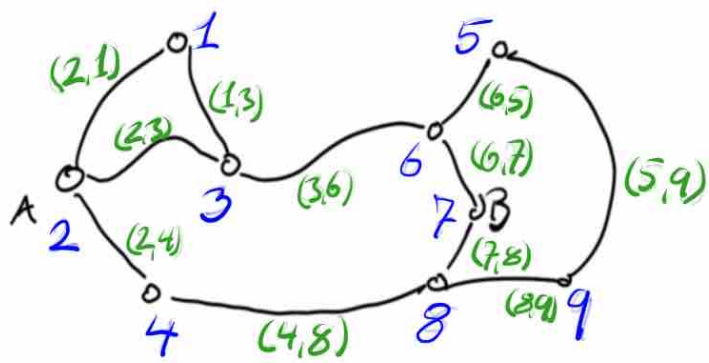
**Example: are cities A
and B connected?**





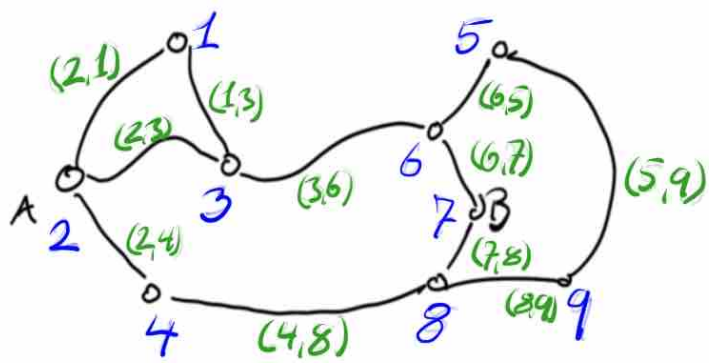






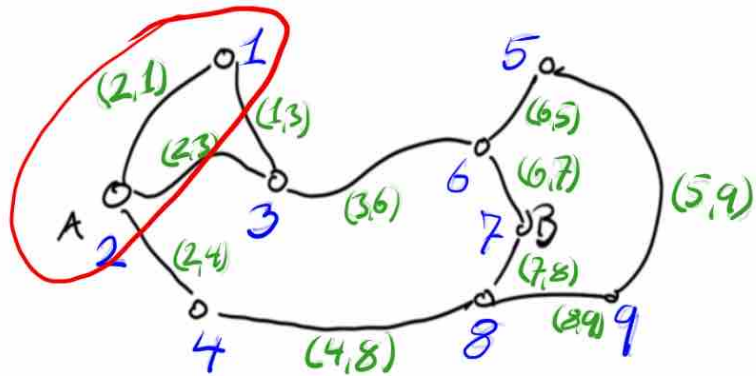
1 0
 A 2 0
 3 0
 4 0
 5 0
 6 0
 B 7 0
 8 0
 9 0

(2,1)
 (2,3)
 (2,4)
 (1,3)
 (3,6)
 (4,8)
 (6,5)
 (6,7)
 (7,8)
 (8,9)
 (5,9)



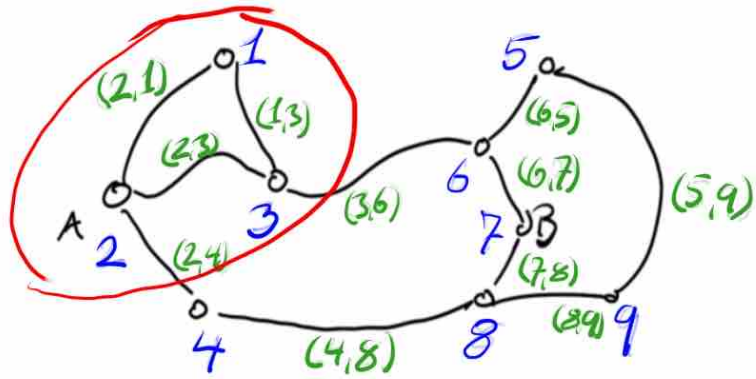
1 0 → 1
 A 2 0 → 2
 3 0 → 3
 4 0 → 4
 5 0 → 5
 6 0 → 6
 B 7 0 → 7
 8 0 → 8
 9 0 → 9

Seen
 (2,1) Unseen
 (2,3)
 (2,4)
 (1,3)
 (3,6)
 (4,8)
 (6,5)
 (6,7)
 (7,8)
 (8,9)
 (5,9)



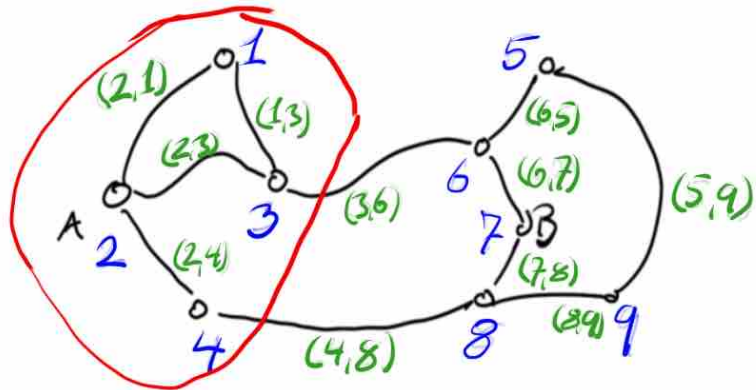
1 0 → 1
 A 2 0 → 2
 3 0 → 3
 4 0 → 4
 5 0 → 5
 6 0 → 6
 B 7 0 → 7
 8 0 → 8
 9 0 → 9

(2,1) Seen
 (2,3) Unseen
 (2,4)
 (1,3)
 (3,6)
 (4,8)
 (6,5)
 (6,7)
 (7,8)
 (8,9)
 (5,9)



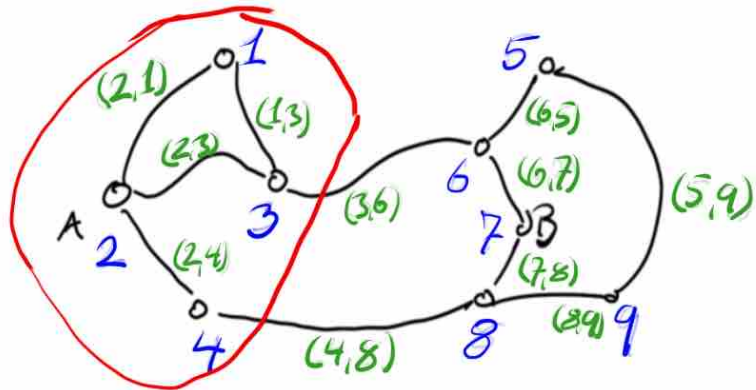
A 1 0 \rightarrow 1
 2 0 \rightarrow 2
 3 0 \rightarrow 3
 4 0 \rightarrow 4
 5 0 \rightarrow 5
 6 0 \rightarrow 6
 B 7 0 \rightarrow 7
 8 0 \rightarrow 8
 9 0 \rightarrow 9

(2,1)
(2,3) Seen
 (2,4) Unseen
 (1,3)
 (3,6)
 (4,8)
 (6,5)
 (6,7)
 (7,8)
 (8,9)
 (5,9)



A 1 0 → 1
 2 0 → 2
 3 0 → 3
 4 0 → 4
 5 0 → 5
 6 0 → 6
 B 7 0 → 7
 8 0 → 8
 9 0 → 9

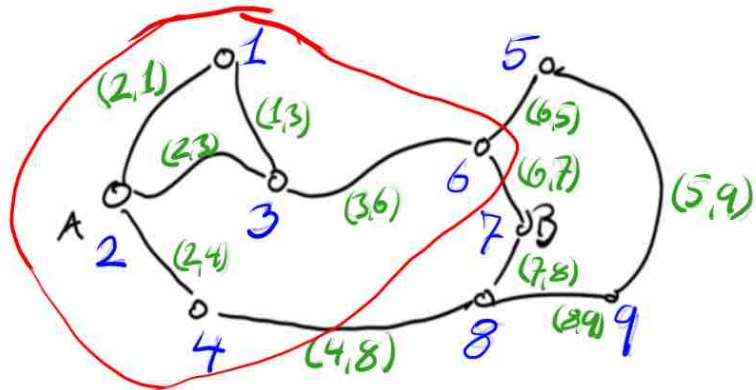
(2,1)
 (2,3)
(2,4) Seen
 (1,3) Unseen
 (3,6)
 (4,8)
 (6,5)
 (6,7)
 (7,8)
 (8,9)
 (5,9)



A 1 0 → 1
 2 0 → 2
 3 0 → 3
 4 0 → 4
 5 0 → 5
 6 0 → 6
 B 7 0 → 7
 8 0 → 8
 9 0 → 9

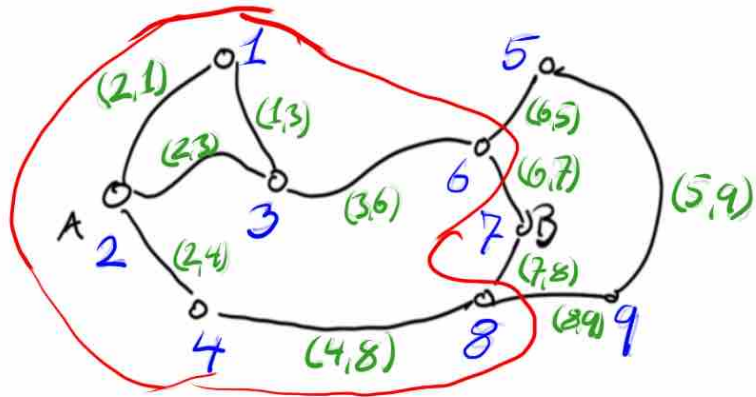
(2,1)
 (2,3)
 (2,4)
 (1,3) *Seen*

 (3,6) *Unseen*
 (4,8)
 (6,5)
 (6,7)
 (7,8)
 (8,9)
 (5,9)



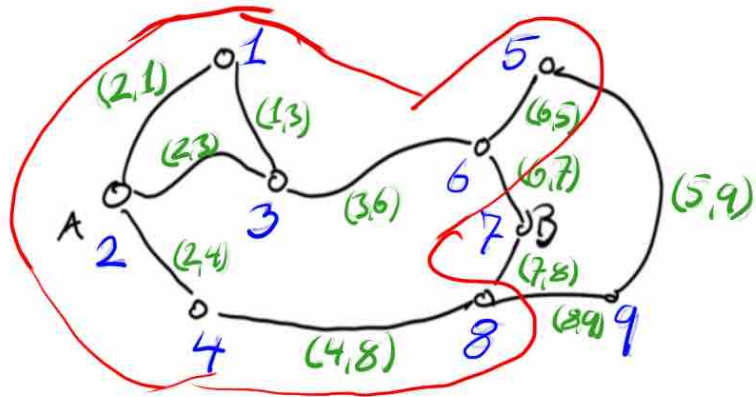
A 1 0 → 1
 2 0 → 2
 3 0 → 3
 4 0 → 4
 5 0 → 5
 6 0 → 6
 B 7 0 → 7
 8 0 → 8
 9 0 → 9

(2,1)
 (2,3)
 (2,4)
 (1,3)
 (3,6) Seen
 (4,8) Unseen
 (6,5)
 (6,7)
 (7,8)
 (8,9)
 (5,9)



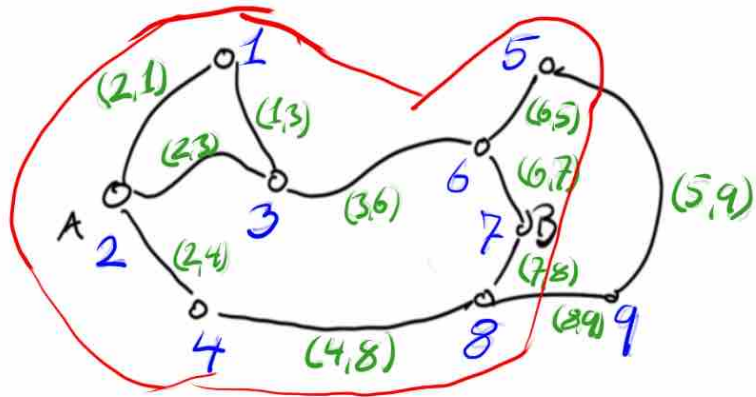
A 1 0 → 1
 2 0 → 2
 3 0 → 3
 4 0 → 4
 5 0 → 5
 6 0 → 6
 B 7 0 → 7
 8 0 → 8
 9 0 → 9

(2,1)
 (2,3)
 (2,4)
 (1,3)
 (3,6)
(4,8) Seen
 (6,5) Unseen
 (6,7)
 (7,8)
 (8,9)
 (5,9)



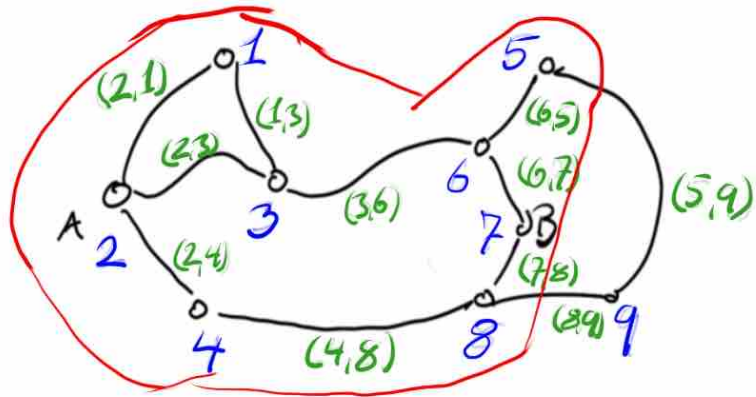
A 1 0 → 1
 2 0 → 2
 3 0 → 3
 4 0 → 4
 5 0 → 5
 6 0 → 6
 B 7 0 → 7
 8 0 → 8
 9 0 → 9

(2,1)
 (2,3)
 (2,4)
 (1,3)
 (3,6)
 (4,8)
(6,5) Seen
 (6,7) Unseen
 (7,8)
 (8,9)
 (5,9)



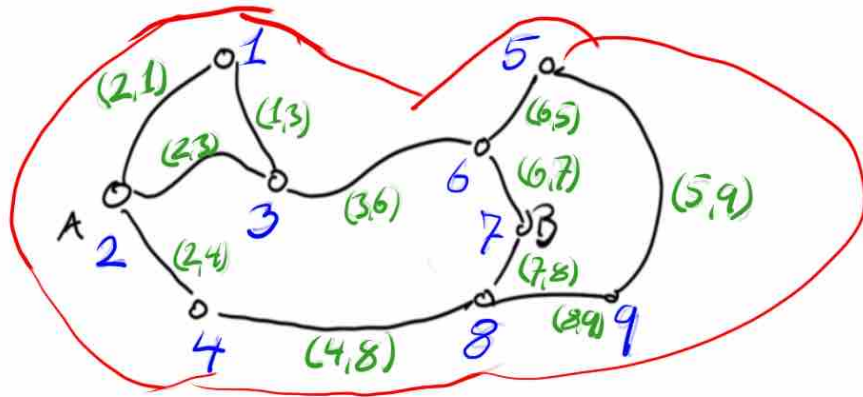
	1	0	→ 1
A	2	0	→ 2
	3	0	→ 3
	4	0	→ 4
	5	0	→ 5
	6	0	→ 6
B	7	0	→ 7
	8	0	→ 8
	9	0	→ 9

(2,1)	
(2,3)	
(2,4)	
(1,3)	
(3,6)	
(4,8)	
(6,5)	
(6,7)	Seen
(7,8)	Unseen
(8,9)	
(5,9)	



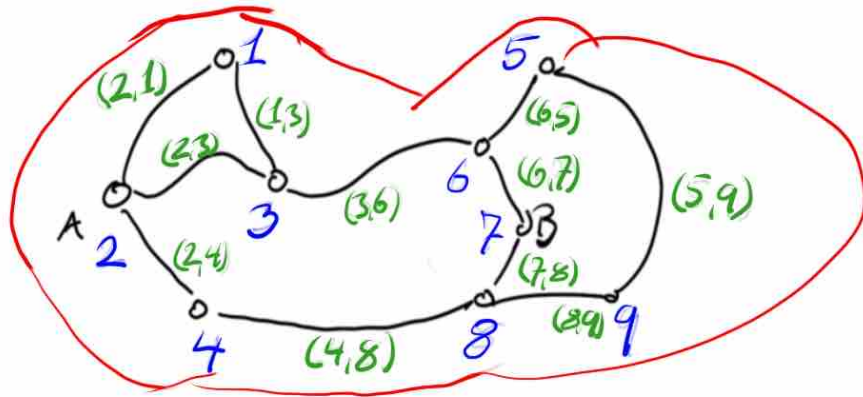
	1	0	→ 1
A	2	0	→ 2
	3	0	→ 3
	4	0	→ 4
	5	0	→ 5
	6	0	→ 6
B	7	0	→ 7
	8	0	→ 8
	9	0	→ 9

(2,1)	
(2,3)	
(2,4)	
(1,3)	
(3,6)	
(4,8)	
(6,5)	
(6,7)	
(7,8)	Seen
(8,9)	Unseen
(5,9)	



	1	0	→ 1
A	2	0	2
	3	0	3
	4	0	4
	5	0	5
	6	0	6
B	7	0	7
	8	0	8
	9	0	9

(2,1)
(2,3)
(2,4)
(1,3)
(3,6)
(4,8)
(6,5)
(6,7)
(7,8)
(8,9) Seen
(5,9) Unseen



	1	0	→ 1
A	2	0	2
	3	0	3
	4	0	4
	5	0	5
	6	0	6
B	7	0	7
	8	0	8
	9	0	9

(2,1)

(2,3)

(2,4)

(1,3)

(3,6)

(4,8)

(6,5)

(6,7)

(7,8)

(8,9)

(5,9) Seen

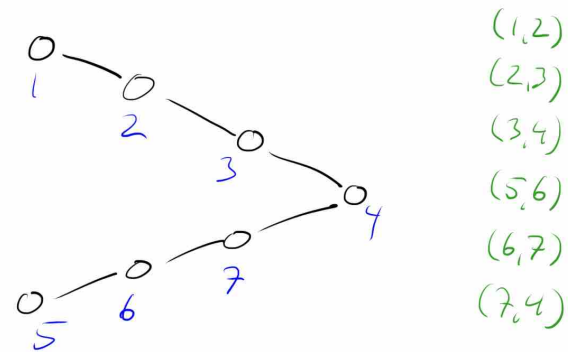
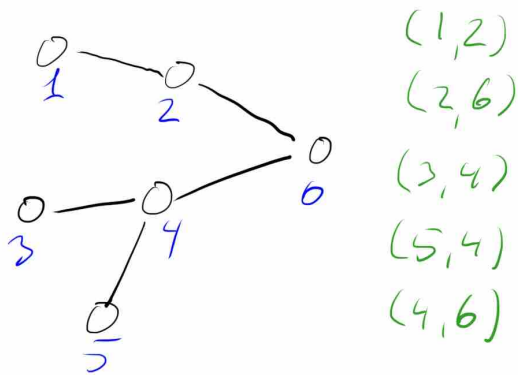
Unseen

Intermezzo

- How would you represent the components in Python?
- How would you formalise the loop invariant to take into account the representation of the components?

Intermezzo

- Run the algorithm on these two graphs:

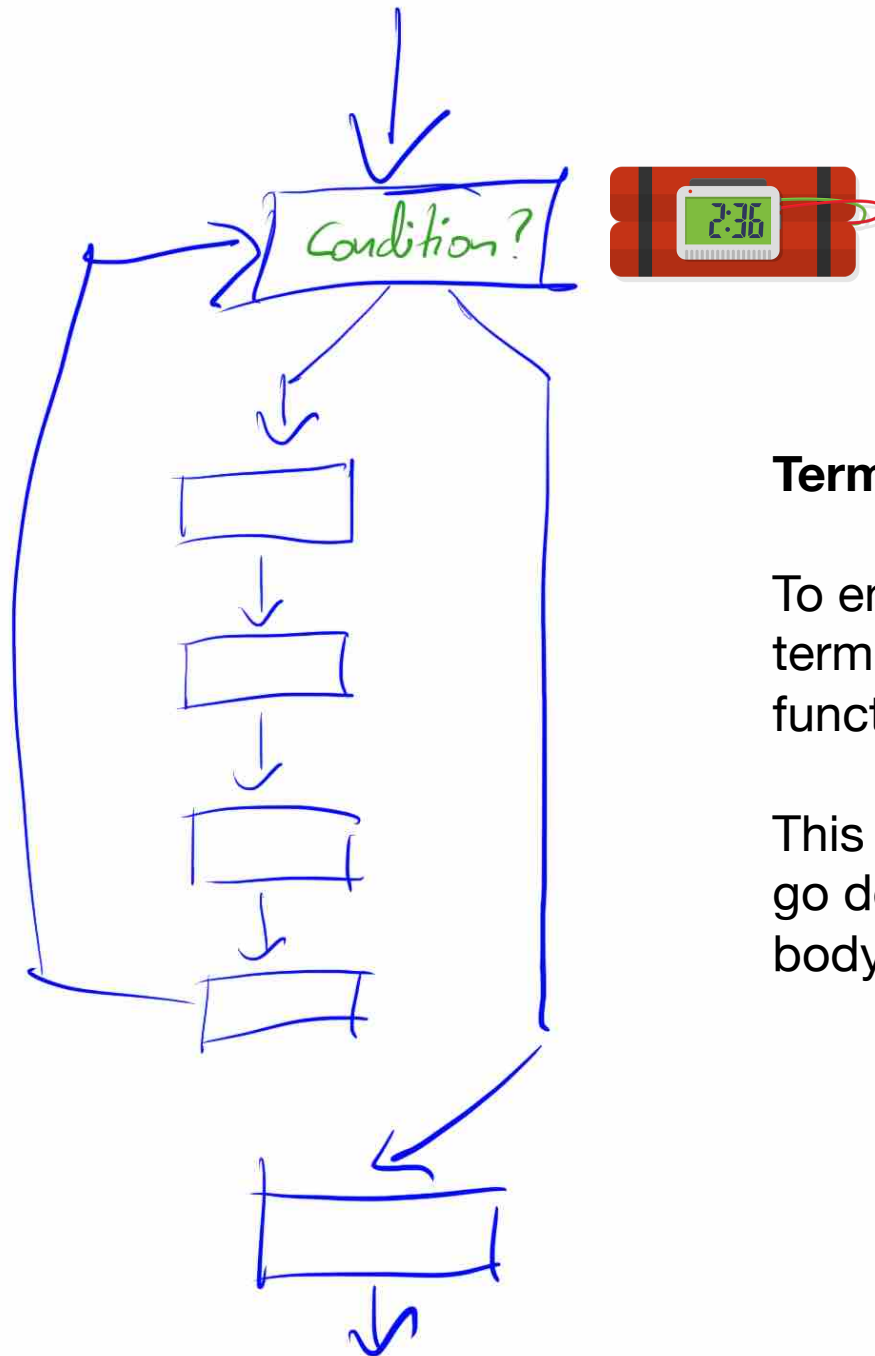


Correctness

How do we prove correctness?

- We prove that all pre- and post-conditions are satisfied through the steps in the algorithm.
- We prove that the post-condition of the last step implies that the overall problem is solved.
- *Correctness is just a special case of post-conditions*

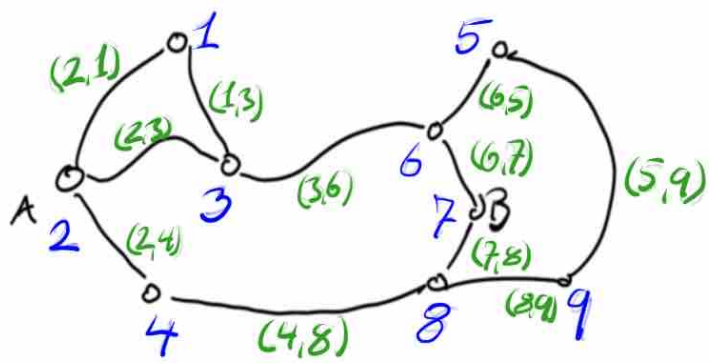
Termination



Termination functions:

To ensure that our algorithm terminations, we add a "termination" function to each loop.

This is a count-down that should go down each time we execute the body of the loop.



1 0 → 1
 A 2 0 → 2
 3 0 → 3
 4 0 → 4
 5 0 → 5
 6 0 → 6
 B 7 0 → 7
 8 0 → 8
 9 0 → 9

Seen
 (2,1) Unseen
 (2,3)
 (2,4)
 (1,3)
 (3,6)
 (4,8)
 (6,5)
 (6,7)
 (7,8)
 (8,9)
 (5,9)

Get the binary representation of a number n

```
reverse_bits = []  
while n > 0:  
    reverse_bits.append(n % 2)  
    n //= 2  
print(reverse_bits[::-1])
```

Termination function:

$$t(n) = n$$

Thats it!

Now it is time to do the exercises to test that you now know how to construct algorithms

