Proof of Correctness

Total Correctness: Termination and Partial Correctness
Partial Correctness: Loop invariants and induction
Loop Invariant: A property that holds before and after each iteration of a loop
Initialization: The loop invariant holds before the first iteration
Maintenance: If the loop invariant holds before an iteration, it holds after the iteration
Termination: When loop terminates, invariant gives useful property to show the algorithm is correct

Stable Marriage

Perfect Matching with Stability

Gale-Shapley Algorithm

Men get the best women while women get the worst men
Greedy algorithm that picks the best available women for each man

Complexity

Big Oh: $f(n)$ is $O(g(n))$ if $f(n) \leq cg(n)$ for $n \geq n_0 : c, n_0 > 0$
Big Omega: $f(n)$ is $\Omega(g(n))$ if $f(n) \geq cg(n)$ for $n \geq n_0 : c, n_0 > 0$
Big Theta: $f(n)$ is $\Theta(g(n))$ if $f(n)$ is $O(g(n))$ and $f(n)$ is $\Omega(g(n))$
Little Oh: Strict Big Oh
Little Omega: Strict Big Omega
$\lim_{n\to\infty} \frac{f(n)}{g(n)}$:
0 if $f(n)$ is $o(g(n))$, ∞ if $f(n)$ is $\omega(g(n))$
$< \infty$ if $f(n)$ is $O(g(n))$, > 0 if $f(n)$ is $\Omega(g(n))$
$0 < \infty$ if $f(n)$ is $\Theta(g(n))$
Growth Rates: $1 < \log(n) < \sqrt{n} < n < n\log(n) < n^2 < n^c < 2^n < c^n < n! < n^n$

Graphs

n = $|V|$, m = $|E|$, e = (u, v)

Adjacency Matrix

Space: n^2, Check if (u, v) is an edge: $\Theta(1)$, Check all edges: $\Theta(n^2)$

Adjacency List

Space: $n + m$, Check if (u, v) is an edge: $O(\deg(u))$ (actually $O(1 + \deg(u))$), Check all edges: $\Theta(n + m)$ (actually $\Theta(n + 2m)$)

Paths

Sequence of vertices $v_1, v_2, \ldots, v_k$ such that (v_i, v_{i+1}) is an edge
Simple Path: No repeated vertices
Connected: There is a path between every pair of vertices
Cycle: Simple path with $v_1 = v_k$ and $k > 2$
Tree: Connected graph with no cycles, $|E| = n - 1$

Breadth First Search

$O(n + m)$ if adjacency list, $O(n^2)$ if adjacency matrix

Depth First Search

Directed Graphs

Mutually Reachable: $u \to v$ and $v \to u$
Strongly Connected: Every node mutually Reachable
Directed Acyclic Graph: No directed cycles
Topological Ordering: Ordering of vertices $v_1, v_2, \ldots, v_n$ such that if (v_i, v_j) is an edge, $i < j$
DAG $\rightleftarrows$ Topological Ordering

Bipartite Graphs

No odd cycles, can be colored with 2 colors

Connected Components

Greedy Algorithms

Use local optimization to find a global solution.

Interval Scheduling

Sort by finish time, take the first interval that doesn't overlap with the previous interval
Time: $O(n\log(n))$

Interval Partitioning/Scheduling all Intervals

Sort by start time, if interval overlaps with all preceding intervals, allocate new room
Time: $O(n\log(n))$

Scheduling to Minimize Lateness

Sort by deadline, schedule in order of increasing deadline
Time: $O(n\log(n))$

Dijkstra

Single-source shortest path
Assumes non-negative edge weights, non-deterministic(consistent) otherwise
Use Bellman-Ford if negative edge weights, which uses dynamic programming
Time: $O(nm)$ if naive, $O(m\log(n))$ if priority heap

Minimum Spanning Trees

Assumes connected, undirected, distinct and non-negative edges

Kruskal

Sort edges by weight, add edge if it doesn't form a cycle
Time: $O(m^2)$ if naive, $O(m\log(n))$ if union-find

Prim

Start with any vertex, add the minimum weight edge that connects to the tree(one inside tree and one outside)
Time: $O(n^2)$ if naive, $O(m\log(n))$ if priority heap

Reverse-Delete

Sort edges in decreasing order, remove edge if it doesn't disconnect the graph
Time: $O(e\log(e))$ in PPT, $O(E\log(V)(\log\log V)^3)$ online