

# COT 5407: Introduction to Algorithms

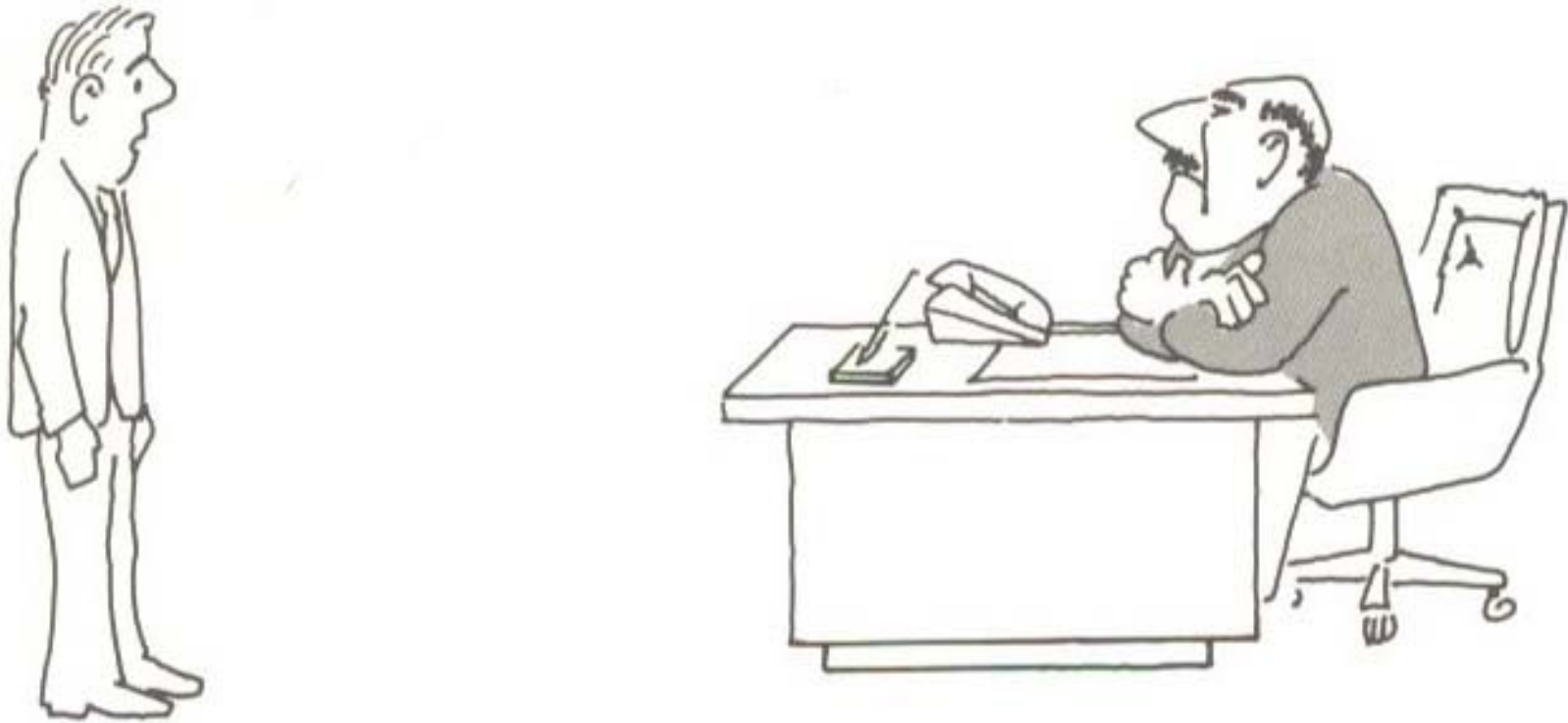
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[www.cis.fiu.edu/~giri/teach/5407F07.html](http://www.cis.fiu.edu/~giri/teach/5407F07.html)

# Why should I care about Algorithms?



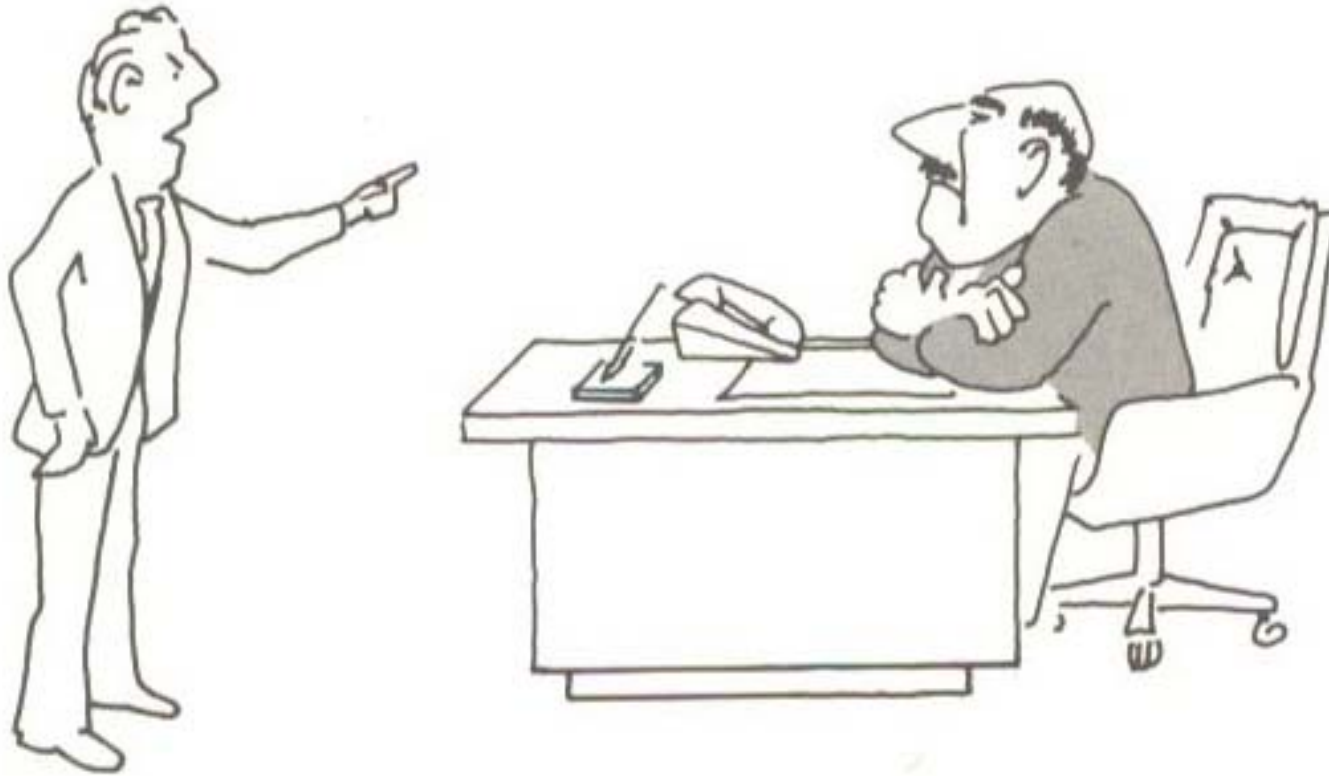
“I can’t find an efficient algorithm, I guess I’m just too dumb.”

Cartoon from *Intractability* by Garey and Johnson

# More questions you should ask

- Who should know about **Algorithms**?
- Is there a future in this field?
- Would I ever need it if I want to be a software engineer or work with databases?

# Why are theoretical results useful?



“I can’t find an efficient algorithm, because no such algorithm is possible!”

Cartoon from *Intractability* by Garey and Johnson

# Why are theoretical results useful?



“I can’t find an efficient algorithm, but neither can all these famous people.”

Cartoon from *Intractability* by Garey and Johnson

# Evaluation

- Exams (2) 50%
- Homework Assignments 35%
- Semester Project 10%
- Class Participation 5%

# History of Algorithms

The great thinkers of our field:

- **Euclid, 300 BC**
- **Bhaskara, 6<sup>th</sup> century**
- **Al Khwarizmi, 9th century**
- **Fibonacci, 13<sup>th</sup> century**
- **Babbage, 19<sup>th</sup> century**
- **Turing, 20<sup>th</sup> century**
- **von Neumann, Knuth, Karp, Tarjan, ...**

# Search

- You are asked to guess a number  $X$  that is known to be an integer lying in the range  $A$  through  $B$ . How many guesses do you need in the worst case?
  - Use **binary search**; Number of guesses =  $\log_2(B-A)$
- You are asked to guess a positive integer  $X$ . How many guesses do you need in the worst case?
  - **NOTE**: No upper bound is known for the number.
  - **Algorithm**:
    - figure out  $B$  (by using **Doubling Search**)
    - perform binary search in the range  $B/2$  through  $B$ .
  - Number of guesses =  $\log_2 B + \log_2(B - B/2)$
  - Since  $X$  is between  $B/2$  and  $B$ , we have:  $\log_2(B/2) < \log_2 X$ ,
  - Number of guesses  $< 2\log_2 X - 1$



# Polynomials

- Given a polynomial

- $p(x) = a_0 + a_1 x + a_2 x^2 + \dots + a_{n-1} x^{n-1} + a_n x^n$

compute the value of the polynomial for a given value of  $x$ .

- How many additions and multiplications are needed?

- Simple solution:

- Number of additions =  $n$

- Number of multiplications =  $1 + 2 + \dots + n = n(n+1)/2$

- Improved solution using **Horner's rule**:

- $p(x) = a_0 + x(a_1 + x(a_2 + \dots x(a_{n-1} + x a_n) \dots))$

- Number of additions =  $n$

- Number of multiplications =  $n$