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### Abstraction: Represents complex idea with something simple (this is the main idea of

Computer Science Principles)

- Using a variable name to represent a concept
- Using a list to represent a collection of items as one list
- Using a function that someone else wrote but that you can use without understanding the code

### Procedural Abstraction: process/procedure

- Provides a name for a process and **allows a procedure (function) to be used only knowing what it does, not how** (e.g. finding the maximum number in a list by coding)
- Allows solution to large problem to be based on solutions of smaller problems
  - Helps improve code readability
- Code can be **reused**

### <u>Algorithms:</u>

- Finite set of instructions to accomplish a specific task
- Can be expressed in natural language, pseudocode, and/or programming language
- Can be written in different ways, still accomplish some tasks
- Algorithms that appear similar yield different side effects/results
- Different algorithms can be developed or used to solve the same problem
- Can be created from...
  - Idea
  - Modifying existing algorithms
  - Combining existing algorithms
  - Constructed using combinations of...
    - Sequencing (step by step reading of code in order)



- Selection (conditionals)
- Iteration (loops)

### Algorithm Vocabulary:

- To execute (**execution**) a program = run program
- **Documentation** add comments to program
- **Procedure** (function) interrupts sequential execution of a program
  - Function must be executed before program continues
  - Functions end when last statement/return statement is made

### **Types of Algorithms:**

- Sequential Algorithm: executed from start to finish on one computer
- **Parallel Algorithm:** Executes instructions at same time of different processing devices and them combine all the individual outputs to produce a final result
  - Used when there are several lines of code
  - Less time consuming
- Speed Up: ratio that compares run time of sequential algorithm to parallel algorithm
  - Ex. Sequential: 30 mins; Parallel: 10 mins; Speed Up: 3:1 or 3

# **Efficiency of Algorithms:**

- Estimation of amount of computational resources used by the algorithm
- Expressed as a function through size of input
- Determined through formal or mathematical reasoning
- Can be informally measured by determining the number of times a statement(s) execute
- Different correct algorithms for the same problems have different efficiencies

### **Measuring Efficiency:**

- Polynomial/cloer (constant, linear, square, cube) efficiencies run in a reasonable amount of time
  - Ex. 2n
- Exponential/factorial efficiencies run in an unreasonable amount of time
- Same problems can't be solved in reasonable amounts of time because there is not efficient algorithm, so approximate solutions are found

# Solving Problems with Algorithms:

- **Optimization Problem:** finding the "best"/fastest solution among many
- **Decidable Problem:** an algorithm written to find outputs for all inputs and find a solution
- Undecidable Problem: no algorithm will always work



• **Heuristic:** way to solve problem, but not "best" (fastest/cheapest), it is still a way to work

#### Searches:

- Linear/Sequential Search: you keep going through the list in order to find the solution (beginning to end)
- Binary Search: starts in the middle of set of sorted data, eliminate half of data by dividing it by 2
  - More efficient than linear search
- Libraries: contains procedures that may be used in creating new programs
  - Can come from existing code
  - Need documentation
  - This is easier because you don't have to rewrite code