

# CSC104 fall 2012

## Why and how of computing week 6

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Text: **Picturing Programs**

# Outline

algorithms questions

Notes

# could algorithms run the world?

Spectacular algorithm success leads to questions:

- ▶ Is there, potentially, an algorithm to solve every problem?
- ▶ If there are two or more algorithms solving the same problem, how do you choose?
- ▶ How do you discover new algorithms?
- ▶ How do you maintain and improve massive, possibly buggy, algorithms?

# problems without an algorithm



before electronic, programmable  
computers  
Alonzo Church and Alan Turing  
showed there were many  
unsolvable algorithms



Classic example: **Halting Problem**



## algorithms that take too long

An algorithm may exist, but take too long to be feasible:

```
(define (fib n)
  (if (< n 2)
      n
      (+ (fib (- n 1)) (fib (- n 2)))))
```

Of interest from rabbit-breeding to biology to computer science (see [Vi Hart](#)), calculating Fibonacci sequence **this way** gets slow for numbers over 40.

## an everyday (once) algorithm

Before Canada-411, we used to look up phone numbers in white pages. There are (at least) two different, correct ways to find the leaf (2-sided sheet) with the business you're looking for (or conclude it's not there).

- ▶ linear search
  
- ▶ binary search

# how to solve it

it being a new problem

Clearly there's no fool-proof method, but there's some **techniques that often make progress**. It helps to write down the whole process:

- ▶ Understand the problem
- ▶ Devise (one or more) plan(s)
- ▶ Try the plan
- ▶ Look back



# paper folding?

try it out

- ▶ Understand the problem (what's given, what's required)?
- ▶ Devise a plan
  
- ▶ Try at least one plan (be ready to abandon it too)
  
- ▶ Look back

# Notes

