

# Introduction to Algorithms Notes

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September 16, 2023



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# Chapter 1

## The Role of Algorithms in Computing Notes

### 1.1 Algorithms

An example of an algorithm is as follows:

Input: A sequence of  $n$  numbers  $(a_1, a_2, \dots, a_n)$ .

Output: A permutation (reordering)  $(a'_1, a'_2, \dots, a'_n)$

such that  $a'_1 \leq a'_2 \leq \dots \leq a'_n$ .

#### 1.1.1 What kinds of problems are solved by algorithms

#### 1.1.2 Data structures

**Definition:**

A data structure is a way to store and organize data in order to facilitate access and modifications.

#### 1.1.3 Technique



## Chapter 2

# Getting Started

### 2.1 Insertion sort

Input: A sequence of  $n$  numbers  $(a_1, a_2, \dots, a_n)$ .

Output: A permutation (reordering)  $(a'_1, a'_2, \dots, a'_n)$   
such that  $a'_1 \leq a'_2 \leq \dots \leq a'_n$ .

### Methods

#### 2.1.1 Insertion Sort Algorithm

The insertion sort algorithm can be broken down into the following steps:

1. Define a function to perform the insertion sort operation.
2. Loop starts from the second element.
3. Store the current element as the key.
4. Initialize  $j$  as the element just before  $i$ .
5. Move elements that are greater than the key to one position ahead of their current position.
6. Place the key in its correct position.

#### 2.1.2 Code Implementation

The Python code for the insertion sort algorithm is given below:

```
def insertion_sort(arr):  
    for i in range(1, len(arr)):  
        key = arr[i]
```

```
j = i - 1
while j >= 0 and key < arr[j]:
    arr[j + 1] = arr[j]
    j -= 1
arr[j + 1] = key
```



## Chapter 3

# Growth of Functions



## Chapter 4

# Divide-and-Conquer



## Chapter 5

# Probabilistic Analysis and Randomized Algorithms



## Chapter 6

# Heapsort





## Chapter 7

# Quicksort



## Chapter 8

# Sorting in Linear Time



## Chapter 9

# Medians and Order Statistics



## Chapter 10

# Elementary Data Structures





## Chapter 11

# Hash Tables



## Chapter 12

# Binary Search Trees



## Chapter 13

# Red-Black Trees



## Chapter 14

# Augmenting Data Structures





## Chapter 15

# Dynamic Programming



## Chapter 16

# Greedy Algorithms



## Chapter 17

# Amortized Analysis



## Chapter 18

# B-Trees





## Chapter 19

# Fibonacci Heaps



## Chapter 20

# Van Emde Boas Trees



## Chapter 21

# Data Structures for Disjoint Sets



## Chapter 22

# Graph Algorithms





## Chapter 23

# Minimum Spanning Trees



## Chapter 24

# Single-Source Shortest Paths



## Chapter 25

# All-Pairs Shortest Paths



## Chapter 26

# Maximum Flow





## Chapter 27

# Multithreaded Algorithms



## Chapter 28

# Matrix Operations



## Chapter 29

# Linear Programming



## Chapter 30

# Polynomials and the FFT





## Chapter 31

# Number-Theoretic Algorithms



## Chapter 32

# String Matching



## Chapter 33

# Computational Geometry



## Chapter 34

# NP-Completeness





## Chapter 35

# Approximation Algorithms



## Chapter 36

# Mathematical Background



## Chapter 37

# Problems, Hints, and Solutions