

1


2


3

Algorithms
"For me, great algorithms are the poetry of
computation. Just like verse, they can be terse, allusive, dense and even mysterious. But once unlocked, they cast a brilliant new light on some aspect of computing." - Francis Sullivan

What is an algorithm?

4

| Example algorithms |
| :--- |
| sort a list of numbers <br> find a route from one place to another (cars, packet routing, <br> phone routing, ...) <br> find the longest common substring between two strings <br> add two numbers <br> microchip wiring/design (VLSI) <br> solve sudoku <br> cryptography <br> compression (file, audio, video) <br> spell checking <br> pagerank <br> classify a web page |



| $\log$ properties |
| :--- |
| $\log _{a} x \quad x=a^{b}$ |
| $a$ raised to what exponent is $x^{2} ?$ |
|  |
|  |
|  |


| Log properties |  |  |
| :---: | :---: | :---: |
| $\begin{aligned} & \log _{a} a=? \quad a \text { raised to what exponent is } x \text { ? } \\ & \log _{a} x=\text { ? if } x>a \end{aligned}$ |  |  |
|  |  |  |
| $\log _{a} x=$ ? if $x<a$ |  |  |
| greater than 1 less than 1 exactly 1 |  |  |



| Log properties |
| :--- |
| Which is bigger? |
| 2) $\log _{4} 2=\mathrm{x} \rightarrow 2=4^{\mathrm{x}}$ |
| $\log _{3} 2=\mathrm{x} \rightarrow 2=3^{x}$ |
| 2 |


| Log properties <br> $\log (a b)=\log a+\log b$ <br> Which is bigger? <br> 1) $\log _{3} 27$ <br> 2) $\log _{4} 36$ <br> 14 |
| :--- |


| Log properties |
| :--- |
| $\log (a b)=\log a+\log b$ |
| Which is bigger? |
| 1) $\log _{3} 27=\log _{3} 3+\log _{3} 3+\log _{3} 3$ |
| 2) $\log _{4} 36=\log _{4} 4+\log _{4} 3+\log _{4} 3$ |


| Log properties |
| :--- |
| $\log (a b)=\log a+\log b$ |
| Which is bigger? |
| 1) $\log _{3} 27=\log _{3} 3+\log _{3} 3+\log _{3} 3$ |
| 2) $\log _{4} 36=\log _{4} 4+\log _{4} 3+\log _{4} 3$ |
| 16 |


| Log properties |
| :--- | :--- |
| $\log (a / b)=\log a-\log b$ |
| Which is bigger? |
| 1) $\log _{3} 4.5$ |
| 2) $\log _{4} 8$ |$|$| Log properties |
| :--- |
| $\log (a / b)=\log a-\log b$ |
| Which is bigger? |
| 1) $\log _{3} 4.5=\log _{3} 9-\log _{3} 2$ |
| 2) $\log _{4} 8=\log _{4} 16-\log _{4} 2$ |



19

Log properties
$\log b^{x}=x \log b$
$\log b^{x}=\log b+\log b+\ldots+\log b$
$\log \mathrm{b}^{\mathrm{x}}=\sum_{i=1}^{x} \log b$

20

| Log properties |
| :--- |
| $\log _{\mathrm{a}} \mathrm{b}=\frac{\log b}{\log a} \quad$ allows you to change bases! |
|  |
|  |
|  |
| 1 |


| Log properties  <br> $\log _{\mathrm{a}} \mathrm{a}=?$ $\log _{\mathrm{a}} \mathrm{b}=\frac{\log b}{\log a}$ <br> $\log _{\mathrm{a}} \mathrm{x}=?$ if $\mathrm{x}>\mathrm{a}$ <br> $\log _{\mathrm{a}} \mathrm{x}=?$ if $\mathrm{x}<\mathrm{a}$ <br>  $\log _{\mathrm{a}} \mathrm{x}=\frac{\log x}{\log a}$ <br> greater than 1 less than 1 |
| :--- |
| 22 |


| Log properties |  |
| :--- | :--- |
| $\log _{\mathrm{a}} \mathrm{a}=$ ? | $\log _{\mathrm{a}} \mathrm{b}=\frac{\log b}{\log a}$ |
| $\log _{\mathrm{a}} \mathrm{x}>1$ | if $\mathrm{x}>\mathrm{a}$ |
| $\log _{\mathrm{a}} \mathrm{x}<1$ if $\mathrm{x}<\mathrm{a}$ | $\log _{\mathrm{a}} \mathrm{x}=\frac{\log x}{\log a}$ |
| greater than 1 | less than 1 |


| Log properties |
| :--- |
| Which is bigger? |
| 1) $\log _{3} 2$ |
| ${ }^{21} \log _{4} 2$ |
|  |
| 24 |






| Pseudocode |
| :--- |
| A way to discuss how an algorithm works that is |
| language agnostic and without being encumbered |
| with actual implementation details. |
| Should give enough detail for a person to undersand, |
| analyze and implement the algorithm. |


| Pseudocode examples |
| :---: |
| ```\(\operatorname{Mystery} 1(A)\) \(x \leftarrow-\infty\) for \(i \leftarrow 1\) to length \([A]\) if \(A[i]>x\) \(x \leftarrow A[i]\) return \(x\) Mystery2(A) for \(i \leftarrow 1\) to \(\lfloor\) length \((A) / 2\rfloor\) swap \(A[i]\) and \(A[\) length \((A)-(i-1)]\)``` |
| 42 |


| Pseudocode convections | Proofs |
| :---: | :---: |
| array indices start at 1 not 0 <br> we may use notation such as $\infty$, which, when translated to code, would be something like Integer.MAX VALUE <br> use shortcuts for simple function (e.g. swap) to make pseudocode simpler <br> we'll often use $\leftarrow$ instead of $=$ to avoid ambiguity <br> indentation specifies scope | What is a proof? <br> A deductive argument showing a statement is true based on previous knowledge (axioms) <br> Why are they important/useful? <br> Allows us to be sure that something is true In algs: allow us to prove properties of algorithms |

## 43



