



Lecture 1

CS 161 Design and Analysis of Algorithms

Ioannis Panageas

Course staff

Instructor: Ioannis Panageas

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Office hours: 2:00-3:30pm on Wednesdays (**by appointment**)

TAs:

Rohan Chauhan ([rmchauha at uci dot edu](mailto:rmchauha@uci.edu))

Office hours: 4:50pm - 5:50pm on Wednesdays, after the discussion session at ELH 100.

Nikolas Patris ([npatris at uci dot edu](mailto:npatris@uci.edu))

Office hours: 10:30-11:30am on Mondays via zoom

Jingming Yan ([jingmy1 at uci dot edu](mailto:jingmy1@uci.edu))

Office hours: 11:00am-12:00pm on Fridays, at ICS 404

Course material

We will use canvas for announcements. Slide materials will be posted on <https://panageas.github.io/algo2026.html>

We will use gradescope for posting homeworks and grading.

We will be using Edstem for questions of general interest about the course material, the homework, and the tests
<https://edstem.org/us/courses/90397/discussion>

Required Textbook

- Algorithm Design and Applications, by M. T. Goodrich and R. Tamassia.

Recommended Textbook

- Introduction to Algorithms by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein.

Grading

- **Homeworks:** 4%
 - There will be given 4 Homeworks to solve.
- **Midterms:** $23+23+23 = 69\%$
 - There will be given 3 midterms, on Tuesdays of week 4,6 and 9. Each midterm will contain topics from previous weeks.
- **Final :** 30%
 - Material from all weeks (except last week).

Total: 103 (3 points extra credit).

 - If you score 21 or more in each midterm, you get an A (no need to take the final).
 - If grade of final is better than the total, you keep the final.

Letter Grades

- **Not** a straight scale nor straight curve
- 90% and up guaranteed some sort of A or A-
- 80% and up guaranteed at least B-
- 70% and up guaranteed at least C-

Submitting Assignments

- Written assignments in Gradescope.
 - Must be legible
 - If you have messy handwriting, type your homework!
 - Must be on-time.
 - Deadline: Fridays 23:59pm (see syllabus)
 - HWs are worth 4 points. Are meant for practice.

Exam Dates and Rules

- The exams are held on the **days listed (syllabus)**
 - See policy in syllabus, **no** makeup exams
- Exams will not be excused for reasons within your control.
- If there is a valid reason (needs approval from instructor) for missing an exam, the grade will be **split equally** among the other components.

Academic Integrity Policy

- If you **need help**, see:
 - Ioannis
 - TAs
- **Plagiarism** risks an **F** in the class and more.
- The following are examples of **not okay**:
 - Chegg GeeksForGeeks
 - CourseHero Quora
 - StackOverflow Github (generally)
 - Chatgpt or related platform

Collaboration with classmates

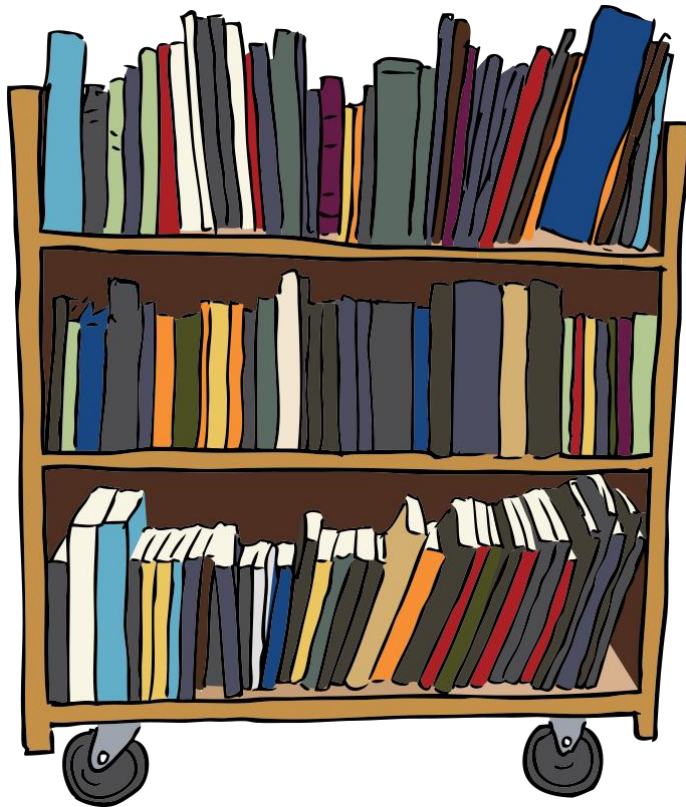
- You can discuss some things freely with others:
 - What a problem is asking
 - How to do a non-homework or non-exam problem
 - How something from lecture worked
- You should **never**:
 - **Show** your homework assignment to someone else
 - Write your solutions from notes taken **outside** lecture / **discussion**
 - Seek homework solutions from **outside** sources -- especially online!
 - Tell a student specifically how to solve a homework problem
- Penalty for academic **dishonesty**: **F** in the course.

To-Do This Week

- Read **the syllabus**
 - Treat it as though it's a reading assignment.
 - Main document plus associated policy documents
- Review Prerequisites
 - Help is available all week, including at all discussion sections

What is algorithm

- Algorithm is a procedure for solving a task



e.g. how do you sort a cart of books in increasing order of the volume number? (i.e. volume 1, volume 2, volume 3....)

- Bad algorithm: compare all books, put smallest volume in the beginning and repeat.
- Clever algorithm: divide the cart into two, sort the first half, sort the second half, merge them.

What is algorithm

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e.g. How to find the best travelling time between from a station to **any other** station?

- Bad algorithm: manually find the travelling between each station.
- Clever algorithm: just record the travelling time between consecutive stations, then use the **Dijkstra shortest path** algorithm.

Case study I: Finding a Celebrity

Since coming to UC Irvine, has anyone met a celebrity?



What is a celebrity?

- Within a group of people G , we say a person p is a **celebrity** (famous) if:
 - **Everyone knows who p is**
(celebrities must be known by everyone)
 - Person p does not know who anyone else is
- **Goal:** Find a celebrity from G if there exists one.

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- **Goal:** Find a celebrity from G if there exists one.
- You are allowed to only **query** if person i knows person j for various choices of (i, j) .

Brute force approach

- Given a person p we want to check if it is a celebrity
 - How **efficiently** can I check if person p is a celebrity? **# of queries**

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Can we do better?

Faster approach

- Put all the members in a list (arbitrary order)
 - Pick the first two members of the list, let p, q .
 - Query if p knows q .

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1. p knows q . Then p is **not a celebrity** (remove p from the list).
2. p does not know q . Then q is **not a celebrity** (remove q from the list).

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1. p knows q . Then p is **not a celebrity** (remove p from the list).
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- Repeat the above process. At **every iterate**, we remove **one person**.

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After $n - 1$ "iterates" we have **one** member in the list.

Check if this **remaining** person is a celebrity.

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Total queries are $2n - 2 + n - 1 = 3n - 3$ which gives $\Theta(n)$.

Case study II: Finding the heaviest and lightest item

- We are given a set of n items of different weights:

$$x_1, x_2, \dots, x_n$$

- **Goal:** Find the **heaviest** and the **lightest** item.

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Brute force approach

- Find the heaviest item among x_1, x_2, \dots, x_n . How many comparisons?



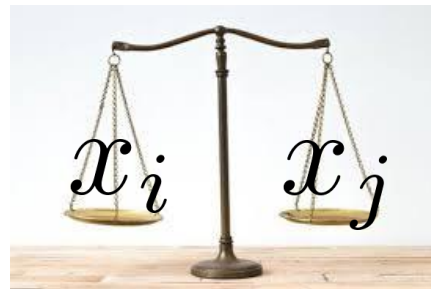
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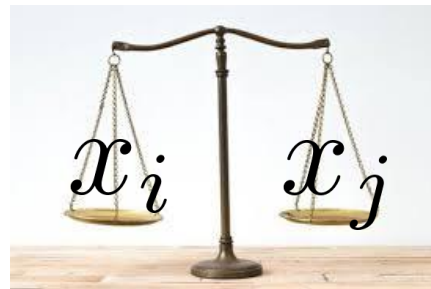
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- Find the lightest item among x_1, x_2, \dots, x_n . How many comparisons?



Brute force approach

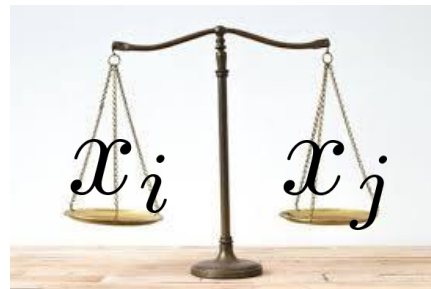
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Brute force approach

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Total number of comparisons $2(n - 1)$.

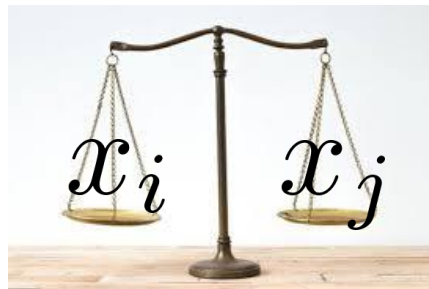


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Total number of comparisons $2(n - 1)$. You may get $2n - 3$.

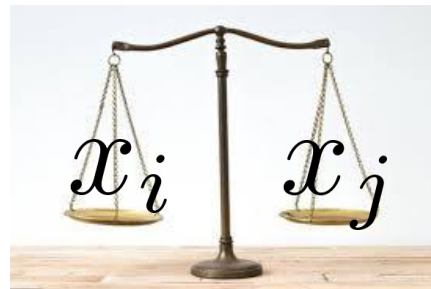
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Total number of comparisons $\frac{n}{2}$.

- Find heaviest among winners of round 1. $\frac{n}{2} - 1$

- Find lightest among losers of round 1. $\frac{n}{2} - 1$



Faster approach

- Compare x_1 with x_2 , x_3 with x_4 etc (like round 1 of knock-out tournament).

Total number of comparisons $\frac{n}{2}$.

- Find heaviest among winners of round 1. $\frac{n}{2} - 1$

- Find lightest

comparisons $\frac{3n}{2} - 2$

