#### Introduction to Algorithms Notes

Jean philo Gong

September 15, 2023

#### Contents

1	The Role of Algorithms in Computing Notes	
	1.1 Algorithms	5 5 5 5
2	Getting Started	7
3	Growth of Functions	9
4	Divide-and-Conquer	11
5	Probabilistic Analysis and Randomized Algorithms	13
6	Heapsort	<b>15</b>
7	Quicksort	17
8	Sorting in Linear Time	19
9	Medians and Order Statistics	21
10	Elementary Data Structures	23
11	Hash Tables	<b>25</b>
<b>12</b>	Binary Search Trees	<b>27</b>
13	Red-Black Trees	29
14	Augmenting Data Structures	31
<b>15</b>	Dynamic Programming	33
16	Greedy Algorithms	35

17 Amortized Analysis	37
18 B-Trees	39
19 Fibonacci Heaps	41
20 Van Emde Boas Trees	43
21 Data Structures for Disjoint Sets	45
22 Graph Algorithms	47
23 Minimum Spanning Trees	49
24 Single-Source Shortest Paths	51
25 All-Pairs Shortest Paths	53
26 Maximum Flow	55
27 Multithreaded Algorithms	57
28 Matrix Operations	59
29 Linear Programming	61
30 Polynomials and the FFT	63
31 Number-Theoretic Algorithms	65
32 String Matching	67
33 Computational Geometry	69
34 NP-Completeness	71
35 Approximation Algorithms	73
36 Mathematical Background	75
37 Problems, Hints, and Solutions	77

# 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

# Getting Started

#### **Growth of Functions**

# ${\bf Divide\text{-}and\text{-}Conquer}$

# Probabilistic Analysis and Randomized Algorithms

#### 14 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