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
Iterative: Usually loop invariants
Recursive: Usually induction

Stable Marriage

Perfect Matching with Stability
Self-enforcing: Self-interest itself prevents offers from being retracted and redirected

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
Time: $O(n^2)$

Complexity

$b^{\log_b x} = x$
$\log_b x = \frac{\log_c x}{\log_c b}$
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: $1 < \log(n) < \sqrt{n} < n < n\log(n) < n^2 < n^c < 2^n < c^n < n! < n^n$
Harmonic: $\sum_{k=1}^{n} \frac{1}{k} \sim \ln n$
Triangular: $\sum_{k=1}^{n} k = \frac{n(n+1)}{2} \sim \frac{n^2}{2}$
Squares: $\sum_{k=1}^{n} k^2 \sim \frac{n^3}{3}$
Stirling's Approximation: $\log_2(n!) \sim n \log_2 n$
Master Theorem: $T(n) = aT(\frac{n}{b}) + f(n)$, $\epsilon > 0$
If $f(n) = O(n^{\log_b(a)-\epsilon})$, $T(n) = \Theta(n^{\log_b a})$
If $f(n) = \Theta(n^{\log_b a})$, $T(n) = \Theta(n^{\log_b a} \log n)$
If $f(n) = \Omega(n^{log_b(a)+\epsilon})$, $T(n) = \Theta(f(n))$

Graphs

n = $|V|$, m = $|E|$, e = (u, v)
Complete: $|E| = \frac{n(n-1)}{2}$

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

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

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

Strongly Connected Components (Di-graph only)

Greedy Algorithms

Use local optimization to find a global solution.

Interval Scheduling

Maximum number of non-overlapping intervals
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

Minimum number of rooms to schedule 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

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

Dijkstra

Single-source shortest path; weighted BFS
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

Greedy Stays Ahead

Define: Optimal- $\mathbb{O}$ and Greedy- $\mathbb{G}$
Measurement: Define criteria to compare each element of $\mathbb{O}$ and $\mathbb{G}$
Stays Ahead: Show $\mathbb{G}_i$ is better than $\mathbb{O}_i$ $(\forall i)$, usually through induction
Optimality: Show that $\mathbb{G}$ is optimal since it is always better than $\mathbb{O}$, usually through contradiction by assuming greedy isn't optimal but it stays ahead of optimal

Exchange Argument

Define: Optimal- $\mathbb{O}$ and Greedy- $\mathbb{G}$
Compare Solutions: Show differences in order or existence
Exchange Pieces: Show that transforming $\mathbb{O}$ to $\mathbb{G}$ doesn't reduce optimality
Iterate: Repeat until $\mathbb{O}$ is $\mathbb{G}$

Divide and Conquer/Combine

Divide: Break problem into smaller subproblems
Conquer/Combine: Solve subproblems recursively and combine

Recurrence Relation

A function defined in terms of itself
Mirrors the recursive algorithm it represents
Analysis of the running time of a divide and conquer algorithm generally involves solving a recurrence relation
1,2,3 Method Example: (Merge Sort)

Level	Problem Size	Total Time
0	n	n
1	$\frac{n}{2}$	$2\frac{n}{2}$
2	$\frac{n}{4}$	$4\frac{n}{4}$
$\cdots$	$\cdots$	$\cdots$
k	$\frac{n}{2^k} = 1$	$2^k \frac{n}{2^k}$

Merge Sort

Divide: Split array into two halves
Conquer: Recursively sort the two halves
$T(n) = 2T(\frac{n}{2}) + n - 1$, $T(1) = 0$
Time: $O(n \log n)$