### Introduction to Algorithms Notes

Jean philo Gong

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### Contents

1	The	Role of Algorithms in Computing Notes	7		
	1.1	Algorithms	7		
		1.1.1 What kinds of problems are solved by algorithms	7		
		1.1.2 Data structures	7		
		1.1.3 Technique	7		
	1.2	Algorithms as a technology	7		
2	Getting Started				
	2.1	Insertion sort	9		
		2.1.1 Insertion Sort Algorithm	9		
		2.1.2 Code Implementation	9		
	2.2	Analyzing algotirhms	10		
	2.3	Designing algorithms	10		
3	Gro	wth of Functions	11		
	3.1	Asymptotic notation	11		
	3.2	Standard notations and common functions	11		
4	Divide-and-Conquer				
	4.1	The maximum-subarray problem	13		
	4.2	Strassen's algorithm for matrix multiplication	13		
	4.3	The substitution method for solving recurrences	13		
	4.4	The recursion-tree method for solving recurrences	13		
	4.5	The master method for solving recurrences	13		
	4.6	Proof of the master theorem	13		
5	Pro	babilistic Analysis and Randomized Algorithms	<b>15</b>		
6	Hea	psort	17		
7	Qui	cksort	19		
8	Sort	ing in Linear Time	21		
9	Med	lians and Order Statistics	23		

10 Elementary Data Structures	25
11 Hash Tables	27
12 Binary Search Trees	29
13 Red-Black Trees	31
14 Augmenting Data Structures	33
15 Dynamic Programming	35
16 Greedy Algorithms	37
17 Amortized Analysis	39
18 B-Trees	41
19 Fibonacci Heaps	43
20 Van Emde Boas Trees	45
21 Data Structures for Disjoint Sets	47
22 Graph Algorithms	49
23 Minimum Spanning Trees	51
24 Single-Source Shortest Paths	53
25 All-Pairs Shortest Paths	55
26 Maximum Flow	57
27 Multithreaded Algorithms	59
28 Matrix Operations	61
29 Linear Programming	63
30 Polynomials and the FFT	65
31 Number-Theoretic Algorithms	67
32 String Matching	69
33 Computational Geometry	71
34 NP-Completeness	73

CONTENTS	5	
35 Approximation Algorithms	75	
36 Mathematical Background	77	
37 Problems, Hints, and Solutions	79	

6 CONTENTS

# 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, \ldots, a_n).
Output: A permutation (reordering) (a'_1, a'_2, \ldots, a'_n) such that a'_1 \leq a'_2 \leq \ldots \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

#### 1.2 Algorithms as a technology

### Getting Started

#### 2.1 Insertion sort

```
Input: A sequence of n numbers (a_1, a_2, \ldots, a_n).
Output: A permutation (reordering) (a'_1, a'_2, \ldots, a'_n) such that a'_1 \leq a'_2 \leq \ldots \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]
```

$$\begin{array}{l} j = i - 1 \\ \textbf{while} \ j >= 0 \ \textbf{and} \ key < arr [j]: \\ arr [j + 1] = arr [j] \\ j -= 1 \\ arr [j + 1] = key \end{array}$$

- 2.2 Analyzing algotirhms
- 2.3 Designing algorithms

### **Growth of Functions**

- 3.1 Asymptotic notation
- 3.2 Standard notations and common functions

### Divide-and-Conquer

- 4.1 The maximum-subarray problem
- 4.2 Strassen's algorithm for matrix multiplication
- 4.3 The substitution method for solving recurrences
- 4.4 The recursion-tree method for solving recurrences
- 4.5 The master method for solving recurrences
- 4.6 Proof of the master theorem

# Probabilistic Analysis and Randomized Algorithms

#### $16 CHAPTER\ 5.\ \ PROBABILISTIC\ ANALYSIS\ AND\ RANDOMIZED\ ALGORITHMS$

Heapsort

# Quicksort

# Sorting in Linear Time

# Medians and Order Statistics

# Elementary Data Structures

# **Hash Tables**

# Binary Search Trees

# Red-Black Trees

# Augmenting Data Structures

# **Dynamic Programming**

## **Greedy Algorithms**

## **Amortized Analysis**

#### **B-Trees**

## Fibonacci Heaps

#### Van Emde Boas Trees

## Data Structures for Disjoint Sets

## Graph Algorithms

## Minimum Spanning Trees

## Single-Source Shortest Paths

#### **All-Pairs Shortest Paths**

## Maximum Flow

## Multithreaded Algorithms

## **Matrix Operations**

## Linear Programming

## Polynomials and the FFT

## Number-Theoretic Algorithms

**String Matching** 

## Computational Geometry

## NP-Completeness

## **Approximation Algorithms**

## Mathematical Background

# Problems, Hints, and Solutions