### Index

abstract data type (ADT), 1, 47 functions vs., 47 merging with queue, 61 specifications/implementations, 47 AVL tree, 53 binary search tree, 53 dictionary, 51 graphs, 51 link list implementation, 55 list 47 orders, 53 parsing with stack, 62 priority queue, 50 queue, 49 recursive definition of tree, 169 set, 50 set system, 50 simple types, 48 stack, 48 trees, 52 union-find set system, 53 Ackermann's function, 162 algorithm, 162 crashing, 163 recurrence relation, 162 running time, 163 solving, 162 adding-made-easy approximations, 537 examples, 537 exercise solutions, 586 proofs, 538 analytical functions, simple, 538 arithmetic sums, 536 close to harmonic, 537 functions, without basic form, 537 geometric sums, simple, 534 harmonic sum, 537 ratio between terms, 534 solution classes, 530 technique, 530 ADT, See abstract data type algorithms, See also recursive algorithms Ackermann's function, 162 best AVL tree bird-and-friend algorithm, 396 bipartite matching using network flow, 419 brute force algorithm, 69, 294 defined, 1 Dijkstra's shortest-weighted path algorithm, 253 dynamic programming algorithms and examples, 338 all pairs, matrix multiplication, 397 best AVL tree, 397 chains of matrix multiplications, 390 context-free grammar parsing, 398 dynamic programming algorithms. via reductions, 338 longest increasing contiguous subsequence example, 369 longest increasing subsequence example, 370 longest-common-sequence problem, 364 shortest weight path, directed leveled graph example, 337 weighted job/event scheduling problem, 371 Euclid's greatest common divisor (GCD) algorithm, 80 graph algorithms expander graphs, 428 max cut problem, 428 minimum spanning tree, 314 network flows, 268 shortest weight path, directed leveled graph example, 337 3-Colouring, 408, 419 graph search algorithms, 243 breadth-first search, shortest path, 248, 250 depth-first search, 259 generic search algorithm, 243 partial order linear ordering, 265 depth-first search algorithm, 265 easy but slow algorithm, 265 recursive depth-first search, 263 greedy algorithms, 294, 330, 367, 395 hill-climbing algorithm, 290 iterative algorithms, 9, 13, 21

 590
 Index

 iterative sorting algorithms, 74, 75, 78
 breadth-first search, 248

 looking forward vs. backward, recursive
 shortest path, 248, 249

 algorithms, 134
 code, 251

 meta algorithms, 132
 aviiting loop, 252

meta-algorithms, xiii, 2 parsing algorithm specifications, 199 randomized algorithms, 428 sorting and selection algorithms, 423 steepest-ascent hill-climbing algorithm, 149 Strassen's matrix multiplication, 161, 284 time/space complexity, 83, 508, 518, 579, 582 analytical functions, simple, 538 arithmetic sums, 536 See also adding-made-easy approximations, asymptotic growth asymptotic growth rate, 518 asymptotic notation, 88, 518, 519 BigOh definition, 88, 525 Little Oh definition 525 Little Omega definition, 525 loop invariant for lower bounds, 80 Theta definition, 88, 518 exercise solutions, 586 function classification, 518 growth rates classes, 518 purpose, 518 AVL tree, 53 best AVL tree, 395 best AVL tree problem, 396 binary search, 24 for cost in optimization problems, 407 narrowing the search space example, 22 returning index example, 91 returning yes/no, 93 trees, 53, 64 ADT. 50 balanced, 53 basic steps, 64 best binary search tree problem, 395 coding/implementation details, 65 ending, 65 establishing loop invariant, 64 exit condition, 65 is tree a binary tree example, 177 loop invariant, 64 main steps, 65 maintain loop invariant, 65 make progress, 65 measure of progress, 64 nodes in binary search tree example, 174 running time, 65 specifications 64 typical errors, 31 binary trees, recursion, 209 BigOh definition, 526 bipartite edges, 261 bipartite matching using network flow, 419

exiting loop, 252 initial code, 252 loop body, 244 loop invariant, 245 maintaining loop invariant, 245 optimization problem, 248 shortest path problem, 248 shortest path proof, 251 bucket sort by hand, 74 basic steps, 74 exit condition, 75 loop invariant, 75 maintain loop invariant, 75 specifications, 74 chains of matrix multiplications, 390 failed dynamic programming algorithm, 391 failed greedy algorithm, 391 little bird question, 391 optimal solution construction, 394 optimal solution cost, cost for subinstances, 392 recursive structure, 392 reduced to subinstance, 392 set of subinstances called, 392 table fill order, 392 table indexed by subinstances construction, 392 time/space requirements, 394 coloring the plane, 33 basic steps, 33 coding/implementation details, 34 ending, 34 establishing loop invariant, 34 exit condition, 34 loop invariant, 34 main steps, 34 maintain loop invariant, 34 measure of progress, 34 running time, 34 special cases, 34 specifications, 33 computational complexity, 1 asymptotic notations, 88, 518, 525 formal proof of correctness, 549 nondeterministic polynomial-time decision problems (NP), 408 time/space complexity, 83, 425, 508, 519, 548, 584 context-free grammar parsing, 198 abstract data type parsing, 199 correctness proof, 205 dynamic programming example abstract data type parsing, 399 base cases, 400 help from friend, 400

Cambridge University Press & Assessment 978-1-009-30214-2 — How to Think about Algorithms Jeff Edmonds Index More Information

Index

little bird question, 399 not look ahead one, 399 number of parsings, 399 optimal solution construction, 400 parsing problem, 399 set of subinstances, 400 table fill order, 400 table indexed by subinstances construction, 400 exercise solutions, 578 expression parsing, 199 GetExp code, 201 GetExp expressions, 201 GetExp, Get Term, GetFact examples, 201 GetFact code, 203 GetTerm code, 203 grammar, 198 look ahead one, 198, 205 nonterminals, 199 parsing algorithm specifications, 199 rules, 199 running time, 204 semantics and, 198 string derivation, 198 syntax and, 198 terminals, 199 tree of stack frames, 204 correctness, 2 formal proof of correctness, 549 for context- free grammar parsing, 199 for depth-first search, 265 for dynamic programming, 353 for greedy algorithms, 321 for recursive algorithms, by strong induction, 147 counting sort, 75 basic steps, 76 code, 77 establishing loop invariant, 77 exit condition. 77 loop invariant, 77 main step, 77 maintain loop invariant, 77 running time, 77 specifications, 75 cyclic edges, 261 Davis-Putnam, 331 depth-first search, 247, 259 code, 259 edges classification, 261 establish/maintain loop invariant, 260 generic search algorithm changes, 259 loop invariants, 259 recursive, 263 time stamping, 262 deterministic finite automation (DFA), 35

addition example, 39 applications, 35 calculator example, 40 compiling iterative program into DFA, 37 division example, 40 dynamic programming, 41 longest block of ones example, 41 longest increasing contiguous subsequence, 42 longest increasing subsequence, 42 dictionary ADT, trees, data structure, 52-53 Dijkstra's shortest-weighted-path algorithm, 253 code, 255 exiting loop, 258 initial code, 258 loop body, 255 loop invariant, 255 maintaining LI1, 256 maintaining LI2, 256 problem specifications, 253 shortest distance approximation, 253 shortest path proof, 251 dynamic programming, 336, 444-453 algorithm using trusted bird and friend, 445 can't reduce, 453 cutting task into two independent tasks, 451-452 exercise solutions, 585, 586 G as the graph of life, 450 nodes of G are subinstances, 449-450 recursive backtracking, 336, 449 running time, 340 recursive backtracking algorithm, 445 reduction of any dynamic programming algorithm to LeveledGraph, 448 running time, 453 specifications, 445 steps in developing, 336 base cases, 344 code, 345 count subinstances, 343 final solution, 344 redundancy, 341 running time, 346 set of subinstances, 341 solution from subsolutions, 343 table fill order, 344 table indexed by subinstances construction, 343 subtle points, 346 dynamic programming algorithms via reductions, 375 best path similarity, 375 bigger-is-smarter elephant problem, 379 event scheduling problem, 375 graph instance formation, 376 mapping back algorithm, 377 dynamic programming algorithms and examples

592

Cambridge University Press & Assessment 978-1-009-30214-2 — How to Think about Algorithms Jeff Edmonds Index More Information

Index

all pairs, matrix multiplication, 397 weighted job/event scheduling problem, 371 best AVL tree, 395 existential/universal quantifiers, 500, 513 best AVL tree problem, 396 bound variables definition, 500 best binary search tree, 395 combining quantifiers, 500 exercise solutions, 585 chains of matrix multiplications, 390 expressions building, 501 context-free grammar parsing, 398 free variables definition, 500 dynamic programming algorithms. via reductions, 375 Loves example, 499 longest increasing contiguous subsequence negation, 502 example, 369 quantifiers order, 502 longest increasing subsequence example, 370 relation definition, 501 time/space requirements, 368 representations, 499 longest-common-sequence problem, 364 variable domain, 502 base cases, 365 exponentials, 515 code, 366 base, 517 greedy algorithm, 364 exercise solutions, 585 information about subinstance, 367 ratio, 517 little bird possible answers, 364 rules, 515 little bird question, 365 uses, 515 longest common sequence, 364 fast Fourier transformation, 161 optimal solution construction, 367 Fast Fourier Transformations (FFT), 163-168 set of subinstances, 365 code, 165 table fill order. 366  $FFT(FFT(F(t)) = n \cdot F(t), 167$ table indexed by subindexes construction, 365 interpolations, 164 time/space requirements, 368 inverse sin-cos-FFT, 167 shortest weight path, directed leveled graph multiplying, 167 example, 337 my input, 164 weighted job/event scheduling problem, 371 my output, 164 failed algorithms, 371 n values of x, 164 greedy dynamic programming, 372 nth roots of unity, 167 edges classification, 261 nth roots of unity are special, 165 back edges, 261 radians, 167 bipartite edges, 261 recursion, 164 cross edges, 261 rotating the plane, 166 cyclic edges, 261 special values, 164 forward edges, 261 splitting the input, 164  $t^{th}$  value of x and  $t^{th}$  term/frequency, 167 tree edges, 261 Euclid's GCD algorithm, See greatest common FFT, see Fast Fourier Transformations divisor algorithm find-max two-finger algorithm example, 11 bug, 86 forward/cross edges, 261 code, 86 friends level of abstraction, recursive algorithms, elementary school algorithm, 84 135 ending with postcondition, 85 base cases, 137 Ethiopians, 87 general input, 135 have codeloop, 85 generalizing problem, 136 have (loop-invariant), 85 link to techniques, iterative algorithms, 137 head in the right direction & return to path, 85 minimizing number of cases, 136 high school algorithm, 86, 87 running time, 137 LHS vs. RHS, 85, 86 size, 135 loop invariant, 84 specifications, 135 maintaining the loop invariant, 85, 86 functions, See also Ackermann's function make progress, 86 abstract data types vs., 47 preconditions, 85 analytical functions, simple, 538 running time, 85, 86 linear function, 523 Euler cycle, 44 quadratic function, 523 event scheduling, 307 time/space complexity as, 508

Cambridge University Press & Assessment 978-1-009-30214-2 — How to Think about Algorithms Jeff Edmonds Index

More Information

Index

593

game of life, 380-389, see also graph of life graph G from computation, 380 sequence of actions vs. a sequence of assertions, 5 GCD, see Euclid's GCD algorithm GCD algorithm, See greatest common divisor (GCD) algorithm geometric sums, simple, 534 GetExp code, 201 GetExp expressions, 199 GetExp, Get Term, GetFact examples, 201 GetExp reasoning, 201 GetFact code, 203 GetFact reasoning, 203 GetTerm code, 203 global vs. local considerations, 270, 274, 291, 295, 322, 347 graph algorithms expander graphs, 428 max cut problem, 428 minimum spanning tree, 314 network flows, 268 shortest weight path, directed leveled graph example, 337 3-Colouring, 408, 415 graph of life, 382-389, see also game of life actions vs. landmarks, 382 algorithm 1 - maximize cash on day t, 387algorithm 2 – maximize stock s at time t, 388 algorithm 3 - two types of states and atomic actions, 388 assertions, 382 buy stock, 389 cutting a task into two independent subinstances, 383 edge cost, 384 edge length, 384 examples, 385-389 finding optimal path, 384 forgetting, 383 G as the graph of life, 450 goal to find optimal path, 384 knapsack, 385 little bird, 384 longest common subsequence, 386 path of life, 382 printing neatly, 387 produce the solution Sol, 383 pseudocode execution, 382 reading the input I, 383 resource, 383 running time, 384 sell stock, 389 sitting on cash, 388 sitting on stock, 389 states and possible actions, 383

stock problem, 387 TM & DFA, 382 graph search algorithms, 243 breadth-first search, shortest path, 247, 248 depth-first search, 259 Dijkstra's shortest-weighted-path algorithm, 253 exercise solutions, 575 generic search algorithm, 243 basic steps, 243 code, 245 exit condition, 246 exiting loop, 246 handling nodes order, 247 initial code, 246 loop body, 244 loop invariant, 244 maintaining loop invariant, 245 measure of progress, 245 reachability problem, 243 running time, 247 partial order linear ordering, 265 recursive depth-first search, 263 graph theory problems, 243 greatest common divisor (GCD) algorithm, 80 code, 82 ending, 80, 82 establishing loop invariant, 80 example, 82 exercise solutions, 570 exit condition, 82 iteration on general instance, 80, 81 loop invariant, 80 lower bound, 83 making progress, 81 recursive, 160 running time, 80 special cases, 81 specifications, 80 termination, 82 greatest common divisor algorithm (GCD), see Euclid's GCD algorithm greedy algorithms, 294, 439-444 alternative proof, 303 brute force algorithm, 294 correctness proof, 299 using loop invariants, 296 definition of correct, 303 does not go down, 303 does not go up, 303 examples game show, 295 interval cover problem, 310 job/event scheduling problem, 307 minimum spanning tree problem, 314 exercise solutions, 575 exiting loop, 440, 444

594

#### Index

first order logic, 304 fix problems, 301 fixity vs. adaptive priority, 304 game, 304 game as proof, 304 globally optimal step, 303 greedy choice, 295, 439 greedy game, 304 head in the right direction & return to path, 301 initially ((pre  $\Rightarrow$  LI)), 300 instructions for modifying, 300 locally optimal step, 303 loop invariant, 297, 441 loop invariants, types, 296 specifications, 294 make St consistent, 301 making change example, 300 many cases, 301 postcondition, 294  $potentialVal(A_t), 303$ proof, 303 proof globally optimal, 304 proving, 304 proving that she has a witness, 302 specifications, 439 taking a step, 300 theorem, 303 three players, 300 tree of options, 301 using, 304 what we know, 300 harmonic sum, 537 close to harmonic, 537 heap sort/priority queues, 180 array implementation, balanced binary tree, 180 common mistakes, 186 completely balanced binary tree, 180 heap definition, 180 heapify problem, 181 code, 181 iterative algorithm, 182 recursive algorithm, 181 running time, 182, 183 specifications, 181 heapsort problem, 184 algorithm, 184 array implementation, 184 code, 185 specification, 184 makeheap problem, 183 iterative algorithm, 183 recursive algorithms, 183 running time, 184 specifications, 183 priority queues, 186

hill-climbing algorithm, See also primal-dual hill climbing method; steepest-ascent hill-climbing algorithm, 290 small local maximum, 270 algorithm, faulty, 272 algorithm fixing, 274 augmentation graph, faulty, 272 basic ideas, 270 counterexample, 274 local maximum, 274 image drawing, See recursive image drawing information hiding, 47 information theoretic lower bounds, 92, 93 iterative algorithms, 9, 13 basic steps, 14 code structure, 9 coding/implementation details, 20 conservation of energy, 26 correctness proof, 10 differential equations, 27 ending, 19 establishing loop invariant, 18 exit condition, 19 find-max two fingeralgorithm example, 11 formal proof, 20 loop invariants, 28 loop invariants for, 9, 14, 16 main steps, 17 maintain loop invariant, 17 make progress, 17 measure of progress, 14 running time, 10, 20 search space narrowing, 22 binary search narrowing example, 24 special cases, 20 specification, 13 types of iterative algorithms, 21 case analysis, 23 insertion sort example, 24 more of input, 22 more of output, 22 selection sort example, 23 work done, 23 bubble sort example, 26 iterative sorting algorithms bucket sort by hand, 74 counting sort, 75 radix sort, 78 job/event scheduling, See event scheduling kth smallest element example, 152 Las Vegas model, 424

linear function, 531 linear programming, *See also* network flow, 288 Euclidean space interpretation, 289

Cambridge University Press & Assessment 978-1-009-30214-2 — How to Think about Algorithms Jeff Edmonds Index

More Information

Index

595

example, 289 formal specification, 289 hill-climbing algorithm, 290 matrix representation, 289 network flows, 289 running time, 292 small local maximum, 291 link list implementation, 55 adding node to end, 57 adding node to front, 56 deleting node, 60 hidden invariants, 56 initialize walk, 58 notation, 56 removing node from end, 57 removing node from front, 57 testing whether empty, 57 walking down linked list, 57 Little Oh definition, 525, 527 Little Omega definition, 525, 527 logarithms, 515 base, 517 exercise solutions, 584 ratio, 517 rules, 515 uses, 515 longest block of ones example, 41 longest increasing contiguous subsequence example, 369 longest increasing subsequence example, 370 longest-common-sequence problem, 241, 364 base cases, 365 code, 366 greedy algorithm, 364 little bird possible answers, 364 little bird question, 365 longest common sequence, 364 optimal solution construction, 367 set of subinstances, 365 table fill order, 366 table indexed by subindexes construction, 365 time/space requirements, 368 looking forward vs. backward, recursive algorithms, 134 algorithm, 134 loop invariant for lower bounds, 88 asymptotic notation, 88 binary search returning index example, 91 binary search returning yes/no, 93 dynamic algorithms, 92 exercise solutions, 565 flipping a bit, 92 loop invariant argument, 89 lower bounds proof, state of art, 94 multiplexer example, 93 parity example, 92, 93

sorting example, 90 time complexity, 88 upper bound, algorithm, 88 loop invariants, 97-101 code from loop invariants, 28 defining, 97 exit condition, 99 greedy algorithms, 297 initializing the system, 101 iterative algorithms, 28 maintaining the loop invariant, 98 maintaining the system invariants, 100 obtaining the postcondition, 99, 101 operation specification, 101 private invariants, 100 public invariants, 100 relationship to system invariants, 100 running time, 99 specification, 97 step, 97 loop invariants for iterative algorithms, 9, 14, 16 lower bounds, see also loop invariant for lower bounds, 83, 88, 94, 334, 402, 565, 577 for GCD, 83 loop invariant for lower bounds, 88 lower bounds proof, state of art, 94 reductions, 402 machine learning, 431-438 abstract thinking, 432 algorithm, 434 blind, 433 cat. 432 coding, 431 compression, 434 convolution and recurrent layer, 438 correlation of vectors, 436 error, 433 error surface, 433 evolution, 431 generalizing, 434 gradient descent, 433 hopeful applications, 431 linear and non-linear regression, 432, 433 linear layer = matrix multiplication, 436 machine, 432 neural networks, 433 non-linear layer, 437 overfitting, 434 regularization, 435 scary applications, 431 singularity, 438 smooth/differentiable, 434 supervised training data, 432 theory: Learnable Probably Approximately Correct (PAC), 435 underfitting, 434

596 Index

vectors, 436 magic sevens, 66 basic steps, 67 establishing loop invariant, 67 exit condition, 67 loop invariant, 67 maintain loop invariant, 67 running time, 67 specifications, 66 matrix multiplication all pairs, 397 chains of, solution as tree, 390 Strassen's matrix multiplication example, 161 measures of progress, loop invariants, 5 merge sort example, 149 merging with queue, 61 meta-algorithms, xiii, 2 min cut specification, 269 Monte Carlo model, 424 more of input, 22 more-of the-output loop invariant algorithms, 22 Euler cycle example, 44 selection sort example, 23 more-of-the-input iterative loop invariant algorithms, 22, 34, 70, 136, 296, 368, 562 coloring the plane example, 33 deterministic finite automation, 35 exercise solutions, 562 in dynamic programming longest increasing contiguous subsequence example, 369 longest increasing subsequence example, 370 in greedy algorithms, 296 in VLSI chip testing example, 68 more-of-the-input vs. more-of-the-output, 42 tournament example, 42 recursive algorithms, link to, 137 multiplexer example, 92 narrowing the search space, 22, 24, 64, 89, 137, 297, 565 binary search example, 24 binary search trees, 64 exercise solutions, 565 magic sevens, 66 VLSI chip testing, 68 network flows/linear programming, 268 bipartite matching using network flow, 419 exercise solutions, 573 hill-climbing algorithm, small local maximum, 270 linear programming, 288 min cut specification, 269 primal-dual hill-climbing method, 276 specification, 268 steepest-ascent hill-climbing algorithm, 284

nondeterministic polynomial-time decision problems (NP) completeness, 407 bipartite matching, network flow algorithm, 402, 419, 420 classifying problems, 403 exercise solutions, 582 lower bounds, 402 NP completeness proof steps, 407, 409 nondeterministic polynomial-time decision problems (NP), 407 reduction P1poly P2, 402 reverse reductions, 403 satisfiability vs. optimization Alg for optimization problem, 406 CIR-SAT, 404 optimization problems, 406 3 coloring example, 403 upper bounds, 402 why reduce, 402 operations on integers, 157  $b^N$  example, 157 Strassen's matrix multiplication example, 161 xyz example, 159 optimization problems, 241 examples, 241 airplane, 242 course scheduling, 242 longest common sequence, 241 network flow, 268 problem specification, 241 parity example, 92, 93 parsing with stack, see also context-free parsing, 62 code, 62 ending, 62 example, 62 initial conditions, 62 loop invariant, 62 maintaining loop invariant, 62 parsing only, 63 parsing with context-free grammar, 63 specifications, 62 partial order linear ordering, 264 depth-first search algorithm, 265 easy but slow algorithm, 265 partial order definition, 265 shortest weight path, DAG, 267 topological sort problem specifications, 265 total order definition, 264 postconditions, 1 preconditions, 1 primal-dual hill-climbing method, 276 algorithm, 276 ending, 278 max-flow-min-cut duality principle, 282 running time, 283

Cambridge University Press & Assessment 978-1-009-30214-2 — How to Think about Algorithms Jeff Edmonds Index

More Information

Index

primality testing, randomized, 425 printing neatly example, 346 private invariants, 100 pseudocode graph of life, 382 iterative algorithms, 18 public invariants, 100 quadratic function, 523 quantifiers, See existential/universal quantifiers quick sort example, 150 randomized, 425 radix sort, 78 basic steps, 78 ending, 79 establishing loop invariant, 79 loop invariant, 79 maintain loop invariant, 79 specification, 78 randomized algorithms, 423 deterministic worst case model, 424, 425 game show problem, 425 hiding worst cases from adversary, 423 Las Vegas model, 424 Monte Carlo model, 424 optimization problems with random structure, 427 expander graphs, 428 max cut problem, 428 quick sort, 425 randomized counting, 426 randomized primality testing, 425 VLSI chip testing, 72 randomly generating maze, 195 initial conditions, 195 postcondition, 195 precondition, 195 running time, 196 searching maze, 197 subinstances, 196 recurrence relations, 540 exercise solutions, 586 in recursive backtracking algorithms, 328 proofs, 543 recursive programs timing, 540 solving recursive relations, 541 recursion, 133, 208-210 binary trees, 209 Fast Fourier Transformations (FFT), 164 formal proof, 209 friends level of abstration, 135 on trees exercise solutions, 570 generalizing problem solved, 179 heap sort/priority queues, 180

recursive definition of tree, 169 representing expressions with trees, 187 simple examples, 177 running time, 209 steps, 208 recursion on trees data structure, 171 many children, 172 running time, 171 recursive algorithms, See also recursive backtracking checklist for 139 code structure, 139 specifications, 140 tasks to complete, 142 variables, 140 correctness proof, with strong induction, 146 examples Ackermann's function, 162 exercise solutions, 567 operations on integers, 157  $b^{\hat{N}}$  example, 157 Strassen's matrix multiplication example, 161 xyz example, 159 exercise solutions, 567 base cases, 137 general input, 135 generalizing the problem, 136 link to techniques, iterative algorithms, 137 minimizing number of cases, 136 running time, 137 size, 135 specifications, 135 looking forward vs. backward, 134 solving, 162 sorting/selecting algorithms, 149 choosing the pivot, 152 finding the kth smallest example, 152 general recursive sorting algorithm, 149 merge sort example, 149 partitioning according to pivot element, 155 quick sort example, 150 stack frame, 144 strong induction, 146 tower of Hanoi, 138 recursive backtracking algorithms, 321, 576 as sequence of decisions, 321 best animal searching example, 323 maze searching example, 322 developing steps, 325 exercise solutions, 576 pruning branches, 329 greedy algorithms, 330 queens problem example, 325 satisfiability, 331 code, 333 Davis-Putnam, 332

#### Index

instances/subinstances, 332 pruning, 332 running time, 334 satisfiability problem, 331 solutions iterating, 331 recursive backtracking, dynamic programming, 445 recursive depth-first search, 263 achieving postcondition, 264 code, 263 example, 264 running time, 264 recursive image specification, 192 recursive images, 192 exercise solutions, 571 fixed recursive/base case image, 192 base case, 192 birthday cake, 193 examples, 193 fractal, 194 image drawing, 192 man recursively framed, 193 recursing, 192 rotating square, 193 randomly generating maze, 195 reduction, 402 dynamic programming algorithms via, 375 best path similarity, 375 bigger-is-smarter elephant problem, 379 event scheduling problem, 375 graph instance formation, 376 mapping back algorithm, 377 lower bound, 402 optimization problems reduction, 406 reverse reduction, 403 upper bound, 402 use in classifying problems, 403 running time, See time/space complexity, 2 Ackermann's function, 163 best binary search tree, 396 binary search, 24 binary search trees, 65 coloring the plane, 34 context-free grammar parsing, 204 counting sort, 77 dynamic programming, 346 GCD algorithm, 82 generic search algorithm, 247 heapify, 182 heapsort, 186 interval cover, 314 iterative algorithms, 10, 20 job/event scheduling, 310 linear programming, 292 magic sevens, 67 makeheap, 183 merge sort, 150

minimum spanning tree, 316 nodes in binary tree, 171 primal-dual hill-climbing method, 283 queens problem, 329 quick sort, 151 randomly generating maze, 196 recursive algorithms, 137 recursive backtracking, 340 satisfiability, 334 steepest-ascent hill-climbing algorithm, 285 towers of Hanoi, 139 union find set system, 54 VLSI chip testing, 72 sequence of actions vs. a sequence of assertions check each computation path, 6 code vs. math assertions, 7 correctness 9 differentiating between values, 7 game of life, 9 loops, 8 one step at a time, 7 proof by case, 8 proof by transitivity, 8 proof of correctness of each step, 8 proof of correctness of the algorithm, 6 shortest weight path, directed leveled graph example, 337 solution is a tree, all pairs using matrix multiplication, 397 sorting and selection algorithms, 149 bubble sort example, 26 finding the kth smallest example, 152 choosing the pivot, 152 iterative sorting algorithms bucket sort by hand, 74 counting sort, 75 radix sort, 78 merge sort, 149 quick sort, 150 randomized quick sort, 425 recursive sorting algorithm, general, 149 stack frame, 144 memory, 145 stack of stack frames, 145 tree of stack frames, 133, 144, 171, 204 using, 146 steepest-ascent hill-climbing algorithm, 284 augmentation path, 284 running time, 285 Strassen's matrix multiplication example, 161 system invariants, 99-101 goal, 99 private invariants, 100 public invariants, 100 relationship to loop invariants, 99

Cambridge University Press & Assessment 978-1-009-30214-2 — How to Think about Algorithms Jeff Edmonds Index More Information

Index

599

time/space complexity, 83, 84, 403, 425, 513, 518, 548. 584 examples, 510 exercise solutions, 584 formal definition, 513 as functions, 508 operation definition, 510 purpose, 508 size definition, 509 time complexity of problem, 510 tournament example, 42 towers of Hanoi, 138 code, 139 divide and conquer, 138 running time, 139 specification, 138, 139 subinstance, 139 tree edges, 261 trees, See also binary search trees; recursion on trees, 52, see also recursion on trees AVL tree, 53 best AVL tree problem, 396 best binary search tree, 395 binary search tree, 53 chains of matrix multiplications, solution as tree example, 390 dictionary ADT, data structure, 52-53 is a tree a binary search tree example, 174 nodes in binary tree example, 170 recursive definition of, 169

evaluate expression example, 188 recursive definition of expression, 188 simplify expression example, 189 tree data structure, 188 of stack frames, 133, 144, 171, 204, 294 traversals, 174 universal quantifiers, See existential/universal quantifiers upper bound, 88 cuts as upper bound, 279 for hill-climbing, 292 VLSI chip testing, 68 brute force algorithm, 69 data structure, 69 exiting loop, 72 extending the algorithm, 72 faster algorithm, 70 initial code, 72 loop invariant design, 70 maintaining loop invariant, 71 measure of progress, 72 randomized algorithm, 72 running time, 72 specification, 69 weighted job/event scheduling problem, 371 failed algorithms, 371 greedy dynamic programming, 372 weighted event scheduling problem, 371

work done-bubble sort example, 26

differentiate expression example, 189

representing expressions with