

## VE477

### Introduction to Algorithms

#### *Project (part 1)*

Manuel — UM-JI (Fall 2018)

#### Goals of the project

- Know the common algorithmic problems
- Relate problems to real life applications
- Construct a catalog of the problems with their solutions

## 1 Setup

**Important note:** At the end of each part this document will be re-issued with completed tasks crossed out. Please do not forget to always refer to the latest version available. Please contact us if you think a problem has been misclassified, or if you feel any adjustment or clarification is needed.

### 1.1 Groups

Groups can be freely organised as long as the following rules are respected:

- No more than three students per group;
- Each group must register on Canvas (ve477 → People → Groups);
- A student must belong to exactly one group;

### 1.2 Problem selection

All the problems listed in section 3, are sorted by category and then by degree of difficulty. Solving an easy, not too hard, or hard problem will be rewarded by one, two, or three credits, respectively. No more than three credits can be selected from easy problems.

For each part of the project, students belonging to groups of one, two, or three students are expected to complete four, nine, or thirteen credits, respectively.

Each group needs to register on Canvas for each problem it selects. The group number used for registration is the one assigned on Canvas (cf. subsection 1.1).

No more than three groups can select a same problem. If four or more groups select a problem, the remaining groups will wait in a queue and be called upon if one of the three first groups decides to change problem. Freely changing problems is allowed until October 2, November 6, and December 4, for part 1, 2 and 3, respectively. Past the deadline a problem is considered to belong to the three first groups which registered for it. It should however be reminded that the final total number of credits of a group must remain unchanged. For instance changing a hard problem for an easy one is not permitted, while changing it for one easy and one “not too hard” is allowed, in the limit of three easy problems per group.

### 1.3 Catalog cover

*This part of the project is not mandatory and only based on voluntary participations.*

The goal of this project being the creation of a catalog it should feature a front page showing the following information: (i) a name, (ii) the course reference, and (iii) the academic year. All the rest of the design is left to your creativity...

You can freely propose covers by uploading a file on Canvas under the assignment “catalog cover” until December 15th. All the submissions will be made available for voting and the one with the most votes will be used as the official cover of the “Algorithm catalog” for the academic year 2018–2019. The designer(s) of the selected cover will be awarded a bonus.

## 2 Content

The goal being to construct a catalog listing problems together with their algorithmic solutions it is important that they are all treated following a similar pattern.

### 2.1 Catalog

A  $\text{\LaTeX}$  template is available on Canvas. For each problem provide:

- A clear and brief description of the problem as well as of its input and complexity;
- Information on where it occurs or example applications;
- Some precise pseudocode of an efficient algorithm solving it;
- Problems featuring a  $\dagger$  should be explained with diagrams or graphs rather than pseudocode;
- References where this problems is described, solved, or discussed;

Note that the goal is to be able to refer to the catalog over a long period of time. It is therefore better to provide several links or references, privileging links which are less likely to disappear (scientific articles, books, wikipedia...)

Important instructions regarding the template file:

- Do not change any line in the preamble unless it is to (un)comment the `\def\tcbox{}` line;
- Define the problem type on the line `\pbtype{type}`;
- Do not include more than one problem per file;
- Name the file after the problem number (e.g. `problem12.tex`);
- Name extra files to be included (e.g. pictures) after the problem number (e.g. `problem12a.jpg`, `problem12b.jpg`, etc.);
- Do not forget to update the label of the  $\text{\LaTeX}$  environments (e.g. `Algorithm`, `figure`, etc.);
- When a problem features more than one algorithm write a very short paragraph listing them. Then study each of them sequentially, i.e. complete the presentation of the first one before getting to the description of the second one.

Note: this also requires some manual adjustments to the  $\text{\LaTeX}$  labels (`\label{alg:11a}`, and `\label{alg:11b}` if a problem features two algorithms);

Failing to comply with the above requirements will lead to a  $-10\%$  deduction.

## 2.2 Implementation

For part 1 and 2 of the project the submissions can feature some optional implementations of the studied algorithms. If they respect the following requirements they can bring a large bonus on the project. The implementation

- Must be completed in Python;
- Should take advantage of the specifics of python to achieve better efficiency, cleaner, or more compact code (e.g. lambda functions, decorators, iterators, generators, polymorphism, etc.)
- Should not be a straight-forward rewriting of the algorithm described in the catalog;
- Must be presented during the lab and feature clear explanations regarding what Python specifics were used and why;

Remark: no bonus will be granted if a work is of low quality (e.g. bad coding style or quality, too simple, etc.)

## 2.3 References

It is of a major importance to include references for each task. Whether writing for the catalog of implementing a work should **never be a verbatim copy** of any original content.

For the catalog a work is expected to take the form of a summary or a paraphrasing. Never should it be a direct copy of an original content. Not doing so will automatically conduct its author to face the Honor Council. Similarly changing the name of a few variables or adding comments to an available code will be counted as an Honor Code violation.

# 3 Problems

## 3.1 Data structures

Easy to study:

- |   |                    |
|---|--------------------|
| 1. Adjacency lists and adjacency matrices | 3. Priority queues |
| 2. Dictionaries (maps, multi-maps)        | 4. Union-Find      |

Not hard to study:

- |   |                             |
|---|-----------------------------|
| 5. Bloom filters                              | 7. Generalized suffix trees |
| 6. Fibonacci heaps (note: hard, done in labs) | 8. Kd-Trees                 |

## 3.2 Combinatory

Easy to study:

- |                             |   |
|-----------------------------|---|
| 9. Calendar generation      | 12. SAT   |
| 10. Generating graphs       | 13. Searching                                   |
| 11. Generating permutations | 14. Sorting (Merge sort, quick sort, heap sort) |

Not hard to study:

15. Generating Partitions

16. Generating Subsets

### 3.3 Graph

Easy to study:

17. Graph traversal

19. Prufer sequence

18. Maximally-matchable edges

20. Subtree isomorphism

Not hard to study:

21. All-pairs shortest path

30. Matching

22. Clique problem

31. Matching preclusion

23. Closure problem

32. Maximum cardinality matching

24. Color coding

33. Path finding

25. Dulmage-Mendelsohn decomposition

34. Single source shortest path

26. Graduation problem

- Directed and non-directed graphs

27. Graph coloring

- Non-negative and real weights

28. Hitchcock Transport problem

35. Traveling salesman problem

29. Level ancestor problem

36. Vertex independent set

### 3.4 Mathematics

Easy to study:

37. Determinant of a matrix

42. Matrix multiplication

38. Fast/Discrete Fourier Transform

43. Miller-Rabbin

39. Gaussian elimination

44. Modular exponentiation

40. GCD and Bezout's identity

45. Newton's method

41. Karatsuba's multiplication

46. Polynomial evaluation (Horner)

Not hard to study:

47. Interpolation

50. Random number generation

48. Intersection detection

51. Square roots mod  $p$  (Tonelli-Shanks)

49. Matrix inversion (Cholesky, Levinson-Durbin)

52. Triangulation

Hard to study:

53. Factorization (Multi Precision Quadratic Sieve)

55. Shortest vector

54. Primality testing (AKS)

### 3.5 Networks

Easy to study:

- |                             |                                   |
|-----------------------------|-----------------------------------|
| 56. Back-pressure routing   | 63. Maximum throughput scheduling |
| 57. Class-based queueing    | 64. Max-min Fairness              |
| 58. Deficit round robin     | 65. MENTOR routing                |
| 59. Distance-vector routing | 66. Random early detection        |
| 60. Fair queueing           | 67. Token bucket / leaky bucket   |
| 61. Flood search routing    | 68. Traffic shaping               |
| 62. Link-state routing      |                                   |

### 3.6 Strings

Easy to study:

- |                           |                      |
|---------------------------|----------------------|
| 69. Edit distance problem | 72. String matching  |
| 70. Set cover             | 73. Text compression |
| 71. Set packing           |                      |

Not hard to study:

- |                                       |                                 |
|---------------------------------------|---------------------------------|
| 74. Finite state machine minimization | 76. Shortest common superstring |
| 75. Longest common substring          |                                 |

### 3.7 Artificial Intelligence

Easy to study:

- |   |   |
|---|---|
| 77. Adaboost                              | 86. Logistic Regression with Regularization <sup>†</sup>      |
| 78. DBSCAN                                | 87. Naive Bayesian Classification                             |
| 79. Expectation Maximization <sup>†</sup> | 88. Neural Network <sup>†</sup>                               |
| 80. Genetic Algorithm <sup>†</sup>        | • Forward Propagation   |
| 81. Gradient descent                      | • Backward Propagation  |
| • Gradient-based Optimization             |   |
| • Constrained Optimization                | 89. Markov Chain Monte Carlo (Inference in Bayesian networks) |
| 82. Hidden Markov Model                   | 90. Minmax Algorithm (with alpha-beta pruning)                |
| • Filtering                               | 91. PageRank  |
| • Smoothing                               | 92. Policy Gradient   |
| • Most Likely Explanation                 | 93. Q learning  |
| 83. K-means Clustering                    | 94. Simulated Annealing <sup>†</sup>                          |
| 84. K-nearest Neighbor                    | 95. Temporal-difference Learning                              |
| 85. Language Model                        |   |

Not hard to study:

- |   |   |
|---|---|
| <ul style="list-style-type: none"><li>96. A* Search</li><li>97. Approximate Inference<ul style="list-style-type: none"><li>• MAP Inference</li><li>• Sparse coding</li></ul></li><li>98. Auto-encoders<ul style="list-style-type: none"><li>• Regularized</li><li>• Denoising</li><li>• Contractive</li></ul></li><li>99. Boltzmann Machines (restricted, deep)</li><li>100. Convolutional Neural Network<sup>†</sup><ul style="list-style-type: none"><li>• Pooling</li><li>• Batch Normalization</li><li>• Residual</li></ul></li></ul> | <ul style="list-style-type: none"><li>101. Deep Belief Network<sup>†</sup></li><li>102. Discrete Hopfield Network<sup>†</sup></li><li>103. Gate Bi-directional CNN<sup>†</sup></li><li>104. Guided Policy Search</li><li>105. Monte-Carlo Tree Search<sup>†</sup></li><li>106. Recurrent Neural Network<sup>†</sup><ul style="list-style-type: none"><li>• GRU</li><li>• LSTM</li></ul></li><li>107. Sparse Auto-encoder<sup>†</sup></li><li>108. Spectral Clustering</li><li>109. Support Vector Machine</li><li>110. Turney Algorithm</li></ul> |
|---|---|

Hard to study:

- |  |  |
|--|--|
| <ul style="list-style-type: none"><li>111. Generative Adversarial Network</li><li>112. Deep Q Learning (with Experience Replay)<sup>†</sup></li><li>113. Dynamic Memory Network<sup>†</sup></li><li>114. Faster R-CNN (Region Proposal Networks)<sup>†</sup></li></ul> | <ul style="list-style-type: none"><li>115. SSD<sup>†</sup></li><li>116. Trust Region Policy Optimization<sup>†</sup></li><li>117. YOLO<sup>†</sup></li></ul> |
|--|--|

### 3.8 Images

Easy to Study:

- |   |  |
|---|--|
| <ul style="list-style-type: none"><li>118. Image cropping</li><li>119. Image flipping</li><li>120. Image resizing</li></ul> | <ul style="list-style-type: none"><li>121. Image rotation</li><li>122. Watershed</li></ul> |
|---|--|

Not hard to study:

- |   |  |
|---|--|
| <ul style="list-style-type: none"><li>123. Edge detection<ul style="list-style-type: none"><li>• Roberts</li><li>• Canny</li><li>• Prewitt</li><li>• Sobel</li></ul></li><li>124. Gabor Filter</li><li>125. Gaussian blur</li></ul> | <ul style="list-style-type: none"><li>126. Image enhancement</li><li>127. Image thinning</li><li>128. Mean shift</li><li>129. Unsharp masking</li><li>130. Lens distortion</li><li>131. Impulse denoising filter</li></ul> |
|---|--|

Hard to study:

- |  |  |
|--|--|
| <ul style="list-style-type: none"><li>132. Harris Detector</li><li>133. JPEG (Encoding and Decoding)</li><li>134. Lempel Ziv Welch</li></ul> | <ul style="list-style-type: none"><li>135. PNG (Encoding and Decoding)</li><li>136. SIFT</li></ul> |
|--|--|