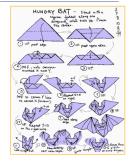
Algorithms, Part 1 of 3

Topics

- Definition of an Algorithm
- Algorithm Examples
- Syntax versus Semantics

Reading

Sections 3.1 - 3.3



Problem Solving

- Problem solving is the process of transforming the description of a problem into the solution of that problem.
- We use our knowledge of the **problem domain**.
- We rely on our ability to select and use appropriate problem-solving strategies, techniques, and tools.

Algorithms

An algorithm is a step by step solution to a problem.



- Why bother writing an algorithm?
 - For your own use in the future. You won't have to rethink the problem.
 - So others can use it, even if they know very little about the principles behind how the solution was derived.

Examples of Algorithms

- Washing machine instructions
- Instructions for a ready-to-assemble piece of furniture
- A classic: finding the greatest common divisor (GCD) using Euclid's Algorithm



Washing Machine Instructions

- Separate clothes into white clothes and colored clothes.
- Add 1 cup of powdered laundry detergent to tub.
- For white clothes:
 - Set water temperature knob to HOT.
- Place white laundry in tub.For colored clothes:
 - Set water temperature knob to COLD.
- Place colored laundry in tub.
- Close lid and press the start button.



Observations About the Washing Machine Instructions

- There are a finite number of steps.
- We are capable of doing each of the instructions.
- When we have followed all of the steps, the washing machine will wash the clothes and then will stop.



Refinement of Algorithm Definition

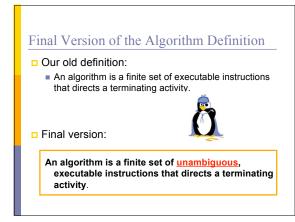
- Our old definition:
- An algorithm is a step by step solution to a problem.
 Adding our observations:
 - An algorithm is a <u>finite set</u> of <u>executable instructions</u> that <u>directs a terminating activity</u>.



Instructions for a Ready-to-Assemble Piece of Furniture

- "Align the marks on side A with the grooves on Part F."
- How could these instructions be hard to follow?
 - Which side is A? A & B look alike -- both line up with Part F! This instruction is ambiguous.





History of Algorithms

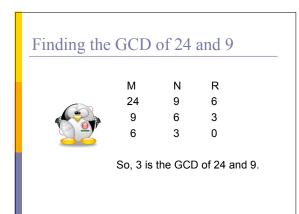
- The study of algorithms began as a subject in mathematics.
- The search for algorithms was a significant activity of early mathematicians.
- Goal: To find a single set of instructions that can be used to solve any problem of a particular type (a general solution).

Euclid's Algorithm

Problem: Find the largest positive integer that divides evenly into two given positive integers (i.e., the greatest common divisor).

Algorithm:

- Assign M and N the values of the larger and smaller of the two positive integers, respectively.
- 2 Divide M by N and call the remainder R.
- If R is not 0, then assign M the value of N, assign N the value of R, and return to Step 2. Otherwise, the greatest common divisor is the value currently assigned to N.





Euclid's Algorithm (con't)

- Do we need to know the theory that Euclid used to come up with this algorithm in order to use it?
- What intelligence is required to find the GCD using this algorithm?



The Idea Behind Algorithms

- Once an algorithm behind a task has been discovered
 - We don't need to understand the principles.
 - The task is reduced to following the instructions.
 - The intelligence is "encoded into the algorithm."



Algorithm Representation

Syntax and Semantics

- Syntax refers to the representation itself.
- Semantics refers to the concept represented (i.e., the logic).



Contrasting Syntax and Semantics

- In the English language, we have both syntax and semantics.
- Syntax is the grammar of the language.
- Semantics is the meaning.
- Given the following sentence,
 - I walked to the corner grocery store.
 - Is this sentence syntactically correct?
 - Is it semantically correct?

Contrasting Syntax and Semantics

Given the following sentence,

- I talked to the funny grocery store.
- Is this sentence syntactically correct?
- Is it semantically correct?
- How about

I grocery store walked corner the to.



Contrasting Syntax and Semantics



Conclusion: An English sentence may be syntactically correct, yet semantically incorrect.

This is also true of algorithms.
 And it is also true of computer code.