4/28/04

## Material covered in class from 2/23/04 until 4/21/04

Week	Material
7	Amortized analysis (Ch. 17.1, 17.2, 17.4; dynamic table slides)
	Aggregate analysis (total runtime of $n$ operations), accounting method (prepay for
	later operations); binary counter, dynamic tables
	Red-black trees (Ch. 13.1, 13.2, 13.3)
	red-black tree property, rotations, insertion; abstract data types, ADT dictionary
8	B-trees (Ch. 18.1, 18.2)
	k-ary search trees, B-tree def., height, insertion
9	Dynamic programming (Ch. 15.2, 15.3, 15.4; slides)
	Fibonacci, binomial coefficient, LCS: fill table, then construct solution from the
	table; matrix chain multiplication; general outline of dynamic programming: Opti-
	mal substructure (recurrence), overlapping subproblems, fill table bottom-up or by
	memoization.
10	Computational Geometry (Ch. 33.2; slides)
	Range trees, preprocessing time, query time, space, line sweep, line-segment inter-
	section
11/12	Minimum Spanning Trees (Ch. 23; slides)
11/12	Prim, Kruskal
11/12	Prim, Kruskal Union-Find (Ch. 21.1, 21.2, 21.3; slides)
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,	Prim, Kruskal Union-Find (Ch. 21.1, 21.2, 21.3; slides) Operations, list implementation, tree implementation, union-by-weight / union-by rank, path compression. Ackermann function, and inverse Ackermann function $\alpha$ .
,	Prim, Kruskal Union-Find (Ch. 21.1, 21.2, 21.3; slides) Operations, list implementation, tree implementation, union-by-weight / union-by rank, path compression. Ackermann function, and inverse Ackermann function α. Single-source shortest paths (Ch. 24 without 24.4; slides)
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13	Prim, Kruskal Union-Find (Ch. 21.1, 21.2, 21.3; slides) Operations, list implementation, tree implementation, union-by-weight / union-by rank, path compression. Ackermann function, and inverse Ackermann function α.  Single-source shortest paths (Ch. 24 without 24.4; slides) Optimal substructure, triangle inequality, relaxation step, Dijkstra (only for nonnegative edge weights), predecessor tree (shortest path tree); Bellman-Ford, detection of negative-weight cycles; Shortest paths in a DAG All-Pairs Shortest Paths (Ch. 25; slides) Dynamic programming: Floyd-Warshall P and NP (Ch. 34; slides) Decision problems, definition of classes P and NP, polynomial-time reductions; NP-
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Relevant material for the final: Everything that we covered from the first day in class until (and including) NP-completeness. This means, everything that was relevant for the midterm plus everything on this page.

The final will be on **Tuesday May 4** from 8:30pm until 10:45pm in the classroom.