

# Advanced Data Structures and Algorithms

## 复 习

**Main topics:**

**(1) advanced data structures:**

- advanced search structures
- advanced heap structures

**(2) advanced algorithms and analysis:**

- algorithm design techniques,
- algorithm analysis: NP-c, amortized cost

### 一、 Advanced Dynamic Search (chapter 4)

1、 **Kernel problem:** search tree balance, reduce the height of the tree

2、 **Approaches:**

- Binary search tree:
  - AVL 树: 概念、结点数与层次关系、四种平衡方法 (LL、RR、LR、RL)、四种平衡的判别方法、四种平衡方法的实现 (基于 singleRotation、doubleRotation) 并熟悉有关例程。
  - SPLAY 树: 概念、具体操作 (Zig-zag, Zig-zig)。
- m-tree, B 树: 概念、具体操作(insert, delete)。

3、 Inverted File Index: 概念、数据结构设计思想

### 二、 Advanced heap (Chapter 5)

1、 **Kernel problem:** merge operation

2、 **Approaches:**

(1) Binary tree representation

- Leftist heap:
  - a) 概念 (order property and structure property),
  - b) merge: based on the right path, time complexity
  - c) insert and delete based on merge
  - d) merge 实现, 熟悉有关例程。
- Skew heap: 概念 (amortized cost), merge(unconditional swap)。

(2) Forest representation

- Binomial queue:
  - a) 概念 (Bi), compare to the binary number
  - b) merge 实现方法, compare to the “add” of two binary number
  - c) 具体实现, 熟悉有关例程。

### 三、 NP-Completeness Problem (chapter 9)

concepts、relations of the concepts、typical problems

- undecidable problem
- decidable problem: NP problem、NP-complete
- deterministic machine and non-deterministic machine

## 四、Algorithm Design Techniques (chapter 10)

### 1、Greedy Algorithms

- Main ideas
- Typical problems:
  - i. Simple scheduling problem
  - ii. Huffman codes
  - iii. Approximate bin packing: online/offline, next/best/first fit

### 2、Divide and Conquer Algorithms

- Main ideas: three steps
- Running time theorems
- Typical problems: quick/merge sort、closest points

### 3、Dynamic Programming

- Main ideas: top-down analysis (how to reduce the complexity of the problem) and bottom-up implementation
- Typical problems
  - Ordering Matrix Multiplications: ideas, 熟悉程序。
  - Optimal binary search tree: ideas
  - All-pairs shortest path: ideas, 熟悉程序。

### 4、Backtracking Algorithms

- Main idea: exhaustive search + elimination
- Typical problems:
  - 8-queens
  - maze
  - turnpike reconstruction
  - game tree:  $\alpha$ - $\beta$  pruning

## 五、Amortized Analysis (chapter 11)

### 1、idea of amortized cost

2、how to analysis amortized cost:  $T_{\text{actual}} + \Delta\text{Potential} = T_{\text{amortized}}$

3、typical examples:

- a) binomial queues:  $\Delta\text{Potential} = T_i - T_{i-1}$

注意了解各 project 内容。

题型：选择题、程序填空题、简答题、算法设计题。