

# CSC104 winter 2013

## Why and how of computing week 2

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BA4270 (behind elevators)

<http://www.cdf.toronto.edu/~heap/104/W13/>

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Text: **Picturing Programs**



# problems without an algorithm



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



$(H \ P \leftarrow I)$

Classic example: **Halting Problem**

## another example

If there an algorithm for each problem, how about one to decide whether declarative English sentences are true? How about:

$$T(S)$$

$S =$  This statement is false.

What should the algorithm that verifies (or not) sentences do?

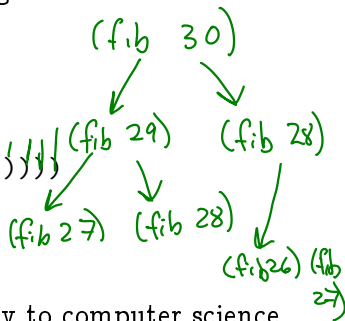
## algorithms that take too long

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

```
(define (fib n)
  (if (< n 2)
```

```
    n
    (+ (fib (- n 1)) (fib (- n 2))))))
```

*opaque.*



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 on-line dictionaries, it was common to look up definitions in a paper-and-ink dictionary. There are (at least) two different, correct ways to find the leaf (2-sided sheet) with the word you're looking for (or conclude it's not in the dictionary).

- ▶ 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