

Real World Algorithms: A Beginners Guide

Errata to the Third Printing

Last updated 11 June 2019

This document lists the changes that should be made to *Real World Algorithms* to correct mistakes that made their way to printing, to improve infelicities that the author spotted too late, or update the material with something that the author did not know at the time of writing the book.

There are three different kinds of changes noted here. In all of them the date that they became known to the author is given at the first line of each item. The name of the person who suggested the change is also given at the end of each change.

► **Page 1, line 1** _____ 1 Jan 1

These are technical or typographical errors.

Page 1, line 1 _____ 1 Jan 1

These are changes that improve the book, even if they do not correct an error. They include small rewordings, or material that became known to the author after the book was published.

Page 1, line 1 _____ 1 Jan 1

These are minor fixes that although they do not make a big difference they do hurt the author. Some of them might strain the reader's eye to see where the improvement is exactly.

- Page 79, line 9 _____ 07 May 2019
 overall logic $\wedge \rightarrow$ general logic
- Page 122, table 4.10, table rows 5, 6 _____ 11 Jun 2019
 292 $\wedge \rightarrow$ 229 (S. Kyritidis)
- Page 122, table 4.10, table row 8 _____ 11 Jun 2019
 232 $\wedge \rightarrow$ 212 (S. Kyritidis)
- Page 320, line -3 _____ 08 Jun 2019
 $A[b] < 84 \wedge \rightarrow A[i] < 84$
- Page 346, line -6 _____ 07 May 2019
 64-bit numbers are similar $\wedge \rightarrow$ 64-bit numbers work alike
- Page 381, line -11 _____ 06 May 2019
 $h(m') = -\lg(2/10) = 2.32 \wedge \rightarrow h(m') = -\lg(2/10) \approx 2.32$
- Page 478, line 8 _____ 19 May 2019
 we have equality when $c = n \wedge \rightarrow$ we have equality when $c = n$ and n is a perfect square