

- Algorithm Design
  - 1. Representative Problems
    - Stable Matching
    - Five Represenative Problems
  - 2. Algorithm Analysis
    - Computational Tractability
    - Asymptotic Order of Growth
    - Common Running Times
  - o 3. Graphs
    - Basic Definition
    - Connectivity and Traversal
    - Implementing Graph Traversal
    - Bipartiteness
    - Connectivity in Digraphs
    - Topological Order in DAGs
  - <u>4. Greedy Algorithms</u>
    - Coin Changing
    - Interval Scheduling
    - Interval Partitioning
    - Minimizing Lateness
    - Optimal Caching
    - Shortest Paths in a Graph
    - Minimum Spanning Trees
    - Single-Link Clustering
    - Huffman Codes
  - <u>5. Divide and Conqu</u>er
    - Mergesort
    - Counting Inversions
    - Closest Pair of Points
    - Karatsuba's Algorithm
    - Convolution and FFT
  - <u>6. Dynamic Programming</u>
    - Weighted Interval Scheduling
    - Segmented Least Squares
    - Knapsack Problem
    - RNA Secondary Structure
    - Sequence Alignment
    - Hirschberg's Algorithm
    - Bellman-Ford Algorithm
    - Distane Vector Protocol

- Negative Cycles
- 7. Network Flow
  - Max-Flow and Min-Cut
  - Ford-Fulkerson Algorithm
  - Capacity-Scaling
  - Bipartite Matching
  - Disjoint Paths
  - Demands and Lower Bounds
  - Survey Design
  - Airline Scheduling
  - <u>Image Segmentation</u>
  - Project Selection
  - Baseball Elimination
  - Assignment Problem
- <u>8. Intractability</u>
  - Polynomial-Time Reductions
  - Vertex Cover
  - Independent Set
  - Set Cover
  - 3-Satisfiability
  - Hamiltonian Cycle
  - <u>3-Dimensional Matching</u>
  - Graph 3-Colorability
  - Subset Sum
  - P vs. NP
  - NP-Completeness
  - co-NP
- o 9. PSPACE
  - PSPACE
  - Quantified SAT
  - Planning Problem
  - PSPACE-Complete
- 10. Limits of Tractability
  - Small Vertex Covers
  - NP-Hard Problems on Trees
  - Circular Arc Coloring
- 11. Approximation Algorithms
  - Load Balancing
  - Center Selection
  - Vertex Cover
  - Weighted Vertex Cover
  - Generalized Load Balancing
  - Knapsack Problem
- 12. Local Search
  - Gradient Descent
  - Metropolis Algorithm
  - Hopfield Neural Networks
  - Maximum Cut
  - Nash Equilibria
- 13. Randomized Algorithms
  - Contention Resolution
  - Global Min Cut
  - Linearity of Expectation
  - <u>Max 3-SA</u>T

- Universal Hashing
- Chernoff Bounds
- Load Balancing
- Randomized Quicksort

## **Lecture Slides for Algorithm Design**

These are the offical lecture slides that accompany the textbook *Algorithm Design* [ Amazon · Pearson] by Jon Kleinberg and Éva Tardos. The slides were created by Kevin Wayne and are distributed by Pearson.

TOPIC	SLIDES	READINGS
Stable Matching	<u>1up</u> ⋅ <u>4up</u>	1
Algorithm Analysis	<u>1up</u> ⋅ <u>4up</u>	2
Graphs	<u>1up</u> · <u>4up</u>	3
Greedy Algorithms	<u>1up · 4up</u>	4.1–4.4
Minimum Spanning Trees	<u>1up · 4up</u>	4.5–4.7
Huffman Codes †	<u>1up · 4up</u>	4.8
Divide and Conquer	<u>1up · 4up</u>	5.1–5.4
Multiplication	<u>1up · 4up</u>	5.5–5.6
Dynamic Programming	<u>1up · 4up</u>	6.1–6.7
Bellman-Ford	<u>1up · 4up</u>	6.8–6.10
Maximum Flow and Minimum Cut	<u>1up · 4up</u>	7.1–7.3
Maximum Flow Applications	<u>1up</u> · <u>4up</u>	7.5–7.12
Assignment Problem	<u>1up · 4up</u>	7.13
Intractability	<u>1up · 4up</u>	8.1–8.2
Polynomial-Time Reductions	<u>1up · 4up</u>	8.5–8.8, 8.10
NP-Completeness	<u>1up · 4up</u>	8.3–8.4, 8.9
PSPACE	<u>1up · 4up</u>	9
Extending Limits of Tractability	<u>1up · 4up</u>	10
Approximation Algorithms	<u>1up</u> ⋅ <u>4up</u>	11
Local Search	<u>1up · 4up</u>	12
Randomized Algorithms	<u>1up · 4up</u>	13

<sup>†</sup> Lecture slides provided by Mathijs de Weerd.