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Notion of algorithm

AP/IT



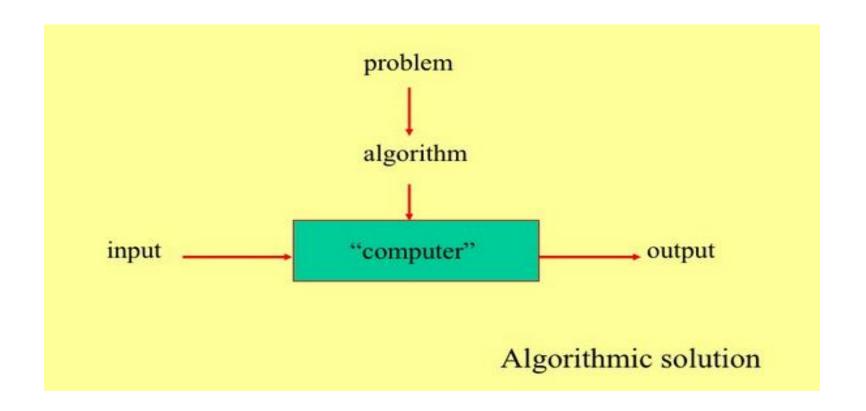


An algorithm is a sequence of unambiguous instructions for solving a problem, i.e., for obtaining a required output for any legitimate input in a finite amount of time.



Representation of Algorithm







Properties of Algorithm



- 1. Finiteness
 - terminates after a finite number of steps
- Definiteness
 - rigorously and unambiguously specified
- 3. Input
 - valid inputs are clearly specified
- 4. Output
 - can be proved to produce the correct output given a valid input
- Effectiveness
 - steps are sufficiently simple and basic



Types of Algorithm



- There are three ways to writing an algorithm:
 - EUCLID's Algorithm
 - Consecutive integer checking Algorithm
 - Middle school procedure



EUCLID's Algorithm



- Step 1 If n = 0, return m and stop; otherwise go to Step 2
- Step 2

Divide m by n and assign the value fo the remainder to r

Step 3

Assign the value of n to m and the value of r to n. Go to Step 1.

```
while n ≠ 0 {
    r ← m mod n
    m← n
    n ← r
}
return m
```

Consecutive integer checking Algorithm



- Step 1
 - Assign the value of min{m,n} to t
- Step 2
 - Divide m by t. If the remainder is 0, go to Step 3; otherwise, go to Step 4
- Step 3
 - Divide n by t. If the remainder is 0, return t and stop; otherwise, go to Step 4
- □ Step 4
 - Decrease t by 1 and go to Step 2



Middle school procedure



- Step 1
 - Find the prime factorization of m
- Step 2
 - Find the prime factorization of n
- Step 3
 - Find all the common prime factors
- Step 4
 - Compute the product of all the common prime factors and return it as gcd(m,n)