

| |
|-------------------------------------|
| |
| Selection Problem (10.2.3) |
| Fibonacci Heaps (11.4) |
| String matching |
| Games -- a-b pruning (10.5.2) |
| Huffman coding |
| Optimal Binary Search Tree (10.3.3) |
| Suffix arrays |
| Treaps |
| Ackerman function |
| Red-Black (deletion) |
| Games -- Minimax Strategy(10.5.2) |
| Tries |
| Red-Black (insertion) |
| |
| Turnpike Reconst. Problem (10.5.1) |
| External Sorting |
| Skew Heaps (11.3) |
| Primality Testing |
| TSP Approximations |
| Hypergraphs |
| Shor's algorithm (Quantum) |
| k-d trees (12.5) |
| Skip Lists (10.4.2) |
| |
| Random Number Generator (10.4.1) |
| All-pairs shortest path (10.3.4) |
| Cuckoo Hashing (5.7.2) |
| Perfect Hashing (5.7.1) |
| Euler Circuits |
| Replacement Selection (7.12.6) |
| Pairing Heap |