

Reading: Chapters 1-6

Problems and Algorithms

- Stable Marriage
 - Men Propose
 - $O(n^2)$
- interval scheduling
 - greedy by finish time
 - $O(n \log n)$
- MST
 - Kruskal (greedy by value)
 - Prim (like Dijkstra)
 - $O(m \log n)$
- weighted matroid
 - greedy by value
 - $O(n \log n)$ usually
- shortest paths
 - Dijkstra
 - $O(m \log n)$
- sorting
 - mergesort

- $O(n \log n)$
- exponentiation
 - repeated squaring
 - $O(n)$ ($n = \#$ bits)
- integer multiply
 - D&C alg
 - $O(n^{\log_2^3})$
- convolution, poly mult
 - FFT based alg.
 - $O(n \log n)$
- weighted interval scheduling
 - DP
 - $O(n \log n)$
- integer knapsack
 - DP
 - $O(nC)$

Techniques

- greedy
 - runtime: by progress.
 - correctness: greedy stays ahead or greedy is optimal.
- divide and conquer
 - correctness: by induction.
 - runtime: by recurrences
 - subproblems form tree
- dynamic programming
 - correctness: by induction.
 - runtime: count subproblems
(size of memoization table $\times$ cost to combine)
 - subproblems form DAG.

Algorithm Design Flow Chart

