Advanced Data Structures and Algorithm Analysis

Table of Contents

English translation | Page numbers refer to the original lecture notes.

Lecture 0 Course Overview . . . 1
- 0.1 Disclaimer . . . 1
- 0.2 Why Study This Course? . . . 1
- 0.3 What Does This Course Cover? . . . 1
- 0.4 Reference Textbooks . . . 2
- 0.5 Miscellaneous Remarks . . . 2

Lecture 1 AVL Trees, Splay Trees, and Amortized Analysis . . . 3
- 1.1 Introduction . . . 3
- 1.2 AVL Trees . . . 4
- 1.3 Amortized Analysis . . . 10
- 1.4 Splay Trees . . . 16
- 1.5 Supplement: Access Frequencies and Weighted Potentials . . . 22
- 1.6 Exercises . . . 23
- 1.7 Solutions . . . 24

Lecture 2 Red-Black Trees and B+ Trees . . . 26
- 2.1 Red-Black Trees . . . 26
- 2.2 B+ Trees . . . 34
- 2.3 Supplementary Material: Red-Black Trees and 2-3-4 B-Trees . . . 38
- 2.4 Exercises . . . 40
- 2.5 Solutions . . . 41

Lecture 3 Inverted Indexes . . . 42
- 3.1 From Document-by-Document Search to Inverted Indexes . . . 42
- 3.2 Index Construction and Maintenance . . . 45
- 3.3 Evaluating Search Results . . . 47
- 3.4 Supplementary Material: Webpage Ranking Algorithms . . . 49

Lecture 4 Leftist Heaps and Skew Heaps . . . 57
- 4.1 Leftist Heaps . . . 57
- 4.2 Skew Heaps . . . 62
- 4.3 Exercises . . . 65
- 4.4 Solutions . . . 65

Lecture 5 Binomial Heaps . . . 67
- 5.1 Binomial Heaps . . . 67
- 5.2 Accelerating Dijkstra's Algorithm with Heaps . . . 71
- 5.3 Fibonacci Heaps . . . 73
- 5.4 Exercises . . . 80
- 5.5 Solutions . . . 81
- 5.6 References . . . 81

Lecture 6 Backtracking . . . 82
- 6.1 Basic Ideas . . . 82
- 6.2 The Eight Queens Problem . . . 82
- 6.3 The Turnpike Reconstruction Problem . . . 85
- 6.4 A General Backtracking Algorithm and Search Order . . . 88
- 6.5 Game Playing . . . 89
- 6.6 Exercises . . . 92
- 6.7 Solutions . . . 93
- 6.8 References . . . 94

Lecture 7 Divide and Conquer . . . 95
7.1 The Master Theorem . . . 95
7.2 Applications of Divide and Conquer . . . 101
7.3 Supplementary Material . . . 107
7.4 Exercises . . . 113
7.5 Solutions . . . 114
7.6 References . . . 115

Lecture 8 Dynamic Programming . . . 116
8.1 Background of Dynamic Programming . . . 116
8.2 The Weighted Independent Set Problem . . . 118
8.3 The Knapsack Problem . . . 121
8.4 Optimal Order of Matrix-Chain Multiplication . . . 126
8.5 Optimal Binary Search Trees . . . 128
8.6 Revisiting the Shortest-Path Problem . . . 133
8.7 Counting Red-Black Trees . . . 138
8.8 Summary . . . 139
8.9 Supplementary Material: Hirschberg's Algorithm . . . 139
8.10 Exercises . . . 141
8.11 Solutions . . . 144
8.12 References . . . 147

Lecture 9 Greedy Algorithms . . . 148
9.1 The Activity Selection Problem . . . 148
9.2 Scheduling Problems . . . 152
9.3 The Greedy Algorithm Paradigm . . . 154
9.4 Huffman Coding . . . 157
9.5 Matching Problems . . . 161
9.6 Supplementary Material: Huffman Coding and Information Entropy . . . 165
9.7 Exercises . . . 166
9.8 Solutions . . . 167
9.9 References . . . 169

Lecture 10 NP-Completeness . . . 170
10.1 Introduction . . . 170
10.2 Formal Languages and Input Encoding . . . 171
10.3 Models of Computation and Certificates . . . 172
10.4 Reductions and NP-Completeness . . . 176
10.5 Examples of Reductions . . . 183
10.6 NP-Hardness and Pseudopolynomial-Time Algorithms . . . 189
10.7 Time, Space, and Quantifiers (Advanced) . . . 190
10.8 Encoding, Self-Reference, and Diagonalization (Advanced) . . . 195
10.9 Hierarchies, Gaps, and Intermediate Problems (Advanced) . . . 198
10.10 Supplementary Material: The Polynomial Hierarchy and Interactive Proofs . . . 202
10.11 Exercises . . . 205
10.12 Solutions . . . 206
10.13 Acknowledgments . . . 207
10.14 References . . . 208

Lecture 11 Approximation Algorithms . . . 209
11.1 Basic Ideas and Concepts . . . 209
11.2 Makespan-Minimization Scheduling . . . 212
11.3 Bin Packing . . . 215
11.4 The Knapsack Problem . . . 219
11.5 Clustering and Center Selection . . . 221
11.6 The Traveling Salesman Problem . . . 224
11.7 Set Cover . . . 226
11.8 Supplementary Material . . . 227
11.9 Exercises . . . 231
11.10 Solutions . . . 232
11.11 References . . . 233

Lecture 12 Local Search . . . 235
12.1 Basic Ideas . . . 235
12.2 The Vertex Cover Problem . . . 237
12.3 The Traveling Salesman Problem . . . 240
12.4 Stable Configurations of Hopfield Neural Networks . . . 242
12.5 The Maximum Cut Problem . . . 244
12.6 Supplementary Material . . . 247
12.7 Exercises . . . 254
12.8 Solutions . . . 256
12.9 References . . . 258

Lecture 13 Randomized Algorithms . . . 259
13.1 Basic Ideas and Concepts . . . 259
13.2 The Hiring Problem and Random Permutations . . . 261
13.3 The Secretary Problem . . . 262
13.4 Randomized Selection and Quicksort . . . 263
13.5 Balls into Bins . . . 265
13.6 Data Stream Sampling . . . 266
13.7 The Closest Pair of Points Problem . . . 267
13.8 Supplementary Material . . . 268
13.9 Exercises . . . 274
13.10 Solutions . . . 275
13.11 References . . . 277

Lecture 14 Parallel Algorithms . . . 278
14.1 What Is Parallelism? . . . 278
14.2 Basic Models of Parallel Algorithms . . . 278
14.3 The Prefix Sum Problem . . . 282
14.4 The Merging Problem . . . 285
14.5 Finding the Maximum Element . . . 287
14.6 MapReduce: Distributed Data Processing . . . 290
14.7 Exercises . . . 292
14.8 Solutions . . . 292
14.9 References . . . 292

Lecture 15 External Sorting . . . 294
15.1 Fundamentals of External Sorting . . . 294
15.2 Two-Way Merging . . . 294
15.3 Multiway Merging . . . 296
15.4 Polyphase Merging . . . 296
15.5 Double Buffering . . . 298
15.6 Replacement Selection . . . 299
15.7 Optimal Merge Order . . . 301
15.8 Exercises . . . 302
15.9 Solutions . . . 302
15.10 References . . . 303