

Contents

Preface.....	v
Acknowledgements.....	vi
1. RAM Model	1
Introduction.....	1
Pseudo-Code	4
Example: $n!$ — Pseudo-Code Versus Machine Code.....	5
Motivation for Asymptotic Time Complexity	6
Analyzing Algorithms with Asymptotic Notation.....	7
The O Notation.....	7
Example: Bubble Sort.....	8
Example: Run-Length Codes.....	9
Example: Horner's Method for Polynomial Evaluation.....	10
Example: Matrix Multiplication.....	11
Example: Pascal's Triangle of Binomial Coefficients.....	12
(*) Example: Solving Sets of Linear Equations.....	14
(*) Example: Lagrange Interpolation of Polynomials.....	16
Logarithms and Exponentials	19
(*) Non-Integer Logarithms and Exponentials	20
Logarithms and Exponentials Versus Polynomials.....	21
Example: Binary Search.....	22
Example: Binary Numbers	23
(*) Representing Arrays	24
The Significance of Asymptotic Complexity	25
Basic Approach to Algorithm Design.....	26
Sample Exercises.....	27
Exercises.....	42
Chapter Notes.....	54
2. Lists	59
Introduction.....	59
Array Implementation of Stacks.....	61
Example: Using a Stack to Reverse an Array.....	62

(*) Example: Evaluating a Postfix Expression with a Stack.....	63
Array Implementation of Queues ("Circular Queues").....	64
Example: Using a Queue to Separate an Array.....	65
General Purpose Lists	66
Example: Using the Basic List Operations.....	67
Representing Lists With Pointers	68
Pointer Variables	69
(*) Implementing Pointers.....	70
Implementation of the Basic List Operations in $O(1)$ Time	71
Example: Details of the INSERT Operation.....	72
Example: Details of the DELETE Operation.....	73
Example: Reversing a Singly Linked List.....	74
(*) Example: The POP(i) Stack Operation	75
Sample Exercises.....	76
Exercises.....	81
Chapter Notes.....	85

3. Induction and Recursion87

Introduction.....	87
Example: Binary Search.....	89
Example: Traversing Linked Lists	90
Example: Fast Computation of Integer Exponents.....	91
(*) Example: Converting a String to a Number	92
(*) Example: Evaluating a Prefix Expression.....	93
(*) Example: Converting Infix to Prefix or Postfix.....	94
Proof by Induction.....	95
Example: Summing Powers of 2.....	95
Example: Summing Odd Integers	96
Example: Correctness of Binary Search.....	97
Example: Towers of Hanoi Puzzle	98
Elimination of Recursion.....	99
Example: Eliminating Recursion from $n!$	100
Example: Complexity of Recursive $n!$	101
Example: Eliminating Recursion from Towers of Hanoi.....	102
Example: Complexity of TOWER	103
Example: Non-Recursive Towers of Hanoi Algorithm.....	104
Sample Exercises.....	105
Exercises.....	117
Chapter Notes.....	125

4. Trees.....	127
Introduction.....	127
Tree Terms.....	128
Representing Trees	129
Pre-Order Traversal	130
Example: Height of a Vertex v	130
Level-Order Traversal.....	131
Example: MIN-HEIGHT of a Vertex v	131
Binary Search Trees.....	132
Basic Binary Search Tree Operations	133
Details of the DELETEMIN Operation	134
Example: Some Sample Binary Search Tree Manipulations.....	135
In-Order Traversal of a Binary Search Tree	136
Example: Evaluating An Arithmetic Expression	137
(*) Joining and Splitting Binary Search Trees	138
Indexing a Binary Search Tree.....	140
(*) Binary Search Tree Ordering Lemma.....	141
(*) Average Time to Build a Binary Search Tree.....	142
The Rotation Operation for Binary Search Trees.....	144
Self-Adjusting Binary Search Trees	146
(*) Amortized Complexity of Self-Adjusting Binary Search Trees	148
Example: Tree Sort.....	149
Joining and Splitting Self-Adjusting Binary Search Trees.....	150
Sample Exercises.....	151
Exercises.....	156
Chapter Notes.....	160
5. Algorithm Design.....	161
Introduction.....	161
Divide and Conquer.....	163
Example: Merge Sort.....	164
Example: Quick Sort.....	166
Example: Finding the k^{th} Largest Element.....	167
Example: Polynomial Multiplication.....	168
Example: Strassen's Algorithm for Matrix Multiplication	169
Divide and Conquer Recurrence Relations.....	170
Dynamic Programming	171
Example: The Knapsack Problem	171

Example: The Paragraphing Problem	172
Example: Optimal Ordering of Matrix Multiplications	173
Example: Context-Free Language Recognition	174
Dynamic Programming Sums	175
Randomized Algorithms.....	176
Example: Statistical Sampling	176
Example: Randomized Quick Sort	177
Example: Randomized k^{th} Largest Element.....	178
Greedy Algorithms	180
Example: Bin Packing.....	180
Example: Huffman Trees	181
Example: Shortest Common Superstrings.....	182
Simulated Annealing.....	183
Exercises.....	184
Chapter Notes.....	197
6. Hashing	203
Introduction.....	203
Basic Hashing Algorithm	204
Hash Functions for Data Items with Many Bits.....	205
Complexity of Hashing	206
The Constant e	207
Expected Number of Empty Buckets.....	208
Chernoff Bound.....	209
Size of the Largest Bucket.....	210
Overfilling a Hash Table	212
Resizing a Hash Table.....	213
Universal Hashing	214
Twin Hashing.....	215
Bloom Filters	216
Exercises.....	217
Chapter Notes.....	221

7. Heaps.....	223
Introduction.....	223
Complete k -ary Trees.....	224
Full k -ary Trees	225
Heap Implementation with Full Trees	226
Building a Heap in Linear Time.....	227
Heap Sort.....	228
Implementing Heaps with Pointers.....	229
Lower Bounds on Heap Operations and Sorting.....	230
Exercises.....	232
Chapter Notes.....	236
8. Balanced Trees.....	237
Introduction.....	237
2-3 Trees.....	238
Inserting into a 2-3 Tree.....	239
Deleting from a 2-3 Tree.....	241
Joining 2-3 Trees.....	244
Splitting 2-3 Trees.....	246
Red-Black Trees.....	248
Properties of Red-Black Trees	249
Equivalence of Red-Black and 2-3 Trees.....	250
Example: Red-Black Tree Insertion Algorithm	251
Example: Inserting into a Red-Black Tree in Sorted Order.....	252
Height of a Red-Black Tree.....	253
AVL Trees.....	254
The AVL Algorithm	255
Height of an AVL Tree	256
Storing Data Only in the Leaves	258
Exercises.....	259
Chapter Notes.....	267
9. Sets Over a Small Universe.....	269
Introduction.....	269
On the Fly Array Initialization.....	271
In-Place Permutation.....	272

Bucket Sorting.....	273
Bit-Vector Representation of Sets.....	274
Union-Find Problem.....	275
Linked List Implementation of Union-Find.....	276
Tree Implementation of Union-Find.....	277
Tree Implementation of Union-Find with Path Compression.....	278
Example: Off-Line Processing of Heap Operations.....	280
Other Operations that can be Added to Union-Find.....	281
Exercises.....	282
Chapter Notes.....	288
10. Graphs.....	289
Introduction.....	289
Graph Terms.....	290
Representing Graphs.....	291
Depth-First Search.....	292
Breadth-First Search.....	293
Depth-First Spanning Trees.....	294
Bi-Connected and Strongly-Connected Components.....	295
Bi-Connected Components of an Undirected Graph.....	296
Strongly-Connected Components of a Directed Graph.....	297
Minimum Weight Spanning Trees.....	298
Proof of Correctness of Prim and Kruskal Algorithms.....	298
Implementation of Prim's Algorithm.....	299
Implementation of Kruskal's Algorithm.....	300
Topological Sort of a Directed Graph.....	301
Euler Paths.....	302
Single-Source Minimum Cost Paths.....	303
Dijkstra's Algorithm.....	303
Adjacency Matrix Implementation of Dijkstra's Algorithm.....	304
Adjacency List Implementation of Dijkstra's Algorithm.....	304
All Pairs Minimum Cost Paths.....	305
Floyd's Algorithm for Shortest Paths.....	305
Warshall's Algorithm for Transitive Closure.....	306
Generic Path Finding Framework.....	307
Maximum Flow.....	308
Undirected Paths.....	309

Augmenting Paths	309
Augmenting Path Theorem for Flow	309
Max-Flow = Min-Cut Theorem.....	309
Generic Approach to Computing Maximum Flow.....	310
Edmonds–Karp Algorithm	311
The Residual and Level Graphs	313
Blocking Flows	314
Dinic's Algorithm	314
MKM Algorithm	315
Bounded Flow.....	316
Maximum Matching	318
Augmenting Path Theorem for Matching.....	318
Matching in Bipartite Graphs.....	319
Matching in Undirected Graphs	321
Stable Marriage	324
NP-Complete Graph Problems.....	325
Polynomial-Time Reductions	326
NP-Complete Problems.....	326
The Class NP	326
The "first" NP-Complete Problem.....	327
The "second" NP-Complete Problem	327
Dealing with NP-Complete Graph Problems.....	328
Exercises.....	329
Chapter Notes.....	348
11. Strings	355
Introduction.....	355
Lexicographic Sorting of Strings	357
Knuth–Morris–Pratt (KMP) String Matching.....	358
KMP Algorithm Using Back-Up Links	358
Back-Up Diagrams	359
Efficient Computation of the KMP Back-Up Array	360
Converting the KMP Back-Up Array to Direct Links	361
KMP Algorithm Using Direct Links.....	361
Reducing the Space for the KMP Direct Array.....	362
Boyer–Moore String Matching	363
Karp–Rabin Randomized "Finger Print" String Matching.....	364
Shift-And String Matching	365
Shift-and with don't-care positions.....	365
Shift-And with Anything-But Positions.....	366

Shift-And with Minimum Mis-Matches.....	368
Shift-And with Character Mapping	369
Shift-And with Character Bit-Vectors	370
Comparison of String Matching Methods	373
Pattern Matching	374
Pattern Diagrams	375
McNaughton–Yamada Algorithm	376
Matching with Pattern Diagrams.....	378
Tries.....	379
Example: Sorting Strings with Tries.....	379
Example: Aho–Corasick Multiple String Matching	380
Example: Prefix and Huffman Codes	381
Example: Data Compression using a Dynamic Dictionary	382
Compact Tries.....	384
Suffix Tries.....	385
Example Applications of Suffix Tries	385
Simple Suffix Trie Construction Algorithm.....	386
McCreight’s Linear Time Suffix Trie Construction.....	387
Example: Brute-Force Versus McCreight on $a^n\$$	389
Sliding Suffix Tries.....	390
Sliding Window With Two McCreight Tries	391
Fiala–Greene Sliding Suffix Trie Algorithm	392
Example: Data Compression using a Sliding Window	394
Edit Distance: A Measure of String Similarity	395
Example: Longest Common Sub-Sequence	396
Arithmetic Codes.....	397
Conceptual Arithmetic Encoding / Decoding Algorithm.....	398
Defining The End of a Finite String	399
Example.....	400
On-Line Encoding and Decoding.....	402
Practical Considerations.....	402
The Burrows–Wheeler Transform.....	403
Inverse BWT Using Only Two Passes.....	404
Example: MTF Data Compression	405
Exercises.....	407
Chapter Notes.....	414

12. Discrete Fourier Transform	421
Introduction.....	421
Complex Numbers.....	422
Complex Exponentials	423
Principal n^{th} Roots of Unity	424
Definition of the DFT	425
<i>F</i> and <i>G</i> are Inverse Functions	426
Similarity of <i>F</i> and <i>G</i>	426
Examples	427
How to Split F into Two Computations of Half the Size	431
Divide and Conquer “Butterfly”.....	432
Recursive FFT Algorithm.....	433
In-Place Bit Reversal	434
Recursive In-Place FFT Algorithm	435
Non-Recursive In-Place FFT Algorithm.....	436
Simplified Non-Recursive In-Place FFT Algorithm.....	437
DFT over Finite Fields on an Array of Integers.....	439
Example: Fast Convolutions with the DFT	440
DFT On Two Arrays of Reals.....	441
DFT On A Single Array of Reals.....	442
Inverse DFT for Reals.....	443
Discrete Cosine Transform.....	444
<i>C</i> and <i>D</i> are Inverse Functions	445
DCT Basis Functions	446
Relationship of the DCT to the DFT.....	447
Computing the DCT in $O(n\log(n))$ Time.....	448
Computing the Inverse DCT in $O(n\log(n))$ Time	449
Two Dimensional DFT and DCT	451
Example: JPEG Image Compression.....	452
Example: MPEG Video Compression	453
Exercises.....	454
Chapter Notes:.....	467

13. Parallel Computation.....	471
Introduction.....	471
Example: Summing an Array.....	478
Example: List Prefix-Sum / List Ranking	479
Example: List Prefix-Sum on a Binary Tree.....	480
Example: $O(1)$ CRCW Array Max with $O(n^2)$ Processors.....	482
Example: $O(\log\log(n))$ CRCW Array Max with $O(n)$ Processors.....	483
Example: Matrix Multiplication.....	484
Example: Merge Sort.....	485
Example: Quick Sort.....	486
Brent's Lemma	487
PRAM Simulation	488
EREW PRAM MODEL.....	489
Example: Broadcast on an EREW PRAM	489
Example: Sum on an EREW PRAM	489
Example: Matrix Multiplication on an EREW PRAM	490
Data Distribution on an EREW PRAM.....	491
Sorting on an EREW PRAM	492
Hypercube / CCC / Butterfly Networks.....	496
Hypercube (HC).....	496
Cube Connected Cycles (CCC).....	496
Butterfly (BF).....	497
Equivalence of the CCC and Butterfly Networks	498
Example: Broadcast and Sum on a Butterfly.....	499
Example: Prefix-Sum on a Butterfly.....	500
Example: Matrix Multiplication on a Butterfly.....	501
Data Distribution on a Butterfly.....	502
Sorting on a Butterfly.....	504
1-1 Packet Routing on a Butterfly.....	506
Mesh Network.....	507
Example: Broadcast on a Mesh.....	508
Example: Sum on a Mesh.....	508
Example: Prefix-Sum on a Mesh.....	509
Example: Matrix Multiplication on a Mesh.....	510
Data Distribution on a Mesh.....	512
Sorting on a Mesh.....	513
1-1 Packet Routing on a Mesh	514
Area-Time Tradeoffs	515
Computer Chips.....	515
Boolean Functions.....	515
Example: cMOS	516

Example: nMOS.....	517
Constructing Memory With Chips	518
Computing with Chips	520
Parallel Hardware Layout.....	521
Area-Time Tradeoff for Sorting.....	522
Sorting Area-Time Tradeoff vs. PRAM Simulation.....	524
Generalizations of the Sorting Area-Time Tradeoff.....	524
Exercises.....	525
Chapter Notes.....	540
Appendix: Common Sums	543
A. Approximating Sums with Integrals.....	543
B. Arithmetic Sum.....	545
C. Simple Geometric Sum (unweighted, $k=0$).....	546
D. Linear Weighted Geometric Sum ($k=1$)	547
E. Quadratic Weighted Geometric Sum ($k=2$).....	548
F. Cubic Weighted Geometric Sum ($k=3$).....	549
G. Weighted Geometric Sum (for any non-negative integer k)	550
I. Harmonic Sum	553
J. Sums of Inverse Powers.....	554
Bibliography	555
Notation.....	583
Index	585