Problem Solving & Algorithm Design

Problem solving

• The act of finding a solution to a perplexing, distressing, vexing, or unsettled question

How to Solve it

• Written by George Polya in 1945

How to Solve it

• Written by George Polya in 1945

» It is written in a mathematical context for mathematical problems

How to Solve it

- Written by George Polya in 1945
 - » It is written in a mathematical context for mathematical problems
 - >With simple wording changes his list of suggestions are applicable to all types of problems

• To understand a problem

- To understand a problem
 - » What do I know about the problem?

- To understand a problem
 - » What do I know about the problem?
 - » What is the information that I have to process in order to find the solution?

- To understand a problem
 - » What do I know about the problem?
 - » What is the information that I have to process in order to find the solution?
 - » What does the solution look like?

- To understand a problem
 - » What do I know about the problem?
 - » What is the information that I have to process in order to find the solution?
 - » What does the solution look like?
 - » What sort of special cases exist?

- To understand a problem
 - » What do I know about the problem?
 - » What is the information that I have to process in order to find the solution?
 - » What does the solution look like?
 - » What sort of special cases exist?
 - » How will I recognize that I have found the solution?

Look for Familiar Things

» You should never "reinvent the wheel"

Look for Familiar Things

- » You should never "reinvent the wheel"
- » In computing, you see certain problems again in different guises

Look for Familiar Things

- » You should never "reinvent the wheel"
- » In computing, you see certain problems again in different guises
- » A good programmer sees a task, or perhaps part of a task (subtask), that has been solved before and plugs in the solution.

Divide and conquer

» Break up a large problem into smaller units that can be handled more easily

Divide and conquer

- » Break up a large problem into smaller units that can be handled more easily
- » Abstraction plays an important role

Divide and conquer

- » Break up a large problem into smaller units that can be handled more easily
- » Abstraction plays an important role
- » The divide-and-conquer approach can be applied over and over

Abstraction

An explanation, idea or model that removes complex details

This is a key concept Abstraction will reappear throughout the course

A technical term for a set of instructions for solving a problem or sub-problem

A technical term for a set of instructions for solving a problem or sub-problem

> **Desirable Properties** Use a finite amount of time

A technical term for a set of instructions for solving a problem or sub-problem

Desirable Properties Use a finite amount of time Use a finite amount of data, material

A technical term for a set of instructions for solving a problem or sub-problem

Desirable Properties Use a finite amount of time Use a finite amount of data, material Instructions are unambiguous

Who writes algorithms?

Who writes algorithms?

Anyone who wants to write a set of instructions for solving a problem

An Example Algorithm

How to prepare Hollandaise sauce

Never-Fail Blender Hollandaise

1 cup butter 4 egg yolks 1/4 teaspoon salt 1/4 teaspoon sugar 1/4 teaspoon Tabasco1/4 teaspoon dry mustard2 tablespoons lemon juice

Heat butter until bubbling. Combine all other ingredients in blender. With blender turned on, pour butter into yolk mixture in slow stream until all is added. Turn blender off. Keeps well in refrigerator for several days. When reheating, heat over hot, not boiling, water in double boiler. Makes about 1-1/4 cups sauce.

Algorithm Written in Pseudocode

A mixture of English and formatting to make the steps in the algorithm explicit

Put butter in a pot Turn on burner (low heat) Put pot on the burner While (not bubbling) Leave pot on the burner Turn off burner Put other ingredients in the blender Turn on blender While (more butter needed) Pour butter into blender in a slow stream Turn off blender

• Implementing an algorithm involves making it computer-readable

• Implementing an algorithm involves making it computer-readable

» Must be in a suitable form for a computer

• Implementing an algorithm involves making it computer-readable

» Must be in a suitable form for a computer

 The methodology (set of working methods) used to make the plan must

• Implementing an algorithm involves making it computer-readable

» Must be in a suitable form for a computer

 The methodology (set of working methods) used to make the plan must

» Begin with a problem statement

• Implementing an algorithm involves making it computer-readable

» Must be in a suitable form for a computer

- The methodology (set of working methods) used to make the plan must
 - **» Begin with a problem statement**
 - » Conclude with a plan that can be easily coded