Giulia Bernardini *giulia.bernardini@units.it*Office: 3.29 (C5, 3rd floor)

Algorithmic Design / Algorithms for Scientific Computing a.y. 2023/2024

### What can you expect from this course?

### Algorithmics tells us:

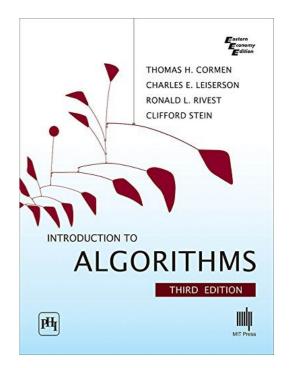
- Whether a program will be effective before coding it
- How to estimate the execution time of a program
- Whether the program strategy can be improved

#### You will learn how to:

- Abstract the notion of program (pseudocodes)
- Define a measure of efficiency/complexity
- Actually compute this measure for existing algorithms
- Design algorithms that perform well for this measure

## Material

- **Textbook:** *Introduction to Algorithms* (3rd Edition) Cormen, Leiserson, Rivest, Stein. MIT Press.
- Chapters from other books that I will provide
- Exercises



- Slides (sometimes). Disclaimer: the slides are not enough to pass the examination. You need to take notes/read the book
- Video recordings

Moodle page: <a href="https://moodle2.units.it/course/view.php?id=12349">https://moodle2.units.it/course/view.php?id=12349</a>

Team: CD2023 587SM-2 ALGORITHMIC DESIGN - code: 7rdiaz2

## Lectures

- **Tuesdays** 11.00-13.35 in room 1B of building D, with two breaks of 10 minutes in between
- Wednesdays 11.00-13.35 in room 5B of building H2bis with two breaks of 10 minutes in between
- Thursdays 14.15-16 in room 4C of building H2bis with one break of 15 minutes in between
- No lectures on: 14 March, 28 March 4 April
- Last lecture: 24 April

## Examination

- A written theory test over the whole content of the course
- 10/15 minutes oral presentation (provided you passed the test) about a recent paper individually assigned to each of you at the end of the course. Important: longer presentations will be penalised. To learn how to identify and present only the most important aspects of a problem and its solution is an essential part of this course.
- The presentation and the theory test are given separate grades. The final grade is given by 40% the presentation's grade + 60% the theory test's grade, **provided they are both above the passing mark**.

## Wooclap

Go to www.wooclap.com and use the code BERNARDINIOO

You do not need to create an account and you can answer to questions anonymously!



What quantity does the algorithm below compute?

```
Algorithm 4 Some computation on A
```

```
INPUT: An array A = A[1, \ldots, n] of integers (positive and negative). OUTPUT: ???

i \leftarrow 1; total \leftarrow 0; counter \leftarrow 0;

while i \leq n do

if A[i] > 0 then

total \leftarrow total + A[i];

counter \leftarrow counter + 1;

i \leftarrow i + 1;

if counter > 0 then

return \frac{\text{total}}{\text{counter}};

else

return FAIL;
```

What quantity does the algorithm below compute?

The loop is not endless

```
Algorithm 4 Some computation on A
     INPUT: An array A = A[1, ..., n] of integers (positive and negative).
     OUTPUT: ???
    i \leftarrow 1; total \leftarrow 0; counter \leftarrow 0;
     while i \leq n do
        if A[i] > 0 then

total \leftarrow total + A[i];

counter \leftarrow counter + 1;

i \leftarrow i + 1;
                                                     i is incremented at every iteration of the loop
    if counter > 0 then
         return \frac{\text{total}}{\text{counter}};
     else
         return FAIL;
```

What quantity does the algorithm below compute?

It does not always fail

```
Algorithm 4 Some computation on A
```

```
INPUT: An array A = A[1, \ldots, n] of integers (positive and negative). OUTPUT: ???

i \leftarrow 1; total \leftarrow 0; counter \leftarrow 0;

while i \leq n do

if A[i] > 0 then

total \leftarrow total + A[i];

counter \leftarrow counter + 1;

if counter > 0 then

return \frac{\text{total}}{\text{counter}};

else

return FAIL;
```

What quantity does the algorithm below compute?

It skips the negative elements...

```
Algorithm 4 Some computation on A
    INPUT: An array A = A[1, ..., n] of integers (positive and negative).
    OUTPUT: ???
    i \leftarrow 1; total \leftarrow 0; counter \leftarrow 0;
    while i \leq n do
        if A[i] > 0 then
                                              total stores the sum of the positive elements;
             \mathsf{total} \leftarrow \mathsf{total} + A[i];
                                              count stores the number of positive elements
             counter \leftarrow counter +1;
        i \leftarrow i + 1;
    if counter > 0 then
        return \frac{\text{total}}{\text{counter}};
    else
         return FAIL;
```

What quantity does the algorithm below compute?

It returns the average of the positive elements of A!

```
Algorithm 4 Some computation on A
    INPUT: An array A = A[1, ..., n] of integers (positive and negative).
    OUTPUT: ???
    i \leftarrow 1; total \leftarrow 0; counter \leftarrow 0;
    while i \leq n do
        if A[i] > 0 then
             total \leftarrow total + A[i];
             counter \leftarrow counter +1;
        i \leftarrow i + 1;
    if counter > 0 then
                               This is the average of the positive elements, if there are any!
        return \frac{\text{total}}{\text{counter}};
    else
        return FAIL;
```