

# **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'əm]

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...

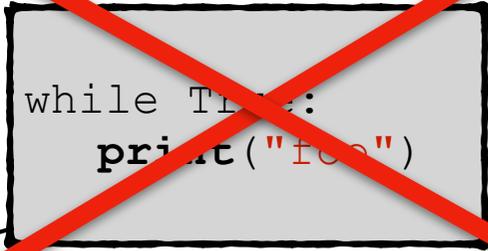
```
while True:  
    print("foo")
```

**Algorithm** (noun):

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

# Combining definitions...

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



**Algorithm** (noun):

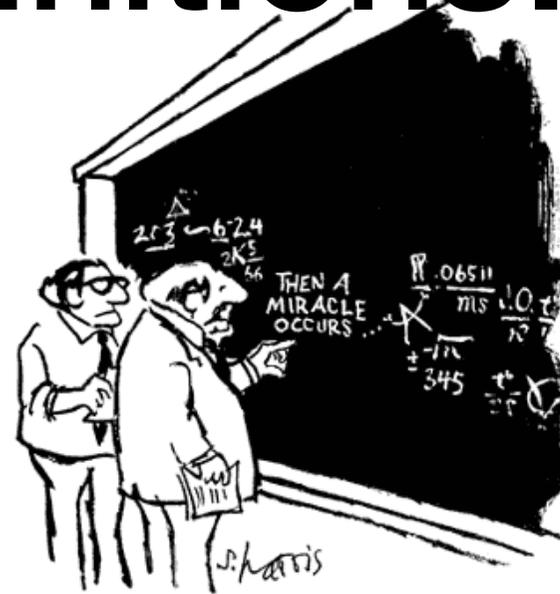
We want our algorithms to **terminate!**

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...

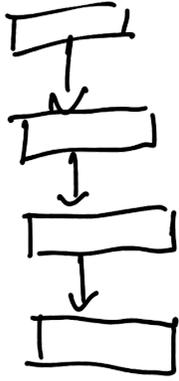
**Algorithm** (noun):

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

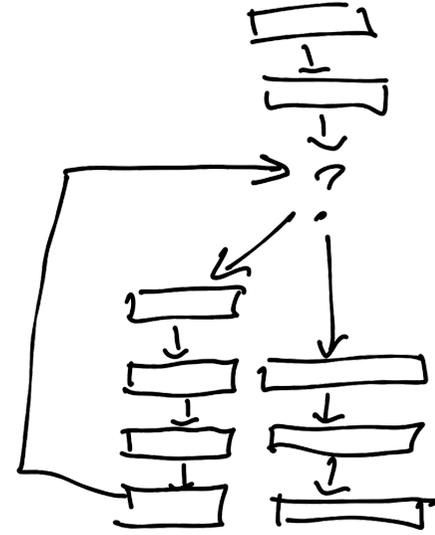


# **Building-blocks in Programming and in Algorithms**

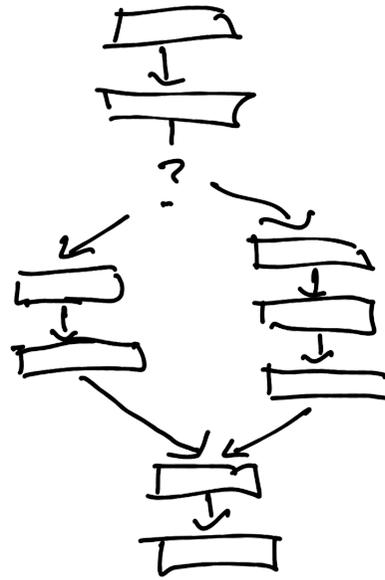
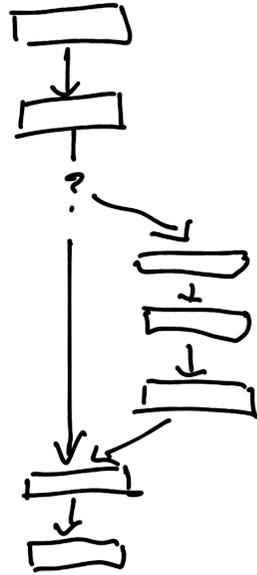
## Sequential



## Looping

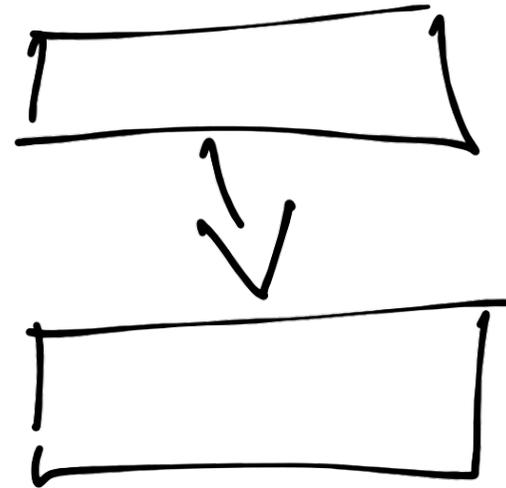


## Branching



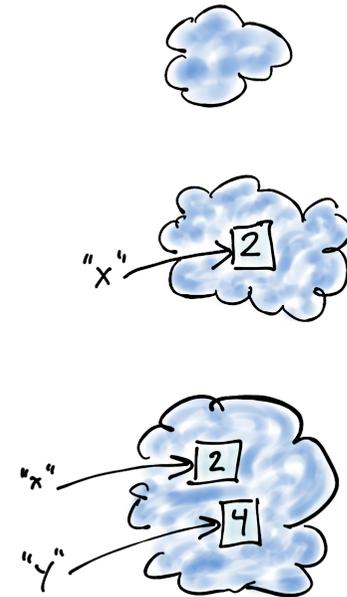
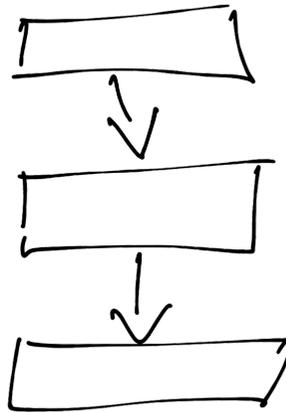
# Sequential execution

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



# Variables (program state)

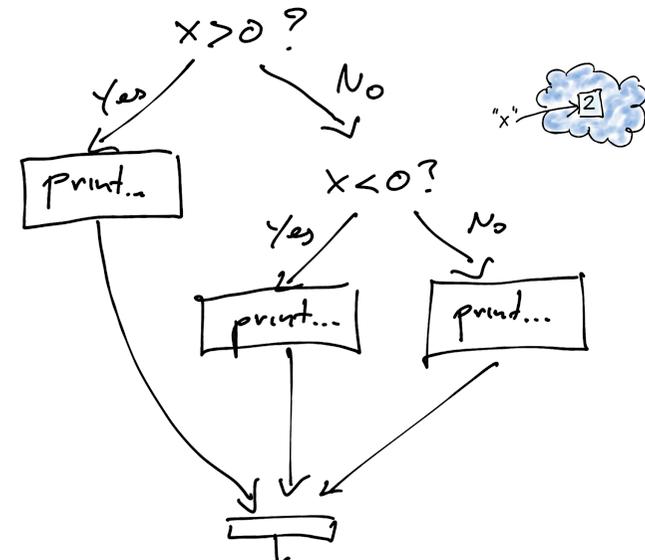
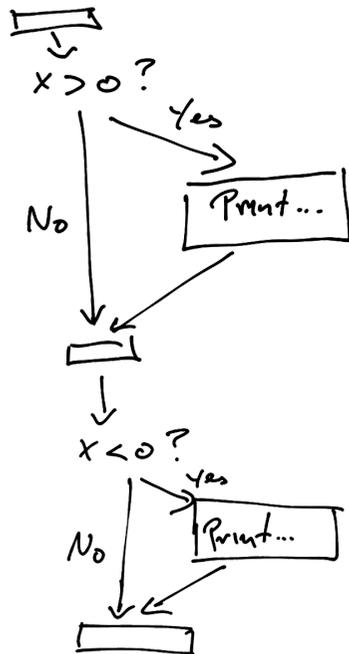
```
x = 2  
y = 2 * x  
print(x, y)
```



# Branching

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

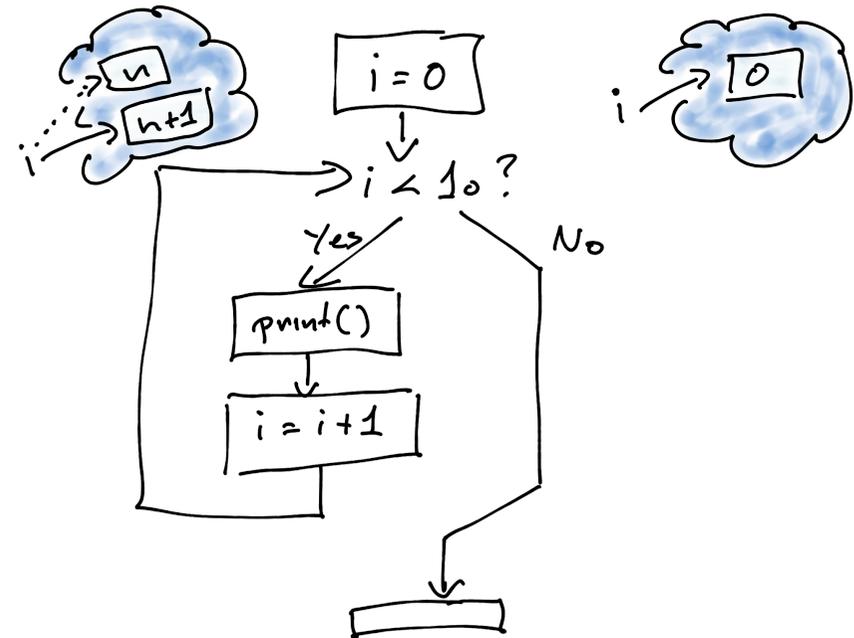
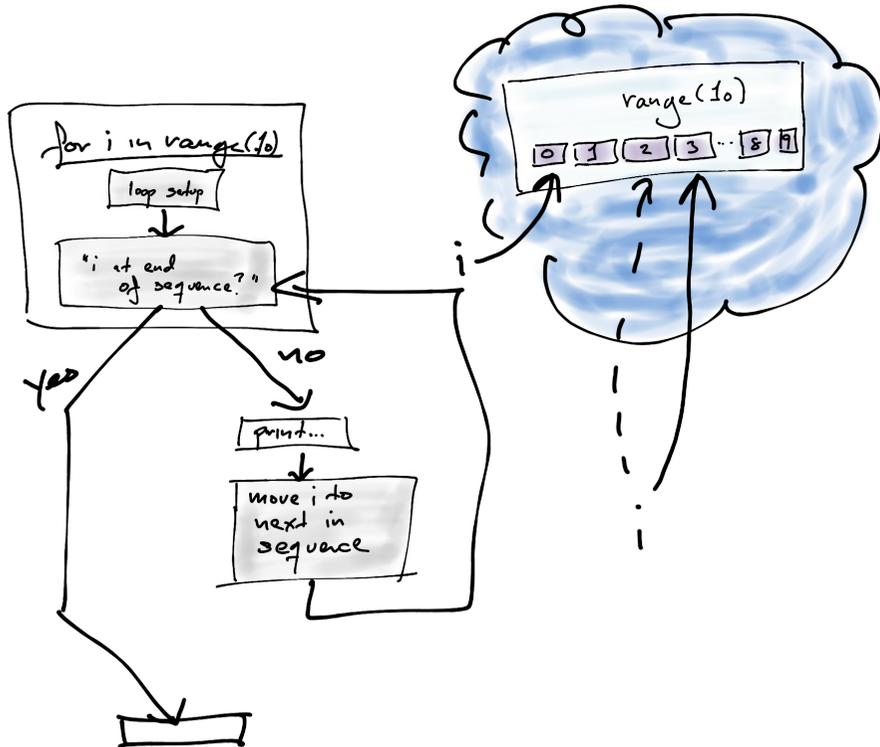
```
if x > 0:  
    print("x is positive")  
elif x < 0:  
    print("x is negative")  
else:  
    print("x is zero")
```



# Looping

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

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

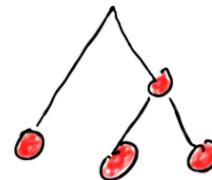


**Designing algorithms:  
Breaking down problems  
to smaller parts**

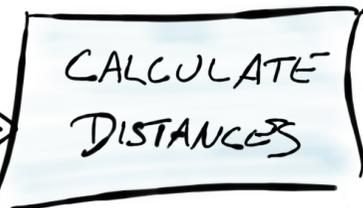
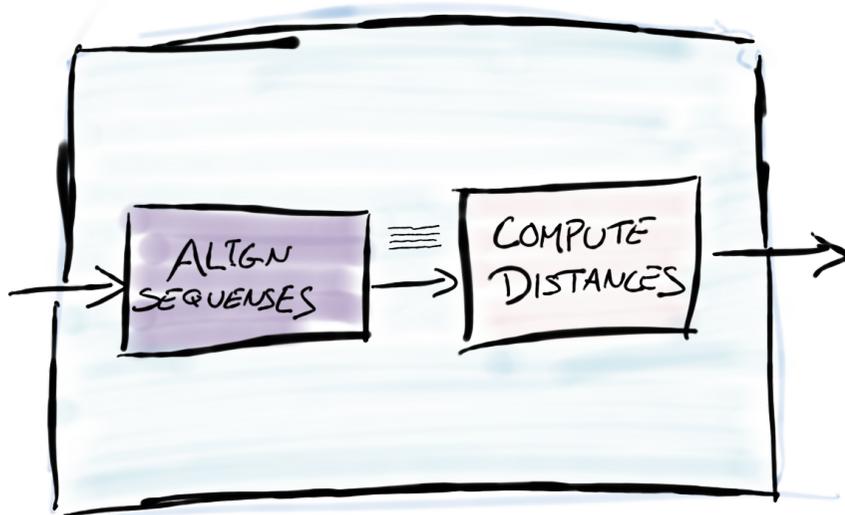
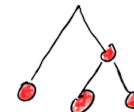
Levels of details



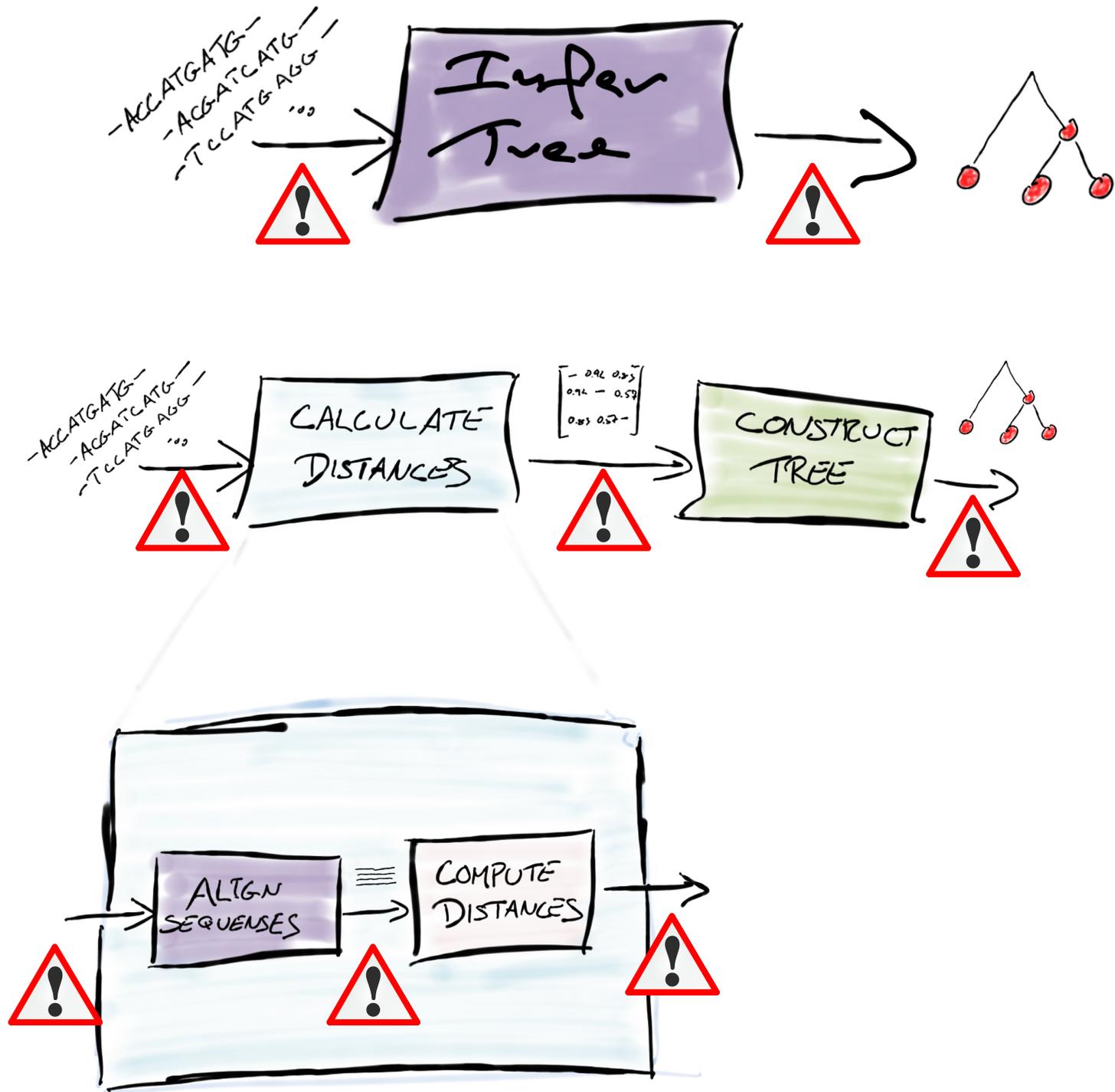
-ACCATGATG-  
-ACGATCATG-  
-TCCATGAGG-  
..



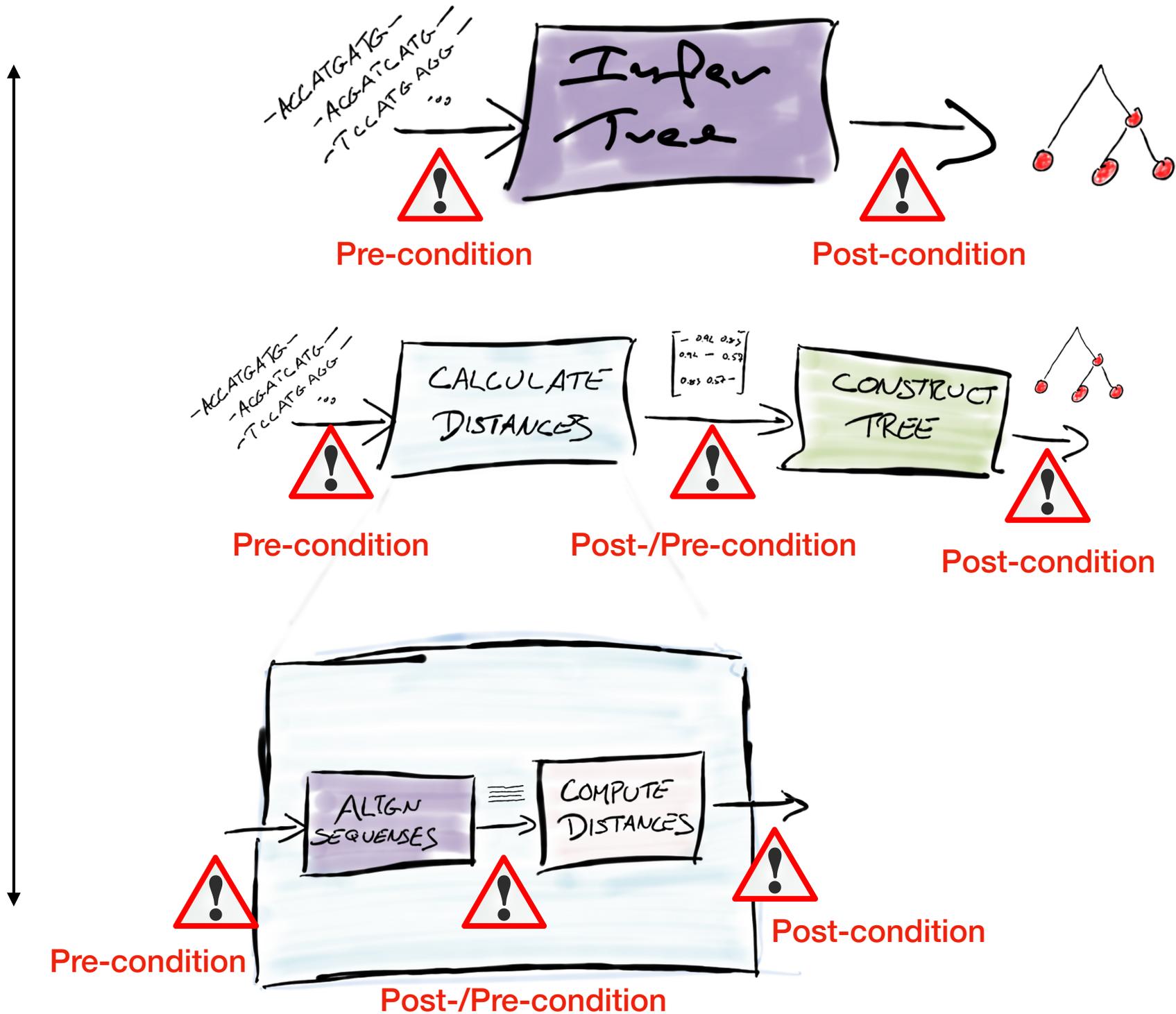
-ACCATGATG-  
-ACGATCATG-  
-TCCATGAGG-  
..

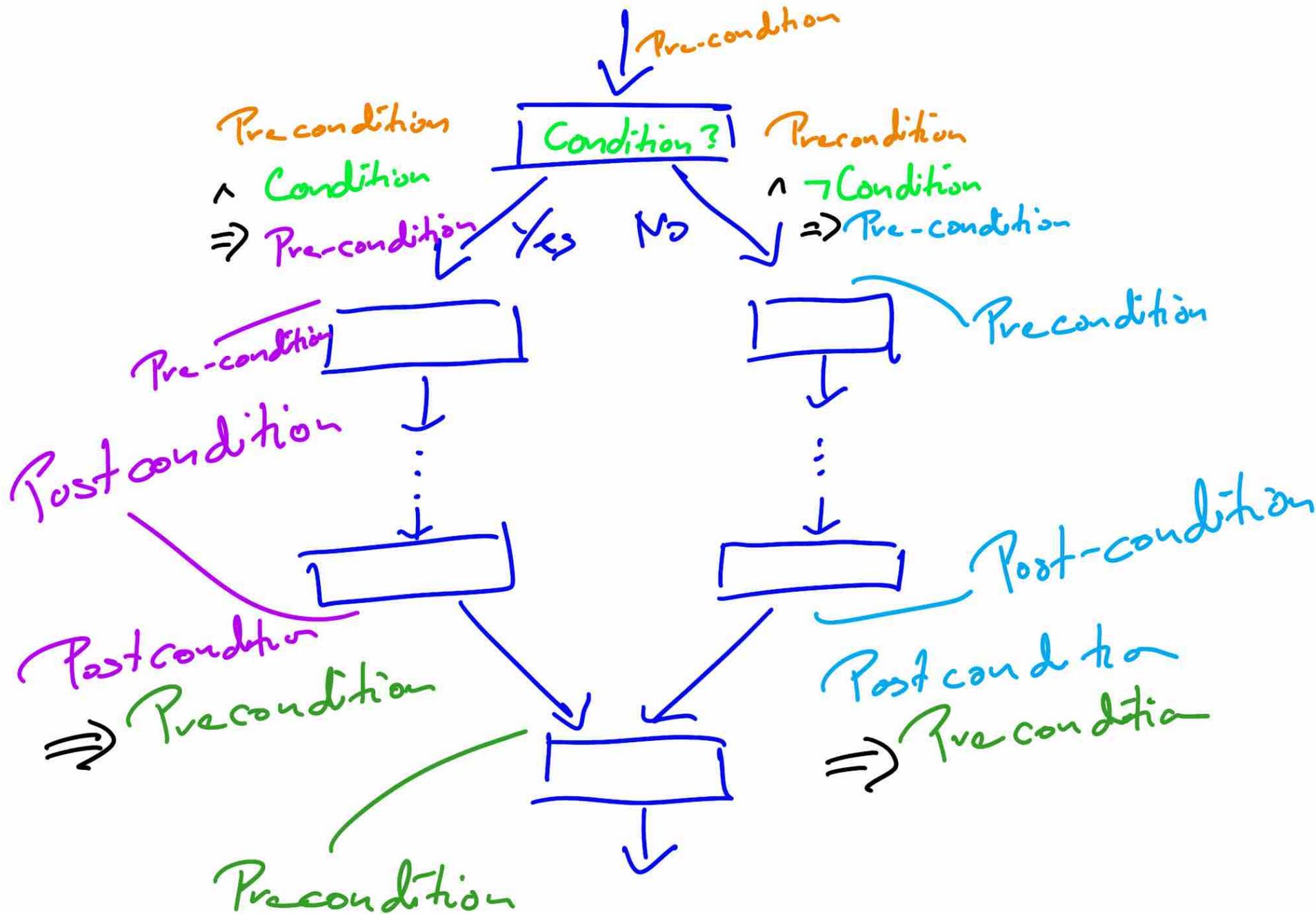

$$\begin{bmatrix} - & 0.92 & 0.23 \\ 0.92 & - & 0.59 \\ 0.23 & 0.59 & - \end{bmatrix}$$


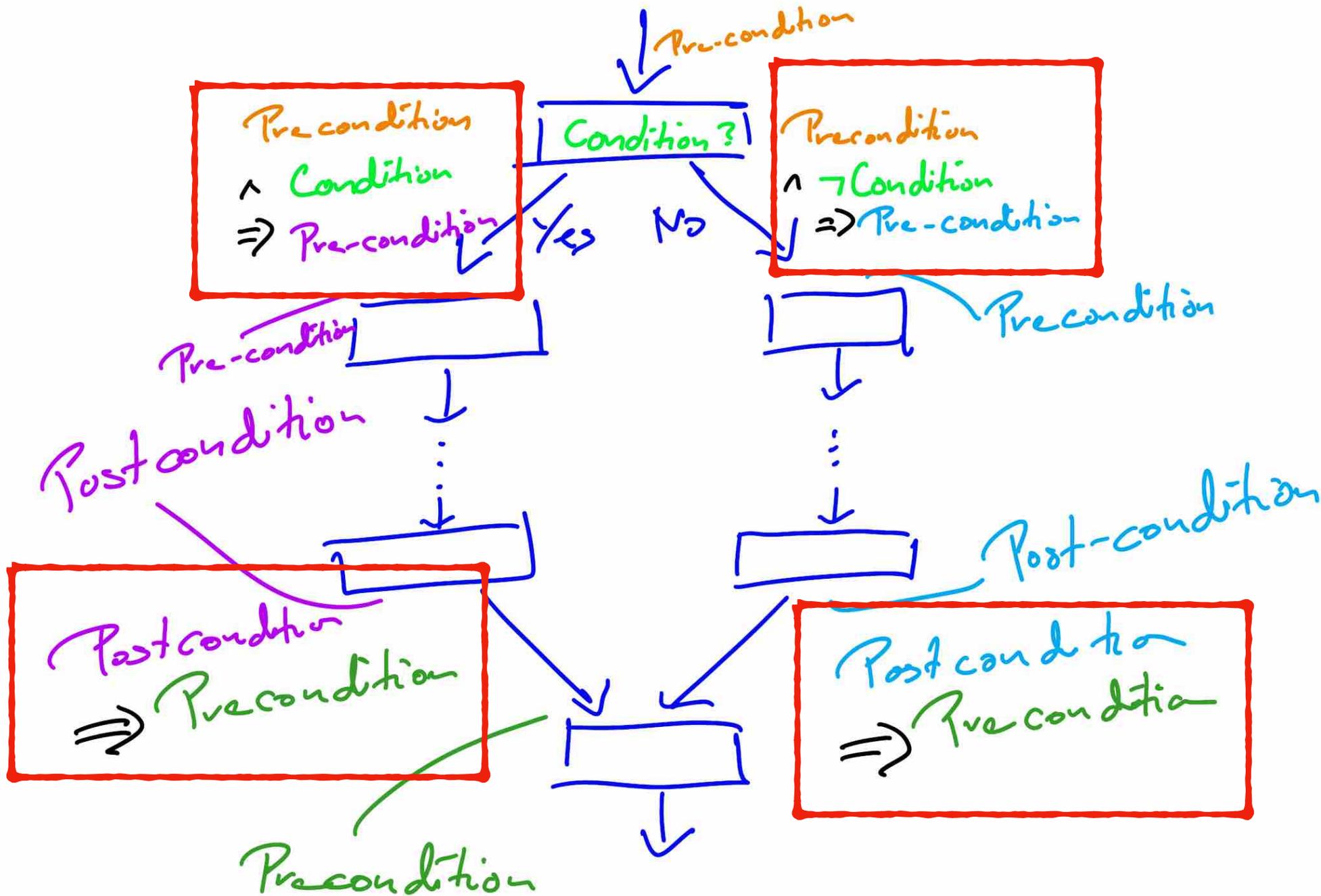
Levels of details

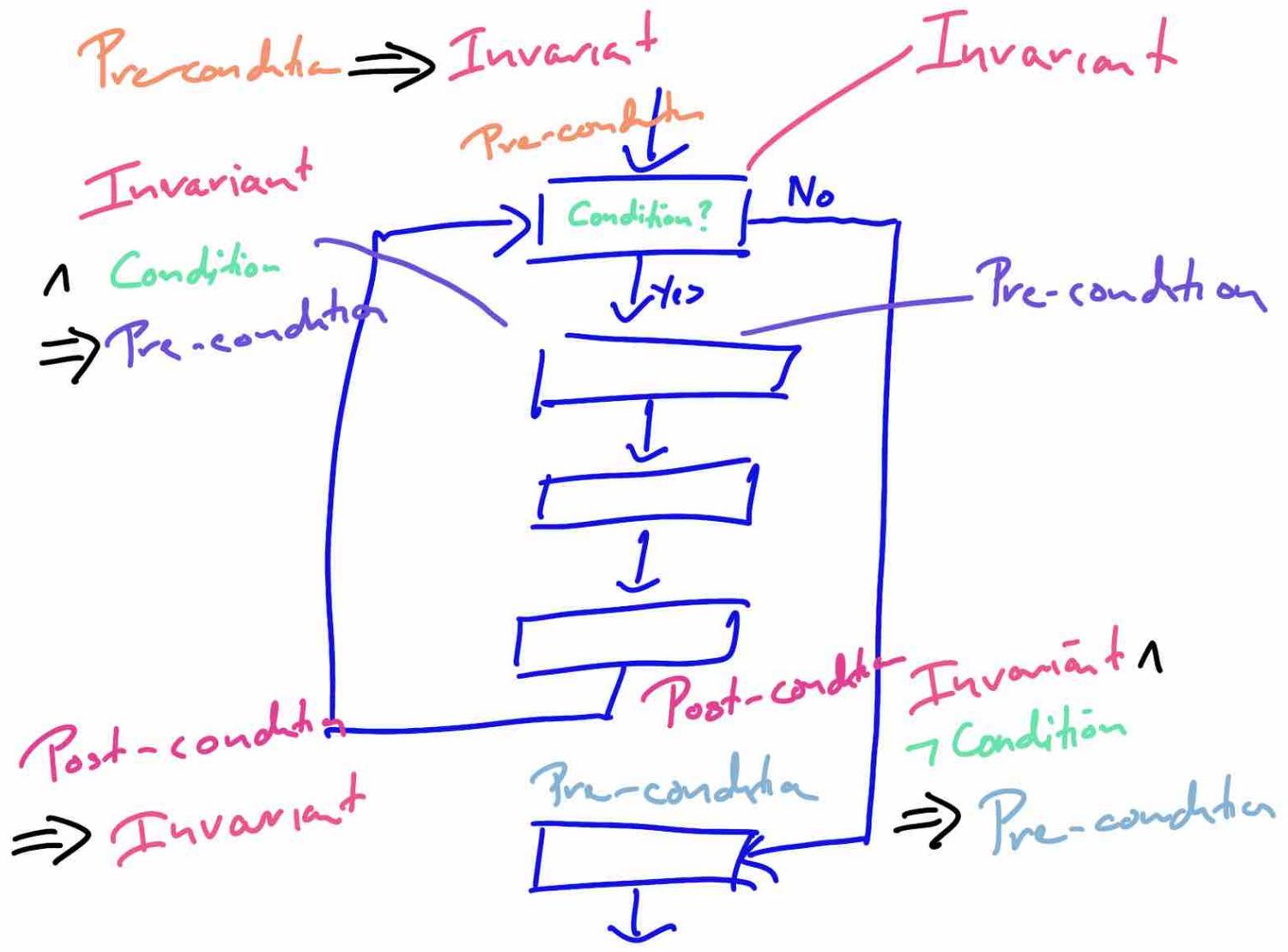


Levels of details

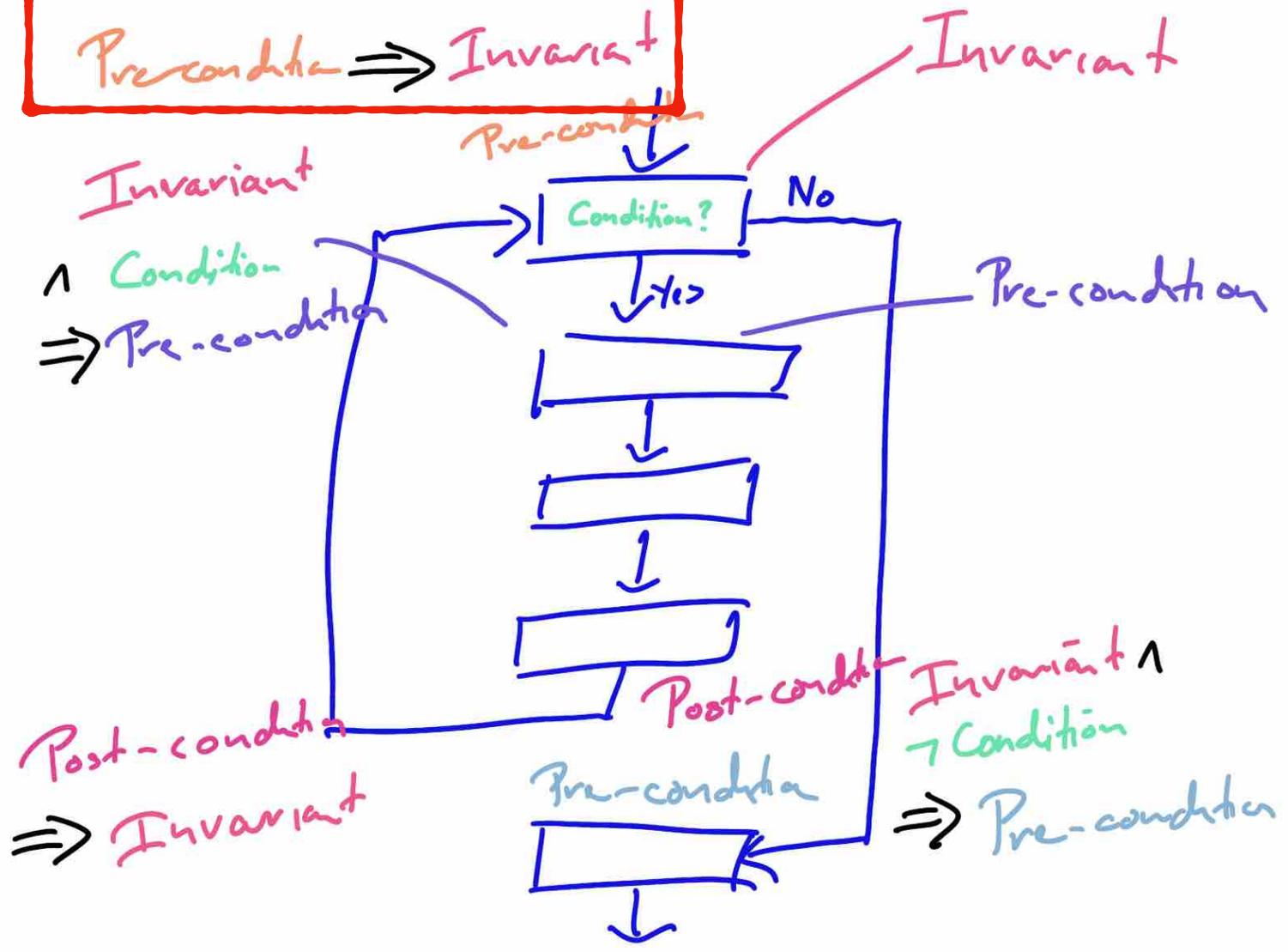


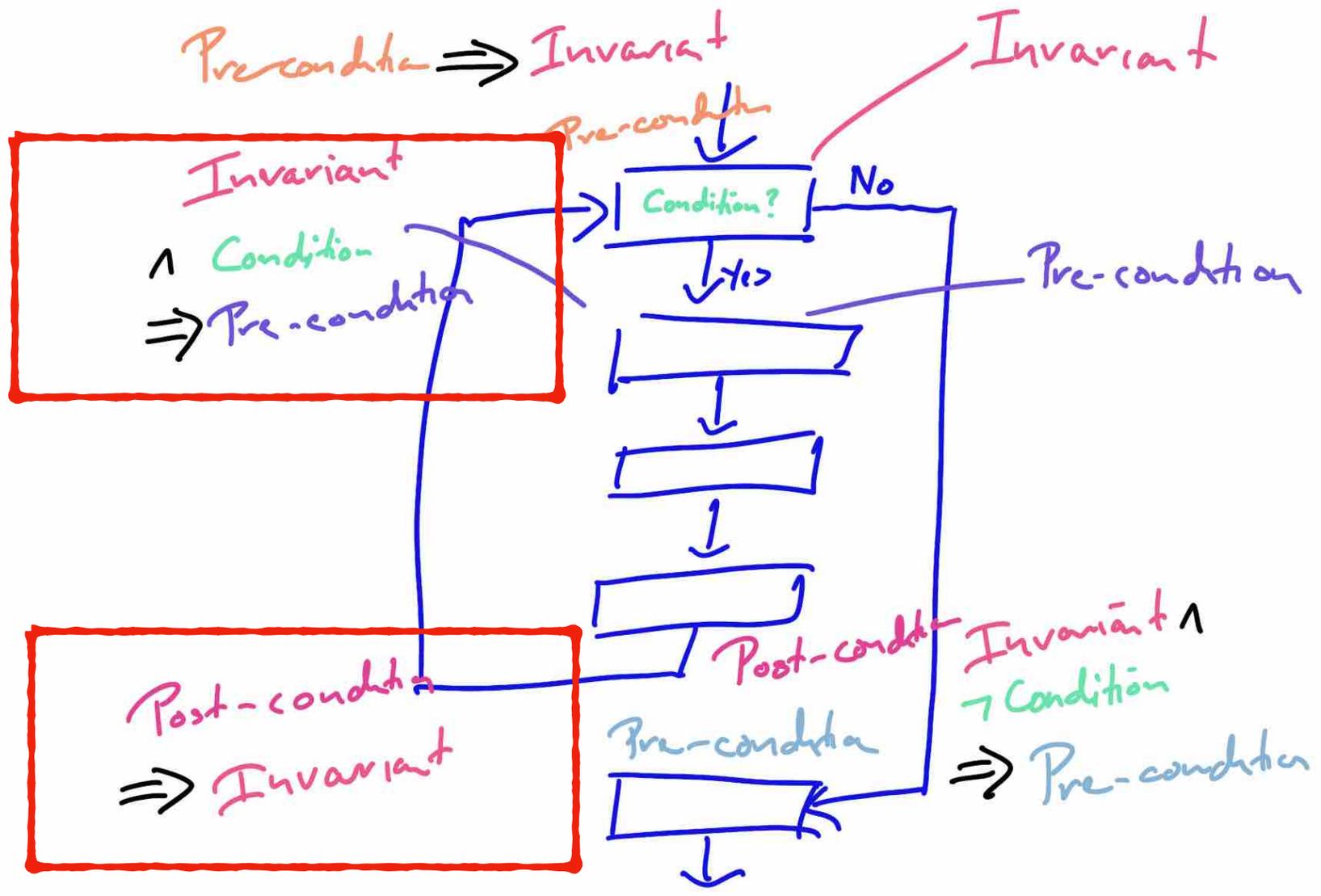


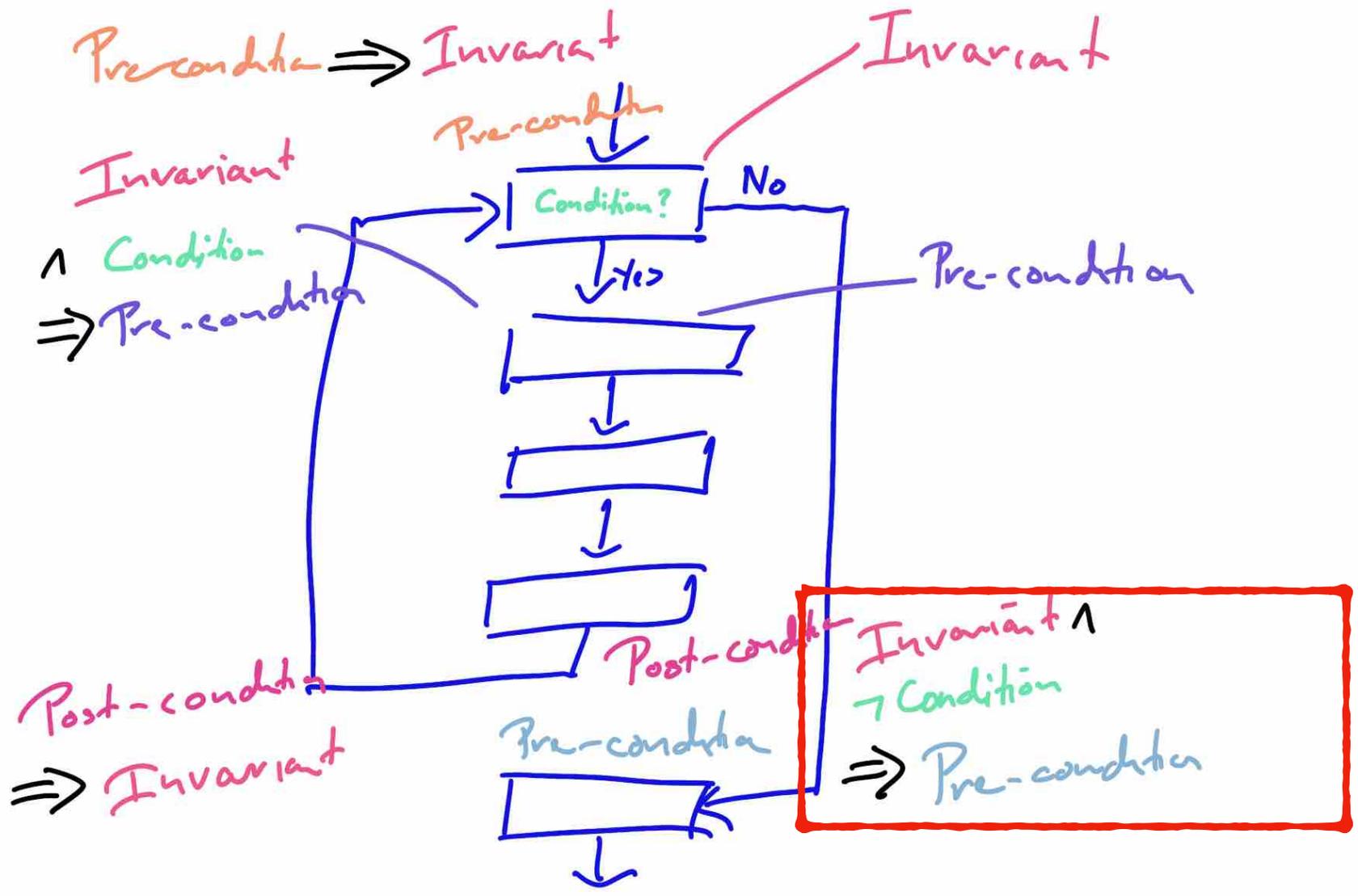




$Precondition \Rightarrow Invariant$



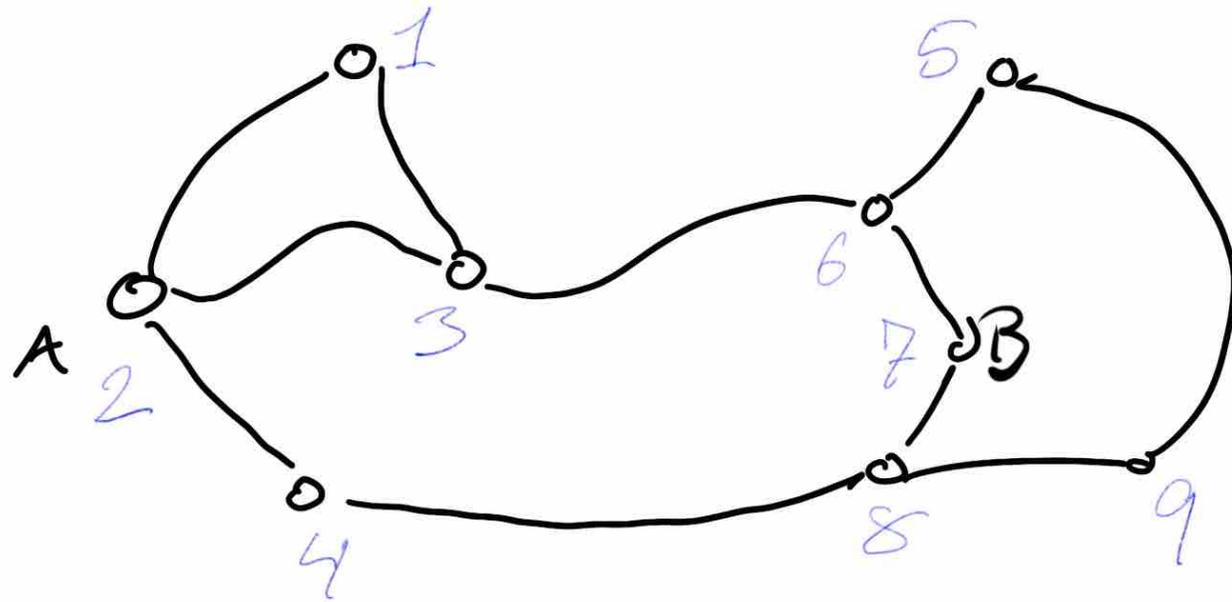


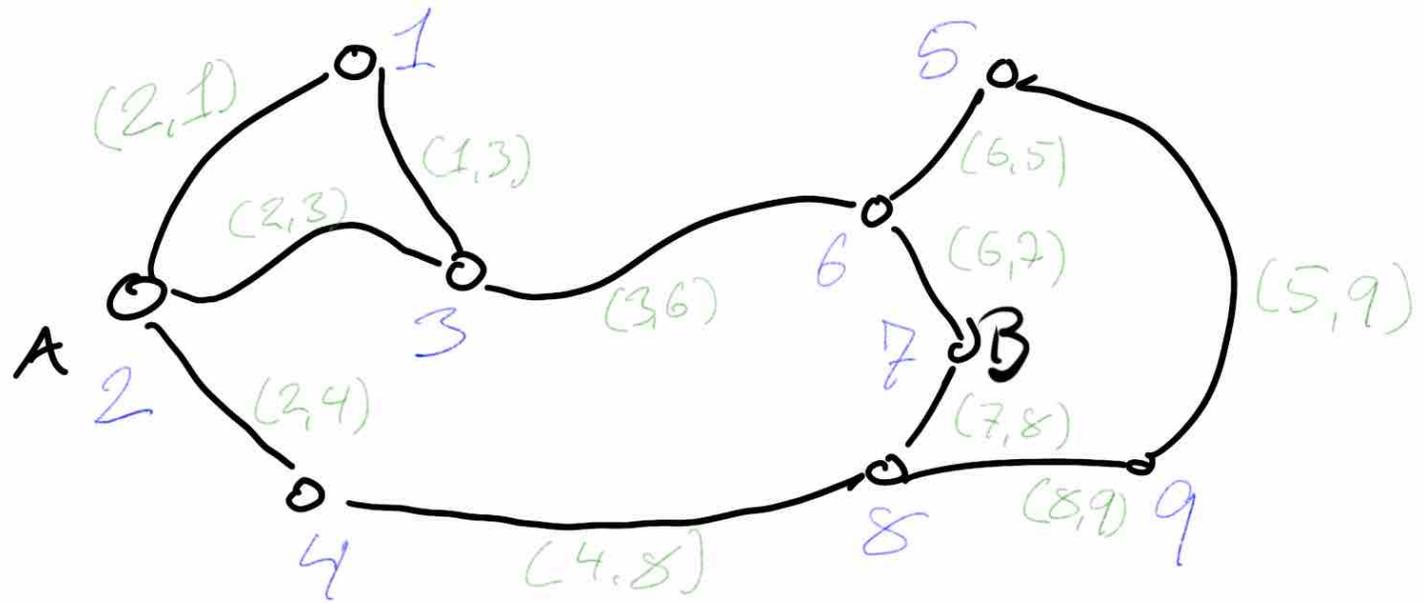


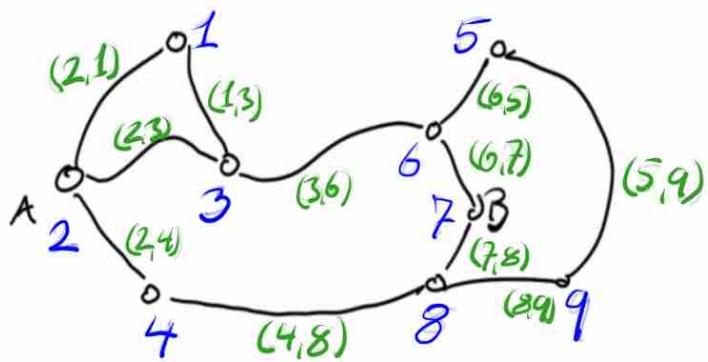
**Example: are cities A  
and B connected?**







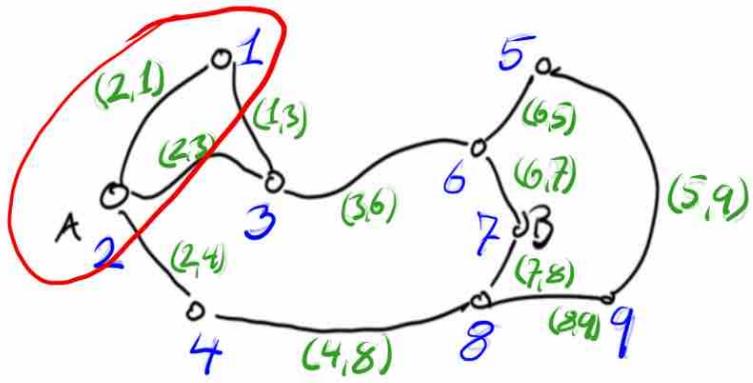




1 0  
 A 2 0  
 3 0  
 4 0  
 5 0  
 6 0  
 B 7 0  
 8 0  
 9 0

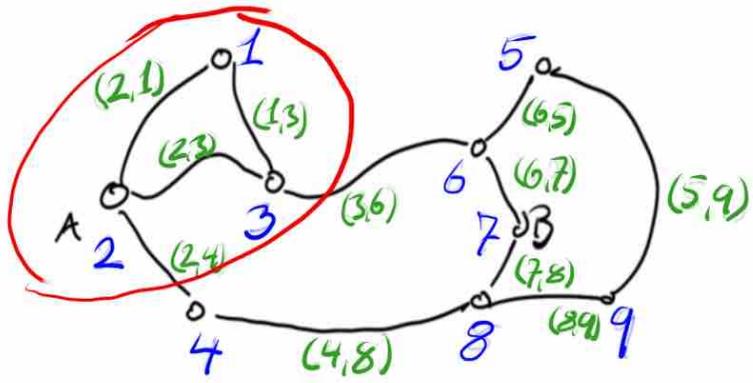
(2,1)  
 (2,3)  
 (2,4)  
 (1,3)  
 (3,6)  
 (4,8)  
 (6,5)  
 (6,7)  
 (7,8)  
 (8,9)  
 (5,9)





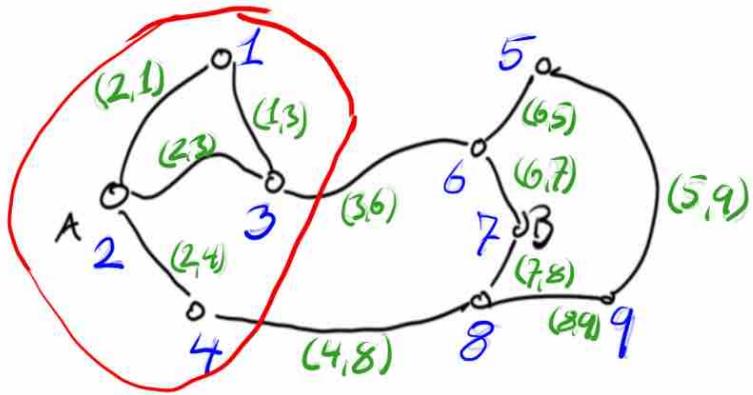
A 1 0 → 1  
 A 2 0 → 2  
 3 0 → 3  
 4 0 → 4  
 5 0 → 5  
 6 0 → 6  
 B 7 0 → 7  
 8 0 → 8  
 9 0 → 9

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



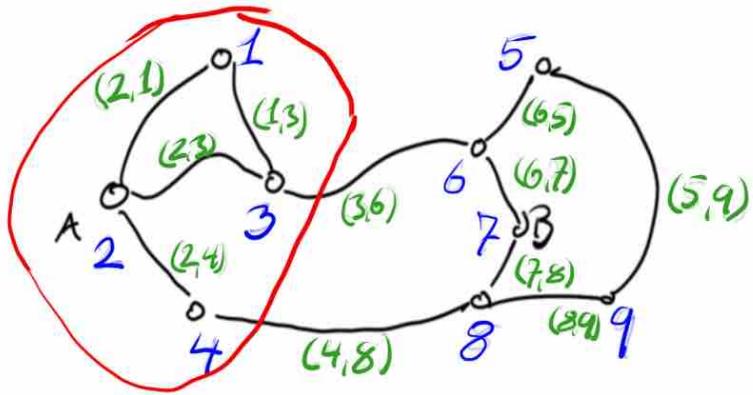
A 1 0 → 1  
 A 2 0 → 2  
 3 0 → 3  
 4 0 → 4  
 5 0 → 5  
 6 0 → 6  
 B 7 0 → 7  
 8 0 → 8  
 9 0 → 9

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



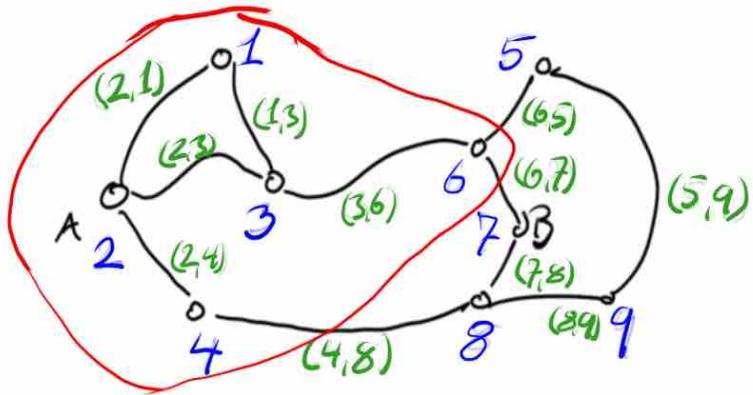
A 1 0 → 1  
 A 2 0 → 2  
 3 0 → 3  
 4 0 → 4  
 5 0 → 5  
 6 0 → 6  
 B 7 0 → 7  
 8 0 → 8  
 9 0 → 9

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



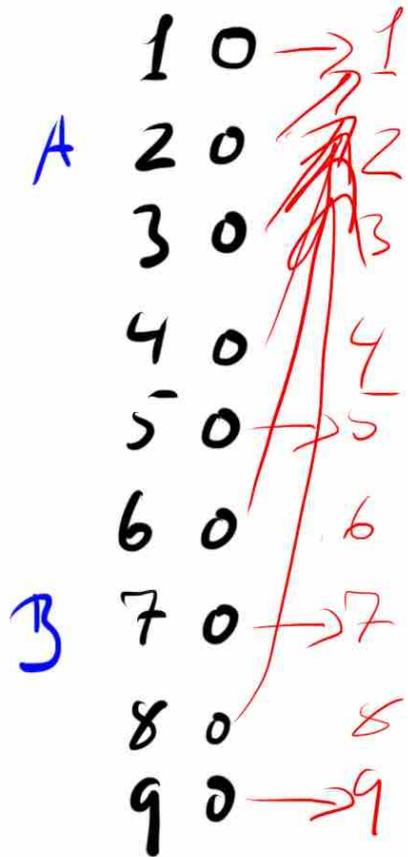
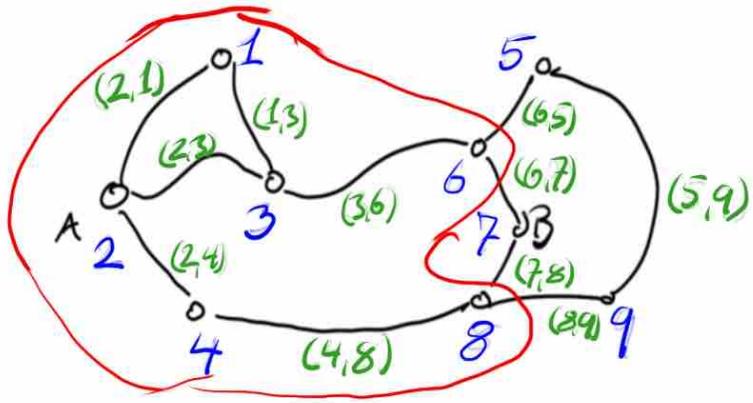
A 1 0 → 1  
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 3 0 → 3  
 4 0 → 4  
 5 0 → 5  
 6 0 → 6  
 B 7 0 → 7  
 8 0 → 8  
 9 0 → 9

(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  
 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

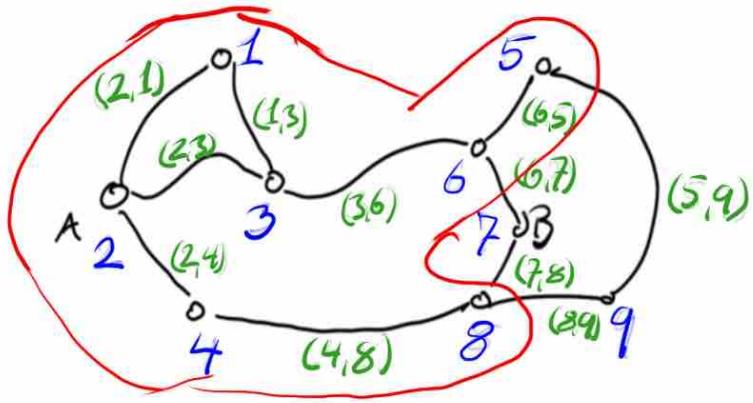
(2,1)  
 (2,3)  
 (2,4)  
 (1,3)  
 (3,6) Seen  
 (4,8) Unseen  
 (6,5)  
 (6,7)  
 (7,8)  
 (8,9)  
 (5,9)



- (2,1)
- (2,3)
- (2,4)
- (1,3)
- (3,6)
- (4,8) Seen

---

- (6,5) Unseen
- (6,7)
- (7,8)
- (8,9)
- (5,9)

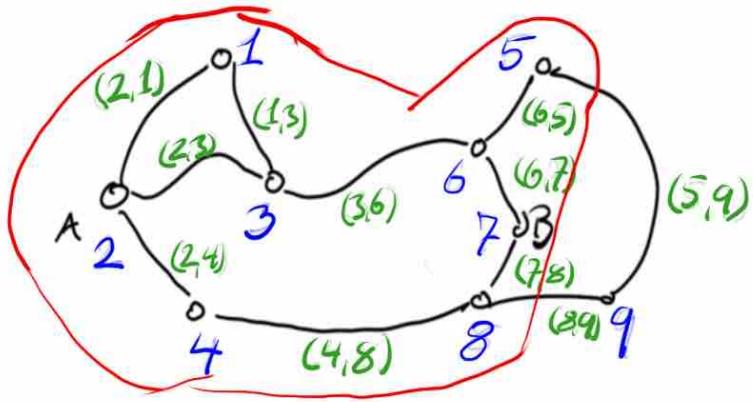


A  
 1 0 → 1  
 2 0 → 2  
 3 0 → 3  
 4 0 → 4  
 5 0 → 5  
 6 0 → 6  
 B  
 7 0 → 7  
 8 0 → 8  
 9 0 → 9

(2,1)  
 (2,3)  
 (2,4)  
 (1,3)  
 (3,6)  
 (4,8)  
 (6,5) *Seen*  


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

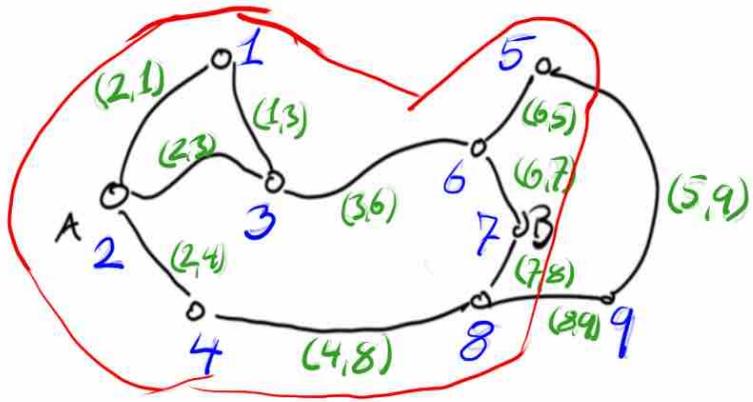


	1	0	→ 1
A	2	0	→ 2
	3	0	→ 3
	4	0	→ 4
	5	0	→ 5
	6	0	→ 6
B	7	0	→ 7
	8	0	→ 8
	9	0	→ 9

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

---

- (7,8) Unseen
- (8,9)
- (5,9)

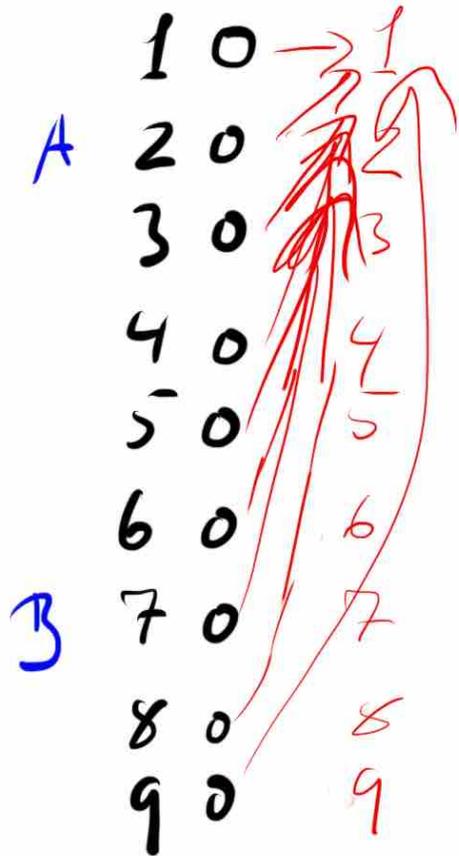
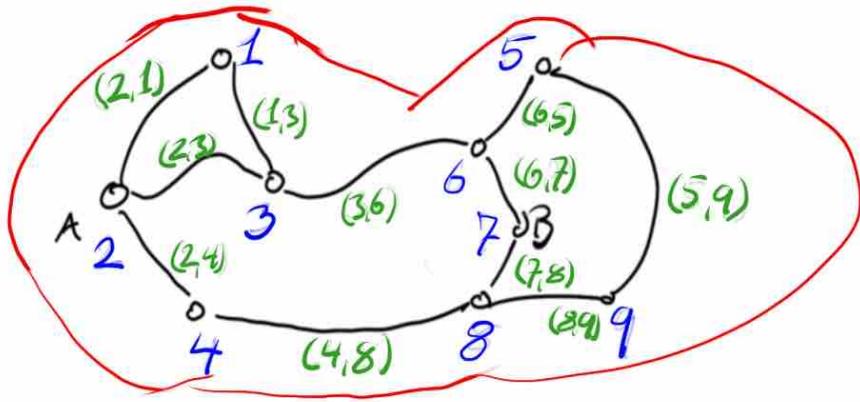


	1	0	→ 1
A	2	0	→ 2
	3	0	→ 3
	4	0	→ 4
	5	0	→ 5
	6	0	→ 6
B	7	0	→ 7
	8	0	→ 8
	9	0	→ 9

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

---

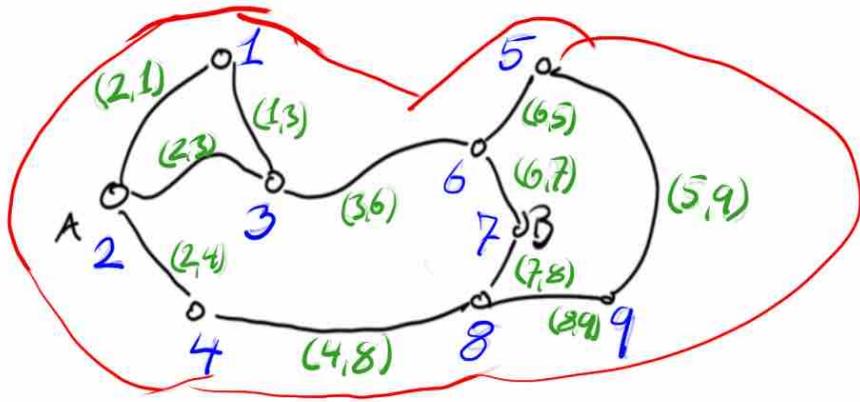
- (8,9) Unseen
- (5,9)



- (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

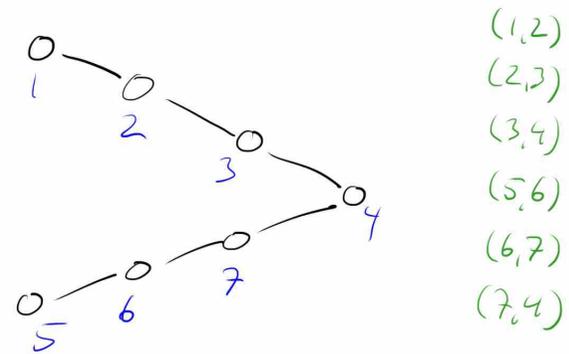
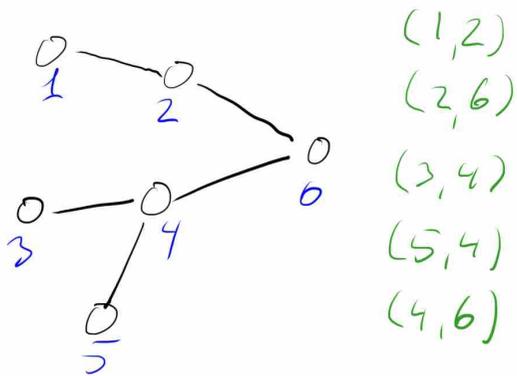
Unseen

# 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:

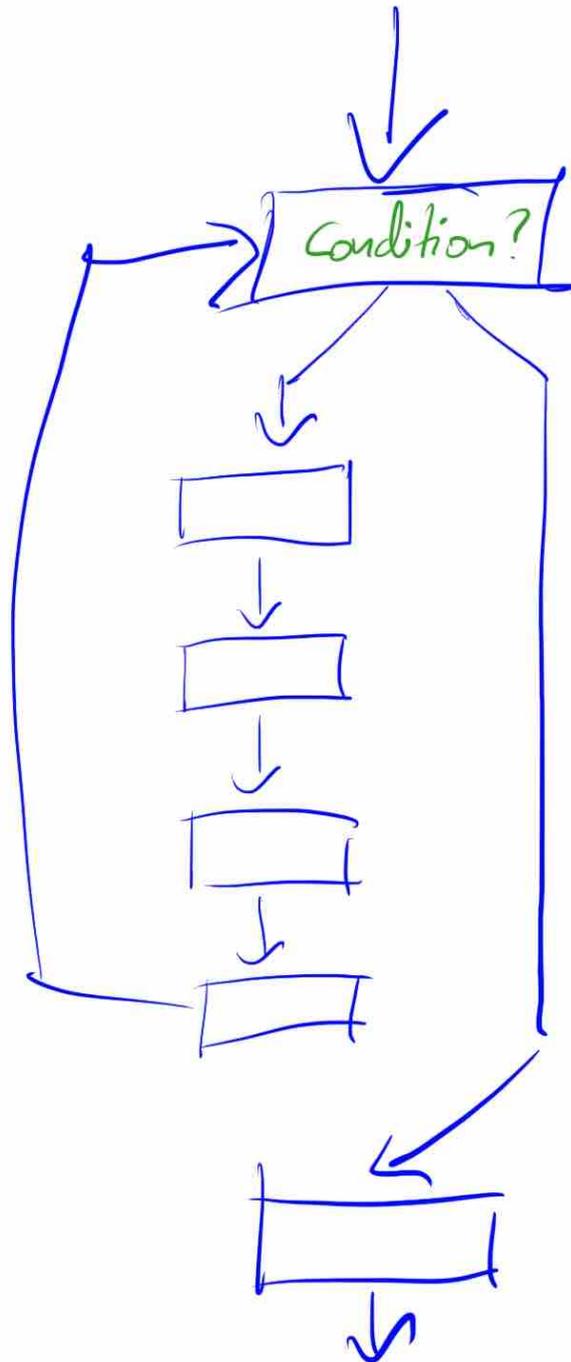


**Correctness**

# 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.



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

