

## Graph Algorithms

- Graphs
- Representation (edge list/adjacency matrix)
- Breadth/depth first search
- Bipartitness/2-Colorability
- DAGS and topological ordering


## Complexity, I

- Asymptotic Analysis
- Best/average/worst cases
- Upper/Lower Bounds
- Big O, Theta, Omega
- Analysis methods
- loops
- recurrence relations
- common data structures, subroutines


## Design Paradigms

- Greedy
- Dynamic Programming
- recursive solution, redundant subproblems, few
- do all in careful order and tabulate
- Divide \& Conquer
- recursive solution
- superlinear work
- balanced subproblems


## Examples

- Greedy
- Interval Scheduling Problems
- Huffman Codes


## Examples

- Dynamic programming
- Fibonacci
- Making change/Stamps
- Weighted Interval Scheduling
- RNA
- Divide \& Conquer
- Merge sort
- Closest pair of points
- Integer multiplication (Karatsuba)


## Complexity, II

- P vs NP
- Big-O and poly vs exponential growth
- Definition of NP - hints and verifiers
- Example problems from slides \& assigned reading
- SAT, VertexCover, quadratic Diophantine equations, clique independent set, TSP, Hamilton cycle, coloring, max cu
$-\mathrm{P} \subseteq \mathrm{NP} \subseteq \operatorname{Exp}$
- Definition of (polynomial time) reduction
- SAT $\leq_{p}$ VertexCover example (how, why correct, why $\leq_{p}$, implications
- Definition of NP-completeness
- $2 x$ approximation to Euclidean TSP


## Some Typical Questions

- Give $O\left(\right.$ ) bound on $17 n^{*}(n-3+\log n)$
- Give O() bound on some code
\{for $i=1$ to $n$ \{for $j \ldots\}$
- True/False: If an alg is $\mathrm{O}\left(\mathrm{n}^{2}\right)$, then it rarely takes more than $\mathrm{n}^{3}+14$ steps
- Simulate any of the algs we've studied
- Give an alg for problem X, maybe a variant of one we've studied
- understand parts of correctness proof for an algorithm or reduction
- Implications of NP-completeness

