ALGORITHM DESIGN FOR KNOWLEDGE BUILDING AND SELF REALIZATION

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ABSTRACT

start by doing simple and easy things
and then move from easy to easy things
and start organizing what that have been learned. start relearning old things
along with new things and try to go in depth and practice for perfection.
now

DESIGN

define a target knowledge packet.
search for similar packets in the database (local or in network)
order them to make a meaningful new packet or a packet sequence.
visualize the new packet, so that people may get new ideas

DESIGN EXPLANATION

0: Find out the things that has to be learned.

Mark the topics that has to be learned.
Create a form in PHP to mark the things to be learned:
Understanding Debian, GNU and Linux
Writing an application to analyze data
Writing multiple sorting algorithms
Writing a library about bit twiddling hacks.

1: Search for similar topics in the database.
The database will have multiple tables:
One for getting feedback from the learner
One for storing the processed(manipulated data)
feedback for future use.

Create a structure from topics to their inner details
Use PHP and MySQL to access the database.
Use PHP to store the data from the database
to a new custom data structure for manipulations.

(http://www.php.net/manual/en/book.spl.php)

2: Build relations between the topics.
Build properties for the relations.
Build conditions among properties.
Build a logical sequence for a step by step learning process using the conditions.

3: Visualize the logical sequence to understand the learning process.

IMPLEMENTATION DESIGN

EXPECTED OUTPUT