No problem can withstand the assault of sustained thinking.

Voltaire

Any fool can know. The point is to understand.

Albert Einstein

A problem is a chance for you to do your best.

Duke Ellington

CS@VT

Intro Problem Solving in Computer Science

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### Goals of this Course

Make you a better problem solver in general Understand how you operate Recognize limitations and pitfalls Learn techniques that you can apply to solve problems

Improve your ability to successfully complete the CS degree

#### **Descriptive vs Prescriptive**

Descriptive: discuss how other people do it

Prescriptive: teach you how you should do it

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We designed this course in hopes of:

- Improving students' ability to design
- Improving students' ability to develop algorithms
- Improving students' ability to plan (projects)
- Improving students' ability to test and debug
- Improving students' performance on tests
- Improving students' analytical abilities
- Improving students' ability to "argue" (proving)
- Improving students' ability with personal interactions

## **Guiding Philosophy**

- 1. Problem solving is a skill (it can be learned). It is not an innate ability.
- 2. Problem solving is fundamentally about attitude and effort (the "problem-solving stance").
- 3. The problem-solving stance isn't something that you can just "turn on" when you need it for a test, etc. You have to live it and successful people do just that.

#### **Course Organization/Process**

- Learn about yourself
- Learn problem-solving techniques
- Solve a wide variety of problems, so as to learn how to apply the techniques

#### What Kinds of Problems?

Introduction 7

- Problems "in the large": Engineering tasks
  - Lots of formal process, well developed
- Problems "in the small": Puzzles, homework
  - Heuristics
- Success as a student
- Interpersonal problems
  - Take a "problem-solving" stance
- Analysis, construction, organization, process, understanding
- Communication skills

# A Learning Hierarchy

#### Introduction 8



N. Falkner, R. Sooriamurthi, and Z. Michalewicz, "Puzzle-based learning for engineering and computer science," *IEEE Computer*, 43(4), 2010, pp. 20--28.

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