

Welcome to Analysis of Algorithms (CS483 - 001)

Amarda Shehu

Spring 2017

Class Information

Tentative Syllabus

Date	Topic	Chapters	Assignment
Jan 23	Course Overview and Introduction to Analysis of Algorithms	C1-3, D0, D2.0-.3 [pdf]	Self-eval. quizz
Jan 30	Algorithm Analysis	C3-5, D2.0-3 [pdf]	Quizz

Sorting

Feb 6	Algorithm Analysis	C3-5, D2.0-3 [pdf]	Quizz
Feb 13	Heapsort, Quicksort, Linear-Time Sorting	C6-8, D2.3 [pdf]	Quizz
Feb 20	Order Statistics	C9, C11, D1.5, D2.4 [pdf]	Quizz, Hw1 Out [pdf]

Data Structures for Searching and Mapping

Feb 27	Hash Tables	C11, C12, D2.4 [pdf]	Hw1 Due
Mar 06	Balanced Search Trees, Binomial Heaps	C12-C13, C19 [pdf]	Quizz

Optimization and Advanced Analysis

Mar 20	Dynamic Programming, Greedy Algorithms	C15-16, D5-6 [pdf]	Quizz
Mar 27	Exam 1		Exam 1

Graph Algorithms

Apr 03	Amortized Analysis, Graph Representation	C17, C22, D3, D6 [pdf]	Hw2 Out [pdf]
Apr 10	Elementary Graph Algorithms, Applications of DSF	C22-23, D3, D4.1-.3 [pdf]	Quizz
Apr 17	Topological Sorting, SCCs, Minimum Spanning Trees	C23-24, D4.4-7 [pdf]	Quizz
Apr 24	All Pairs Shortest Paths and Maximum Flow	C25-26, D4.4-7 [pdf]	Hw2 Due

Complexity Theory

May 01	NP-completeness	C34, D8 [pdf]	Quizz
May 08	Exam 2	Robinson Hall B113	4:30 pm -- 7:15 pm

Instructor: Amarda Shehu

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Web: cs.gmu.edu/~ashehu

CS483 Hours

Class: MW 9:00 - 10:15 am

Place: Robinson Hall A111

Office Hours: MW 1:30 - 2:30 pm

TA: Xiaosheng Li

Email: xli22 AT gm.u.edu

ENG#5321, W 3:00 - 5:00 pm

- 1 Class Information
- 2 Outline of Today's Class
- 3 The Importance of Designing and Analyzing Algorithms
 - The Pervasiveness of Algorithms in Our Society
 - What does It Take to Design Useful Algorithms?

Why are we Here?

- In *Calculation with Hindu Numerals*, 825 A.D., Muhammad ibn Musa al-Khwarizmi introduced Indian decimal system
- The book was translated into latin in 12th century as *Algoritmi de numero Indorum*
- *algorithm* was introduced to refer to a procedure for calculations with numbers
- Short answer: We are here to design and analyze algorithms - procedures to solve useful problems



Figure: Soviet stamp for al-Khwarizmi's 1200th birthday.
©wikipedia.

Search Engines: Google, Yahoo, Ask

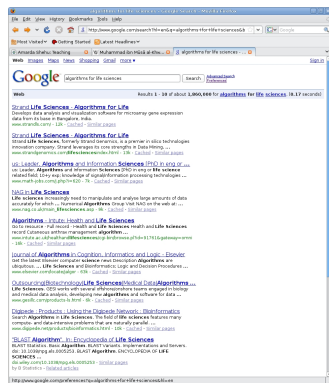


Figure: Searched for *algorithms for life sciences* in text in the web.

- Pattern matching algorithms and information searching algorithms are fundamental to our ability to parse through an overwhelming amount of information
- Google was founded on the ability of two Stanford University Ph.D. students, Sergey Brin and Larry Page, to design a fast information searching algorithm, *BackRub*. They quit school after that.

Orientation Software: Google maps, GPS navigators

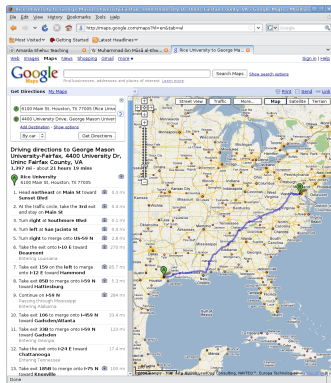


Figure: Output of a path finding algorithm.

- Path from Rice University, Houston, Texas to George Mason University, Fairfax, Virginia
- Path finding algorithms can be found in portable GPS navigators
- Most versions of the algorithm work with a static map (static conditions on the ground)

Exploration, Search and Rescue, and Motion Planning

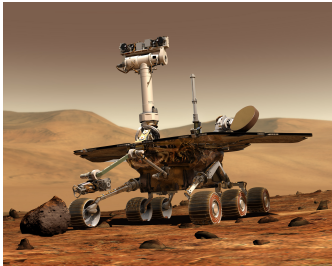


Figure: Ron Li and his research team are developing algorithms to help the rovers, Spirit and Opportunity, to navigate and find a safe path to a winter resting area. ©NASA.

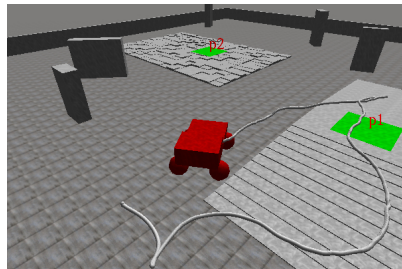


Figure: Erion Plaku at Rice University is developing algorithms that **plan paths** for car-like robots in cluttered environments. ©E. Plaku.

Simulating Molecular Properties for Drug Design

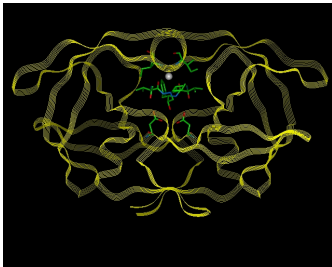


Figure: Successful docking of HIV protease with a small inhibitor ligand. ©A. R. Leach.

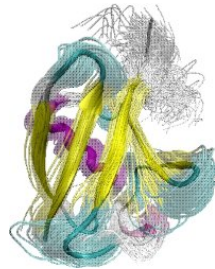


Figure: Simulating the ability of proteins like ubiquitin to change shape as needed to accommodate and dock with different partner molecules. ©A. Shehu.

What is an Algorithm?

- Recipe, computational procedure that transforms input into output, tool to solve well-defined problems, sequence of instructions

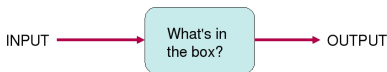


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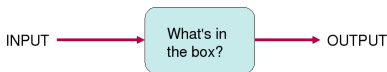


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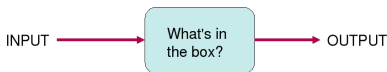


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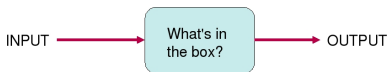


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 - Allow developers to extend and generalize?
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Paradigms we Will See in this Class

- Brute force
- Divide and conquer
- Decrease and conquer
- Transform and conquer
- Space and time tradeoffs
- Dynamic Programming
- Greedy Approach
- Iterative improvement
- Backtracking
- Branch and bound