CS3340 Analysis of Algorithms

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- **Textbook:**

  Introduction to Algorithms (third edition, 2009)
  by T.H. Corman, C.E. Leiserson, R.L. Rivest, and C. Stein

- **Assignments:**

  3 assignments, 10 % each
  all three will involve some programming
  use Java, C or C++
  should be independent work

- **Examinations:**

  Midterm Exam, 25%
  Final Exam, 45%
  close-book exams

Goals of the course

- Survey important data structures and algorithms to help us design efficient programs (software)
- Introduce mathematical techniques for the analysis of algorithms

Synopsis

- **Algorithms**: precisely stated general problem-solving methods suitable for computer implementation
- **Data structures**: methods of organizing data involved in computation

- They are central objects of study in computer science

- They go hand-in-hand: neither can be studied fruitfully without knowledge of the other

World of algorithms

- Sequential algorithms
- Parallel algorithms:
  many computers or processes working concurrently
  - synchronously: all computers working together to solve a problem such as sorting
  - asynchronously: computers working independently usually on a network (distributed database systems)
- Randomizing algorithms:
  flip a coin, use outcome wisely
- Approximation algorithms:
  find good approximation in polynomial time

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- Computational geometry:
  very useful for robotics
- Computational biology algorithms:
  solving molecular biology problems with computational methods
- Genetic algorithms:
  use mutation, splicing and other genetic principles for optimization
- DNA computing algorithms:
  used for computation by solely manipulating DNA strands
- etc.

Topics

- Induction, order of magnitude, solving recurrence relations.
- Binary trees. Basic set operations (search, insert, delete, intersection, union). Heaps.
- red-and-black trees: simplest B-tree.
- Sorting. Various sorting methods: quicksort, mergesort, heapsort, etc. Lower bounds on sorting. Selection.
- String matching and sequence comparison. Huffman coding.
- Union-find.
- Graph algorithms:
  depth-first search, cycles, topological sort, shortest paths, transitive closure, spanning trees, connected components, maximum flow.

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- Algorithms design techniques:
  divide-and-conquer, dynamic programming, analysis of recurrences
- NP-completeness
- Parallel algorithms