That Is It and What Is the Next?

Hengfeng Wei

hfwei@nju.edu.cn

June 17 – June 21, 2017

That Is It and What Is the Next?

1. That is It!
2. What is the Next?

Algorithms

写清楚算法原理，不要只写代码

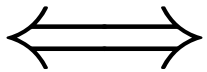
写清楚算法原理，不要只写代码

写清楚算法原理，不要只写代码

Algorithms

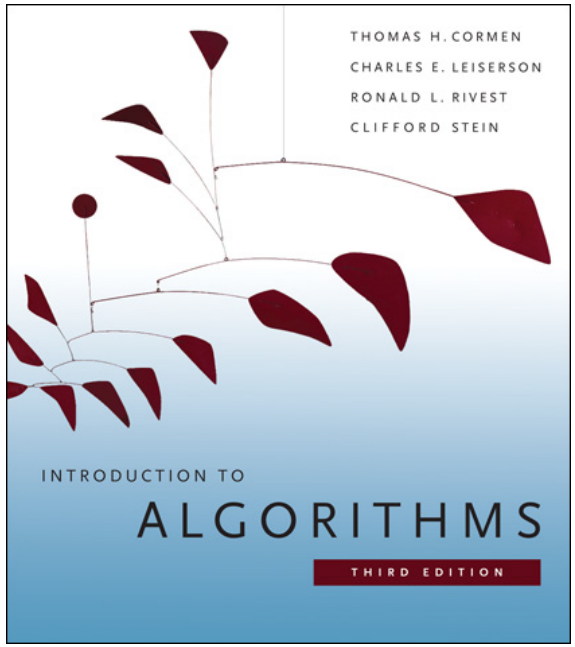
DFS/BFS/Dijkstra Frameworks + Code

Prove (or disprove)



That Is It and What Is the Next?

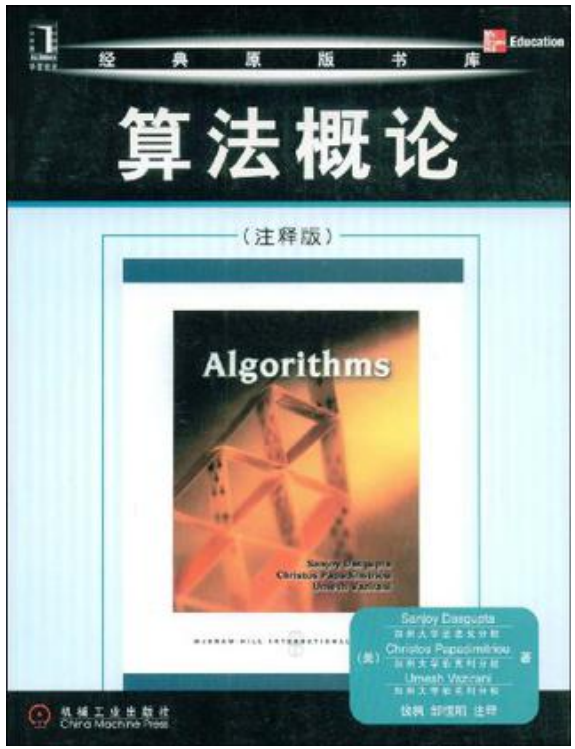
CLRS



MIT OCW: 6.046J/18.410J, Fall 2005

MIT OCW: 6.006, Fall 2011

Algorithms


经 典 原 版 书 库
Education
算法概论
（注释版）
Algorithms
Sanjoy Dasgupta
Christos Papadimitriou
Umesh Vazirani
机械工业出版社
China Machine Press

Advanced . . .

6.897: Advanced Data Structures (Spring 2003)

Prof. Erik Demaine

[General motivation] [Requirements] [Projects] [Scribe notes] [Erik's notes] [Email archive]

Topics

This class will cover a variety of topics, which can vary depending on interest by students. Big topics that will structures. To get a better feel for the area, I've written some general motivation for advanced data structures.

6.890 Algorithmic Lower Bounds: Fun with Hardness Proofs (Fall 2014)

Prof. Erik Demaine **TAs: Sarah Eisenstat, Jayson Lynch**

[Home] [Lectures] [Problem Sets] [Project] [Open Problems] [Piazza]

Overview

Need to figure out when to give up the search for efficient algorithms?
Want to know why Tetris and Mario are computationally intractable?
Love seeing the connections between problems and how they can be transformed into each other?
Like solving puzzles that can turn into publishable papers?

Advanced . . .

6.897: Advanced Data Structures (Spring 2003)

Prof. Erik Demaine

[General motivation] [Requirements] [Projects] [Scribe notes] [Erik's notes] [Email archive]

Topics

This class will cover a variety of topics, which can vary depending on interest by students. Big topics that will structures. To get a better feel for the area, I've written some general motivation for advanced data structures.

6.890 Algorithmic Lower Bounds: Fun with Hardness Proofs (Fall 2014)

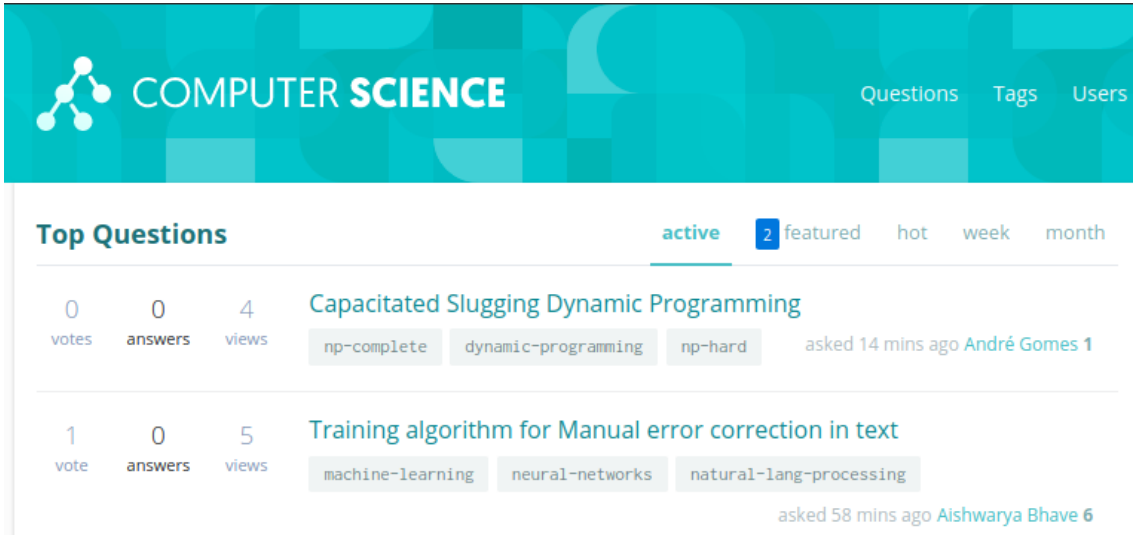
Prof. Erik Demaine **TAs: Sarah Eisenstat, Jayson Lynch**

[Home] [Lectures] [Problem Sets] [Project] [Open Problems] [Piazza]

Overview

Need to figure out when to give up the search for efficient algorithms?
Want to know why Tetris and Mario are computationally intractable?
Love seeing the connections between problems and how they can be transformed into each other?
Like solving puzzles that can turn into publishable papers?

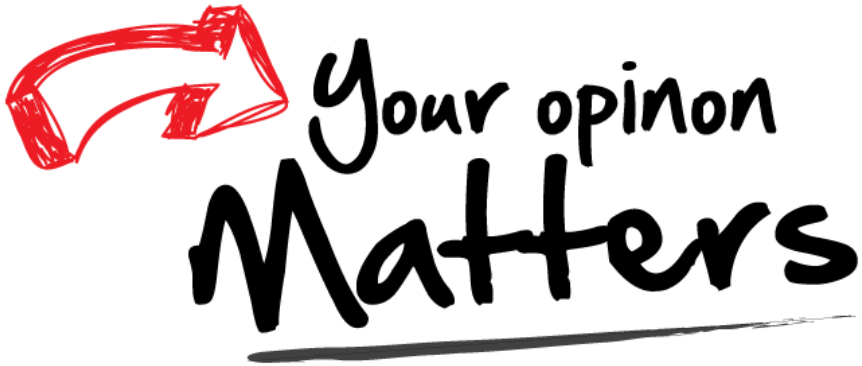
Resources



https://cs.stackexchange.com/

Resources

https://cstheory.stackexchange.com/



Office 302

Mailbox: H016

hfwei@nju.edu.cn


THANK YOU