Week 11

Revision

1. Introduction
2. Algorithms and their analysis
3. Data structures
4. Specific techniques
5. Conclusion
General remarks

You need to be able to perform the following:

- Reproducing all definitions.
- Performing all computations on (arbitrary) examples.
- Explaining all algorithms in (written) words (using some mathematical formalism).
- Stating the time complexity in term of $\Theta$.

Check all this by writing it all down!

Actually *understanding* the definitions and algorithms helps a lot.
How to prepare

All information is on the course homepage

http://cs.swan.ac.uk/~csoliver/Algorithms201112/index.html

- Go through all lectures (perhaps you download the slides again — certain additions have been made).
- Go through the courseworks and their solutions.
- Go through the lab sessions (run it!).

Use the learning goals!
On the exam

We use the “two-out-of-three” format.

- Give us a chance to give you marks — write down something!
- Actually, better write down a lot — in the second or third round, after answering all questions.
- Examples are typically helpful.
The general structure of the module

1. Weeks 1-3: Algorithms and their analysis
2. Weeks 4-7: Data structures – graphs and trees
3. Weeks 8, 9: Specific techniques – greedy algorithms and dynamic programming
4. Week 10: Complexity theory – P and NP.
We considered two sorting algorithms in detail:

- Insertion Sort and Merge Sort.

These algorithms you should know in detail.

- Both algorithms are comparison-based.
- You should know precisely how the comparisons are performed by both algorithms.
Order of growth

Get a working understanding of $O$, $\Omega$, $\Theta$.

This includes developing an intuitive grasp on the main types of growth rates:

$$\log n, \sqrt{n}, n, n \log n, n^2, n^3, 2^n, n!$$

- Of course, you need also to know the definitions.
- And you need to know the various techniques for working with terms ("rewrite rules").
Solving recurrences

Know the (simplified) master theorem!

- Especially know the three cases.
- And know various examples.

It’s mostly practice.
For data structures, various definitions and their relations are of central importance:

1. Know the definitions of “graphs” and “digraphs”.
2. Know the definition of a “dag”.
3. Know the definition of “connected (di)graphs”.
4. Know the definition of a “tree”.
5. Know what a “rooted tree” is:
   1. Many important notions are connected to it (“root, children, parent, leaf”).
   2. Know what “ordered rooted trees” are.
   3. Know what “binary trees” are.
Basic graph algorithms

You need to know BFS, DFS well.

This means:

1. Explain them.
2. Run them.
4. Know what $d[u], f[u]$ for DFS is.

The main application of DFS we considered is topological sorting.
Further connections to graphs: MSTs

For clarification:

When running BFS or DFS on a connected graph, we get a spanning tree.

- When considering greedy algorithms, “minimum spanning trees” were considered.
- These are special spanning trees.
- It is assumed that (additionally) every edge got a “weight” (a number).
- A minimum spanning tree then is such a spanning tree whose sum of edge weights is minimal (amongst all possible spanning trees).
Binary search trees

Don’t mix up these trees with the spanning trees we encountered with graphs.

- Know the basics of the abstract data types considered.
- Know and understand the notion of a “binary search tree”.
- Understand searching in such trees.
- Get the basic ideas of insertion and deletion.

Central is to understand the dependency of the complexity of the operations on the height of the trees.
Disjoint sets

1. Know the three basic operations (creation, finding, combination).
2. Know the two basic data structures.
3. Know all the heuristics, their motivations and their effects.
4. Their effects concern worst-case performance of some of the basic operation.

Again:

Central is to understand the dependency of the complexity of the operations on the height of the trees.
Making change

The “Change Making” problem is a central problem in the section on specific techniques:

1. You need to know its precise definition.
2. You need to know the greedy algorithm for.
3. You need to know the limitations of the greedy algorithms (with examples).
4. Then comes the dynamic programming algorithm: Know it in detail.
5. As usual, you need also to be able to run the algorithms, and show the steps of the computations.
Greedy algorithms

Be familiar with the ideas.

- Know the criterions.
- Know the examples.
- Besides making change, we considered Kruskal’s algorithm for computing MST.
  - Understand the definition of “MST”.
  - Understand how disjoint sets are involved here.
  - Of course, know the algorithm.
Dynamic programming

Again, be familiar with the ideas.

- Again, know the criterions.
- Again, know the examples.
- Besides making change, we considered the Floyd-Warshall algorithm for computing the distance-matrix:
  - Understand the definition of “distance matrix”.
  - Understand the basic recursive equation.
Further remarks

- Divide-and-conquer is an important general paradigm, and there are several typical examples.
- Complexity theory underlies all of algorithmics, but it is not part of the exam.
- Try to grasp the general characteristics of algorithmical paradigms we considered (divide-and-conquer, graph-search, greedy, dynamic programming). Each is based on a fundamental “trick”.
Nearly the end

I wish you a productive preparation phase.

Tomorrow we will consider some specific exam-like questions.