# Index

|x| (absolute value), 35  $\binom{n}{2}$  (binomial coefficient), 33, 53, 146  $\begin{bmatrix} x \end{bmatrix}$  (ceiling), 134  $\vee$  (disjunction), 542 n! (factorial), 115, 293, 443, 519  $\lfloor x \rfloor$  (floor), 68 ¬ (logical negation), 542 |S| (set size), 144 = vs. :=, 7  $1 - \frac{1}{2}, 486$ 2-OPT algorithm, 500-501 2-change, 499 implementation, 517, 518, 649 improving 2-change, 499 is interruptible, 501 pseudocode, 500 running time, 501 solution quality, 501 vs. 3-OPT, 506, 509 2-SAT, 197, 548 2-change, see 2-OPT algorithm 2-SUM, 260-262, 289 3-SAT and the Exponential Time Hypothesis, 587 is NP-complete, see Cook-Levin theorem, stronger version is NP-hard, see Cook-Levin theorem padded, 595 problem definition, 553 reduces to directed Hamiltonian path, 563-567 reduces to graph coloring, 576, 653 reduces to independent set, 559-562 reduction from an arbitrary  $\mathcal{NP}$  problem, 582-584 Schöning's algorithm, 548-550, 652 3-SUM, 287 63.2%, 486 A\* search, 212-213, 263 Aaronson, Scott, 586 Aarts, Emile, 508 abstract data type, 214

Ackermann function, 350 acknowledgments, xvi ACM, 39

adjacency lists, 147-148 in graph search, 161 input size, 150 vs. adjacency matrix, 149 adjacency matrix, 148-149 applications, 149 input size, 150 sparse representation, 150 vs. adjacency lists, 149 Adleman, Leonard, 132 Aho, Alfred V., 5 Albertini, Ange, 543 algorithm, 2 anytime, 501 approximation, 456, 474 constant-time, 28 design paradigms, 46 exponential-time, 449 fast, 23, 445 fixed-parameter, 534, 588 heuristic, 456 linear-time, 23 mind-blowing, 45 online, 477 polynomial-time, 448 pseudopolynomial-time, 570 quadratic-time, 28 quantum, 452 randomized, 452 subexponential-time, 453 algorithm design paradigm, 291 divide-and-conquer, see divide-and-conquer algorithms dynamic programming, see dynamic programming greedy algorithms, see greedy algorithms local search, see local search algorithm field guide, 630-631 algorithmic game theory, 596 all-pairs shortest path problem, see shortest paths, all-pairs Alon, Noga, 527 alphabet, see code, alphabet among friends, 11, 14, 72, 299, 340, 403 Applegate, David L., 445 applications, 2

©2022, Soundlikeyourself Publishing, LLC

# CAMBRIDGE

Cambridge University Press & Assessment 978-0-999-28298-4 — Algorithms Illuminated Tim Roughgarden Index <u>More Information</u>

## 656

approximation algorithm, 456, 474 approximation ratio, 474 as an insurance policy, 475 Aquarius Records, 191 arc, see edge (of a graph), directed argmax, 316 argmin, 316 asymptotic analysis, 22 asymptotic notation, 27-42 as a sweet spot, 27 big-O notation, see big-O notation big-O vs. big-theta notation, 38 big-omega notation, 37 big-theta notation, 38 history, 39 in seven words, 27 little-o notation, 39 auction, see FCC Incentive Auction Augmented-BFS, 164 average-case analysis, 20 backtracking, 536 Backurs, Arturs, 589 Bacon number, 153, 164 Bacon, Kevin, 154 base case (induction), 617 base case (recursion), 7 beam search, 508, see also local search Bellman, Richard E., 380, 418, 524 Bellman-Ford algorithm, 418-429 and Internet routing, 427 correctness, 423-424 example, 424-426 optimal substructure, 420-421 pseudocode, 423 reconstruction, 427 recurrence, 422 running time, 426-429 space usage, 427 stopping criterion, 422 subproblems, 419-420 Bellman-Held-Karp algorithm (for the TSP), 519-525 correctness, 524 example, 545, 649 implementation, 550 memory requirements, 522, 547 optimal substructure, 521-522, 524-525 pseudocode, 524 reconstruction, 524, 547 recurrence, 522 running time, 524 subproblems, 523 variations, 546 BFS, see breadth-first search BES. 160

Biere, Armin, 543 big-O notation, 33-35 as a game, 34 English definition, 33 high-level idea, 28 in an exponent, 581 mathematical definition, 34 pictorial definition, 33 big-omega notation, 37 big-picture analysis, 21 big-theta notation, 38 binary search, 75, 238, 242 binary search tree, see search tree bipartite graph, 196, 548 birthday paradox, 265, 272-273, 628 bit, 113, 306 Bixby, Robert E., 445 blazingly fast, xiii, xiv, 23, 65, 90, 91, 97, 153, 474, 607 bloom filter INSERT, 277, 279 LOOKUP, 277, 280 applications, 278-279 has false positives, 277, 280 has no false negatives, 280 heuristic analysis, 282-285 heuristic assumptions, 282 in network routers, 279 operation running times, 278 raison d'être, 277 scorecard, 278 space-accuracy trade-off, 278, 281, 285, 287 supported operations, 277 vs. hash tables, 277-278 when to use, 278 Bloom, Burton H., 277 Blum, Manuel, 132 Boolean, 542 Borodin, Allan, 291 bow tie, see Web graph branch and bound, 536, see also MIP solvers breadth-first search, 157-163, 330, 349 and bipartite graphs, 196 correctness, 163 example, 161-162 for computing connected components, 166-168 for computing shortest paths, 164-165 layers, 159, 165 pseudocode, 160 running time analysis, 163 Broder, Andrei, 191 broken clock, 204 brute-force search, see exhaustive search BubbleSort, 11, 112, 640 BucketSort, 113

### Index

Bursztein, Elie, 543 C++, 238, 240 cache, 373 can we do better?, 5, 209, 306, 335, 444, 451, 477, 576, 577, 589 cascade model, 490 Cayley's formula, 330 cf., 83 Chen, Ke, 635 chess, 262 ChoosePivot median-of-three implementation, 118 naive implementation, 98, 100 overkill implementation, 99, 101 randomized implementation, 102 Chvátal, Vašek, 445 clause, 542, see also constraint Clay Mathematics Institute, 586 clique problem is NP-hard, 575, 652 reduction from independent set, 575, 652 closest pair correctness, 65-67 exhaustive search, 59 one-dimensional case, 60 problem definition, 59 pseudocode, 60, 62 running time, 62 clustering, 167, 358-361 k-means, 360 and Kruskal's algorithm, 361 choosing the number of clusters, 359 greedy criterion, 360 informal goal, 359 similarity function, 359 single-link, 361 Cobham, Alan, 449 cocktail party, xv, 215, 272, 447 code  $\Sigma$ -tree, 312 alphabet, 306 as a tree, 309-312 average leaf depth, 312 average encoding length, 308 binary, 306 encodings as root-leaf paths, 311 fixed-length, 306 Huffman, see Huffman's algorithm optimal prefix-free, 308, 313 prefix-free, 307, 312 symbol frequencies, 308, 309 ternary, 327 variable-length, 306 coin flipping, 127, 275 collaborative filtering, 47

collision, see hash function, collision color coding, 525-535 and minimum-cost panchromatic paths, 529-531 correctness, 530, 534 example, 546, 650 in practice, 535 minimum-cost k-path problem, 526 motivation, 525 panchromatic path, 528 pseudocode, 533 reconstruction, 547 recurrence, 529 running time, 531, 533 subproblems, 529 with random colors, 531 compression, 306 compromising from day one, 578 on correctness, 454-456, 471-518 on generality, 454-455, 470, 548 on speed, 454, 456-457, 519-550 computational complexity theory, 577-593 fine-grained, 589 computational genomics, 445, 525, see also sequence alignment computational geometry, 59 computational lens, 3 computationally intractable, see NP-hardness conflict-driven clause learning, 536, see also SAT solvers connected components applications, 167-168 definition, 166 example, 168 in directed graphs, see strongly connected components linear-time computation, 168-170 number of, 170 constant, 35, 74 reverse engineering, 36, 137 constant factors, 21, 28 constraint in mixed integer programming, 538 in satisfiability, 542 Cook reduction, 578 Cook, Stephen A., 553, 578 Cook, William J., 445 Cook-Levin theorem, 553-554 50th anniversary, 553 formal statement, 582 history, 553 proof sketch, 582-584 stronger version, 592 Cormen, Thomas H., 252

Cornuéjols, Gérard P., 484

©2022, Soundlikeyourself Publishing, LLC

© in this web service Cambridge University Press & Assessment

658

Index

corollary, 15 counting inversions correctness, 49, 52 exhaustive search, 47 implementation, 70 problem definition, 46 pseudocode, 48, 49 running time, 52 split inversions, 51 CountingSort, 113 stable implementation, 113 Coursera, xvi coverage, 481, see also maximum coverage is submodular, 515 CPLEX, see MIP solvers Crosby, Scott A., 270 cryptography, 276 culturally acceptable inaccuracies, 466 cut (of a graph), 364 Cut Property, see minimum spanning tree, Cut Propertv cycle (of a graph), 329 negative, 417 Cycle Property, see minimum spanning tree, Cycle Property cycle-free shortest paths as an optimization problem, 579 is NP-hard, 462, 555 problem definition, 462 reduction from directed Hamiltonian path, 463 Cygan, Marek, 534 DAG, see directed acyclic graph Dasgupta, Sanjoy, 73 data structure bloom filter, see bloom filter deft deployment, 630 disjoint-set, see union-find expertise levels, 215 hash table, see hash table heap, see heap, see heap principle of parsimony, 215 queue, 160, 214, 319 raison d'être, 214 scorecards, see scorecards search tree, see search tree stack, 172, 214

correctness, 173 example, 170 for computing connected components, 174 for computing strongly connected components, 183 for topological sorting, 177-180 iterative implementation, 172 recursive implementation, 173 running time analysis, 174 derandomization, 453 descending clock auction, see FCC Incentive Auction design patterns, xiv DFS, see depth-first search DFS (Iterative Version), 172 DFS (Recursive Version), 173 DFS-SCC, 187 DFS-Topo, 178 diameter (of a graph), 194, 595 dictionary, see hash table diff, 413 Dijkstra, 202 Dijkstra (heap-based), 224, 225 Dijkstra's shortest-path algorithm and A\* search, 212-213, 263 as a greedy algorithm, 292 correctness, 206-208, 299 Diikstra score, 203 example, 204 for computing minimum bottleneck paths, 212, 236 greedy selection rule, 203 heap-based implementation, 222-226 in undirected graphs, 200 pseudocode, 202 pseudocode (heap-based), 224, 225 reconstructing shortest paths, 203 resembles Prim's algorithm, 331 running time analysis, 209 running time analysis (heap-based), 225 straightforward implementation, 209 with negative edge lengths, 205, 416 Dijkstra, Edsger W., 198, 331 directed acyclic graph, 176 has a source vertex, 176 has a topological ordering, 176-177 discussion forum, xvi disjunction (of literals), 542 dist, see shortest paths, distance distance, see shortest paths, distance divide-and-conquer, 9, 10, 45-46, 291-292, 630 for closest pair, 60 for counting inversions, 48 for matrix multiplication, 55 for sorting, 45 proofs of correctness, 93

©2022, Soundlikeyourself Publishing, LLC

union-find, *see* union-find vs. abstract data type, 214

decomposition blueprint, 106, 127, 274

degree (of a vertex in a graph), 151, 421

depth-first search, 158, 170-174, 330, 349

depth (of a node in a tree), 311

de-duplication, 26, 260 decision problem, 579

#### Index

vs. dynamic programming, 375, 379-380 when to use, 46 double summation, 626 Draper, Don, 154 DSelect 30-70 Lemma, 133-135 as a knockout tournament, 129 does not run in place, 131 heuristic analysis, 136 history, 132 pseudocode, 129 running time, 132 running time analysis, 132-137 vs.RSelect, 129, 132 with groups of 3 or 7, 139 Dumitrescu, Adrian, 635 dynamic programming, xiii as recursion with a cache, 372 bottom-up, 373 for all-pairs shortest paths, see Floyd-Warshall algorithm for beating exhaustive search, 519-525, 529-531, 631 for color coding, 529-531 for graph problems, 419 for knapsack, 455, 469, 515, 649 for optimal binary search trees, 400-410 for single-source shortest paths, see Bellman-Ford algorithm for the knapsack problem, 380-387 for the sequence alignment problem, 392-399 for the TSP, see Bellman-Held-Karp algorithm for weighted independent set in path graphs, 370-377 history, 380 memoization, 373 optimal substructure, 378 ordering the input, 382 principles, 377-378, 520 recurrence, 379 running time, 378, 520 saving space, 412, 645 subproblems, 378-379, 521 takes practice, 366 top-down, 372 vs. divide-and-conquer, 375, 379-380 when to use, 630 e (Euler's number), 486, 519 e.g., 347 Easley, David, 192 edge (of a graph), 142 directed, 143 length, 198, 415

undirected, 143 weighted, 148 Edmonds, Jack, 445, 449, 577 EdX. xvi Egoyan, Atom, 154 Einstein, Albert, 214, 578 endpoints (of an edge), 143 equivalence class, 166 equivalence relation, 166 Erdös number, 154 Erdös, Paul, 154 ETH, see Exponential Time Hypothesis Euclidean distance, 59, 518 event (in probability), 621 exchange argument, 299 for minimum spanning trees, 345 in Huffman's algorithm, 321 in scheduling, 300 exhaustive search, 294, 309, 335, 368, 394, 410, 581, 630 for closest pair, 59 for counting inversions, 47 expectation (of a random variable), 492, 494, 623 linearity of, 624 expected value, see expectation Exponential Time Hypothesis and fixed-parameter algorithms, 588 and Schöning's algorithm, 550, 587 definition, 587 is false for unnatural problems, 595, 653 vs. the  $P \neq NP$  conjecture, 453, 587 vs. the SETH, 588 factoring, 453, 465 Fano, Robert M., 313 fast algorithm, 23, 445 Fast Fourier Transform, 69 FCC Incentive Auction algorithm portfolio, 608 and graph coloring, 603 and greedy heuristic algorithms, 600-604 and SAT solvers, 604-609 and timeouts, 609 and weighted independent set, 599 as a descending clock auction, 609-613 computing payments, 612, 615, 654 feasibility checking, 604-609 final outcome, 613 forward auction. 598 incentives, 613, 615, 654 matches supply and demand, 614 motivation, 596-598 preprocessing, 607 presolvers, 606 repacking problem, 605

representative instances, 602

659

©2022, Soundlikeyourself Publishing, LLC

parallel, 144, 148, 330

## 660

Index

reverse auction, 598 side constraints, 605 station-specific multipliers, 601-602 feasible solution in local search, 505 to an  $\mathcal{NP}$  problem, 579 Federer, Roger, 132, 610 Feige, Uriel, 487 Fermat's Last Theorem, 586 Fibonacci numbers, 389 field guide (to algorithm design), 630-631 Firth, Colin, 154 Fisher, Marshall L., 484 fixed-parameter algorithm, 534, 588 Floyd, Robert W., 132, 430 Floyd-Warshall algorithm, 430-437 detecting a negative cycle, 436-437 optimal substructure, 432-434 pseudocode, 434 reconstruction, 437 recurrence, 434 running time, 436 space usage, 436 subproblems, 430-432 Fomin, Fedor V., 534 for-free primitive, 23, 103, 155, 630 Ford Jr., Lester R., 418 forest (of trees), 315 Fortnow, Lance, 586 Four Color Theorem, 541 Fourier matrix, 69 fully polynomial-time approximation scheme (FP-TAS), 516 Gödel, Kurt, 586 Gabow, Harold N., 638 Garey, Michael R., 557, 593 Gauss's trick, 8, 56 Gauss, Carl Friedrich, 8 GenericSearch, 155 genetic algorithms, 508, see also local search geometric series, 84-85, 128, 489 Git, 413 golden ratio, 389 good vs. evil, 82 Google, 3, 149 googol, 28, 262, 569, 576 Gosper's hack, 524 gradient descent, 504 Graham's algorithm, 473 approximate correctness, 474-477 bad example, 474, 479 intuition, 475 running time, 474, 514, 648 with small jobs, 511, 647 Graham, Ronald L., 473

graph, 142 k-colorable, 541 adjacency lists, 147-148, 150 adjacency matrix, 148-150, 435 applications, 143-144 bipartite, 196, 548 co-authorship, 154 complete, 146, 166, 443 connected, 144, 443 connected components, see connected components cut, 364 cycle, 175, 329 dense, 145, 430 diameter, 194, 595 directed, 143 directed acyclic, see directed acyclic graph independent set, 366 input size, 144 notation, 142, 144 number of edges, 348 path, 146, 155, 166, 329, 368 planar, 541 radius, 194 representations, 146-149 search, 330, 349 spanning tree, 329, 443 sparse, 145, 429 tour, 443 tree, 146 Web, see Web graph graph coloring, 541 and the FCC Incentive Auction, 603 applications, 541 as satisfiability, 542-543, 604 is NP-hard for  $k \ge 3, 576, 653$ problem definition, 541 reduction from 3-SAT, 576, 653 with k = 2 (is linear-time solvable), 548 graph isomorphism, 453 graph search A\*, 212–213, 263 applications, 153-155 breadth-first search, see breadth-first search depth-first search, see depth-first search for planning, 154 generic algorithm, 155-158 in game playing, 263 problem definition, 155 greatest hits, xv greedy algorithm, 291–293 and brainstorming, 368, 473, 630 as a heuristic algorithm, 293, 473, 631 exchange argument, see exchange argument for clustering, 360 for influence maximization, 493

#### Index

for knapsack, 512, 648 for makespan minimization, 473, 477 for maximum coverage, 484 for optimal prefix-free codes, see Huffman's algorithm for scheduling, 295–298 for set cover, 511, 647 for submodular function maximization, 514 for vertex cover, 513, 648 for weighted independent set, 600-602, 616, 654 in the FCC Incentive Auction, 600-604 informal definition, 291, 473 Kruskal's algorithm, see Kruskal's algorithm Prim's algorithm, see Prim's algorithm proof of correctness, 299 themes, 292 usually not correct, 292, 369 GreedyRatio, see scheduling, GreedyRatio guess-and-check method, 137 guiding principles, 20-23 Gurobi Optimizer, see MIP solvers Gusfield, Dan, 540 Hüffner, Falk, 535 Hadamard matrix, 69 hall of fame, 90, 346 halting problem, 453, 578 Hamiltonian path (directed) equivalent to undirected Hamiltonian path, 576,652 example, 463 is NP-hard, 563 problem definition (decision), 462 problem definition (search), 562 reduces to cycle-free shortest paths, 463 reduction from 3-SAT, 563-567 search vs. decision, 562, 575, 652 Hamiltonian path (undirected) equivalent to directed Hamiltonian path, 576, 652 is NP-hard, 568 problem definition, 567 reduces to the TSP, 568-569 Hamm, Jon, 154 Hart, Peter E., 212 hash function and the birthday paradox, 266 bad. 269 collision, 265 collisions are inevitable, 265, 270 cryptographic, 276, 543 definition, 264 desiderata, 271 don't design your own, 276 example, 271-272

good, 271 how to choose, 276 kryptonite, 270 multiple, 269, 279 pathological data set, 270 perfect, 289, 640 random, 271, 282 state-of-the-art, 276 universal, 270, 288, 640 hash map, see hash table hash table Delete, 258, 267 INSERT, 258, 267, 268 LOOKUP, 258, 267, 268 OUTPUTUNSORTED, 287 advice, 273 applications, 259-263 as an array, 257, 264 bucket, 266 collision-resolution strategies, 276 for de-duplication, 260 for searching a huge state space, 262 for the 2-SUM problem, 260-262 hash function, see hash function heuristic analysis, 274 in compilers, 259 in network routers, 259 in security applications, 270 iteration, 260, 287 load, 274 load vs. performance, 275 non-pathological data set, 270 operation running times, 259 performance of chaining, 267, 274 performance of open addressing, 269, 274-275 probe sequence, 267 raison d'être, 257 resizing to manage load, 275-276 scorecard, 259, 264, 275 space usage, 258 supported operations, 258 two-level, 640 vs. arrays, 263 vs. bloom filters, 277 vs. linked lists, 263 when to use, 259 with chaining, 266-267, 276 with double hashing, 268-269, 275 with linear probing, 268, 275, 276 with open addressing, 267-269, 276 head (of an edge), 143 heap (data structure) DECREASEKEY, 225, 339 Delete, 217, 236, 336 EXTRACTMAX, 217

©2022, Soundlikeyourself Publishing, LLC

Index

EXTRACTMIN, 216, 232, 336 FINDMIN. 217 HEAPIFY, 217, 236, 638 INSERT, 216, 229, 336 applications, 218-222 as a tree, 226 as an array, 228 bubble/heapify/sift (up or down), 231, 234, 236 for an event manager, 220 for median maintenance, 220, 256 for sorting, 219 for speeding up Dijkstra's algorithm, 222-226 for speeding up Prim's algorithm, 336-339 heap property, 227 in Graham's algorithm, 474, 514, 648 in Huffman's algorithm, 319 in the LPT algorithm, 477 keys, 216 operation running times, 217, 336 parent-child formulas, 228 raison d'être, 216, 336 scorecard, 217 supported operations, 216-217 vs. search trees, 240–242 when to use, 217 heap (memory), 216 HeapSort, 219-220 Held, Michael, 524 Heule, Marijn, 543 heuristic algorithm, 293, 456, 631 dynamic programming, 515 greedy, 471-496, 600-604 local search, see local search hill climbing, see local search hints, xvi, 632-654 Hoare, Tony, 92 Hopcroft, John E., 5, 132 Huffman's algorithm, 313-316  $\Sigma$ -tree, 312 average leaf depth, 312, 322 examples, 316-319 for ternary codes, 327 greedy criterion, 315 implemented with a heap, 319 implemented with two queues, 319, 327, 641 obtaining symbol frequencies, 309 proof of correctness, 320-325 pseudocode, 316 running time, 319 Huffman, David A., 313

i.e., 48 Impagliazzo, Russell, 588 in-place algorithm, 90 independence (in probability), 282, 625

is NP-hard, 558 reduces to clique, 575, 652 reduces to subset sum, 570-573 reduces to vertex cover, 575, 652 reduction from 3-SAT, 559-562 weighted, see weighted independent set induction, see proofs, by induction in greedy algorithms, 299 inductive hypothesis, 618 inductive step, 617 Indyk, Piotr, 589 influence, 492 is a weighted average of coverage functions, 494 is submodular, 515 influence maximization, 490-496 and  $\mathcal{NP}$ , 584 approximate correctness of greedy algorithm, 493-496 cascade model, 490 generalizes maximum coverage, 492, 514, 648 greedy algorithm, 493 intuition, 494 is NP-hard, 492, 555 problem definition, 492 running time of greedy algorithm, 493, 496 InsertionSort, 11, 21, 112 integer multiplication, 4-9, 71-73 grade-school algorithm, 4 Karatsuba's algorithm, 9 simple recursive algorithm, 7 integer programming, see mixed integer programming interview questions, xv intractable, see NP-hardness invariant, 94 inversion. 46 left vs. right vs. split, 48 IQ points, 3 Jarník's algorithm, see Prim's algorithm Jarník, Vojtěch, 331 Java, 240, 272, 327 job, see scheduling Johnson's algorithm, 437 Johnson, David S., 557, 593 k-coloring, 541 k-SAT, 548 and the SETH, 588

independent set (of a graph), 366, 455

independent set problem, 558

and the SETH, 588 Schöning's algorithm, 548–550 Karatsuba, 9 implementation, 26 recurrence, 72

#### Index

running time, 76 Karatsuba multiplication, 6-9 in Python, 77 Karatsuba, Anatoly, 6 Karp reduction, 590, see also Levin reduction Karp, Richard M., 524, 553 Karpman, Pierre, 543 Kempe, David, 492 KenKen, 452, 580 vs. Sudoku, 112 key, 216 key-value pair, 11 Kleinberg, Jon, 45, 192, 392, 492 knapsack problem, 213, 380-387 applications, 382 as a mixed integer program, 538, 540 correctness, 385 definition, 381, 455 dynamic programming algorithm, 384, 455, 469, 515, 649 example, 385-386 generalizations, 391 greedy algorithm, 512, 648 is NP-hard, 575, 652 is pseudopolynomial-time solvable, 455, 570 measuring input size, 455 optimal substructure, 382 reconstruction, 386-387 recurrence, 383 reduction from subset sum, 575, 652 running time, 385 subproblems, 384 two-dimensional, 539 Knuth Prize, 553 Knuth, Donald E., 39, 275, 410, 543, 593 Kosaraju, 187 Kosaraju's algorithm correctness, 189 example, 188 from 30,000 feet, 183 implementation, 187, 197 pseudocode, 187 running time analysis, 189 why the reversed graph?, 184-186 Kosaraju, S. Rao, 183 Kowalik, Michał, 534 Kruskal's algorithm achieves the minimum bottleneck property, 358 and clustering, 361 cycle-checking, 349, 351 example, 346 in reverse, 363 outputs a spanning tree, 357 proof of correctness, 357-358, 364 pseudocode (straightforward), 347

pseudocode (union-find-based), 351 reasons to care, 346 running time (straightforward), 348-349 running time (union-find-based), 349 stopping early, 348 vs. Prim's algorithm, 346 Kruskal, Joseph B., 346 Kumar, Ravi, 191 Ladner's theorem, 595 Lehman, Eric, 617 Leighton, F. Thomson, 617 Leiserson, Charles E., 252 lemma, 15 length of a path, 198 of an edge, 198, 415 Lenstra, Jan Karel, 508 Levin reduction, 590-591 spreads NP-completeness, 592 transitivity of, 594, 653 Levin, Leonid, 553 Leyton-Brown, Kevin, 596 Lin, Shen, 593 Lin-Kernighan heuristic, 508, see also local search linear programming, 539 linear signaling pathways (in a PPI network), 525 linear-time algorithm, 23 linearity of expectation, 274, 624 doesn't need independence, 108, 625 Linux kernel, 240 literal (in satisfiability), 542 little-o notation, 39  $\ln x, 75$ local search, 497-510 2-OPT algorithm, see 2-OPT algorithm and gradient descent, 504 as a walk in a graph, 504 as no-downside postprocessing, 505, 631 avoiding bad local optima, 508 choosing a neighborhood, 506 choosing an improving local move, 507 feasible solutions, 505 for maximum k-cut, 517, 649 for satisfiability, 608 for the TSP, 497-501, 506 generic pseudocode, 504 global optima, 505 history-dependent neighborhoods, 508 initialization, 507 is interruptible, 507 local moves, 505 local optima, 505 meta-graph, 502-504 non-improving local moves, 508 objective function, 505

©2022, Soundlikeyourself Publishing, LLC

Index

overview of paradigm, 504-505 population of solutions, 508 running time, 507 solution quality, 507 vs. MIP and SAT solvers, 509 when to use, 509, 631 logarithms, 15, 74 Lokshtanov, Daniel, 534 longest common subsequence, 413, 459 reduces to sequence alignment, 645 longest common substring, 413 longest processing time first, see LPT algorithm lower-order terms, 28 LPT algorithm, 477 approximate correctness, 478-479, 514, 648 bad example, 477, 480, 514, 648 intuition, 478 running time, 477 machine learning, 504 supervised learning, 358 unsupervised learning, see clustering Maghoul, Farzin, 191 magic boxes, 535-537, see also MIP solvers, SAT solvers and NP-hardness, 537 when to use, 631 makespan minimization, 471-481 as a mixed integer program, 547, 651 Graham's algorithm, see Graham's algorithm in practice, 472, 478 is NP-hard, 472, 576, 653 LPT algorithm, see LPT algorithm machine load, 471 objective function, 471 problem definition, 472 reduction from subset sum, 576, 653 with small jobs, 511, 647 mangosteen, 112 mantra, 5 Markov, Yarik, 543 Marx, Dániel, 534 master method a, b, and d, 73, 79 applied to RecIntMult, 76 applied to Karatsuba, 76 applied to MergeSort, 75 applied to Strassen, 77, 78 applied to binary search, 75, 78 big-theta vs. big-O, 74 does not apply, 103, 106, 136 formal statement, 74 meaning of the three cases, 82-84 more general versions, 74 proof, 80-86 master theorem. see master method

mathematical background, xv, 616-628 matrix multiplication definition, 53 exponent, 79 iterative algorithm, 54 simple recursive algorithm, 56 Strassen's algorithm, 56-58, 452 the  $2 \times 2$  case, 54 matrix-vector multiplication, 69 max-heap, see heap (data structure), EXTRACT-MAX maximum k-cut problem, 517, 649 maximum coverage, 481-490 applications, 483 approximate correctness of greedy algorithm, 486-489 as a mixed integer program, 547, 651 as team-hiring, 481 bad example, 482, 484-486, 490, 514, 648 greedy algorithm, 484 hardness of approximation, 487 intuition, 487 is NP-hard, 576, 652 problem definition, 482 reduction from set cover, 576, 652 running time of greedy algorithm, 484 MBP, see minimum spanning tree, minimum bottleneck property median (of an array), 26, 99, 121, 220 approximate, 103, 127, 621 vs. mean, 121 weighted, 139 median-of-medians, see DSelect memoization (in dynamic programming), 373 Merge, 13-14 for counting inversions, 49 running time, 14-15 MergeSort, 10-20 analysis, 16-19 as a divide-and-conquer algorithm, 45 does not run in place, 90 implementation, 70 is comparison-based, 112 motivation, 10 pseudocode, 12 recurrence, 73 running time, 15, 75 metric TSP, see traveling salesman problem, metric instances Metropolis algorithm, 508, see also local search Meyer, Albert R., 593, 617 Milgrom, Paul, 596 Millennium Problems, 586 min-heap, see heap (data structure) minimum bottleneck property, see minimum spanning tree, minimum bottleneck property

#### Index

minimum spanning tree Cut Property, 340, 364, 642 Cycle Property, 364, 642 exchange argument, 345 history, 331 in directed graphs, 328 in disconnected graphs, 330 in linear time?, 643 Kruskal's algorithm, see Kruskal's algorithm minimum bottleneck property, 340, 341, 344, 363 MST heuristic (for the TSP), 516 Prim's algorithm, see Prim's algorithm reductions to, 363 uniqueness, 364 with distinct edge costs, 340, 344 with non-distinct edge costs, 342, 357, 363, 642 with parallel edges, 330 minimum-bottleneck spanning tree, 364, 643 minimum-cost k-path problem, see also color coding exhaustive search, 527, 535 is NP-hard, 526, 555 problem definition, 526 minimum-cost panchromatic path problem, see color coding MiniSAT, see SAT solvers MIP, see mixed integer programming MIP solvers, 537-540 and modeling languages, 540 and nonlinearities, 539 are interruptible, 540 branch and bound, 536 example input file, 538 for the TSP, 548, 550 in the FCC Incentive Auction, 600, 602 starting points, 540 vs. local search, 509 when to use, 537, 631 mixed integer programming, 537 and linearity, 539 constraints, 538 decision variables, 538 for knapsack, 538, 540 for makespan minimization, 547, 651 for maximum coverage, 547, 651 for satisfiability, 548, 652 for the TSP, 547, 550, 651 for weighted independent set, 547, 651 is NP-hard, 555 multiple formulations, 540 objective function, 538 problem definition, 539 solvers, see MIP solvers mod (operator), 272

mode (of an array), 26 modulo, 272 Moore's law, 3, 22, 449, 465 MP3, 306, 309 MST, see minimum spanning tree MWIS, see weighted independent set  $n \log n$  vs.  $n^2$ , 16, 22 Nash, John F., Jr., 586 nearest neighbors (in computational geometry), 70 Needleman, Saul B., 393 Needleman-Wunsch (NW) score, see sequence alignment Nemhauser, George L., 484 network movie, 153 neural, 504 physical, 153 road, 143 social, 143 neural networks, 504 Nielsen, Morten N., 291 Nilsson, Nils J., 212 Nobel Prize, see Turing Award node, see vertex (of a graph) nondeterminism, see  $\mathcal{NP}$ NP (acronym), 465, 580  $\mathcal{NP}$  (complexity class) and  $\mathcal{FNP}$ , 579 and efficient recognition of solutions, 580 and nondeterministic Turing machines, 580 as problems solvable by naive exhaustive search, 579, 581 does not contain the halting problem, 579 feasible solution, 579 formal definition, 580 search vs. decision, 579 NP-completeness, 590-593 formal definition, 591 meaning, 590 three-step recipe, 592, 594, 653 vs. NP-hardness, 466, 591 what's in a name?, 593 with decision problems, 591 with Karp reductions, 591 NP-hardness acceptable inaccuracies, 466 and magic boxes, 537 and Moore's law, 449, 465 and reductions, 460, 551 and subexponential-time solvability, 595, 653 applies to randomized and quantum algorithms, 452 as amassing evidence of intractability, 450, 577-579 as relative intractability, 450

Cambridge University Press & Assessment 978-0-999-28298-4 — Algorithms Illuminated Tim Roughgarden Index

## 666

Index

definition (formal), 582 definition (provisional), 452 expertise levels, 447-448 forces compromise, 454 in practice, 465 in fifteen words, 448 in other disciplines, 551 is not a death sentence, 454, 465 is ubiquitous, 454 key takeaways, 457 level-1 expertise, 448-457, 464-466 level-2 expertise, 453-457, 471-550, 596-616 level-3 expertise, 457-464, 551-576 level-4 expertise, 577-595 main idea, 451 of 19 problems, 554-557 of 3-SAT, see Cook-Levin theorem oversimplified dichotomy, 448, 453, 466, 595, 654 proofs, 556 rookie mistakes, 464-466 strong vs. weak, 570 subtleties, 453 two-step recipe, 461, 552, 594, 631, 653 vs. NP-completeness, 466, 554, 591 with Levin reductions, 582 null pointer, 241 O(f(n)), see big-O notation o(f(n)), see little-o notation O'Donnell, Ryan, 577 objective function, 293  $\Omega(f(n))$ , see big-omega notation optimal binary search trees, 400-410 correctness, 409 dynamic programming algorithm, 408 Knuth's optimization, 410 optimal substructure, 403-406 problem definition, 403 reconstruction, 409 recurrence, 406 running time, 409 search frequencies, 402 subproblems, 408 vs. balanced binary search trees, 402 vs. optimal prefix-free codes, 403 weighted search time, 403 with unsuccessful searches, 403 optimization problem, 579 reduces to search version, 570, 575, 580, 652 order statistic, 107, 120  $\mathcal{P}$  (complexity class), 584  $P \neq NP$  conjecture, 451–452 as a law of nature, 466 current status, 585-586

formal definition, 585 informal version, 451 is hard to prove, 452, 586 meaning, 585 reasons to believe, 586 refutation consequences, 586 vs. the ETH, 453, 587 panchromatic path, 528 Papadimitriou, Christos, 73 Partition,96 proof of correctness, 97 runs in place, 98 partition problem, see subset sum problem path (of a graph), 329 k-, 526 bottleneck. 341 cycle-free, 329 panchromatic, 528 path graph, 368 pathological data set, 270 Paturi, Ramamohan, 588 paying the piper, 224, 251, 339 pep talk, 33, 366 Perelman, Grigori, 586 PET, 593 Pigeonhole Principle, 265, 270, 418 Pilipczuk, Marcin, 534 Pilipczuk, Michał, 534 pivot element, 91 planning (as graph search), 154 pointer, 147 polynomial vs. exponential time, 449 polynomial-time algorithm, 448 polynomial-time solvability, 450 and reductions, 460 Pratt, Vaughan, 132 prefix-free code, see code, prefix-free Prim's algorithm achieves the minimum bottleneck property, 341 example, 331 greedy criterion, 333 outputs a spanning tree, 344 proof of correctness, 340-345, 364 pseudocode, 333 pseudocode (heap-based), 338 resembles Dijkstra's shortest-path algorithm, 331 running time (heap-based), 336, 339 running time (straightforward), 335 starting vertex, 334 straightforward implementation, 335 vs. Dijkstra's shortest-path algorithm, 334, 340 vs. Kruskal's algorithm, 346 Prim, Robert C., 331

#### Index

prime number, 102 primitive operation, 4, 14, 19, 21 principle of parsimony, 215, 630 priority queue, see heap (data structure) probability, 274, 490, 532, 620 independence, 282 of an event, 621 problem NP-hard (formal definition), 582 NP-hard (provisional definition), 452 decision, 579 easy (oversimplified), 448 easy vs. polynomial-time solvable, 450 hard (oversimplified), 448 neither polynomial-time solvable nor NPhard, 453, 595 optimization, 579 polynomial-time solvable, 449 search, 579 undecidable, 578 universal, 592 problems vs. solutions, 3 programming, xv, 9 programming problems, xvi proofs, xv by contradiction, 36, 158, 300 by induction, 93, 137, 617-618 of correctness, 93, 298 on reading, 206 proposition, 15 protein-protein interaction (PPI) networks, 525 pseudocode, 9, 13 pseudopolynomial time, 570 Pyrrhic victory, 135 Pythagorean theorem, 67

28D (q.e.d.), 19 quantum algorithm, 452 queue (data structure), 160, 214, 319 QuickSort best-case scenario, 99 handling ties, 91 high-level description, 92 history, 92 implementation, 118 is comparison-based, 112 is not stable, 113 median-of-three, 118 partitioning around a pivot, 91, 93-98 pivot element, 91 proof of correctness, 93 pseudocode, 98 random shuffle, 102 randomized, 101 running time, 102 running time (intuition), 103-104

running time (proof), 104-111 runs in place, 90 worst-case scenario, 99 quizzes, xvi Rackoff, Charles, 291 RadixSort, 113 Raghavan, Prabhakar, 191 Rajagopalan, Sridhar, 191 random variable, 622 geometric, 128 independent, 625 indicator, 627 randomized algorithms, 102, 129, 628, 631 and NP-hardness, 452 for 3-SAT, 548 for color coding, 531-533 Raphael, Bertram, 212 Rassias, Michael Th., 586 rate of growth, see asymptotic analysis RecIntMult, 7 recurrence, 72 running time, 76 RecMatMult, 56 recommendation system, 47 recurrence, 71, 371 standard, 73 recursion. 7 recursion tree, 16, 80 reduction, 121, 201, 204, 458, 551, 630 Cook, 578 examples, 458 gone awry, 562 in the wrong direction, 465, 554 Karp, 590 Levin, 590-591 many-to-one, 590 mapping, 590 polynomial-time Turing, 578 preprocessor and postprocessor, 558, 591 preserves polynomial running time, 459, 464 simplest-imaginable, 557-558 spreads intractability, 460, 552 spreads tractability, 460, 536, 552 to a magic box, 536 transitivity of, 594, 653 with exponential blow-up, 590, 654 reference, see pointer reverse auction, see FCC Incentive Auction Rivest, Ronald L., 132, 252 rookie mistakes, 84, 464-466 RSelect best-case scenario, 124 expected running time, 125 implementation, 140

pseudocode, 122

©2022, Soundlikeyourself Publishing, LLC

## 668

running time analysis, 126-129

## Index

runs in place, 123 worst-case scenario, 124 RSP (rate of subproblem proliferation), see master method, meaning of the three cases running time, 14, 19, 28 RWS (rate of work shrinkage), see master method, meaning of the three cases sample space (in probability), 620 SAT, see satisfiability SAT solvers, 540-544 and graph coloring, 616 and local search, 608 and the FCC Incentive Auction, 604-609 applications, 542 are only semi-reliable, 553 conflict-driven clause learning, 536 example input file, 543 portfolio, 608 starting points, 544 vs. local search, 509 when to use, 541, 631 satisfiability k-SAT, see k-SAT 2-SAT (is linear-time solvable), 197, 548 3-SAT, see 3-SAT and graph coloring, 542-543, 604 and the SETH, 588 applications, 542 as a mixed integer program, 548, 652 constraints, 542 decision variables, 542 disjunction (of literals), 542 is NP-hard, 555 literal, 542 modulo theories, 544 problem definition, 542 truth assignment, 542 Saurabh, Saket, 534 SCC, see strongly connected components scheduling, 293, 471, see also makespan minimization GreedyDiff, 297 GreedyRatio, 297 completion time, 293 correctness of GreedyRatio, 299-302 exchange argument, 300 greedy algorithms, 295-298 running time, 298 sum of weighted completion times, 294 Schrijver, Alexander, 418 Schöning's algorithm (for k-SAT), 548-550 and the ETH, 587 and the SETH, 588 Schöning, Uwe, 550

scorecards, 150, 217, 238, 240, 259, 264, 275, 278, 350 search problem, 579 reduces to decision version, 562, 575, 652 search tree Delete, 239, 247, 251 INSERT, 239, 246, 251 MAX, 237, 244 MIN, 237, 244 OUTPUTSORTED, 237, 246 PREDECESSOR, 237, 245 RANK, 238, 249, 255 SEARCH, 237, 243 SELECT, 237, 249-251 SUCCESSOR, 237, 245 2 - 3.251applications, 240 augmented, 249, 251, 255 AVL, 251 B. 251 balanced, 240, 251-253 height, 243 in-order traversal, 246 operation running times, 240 optimal, see optimal binary search trees pointers, 241 raison d'être, 239 red-black, 251, 252 rotation, 252-253 scorecard, 240 search tree property, 241 splay, 251 supported operations, 239 vs. heaps, 240-242 vs. sorted arrays, 237, 240 when to use, 240 with duplicate keys, 255 Sedgewick, Robert, 91, 252 Segal, Ilya, 596 selection DSelect, see DSelect RSelect, see RSelect problem definition, 120 reduces to sorting, 121 selection bias, 442 SelectionSort, 11, 112, 219 separate chaining, see hash table, with chaining sequence alignment, 392-399 alignment, 393 and the SETH, 589 applications, 392 correctness, 398 dynamic programming algorithm (NW), 397 gap, 393 Needleman-Wunsch (NW) score, 393 optimal substructure, 394

## Index

penalties, 393 problem definition, 393 reconstruction, 399 recurrence, 396 reduction from longest common subsequence, 645 running time, 398 subproblems, 397 variations, 413 set cover problem, 511 greedy algorithm, 511, 647 is NP-hard, 575, 652 reduces to maximum coverage, 576, 652 reduction from vertex cover, 575, 652 SETH, see Strong Exponential Time Hypothesis Shamir, Adi, 132 Sharir, Micha, 183 Shimbel, Alfonso, 418 shortest paths all-pairs, 429, 459 all-pairs (dense graphs), 437 all-pairs (sparse graphs), 430, 437 and Bacon numbers, 154 and Internet routing, 427 and negative cycles, 462 and transitive closure, 429 Bellman-Ford algorithm, see Bellman-Ford algorithm, 462 bottleneck, 212, 236 cycle-free, see cycle-free shortest paths Dijkstra's algorithm, see Dijkstra's shortestpath algorithm distance, 163, 198, 415 Floyd-Warshall algorithm, Floydsee Warshall algorithm history, 418 Johnson's algorithm, 437 nonnegative edge lengths, 200, see also Dijkstra's shortest-path algorithm problem definition (all-pairs), 429 problem definition (single-source), 163, 198, 417 reduction from all-pairs to single-source, 429, 430 single-source, 198, 415, 459, 461 via breadth-first search, 164-165, 201 with negative cycles, 417 with negative edge lengths, 204, 416 with no negative cycles, 418 with parallel edges, 416 with unit edge lengths, 163, 201 SIGACT, 39 simulated annealing, 508, see also local search single-source shortest path problem, see shortest paths, single-source six degrees of separation, 192

small world property, 192 social network, 490 solutions, xvi, 632-654 solver, 536, see also magic box sorted array scorecard, 238 supported operations, 237 unsupported operations, 239 vs. search trees, 240 sorting, 458 HeapSort, see HeapSort MergeSort. see MergeSort MergeSort vs. QuickSort, 90 QuickSort, see QuickSort applications, 11, 26 associated data, 11 by key, 11 comparison-based, 112 in linear time, 320 in place, 90 in Unix, 112 lower bound, 112, 114-115 non-comparison-based, 113 problem definition, 11, 218 randomized, 102, 114 simple algorithms, 11-12 stable, 113 with duplicates, 11 with Hungarian folk dancers, 96 spanning tree (of a graph), 329 component fusion, 342 cycle creation, 342 minimum, see minimum spanning tree number of, 330 number of edges, 343 type-C vs. type-F edge addition, 342 spectrum auction, see FCC Incentive Auction stack (data structure), 172, 214 pop, 172 push, 172 stack (memory), 173 starred sections, xiv, 59 Stata, Raymie, 191 Steiglitz, Kenneth, 593 Stein, Clifford, 252 Stevens, Marc, 543 Stirling's approximation, 519, 532 Strassen, 56-58, 452 running time, 77, 78 Strassen, Volker, 58 strong NP-hardness, 570 Strong Exponential Time Hypothesis and graph diameter, 595, 654 and Schöning's algorithm, 550, 588 and sequence alignment, 589 definition, 588

669

Index

vs. the ETH, 588 strongly connected components and the 2-SAT problem, 197 definition, 181 giant, 191 in a reversed graph, 186, 189 linear-time computation, see Kosaraju's algorithm meta-graph of, 182 sink, 184 source, 185 topological ordering of, 182, 185 via depth-first search, 181, 183 submodular function maximization, 514-515, 649 greedy algorithm, 514 subsequence, 413 subset sum problem is NP-hard, 570 is pseudopolynomial-time solvable, 570 partition special case, 576 problem definition, 569 reduces to knapsack, 575, 652 reduces to makespan minimization, 576, 653 reduction from independent set, 570-573 substring, 413 Sudoku, 154, 212, 452, 580 vs. KenKen, 112 superteam, 132 tabu search, 508, see also local search tail (of an edge), 143 Tardos, Éva, 45, 392, 492 Tarjan, Robert E., 132, 181, 638 task scheduling, 143, 174, 175 team-hiring, see maximum coverage test cases, xvi Tetris, 413 theorem, 15  $\Theta(f(n))$ , see big-theta notation theta notation, see big-theta notation three-step recipe, see NP-completeness, three-step recipe Tomkins, Andrew, 191 topological ordering definition, 174 existence in directed acyclic graphs, 176-177 non-existence, 175 topological sorting, 174-180 example, 178 linear-time computation, 179 problem definition, 177 pseudocode, 178 TopoSort, 178 correctness, 179 in non-acyclic graphs, 181, 184 run backward, 187

running time analysis, 179 tour (of a graph), 443 transitive closure (of a binary relation), 429 traveling salesman problem 2-OPT algorithm, see 2-OPT algorithm 2-change, 499 3-OPT algorithm, 506 3-change, 506 applications, 445 as a mixed integer program, 547, 550, 651 Concorde solver, 548 conjectured intractability, 446 dynamic programming, see Bellman-Held-Karp algorithm (for the TSP) exhaustive search, 444, 446, 470, 579 history, 445 is NP-hard, 497, 568 metric instances, 516-517, 576, 649 MST heuristic, 516, 649 nearest neighbor algorithm, 497, 501, 518 number of tours, 443, 446 on non-complete graphs, 443 optimal substructure, 521-522, 524-525 path version, 445, 469, 555 problem definition, 443 reduction from undirected Hamiltonian path, 568-569 search version, 575 tree instances, 470, 647 tree, 146 binary, 226 chain, 243 complete, 226 depth (of a node), 311 forest, 315 height, 240, 243 optimal binary search, see optimal binary search trees root. 226 search, see search tree TSP, see traveling salesman problem tug-of-war, 82 Turing Award, 92, 132, 553 Turing machine, 578 nondeterministic, 580 Turing reduction, 578 Turing, Alan M., 578 two-step recipe, see NP-hardness, two-step recipe UCC, 168 correctness, 169 running time analysis, 169 Ullman, Jeffrey D., 5 uniform distribution, 620

union-find

FIND, 350, 353

#### Index

INITIALIZE, 350, 353 UNION, 350, 354, 355 for speeding up Kruskal's algorithm, 351-352 inverse Ackermann function, 350 operation running times, 350, 356 parent graph, 352 path compression, 350 quick-and-dirty implementation, 352-356 raison d'être, 349 scorecard, 350 state-of-the-art implementations, 350 supported operations, 350 union-by-rank, 350, 355 union-by-size, 355 Unix. 413 upshot, xiv van Maaren, Hans, 543 Vazirani, Umesh, 73 vertex (of a graph), 142 degree, 151 in-degree, 421 out-degree, 421 reachable, 155 sink, 176 source, 176, 198 starting, 198 vertex cover problem, 513 greedy algorithm, 513, 648 is NP-hard, 575, 652 reduces to set cover, 575, 652 reduction from independent set, 575, 652 videos, xvi, 252, 275, 289, 350, 355, 427, 428, 437, 640, 643, 649 von Neumann, John, 10, 586 Wallach, Dan S., 270 Walsh, Toby, 543 Warshall, Stephen, 430 Wayne, Kevin, 91, 252 weak NP-hardness, 570 Web graph, 143, 190-192 as a sparse graph, 149 bow tie, 191 connectivity, 192 giant component, 191 size, 149, 191, 259 weighted independent set as a mixed integer program, 547, 651 greedy algorithm, 600-602, 616, 654 in acyclic graphs, 455 in general graphs, 390 in path graphs, see weighted independent set

in acyclic graphs, 455 in general graphs, 390 in path graphs, *see* weighted independent se (in path graphs) in the FCC Incentive Auction, 599 problem definition, 367, 454 weighted independent set (in path graphs), 368

correctness, 375 dynamic programming algorithm, 374 failure of divide-and-conquer algorithms, 369 failure of greedy algorithms, 368, 370 optimal substructure, 370-371 reconstruction, 376-377 recurrence, 371 recursive algorithm, 372 running time, 374 subproblems, 373 Wernicke, Sebastian, 535 whack-a-mole, 229 why bother?, xiv, 2 Wiener, Janet, 191 Williams, H. Paul, 540 Williams, Virginia Vassilevska, 589 WIS, see weighted independent set work, see running time World Wide Web, see Web graph worst-case analysis, 20 Wunsch, Christian D., 393 vottabyte, 259

YouTube, xvi Yuster, Raphael, 527

Zichner, Thomas, 535 Zwick, Uri, 527