Lectures

1-2	3 Cs choosing algo Time comp	Correctness Complexity Computability
3-4-5	Algo · Prob · Sol Algo · Analysis	
6	P, NP, NP-hard, NP-Complete	
7-8	Sorting Searching } basics with algo, comp	
9-10	Ranking	} Sort, Search
11-12	Learning to rank	
13-14	Farmer, wolf.	
15	Design Tech. - review	
16	Greedy Disc. classn of Greedy	
17	Applying greedy in n/w	
18	" in secu	

Cormen book

1.1, 1.2, 2.2, 2.3, 3.1, 3.2

34.1, 34.2, 34.3, .4, .5

Searching Sorting - see other books

Ranking, river-crossing see Internet

Design Techniques - see other books; also 4, 15, 16 (Partial)

Greedy - chap. 16 - recursive, iterative, greedy strategy,
16.1 16.2

Huffman coding, matroid, task-scheduling as matroid.

+ Greedy in n/w secu - web.

MST, Kruskal, Prim, Dijk - chap. 22, 23, 24

Exams

This section provides actual and practice quizzes for the course.

EXAMS	SOLUTIONS
Practice Quiz 1 (PDF)	(PDF)
Practice Quiz 2 (PDF)	
Practice Final Exam (PDF)	(PDF)
Quiz 1 (PDF)	(PDF)
Quiz 2 (PDF)	(PDF)
Final Exam (PDF)	(PDF)

Exams

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