

Reading covered: Chapters 1-5 (in ch 3 and 4 especially 3.5, 3.6, 4.3, 4.4, 4.6) 6.1, 6.3

Definitions of estimation tools: big-O,  $\Omega$ ,  $\Theta$ .

- the inequalities between functions defining these must hold up to a positive constant factor. For instance,  $f(n)$  is  $O(g(n))$  requires  $f(n) \leq c * g(n)$ , for some positive  $c$ . Often the first challenge in proving a big-O relationship is guessing  $c$ , i.e. finding a  $c$  that will work.
- The inequalities may be wrong for a few small values of  $n$ . It is only required that they be true for all values of  $n$  *after some threshold*. For instance,  $n$  is  $O(n * \log(n))$  even though when  $n = 1$ , we see that  $n > c * n * \log(n)$ , regardless of  $c$ . On the other hand – and what counts – for all  $n \geq 2$ , we see that  $n \leq n * \log(n)$  is true because  $\log(n) \geq 1$  for  $n \geq 2$ .

Master theorem and Muster theorem

- Master theorem (applies to recurrences diving down to  $n/b$ ) and Muster theorem (applies to recurrences stepping down to  $n - b$ )
- divide and conquer sorting (merge sort) (p50)
- lower bound for sorting (p51)
- divide and conquer selection (randomized median) (homework problem)

Themes: divide and conquer algorithms may be organized around applicable case of Master theorem (see algorithms list below).

Algorithms to which Master theorem applies:

- Case 1 of Master theorem: **selection** (randomized median)
- Case 2 of Master theorem: **merge sort**, **binary search**
- Case 3 of Master theorem: **stooge sort** has recurrence  $T(n) = 3T((2/3)n)$ , for  $n > 2$ .

Algorithms to which Muster theorem applies:

- Case 1 of Muster theorem:  $a < 1$  doesn't come up much.
- Case 2 of Muster theorem: **insert sort** has recurrence  $T(n) = T(n-1) + O(n)$  [insert sort on the first  $n-1$  followed by insert the last elt.]
- Case 3 of Muster theorem applies to many exponential algorithms: For instance on a robot arm tour variant. The problem as to find a minimal cost tour through all the points of a weighted graph in which all nodes have degree at most  $k$ . Pick a point  $a$ , remove it, and, for each pair  $b,c$  of neighbors, combine them into one point. find the optimal tour through the resulting graph, add the cost of going from  $b$  to  $a$  to  $c$ . Take the minimal of all those tours. The recurrence is  $T(n) = (k)(k-1)/2 T(n-2) + O(n)$ . Muster theorem says  $T(n)$  is  $O(nk^n)$ . [ $(k^2)^{n/2} = k^n$ .]

Graphs

- Breadth first search (bfs) in (undirected) graphs and digraphs (directed graphs).
- Single source shortest path via bfs.

Themes: basic graph representation and terminology, bfs is basis of solving some problems.

**Chapter 6.1:** Minimal Spanning Trees. Prim's (uses priority queue) and Kruskal's (uses union-find) algorithms

**Chapter 6.3:** Dijkstra's algorithm (assuming a priority queue) for single source shortest paths in weighted graphs.

**Overall:** Things to know about each algorithm:

- Why is it correct (vis a vis its input/output specification)? What are the theorems and properties used to explain its workings?
- What measure,  $n$ , of its input is used as basis for analysis (for instance,  $n$  = bound on number of bits in numbers, or  $n$  = size of an array)?
- What formula (function of that  $n$ ) estimates its runtime? Usually the formula is a recurrence relation.
- What is the solution of that formula/recurrence up to big  $O$  or  $\Theta$ ?

Kinds of questions: multiple choice, short answer, analyze given algorithm, write (simple) algorithm.