



Algorithms

Algorithms are a familiar idea. Our goal is to learn to specify them right so someone or something else does the work



Previous Algorithms

Algorithm, a precise, systematic method to produce a specified result

• We have seen algorithms already...

• Placeholder technique is an algorithm with an easy specification:

$longStringWithShortStringInt \leftarrow placeholder$

$ShortString \leftarrow \epsilon$

$placeholder \leftarrow longStringWithShortStringInt$

Not every process is an algorithm -- debugging



Properties of Algorithms

For an algorithm to be well specified it must have ...

- Inputs specified
- Outputs specified
- Definiteness
- Effectiveness
- Finiteness



Programs vs Algorithms

A program is an algorithm specialized to a particular situation

* Algorithm:

$longStringWithShortStringInt \leftarrow placeholder$

$ShortString \leftarrow \epsilon$

$placeholder \leftarrow longStringWithShortStringInt$

* Program:

$\downarrow \downarrow \leftarrow \#$

$\downarrow \leftarrow \epsilon$

$\# \leftarrow \downarrow \downarrow$



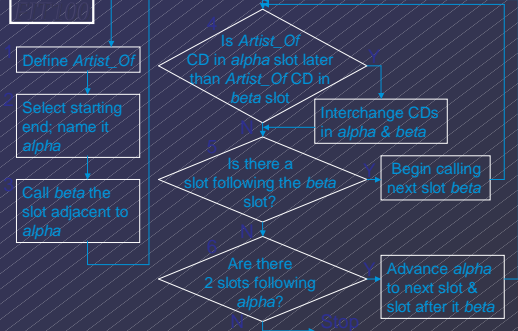
Alphabetize CDs

1. **Def Artist_of** Use *Artist_of* to refer to the group name
2. **Pick Alpha** Decide which end of rack is to be start of alphabetic sequence, and call the first slot *alpha*
3. **Pick Beta** Call the slot next to *alpha*, *beta*
4. **Exchange** If *Artist_of* of the CD in the *alpha* slot is later in the alphabet than the *Artist_of* of the CD in the *beta* slot, interchange the CDs, otherwise continue on
5. **More Betas?** If a slot follows *beta* slot, begin calling it the *beta* slot and go to step 4, otherwise continue on
6. **More Alphas?** If two slots follow the *alpha* slot, begin calling the next one the *alpha* slot and the one following it the *beta* slot; go to step 4; otherwise stop

Spoon
Beethoven
Hampton
Wynette
Pearl Jam




Flow Chart






Demonstration




Abstraction

Abstraction means removing an idea or process from a situation

Beta sweep -- while *alpha* points to a fixed slot, *beta* sweeps through slots following *alpha*, interchanging as necessary




The beta sweep is a concept removed based on our understanding of the operation of the algorithm



Flow Chart

```

graph TD
    Start([Start]) --> Step1[1. Define Artist_Of]
    Step1 --> Step2[2. Select starting end; name it alpha]
    Step2 --> Step3[3. Call beta the slot adjacent to alpha]
    Step3 --> Decision4{4. Is Artist_Of CD in alpha slot later than Artist_Of CD in beta slot?}
    Decision4 -- Y --> Interchange[Interchange CDs in alpha & beta]
    Interchange --> Decision4
    Decision4 -- N --> Decision5{5. Is there a slot following the beta slot?}
    Decision5 -- Y --> Step4[Begin calling next slot beta]
    Step4 --> Decision4
    Decision5 -- N --> Decision6{6. Is there a pair of slots following alpha?}
    Decision6 -- Y --> Step5[Advance alpha to next slot & slot after it beta]
    Step5 --> Decision4
    Decision6 -- N --> Stop([Stop])
  
```




The Beta Sweep

By abstracting we can analyze parts of an algorithm ...

- * The beta sweep has 4 properties:
 - *Exhaustive* -- it considers all CDs after *alpha*
 - *Non-redundant* -- no slot pair is checked twice
 - *Progressive* -- the alphabetically earliest CD considered so far is always in the *alpha* slot
 - *Effective* -- at completion, the alphabetically earliest CD from *alpha* to end is in *alpha* slot

These properties apply only to Alphabetize CDs




Alpha Sweep

The alpha sweep...

Process of sweeping through all of the CDs (but the last) performing the beta sweep

- *Exhaustive* -- considers all but last CD
- *Non-redundant* -- a slot is *alpha* only once
- *Progressive* -- when *beta* sweep completes the alphabetically next CD in *alpha*
- *Complete* -- when last *beta* sweep is done the last slot's CD is later than next to last slot
- *Effective* -- the *alpha* sweep alphabetizes




Summary

We figure out most algorithms on our own, abstracting from specific cases


Also we abstract parts of an algorithm or program to understand them

- * Thinking of how the program works and reasoning about its properties allows us to know why an algorithm works ... and then we can let the computer do it




In Sunday's Paper...

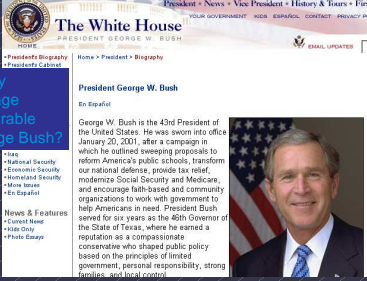
Google Bombing: To sabotage Google's page-rank system



Ask Google for 'miserable failure'





George W Bush?



The most highly ranked Web page for words 'miserable failure' is George Bush?



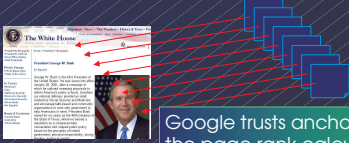
Sample Query

What's Happening?

Many pages make their anchor text 'miserable failure' and make the anchor link to the Bush biography

```
<a href="http://whitehouse.gov/gwbbio.html">miserable failure</a>
```



Google trusts anchor text in the page rank calculation