

≡ Algorithms! ≡

CS3000

5/5 (m)

Admin

- Laney Strange (she/her)
- 11:40-1:20 mTWR (lecture)
- Tues Recitation 1:30, 3:25
- Thurs Recitation 1:30

- Off M 1:30-3 ME 3:3
- R 9:30-11
- laney@northeastern.edu

Agenda

1. Algorithms overview
2. Structure and setup
3. CS3000

- please say your name!

1. Algorithms Overview

↳ what are we getting ourselves into?

1. What is an algorithm?

- characteristics, def, components, when to use
- introduce self, name

2. What is a good algorithm?

- swap into / contact

"Good" Algorithm

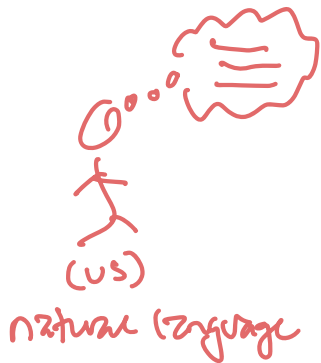
- efficiently achieves a desirable result
- something that works
- clarity
- handles edge cases

Algorithm

- set of instructions
- step by step
- solves a problem
- depends on inputs, might solve a diff way
- solve problems in an organized way
- different algo, same result
- might optimize different things
- generalized

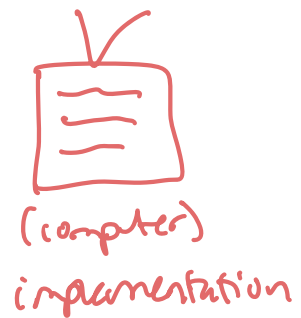
- scalable for any size of input
- generalized for similar problems
- deterministic, predictable
- relevant
- efficiency
 - good worst-case scenario
 - time
 - space
 - don't do unnecessary work
 - consistent for inputs
- executed until you reach goal
- takes an input, produces an output

2. Structure and Setup



Pseudocode

- more structured than NL
- less specific than code
- language agnostic
- C/C++ aim



Pseudocode Style: CLRS

- no ; or : or {} to show code blocks
- instead, just indentation
- define functions before calling
- assume basic math: +, -, *, /, $\lceil \cdot \rceil$, $\lfloor \cdot \rfloor$, log, exp, mod
- if/else if/else, for, while, return, print

Arrays!

- like a list - one variable, many values
- index from 1
- A, with length n (separate)

ⓧ A $\{ \underbrace{\quad}_1, \underbrace{\quad}_2, \underbrace{\quad}_3, \dots, \underbrace{\quad}_n \}$ values
positions

A[2] ~ value at position 2

for $i = 1$ to n

A[i] = $\emptyset$ $\hookrightarrow$ every value
set to $\emptyset$

$i = 1$
 $i = 2$
 $\dots$
 $i = n$

// comment!

ⓧ A real algorithm

A = the cards

$n = 8$

~~key = 5~~
key = 11

best case: find on first try!
worst case: never find!

Algo #1: Linear Search

- what do it find key? $\rightarrow$ position where found
- what do it never find key? $\rightarrow$ return NIL

LINEAR SEARCH(A, n, key)

for $i = 1$ to n

if A[i] == key
return i

return NIL

ⓧ $n = 4$

$i = 1$	is $i \leq n$?	yes!
$i = 2$	is $i \leq n$?	yes!
$i = 3$	is $i \leq n$?	yes!
$i = 4$	is $i \leq n$?	yes!
$i = 5$	is $i \leq n$?	no!

$\hookrightarrow$ How many times do we
check the loop condition?

$\boxed{n+1}$

How many times do we
execute the loop body?

$\boxed{n}$

3. CS3000

↳ course website: notes

pswcode

hw, APPs, Recitation

Homework

- th → th 9pm
- 48 hour grace period
- Second chance HW

Exams

- 5/22
- 6/12
- XL exam Q (6/18)

APPs

- due 11:30 next day
- can't be late
- drop 3 of 8

Typeset!

Recitations

- tues "real"
- thurs "vibes" only 1:30