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## ROBERT (BOB) ENDRE TARJAN



United States - 1986

## Short Annotated Bibliography

- 1. Tarjan, R. E., "Depth-First Search and Linear Graph Algorithms," SIAM Journal of Computing, Vol. 1, Num. 2, pp. 146-160, June 1972.
  - This paper demonstrates the usefulness of depth-first search in finding biconnected components of an undirected graph and strongly connected components of a directed graph
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  - This paper gives a linear time algorithm to test if a graph is planar.
- 3. Tarjan, R. E., "Efficiency of a Good But Not Linear Set Union Algorithm," Journal of the ACM, Vol. 22, Num. 2, pp. 215-225, April 1975. Available here
  - This presents the analysis of the union-find data structure for maintaining disjoint sets in amortized time proportional to inverse Ackermann's function of the number of operations and number of elements.
- 4. Lipton, R. J. and R. E. Tarjan, "A separator theorem for planar graphs," SIAM Journal on Applied Mathematics, Vol. 36, Num. 2, pp. 177-89, 1979
  - This paper gives a linear time algorithm to find a small set of vertices in a planar graph whose removal separates
- 5. Sleator, D. D. and R. E. Tarjan, "A Data Structure for Dynamic Trees," Journal of Computer System Science, Vol. 26, Num. 3, pp. 362-391, June 1983.
  - Given a graph with edge weights, the dynamic tree data structure maintains a vertex-disjoint forest of trees under link and cut operations, so that the minimum cost edge on any path in a tree can be found in a time per operation which is logarithmic in the size of the tree. Applications to the lowest common ancestor and maximum flow problems
- 6. Tarian, R. E., Data structures and network algorithms, CBMS-NSF Regional Conference Series in Applied Mathematics, SIAM, 1983
  - This monograph clearly and concisely describes Tarjan's work on data structures (disjoint sets, heaps, splay trees, and dynamic trees) and their applications to minimum spanning tree, shortest paths, network flows and matching
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  - In this paper the splay tree data structure is introduced. It matches the performance of a balanced binary search tree (in the amortized sense) but requires no storage of balance information and is simpler
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  - A variant of a heap is shown to have amortized constant cost for all standard heap operations except extract minimum, which requires logarithmic time. Improvements to single-source shortest path, all-pairs shortest path, weighted bipartite matching, and the minimum spanning tree problems are shown.
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