

Algorithm Problems And Solutions

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Programming Solutions to the Algorithm Contraction Problem

University of Washington. Department of Computer Science 1986 Algorithms for the parallel solution of problems are usually designed assuming an unlimited number of processors. Physical parallel machines have a fixed number of processors. The algorithm contraction problem arises when an algorithm requires more processors than are available on the physical machine. This document presents tools for comparing algorithm contractions based on bottle neck communication paths. The authors apply these tools to minimum, matrix product and sorting.

Templates for the Solution of Algebraic Eigenvalue Problems Zhaojun Bai 2000-01-01 Mathematics of Computing -- Numerical Analysis. Algorithm Design: A Methodological Approach - 150 Problems and Detailed Solutions PATRICK. BOSC 2022-12-26 A best-seller in its French edition, this book details 150 problems, spanning on seven families of algorithms. For each problem, a precise and progressive statement is given. More important, a complete solution is detailed, with respect to the design principles that have been presented; often, some classical

errors are pointed at.

C++ Data Structures and Algorithm Design Principles John Carey 2019-10-31 Get started with C++ programming by learning how to build applications using its data structures and algorithms Key FeaturesExplore data structures such as arrays, stacks, and graphs with real-world examplesStudy the trade-offs between algorithms and data structures and discover what works and what doesn'tDiscover how techniques such as bloom filters and multi-way heaps boost real-world applicationsBook Description C++ is a mature multi-paradigm programming language that enables you to write high-level code with a high degree of control over the hardware. Today, significant parts of software infrastructure, including databases, browsers, multimedia frameworks, and GUI toolkits, are written in C++. This book starts by introducing C++ data structures and how to store data using linked lists, arrays, stacks, and queues. In later chapters, the book explains the basic algorithm design paradigms, such as the greedy approach and the divide-and-conquer approach, which are used to solve a large variety of computational problems. Finally, you will learn the advanced technique of dynamic

programming to develop optimized implementations of several algorithms discussed in the book. By the end of this book, you will have learned how to implement standard data structures and algorithms in efficient and scalable C++ 14 code. What you will learnBuild applications using hash tables, dictionaries, and setsExplore how modern hardware affects the actual run-time performance of programsApply common algorithms such as heapsort and merge sort for string data typesUse C++ template metaprogramming to write code librariesImplement a URL shortening service using a bloom filterUse appropriate modern C++ idioms such as `std::array` instead of C-style arraysWho this book is for This book is for developers or students who want to revisit basic data structures and algorithm design techniques. Although no mathematical background is required, basic knowledge of complexity classes and Big O notation along with a qualification in an algorithms course will help you get the most out of this book.

Familiarity with C++ 14 standard is assumed.

Problem Solving with Algorithms and Data Structures Using Python Bradley N. Miller 2011 THIS TEXTBOOK is about computer science. It is also about Python. However, there is much more. The study of algorithms and data structures is central to understanding what computer science is all about. Learning computer science is not unlike learning any other type of difficult subject matter. The only way to be successful is through deliberate and incremental exposure to the fundamental ideas. A beginning computer scientist needs practice so that there is a thorough understanding before continuing on to the more complex parts of the curriculum. In addition, a beginner needs to be given the opportunity to

be successful and gain confidence. This textbook is designed to serve as a text for a first course on data structures and algorithms, typically taught as the second course in the computer science curriculum. Even though the second course is considered more advanced than the first course, this book assumes you are beginners at this level. You may still be struggling with some of the basic ideas and skills from a first computer science course and yet be ready to further explore the discipline and continue to practice problem solving. We cover abstract data types and data structures, writing algorithms, and solving problems. We look at a number of data structures and solve classic problems that arise. The tools and techniques that you learn here will be applied over and over as you continue your study of computer science.

Data Structures and Algorithm Analysis in C Mark Allen Weiss 1997 In this second edition of his best-selling book, Data Structures and Algorithm Analysis in C, Mark Allen Weiss, continues to refine and enhance his innovative approach to algorithms and data structures. Using a C implementation, he highlights conceptual topics, focusing on ADTs and the analysis of algorithms for efficiency as well as performance and running time. Dr Weiss also distinguishes Data Structures and Algorithm Analysis in C with the extensive use of figures and examples showing the successive stages of an algorithm, his engaging writing style, and a logical organization of topics. greedy algorithms, divide and conquer algorithms, dynamic programming, randomized algorithms, and backtracking * Presents current topics and newer data structures such as Fibonacci heaps, skew heaps, binomial queues, skip lists, and splay trees * Contains a chapter on

amortized analysis that examines the advanced data structures presented earlier in the book * Provides a new chapter on advanced data structures and their implementation covering red black trees, top down splay trees, treaps, k-d trees, pairing heaps, and more * Incorporates new results on the average case analysis of heapsort * Offers source code from example programs via anonymous FTP

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Algorithmic Puzzles Anany Levitin 2011-10-12 While many think of algorithms as specific to computer science, at its core algorithmic thinking is defined by the use of analytical logic to solve problems. This logic extends far beyond the realm of computer science and into the wide and entertaining world of puzzles. In *Algorithmic Puzzles*, Anany and Maria Levitin use many classic brainteasers as well as newer examples from job interviews with major corporations to show readers how to apply analytical thinking to solve puzzles requiring well-defined procedures. The book's unique collection of puzzles is supplemented with carefully developed tutorials on algorithm design strategies and analysis techniques intended to walk the reader step-by-step through the various approaches to algorithmic problem solving. Mastery of these strategies--exhaustive search, backtracking, and divide-and-conquer, among others--will aid the reader in solving not only the puzzles contained in this book, but also others encountered in interviews, puzzle collections, and throughout everyday life. Each of the 150 puzzles contains hints and solutions, along with commentary on the puzzle's origins and solution methods. The only book of its kind, *Algorithmic Puzzles* houses puzzles for all skill levels. Readers with only middle school mathematics will develop their

algorithmic problem-solving skills through puzzles at the elementary level, while seasoned puzzle solvers will enjoy the challenge of thinking through more difficult puzzles.

Optimizing Engineering Problems through Heuristic Techniques Kaushik

Kumar 2019-12-06 This book will cover heuristic optimization techniques and applications in engineering problems. The book will be divided into three sections that will provide coverage of the techniques, which can be employed by engineers, researchers, and manufacturing industries, to improve their productivity with the sole motive of socio-economic development. This will be the first book in the category of heuristic techniques with relevance to engineering problems and achieving optimal solutions. Features Explains the concept of optimization and the relevance of using heuristic techniques for optimal solutions in engineering problems Illustrates the various heuristics techniques Describes evolutionary heuristic techniques like genetic algorithm and particle swarm optimization Contains natural based techniques like ant colony optimization, bee algorithm, firefly optimization, and cuckoo search Offers sample problems and their optimization, using various heuristic techniques

Practical Handbook of Genetic Algorithms Lance D. Chambers

2019-09-17 *Practical Handbook of Genetic Algorithms, Volume 3: Complex Coding Systems* contains computer-code examples for the development of genetic algorithm systems - compiling them from an array of practitioners in the field. Each contribution of this singular resource includes: unique code segments documentation descripti

Solution Algorithms for Resource and Route Constrained Shortest Path Problems in Time-dependent

Transportation Networks Erkut

Yucaoglu 1973

Cracking the Coding Interview Gayle Laakmann McDowell 2011 Now in the 5th edition, Cracking the Coding

Interview gives you the interview preparation you need to get the top software developer jobs. This book provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5

Algorithm Approaches: Stop being blind-sided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

A Guide to Algorithm Design Anne Benoit 2013-08-27 Presenting a complementary perspective to standard books on algorithms, A Guide to Algorithm Design: Paradigms, Methods, and Complexity Analysis provides a roadmap for readers to determine the difficulty of an algorithmic problem by finding an optimal solution or proving complexity results. It gives a practical treatment of algorithmic complexity and guides readers in solving algorithmic problems. Divided into three parts, the book offers a

comprehensive set of problems with solutions as well as in-depth case studies that demonstrate how to assess the complexity of a new problem. Part I helps readers understand the main design principles and design efficient algorithms. Part II covers polynomial reductions from NP-complete problems and approaches that go beyond NP-completeness. Part III supplies readers with tools and techniques to evaluate problem complexity, including how to determine which instances are polynomial and which are NP-hard. Drawing on the authors' classroom-tested material, this text takes readers step by step through the concepts and methods for analyzing algorithmic complexity. Through many problems and detailed examples, readers can investigate polynomial-time algorithms and NP-completeness and beyond.

Data Structure and Solving Algorithm

Dave Whitfield Rnd 2021-06-16

Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for today's web and mobile apps. Take a practical approach to data structures and algorithms, with techniques and real-world scenarios that you can use in your daily production code, with examples in JavaScript, Python, and Ruby. This new and revised second edition features new chapters on recursion, dynamic programming, and using Big O in your daily work. Data Structures And Algorithms Made Easy; is a book that offers solutions to complex data structures and algorithms. There are multiple solutions for each problem and the book is coded in C/C++, it comes handy as an interview and exam guide for computer scientists. It can be used as a reference manual by those readers in the computer science

industry. This book serves as guide to prepare for interviews, exams, and campus work. In short, this book offers solutions to various complex data structures and algorithmic problems. Use Big O notation to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster than the alternatives. Dig into advanced data structures such as binary trees and graphs to help scale specialized applications such as social networks and mapping software. You'll even encounter a single keyword that can give your code a turbo boost. Practice your new skills with exercises in every chapter, along with detailed solutions.

Algorithms and Programming Alexander Shen 2008-01-11 "Primarily intended for a first-year undergraduate course in programming"--Page 4 of cover.

Problems on Algorithms Ian Parberry 1995-01-01 With approximately 600 problems and 35 worked examples, this supplement provides a collection of practical problems on the design, analysis and verification of algorithms. The book focuses on the important areas of algorithm design and analysis: background material; algorithm design techniques; advanced data structures and NP-completeness; and miscellaneous problems.

Algorithms are expressed in Pascal-like pseudocode supported by figures, diagrams, hints, solutions, and comments.

Teaching Learning Based Optimization Algorithm R. Venkata Rao 2015-11-14 Describing a new optimization algorithm, the "Teaching-Learning-Based Optimization (TLBO)," in a clear and lucid style, this book

maximizes reader insights into how the TLBO algorithm can be used to solve continuous and discrete optimization problems involving single or multiple objectives. As the algorithm operates on the principle of teaching and learning, where teachers influence the quality of learners' results, the elitist version of TLBO algorithm (ETLBO) is described along with applications of the TLBO algorithm in the fields of electrical engineering, mechanical design, thermal engineering, manufacturing engineering, civil engineering, structural engineering, computer engineering, electronics engineering, physics and biotechnology. The book offers a valuable resource for scientists, engineers and practitioners involved in the development and usage of advanced optimization algorithms.

Multiobjective Resource Allocation Problems By Multistage Hybrid Genetic Algorithm CHI-MING LIN 2012-10-01

Multiobjective Resource Management Problems (m-RMP) involves deciding how to divide a resource of limited availability among multiple demands in a way that optimizes current objectives. RMP is widely used to plan the optimal allocating or management resources process among various projects or business units for the maximum product and the minimum cost. "Resources" might be manpower, assets, raw materials, capital or anything else in limited supply. The solution method of RMP, however, has its own problems; this book identifies four of them along with the proposed methods to solve them. Mathematical models combined with effective multistage Genetic Algorithm (GA) approach help to develop a method for handling the m-RMP. The proposed approach not only can solve relatively large size problems but also has better performance than the conventional GA.

And the proposed method provides more flexibility to m-RMP model which is the key to survive under severely competitive environment. We also believe that the proposed method can be adapted to other production-distribution planning and all m-RAP models. In this book, four problems with m-RMP models will be clearly outlined and a multistage hybridized GA method for finding the best solution is then implemented.

Comparison results with the conventional GA methods are also presented. This book also mentions several useful combinatorial optimization models in process system and proposed effective solution methods by using multistage GA. Note□Part of this book, once published in international journals SCI (Science Direct) inside, be accepted have five articles.

Mathematics Problems with Separate Progressive Solutions

Catalin Barboianu 2008-09 This resource explains the concepts of theoretical and analytical skills, as well as algorithmic skills, coupled with a basic mathematical intuition to successfully support the development of these skills in students and to provide math instructors with models for teaching problem-solving in algebra courses.

Algorithms and Programming Alexander Shen 2009-12-24 This book is primarily intended for a first-year undergraduate course in programming. It is structured in a problem-solution format that requires the student to think through the programming process, thus developing an understanding of the underlying theory. Each chapter is more or less independent. Although the author assumes some moderate familiarity with programming constructs, the book is easily readable by a student taking a basic introductory course in computer science. Students and

teachers will find this both an excellent text for learning programming and a source of problems for a variety of courses.

Artificial Intelligence Problems and Their Solutions

Danny Kopec 2014-04-15 This book lends insight into solving some well-known AI problems using the most efficient methods by humans and computers. The book discusses the importance of developing critical-thinking methods and skills, and develops a consistent approach toward each problem: 1) a precise description of a well-known AI problem coupled with an effective graphical representation; 2) discussion of possible approaches to solving each problem; 3) identifying and presenting the best known human solution to each problem; 4) evaluation and discussion of the Human Window aspects for the best solution; 5) a playability site where students can exercise the process of developing their solutions, as well as “experiencing” the best solution; 6) code or pseudo-code implementing the solution algorithm, and 7) academic references for each problem. Features: Addresses AI problems well known to computer science and mathematics students from a number of perspectives Covers classic AI problems such as Twelve Coins, Red Donkey, Cryptarithms, Rubik’s Cube, Missionaries/Cannibals, Knight’s Tour, Monty Hall, and more Includes a companion CD-ROM with source code, solutions, figures, and more Includes playability sites where students can exercise the process of developing their solutions Describes problem-solving methods which may be applied to many problem situations

Nature-Inspired Algorithms for Optimisation

Raymond Chiong 2009-05-02 Nature-Inspired Algorithms have been gaining much popularity in recent years due to the fact that many real-world optimisation problems

have become increasingly large, complex and dynamic. The size and complexity of the problems nowadays require the development of methods and solutions whose efficiency is measured by their ability to find acceptable results within a reasonable amount of time, rather than an ability to guarantee the optimal solution. This volume 'Nature-Inspired Algorithms for Optimisation' is a collection of the latest state-of-the-art algorithms and important studies for tackling various kinds of optimisation problems. It comprises 18 chapters, including two introductory chapters which address the fundamental issues that have made optimisation problems difficult to solve and explain the rationale for seeking inspiration from nature. The contributions stand out through their novelty and clarity of the algorithmic descriptions and analyses, and lead the way to interesting and varied new applications.

The Algorithm Design Manual Steven S Skiena 2009-04-05 This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the

catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition: • Doubles the tutorial material and exercises over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

Algorithms M. H. Alsuwaiyel 2016
Introduction to Genetic Algorithms S.N. Sivanandam 2007-10-24 This book offers a basic introduction to genetic algorithms. It provides a detailed explanation of genetic algorithm concepts and examines numerous genetic algorithm optimization problems. In addition, the book presents implementation of optimization problems using C and C++ as well as simulated solutions for genetic algorithm problems using MATLAB 7.0. It also includes application case studies on genetic algorithms in emerging fields.
Approximate Solutions of Common Fixed-Point Problems Alexander J. Zaslavski 2016-06-30 This book presents results on the convergence behavior of algorithms which are known as vital tools for solving convex feasibility problems and common fixed point problems. The main goal for us in dealing with a known computational error is to find what approximate solution can be obtained and how many iterates one needs to find it. According to know results, these algorithms should converge to a solution. In this exposition, these

algorithms are studied, taking into account computational errors which remain consistent in practice. In this case the convergence to a solution does not take place. We show that our algorithms generate a good approximate solution if computational errors are bounded from above by a small positive constant. Beginning with an introduction, this monograph moves on to study:

- dynamic string-averaging methods for common fixed point problems in a Hilbert space
- dynamic string methods for common fixed point problems in a metric space
- dynamic string-averaging version of the proximal algorithm
- common fixed point problems in metric spaces
- common fixed point problems in the spaces with distances of the Bregman type
- a proximal algorithm for finding a common zero of a family of maximal monotone operators
- subgradient projections algorithms for convex feasibility problems in Hilbert spaces

Applications of Bat Algorithm and its Variants Nilanjan Dey 2020-06-09 This book highlights essential concepts in connection with the traditional bat algorithm and its recent variants, as well as its application to find optimal solutions for a variety of real-world engineering and medical problems. Today, swarm intelligence-based meta-heuristic algorithms are extensively being used to address a wide range of real-world optimization problems due to their adaptability and robustness. Developed in 2009, the bat algorithm (BA) is one of the most successful swarm intelligence procedures, and has been used to tackle optimization tasks for more than a decade. The BA's mathematical model is quite straightforward and easy to understand and enhance, compared to other swarm approaches. Hence, it has attracted the attention of researchers who are working to find optimal solutions in a diverse

range of domains, such as N-dimensional numerical optimization, constrained/unconstrained optimization and linear/nonlinear optimization problems. Along with the traditional BA, its enhanced versions are now also being used to solve optimization problems in science, engineering and medical applications around the globe.

Introduction To Algorithms Thomas H. Cormen 2001 The first edition won the award for Best 1990 Professional and Scholarly Book in Computer Science and Data Processing by the Association of American Publishers. There are books on algorithms that are rigorous but incomplete and others that cover masses of material but lack rigor. *Introduction to Algorithms* combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became the standard reference for professionals and a widely used text in universities worldwide. The second edition features new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming, as well as extensive revisions to virtually every section of the book. In a subtle but important change, loop invariants are introduced early and used throughout the text to prove algorithm correctness. Without changing the mathematical and analytic focus, the authors have moved much of the mathematical

foundations material from Part I to an appendix and have included additional motivational material at the beginning.

Algorithms for Scheduling Problems

FrankWerner 2018-08-24 This book is a printed edition of the Special Issue "Algorithms for Scheduling Problems" that was published in Algorithms Classic Computer Science Problems in Java David Kopec 2020-12-21 Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. Summary Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. You'll work through a series of exercises based in computer science fundamentals that are designed to improve your software development abilities, improve your understanding of artificial intelligence, and even prepare you to ace an interview. As you work through examples in search, clustering, graphs, and more, you'll remember important things you've forgotten and discover classic solutions to your "new" problems! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Whatever software development problem you're facing, odds are someone has already uncovered a solution. This book collects the most useful solutions devised, guiding you through a variety of challenges and tried-and-true problem-solving techniques. The principles and algorithms presented here are guaranteed to save you countless hours in project after project. About the book Classic Computer Science Problems in Java is a master class in computer programming designed around

55 exercises that have been used in computer science classrooms for years. You'll work through hands-on examples as you explore core algorithms, constraint problems, AI applications, and much more. What's inside Recursion, memoization, and bit manipulation Search, graph, and genetic algorithms Constraint-satisfaction problems K-means clustering, neural networks, and adversarial search About the reader For intermediate Java programmers. About the author David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. Table of Contents 1 Small problems 2 Search problems 3 Constraint-satisfaction problems 4 Graph problems 5 Genetic algorithms 6 K-means clustering 7 Fairly simple neural networks 8 Adversarial search 9 Miscellaneous problems 10 Interview with Brian Goetz

Top 20 coding interview problems

asked in Google with solutions Lin Quan 2014-02-07 Must Have for Google Aspirants !!! This book is written for helping people prepare for Google Coding Interview. It contains top 20 programming problems frequently asked @Google with detailed worked-out solutions both in pseudo-code and C++(and C++11). Matching Nuts and Bolts OptimallySearching two-dimensional sorted arrayLowest Common Ancestor(LCA) ProblemMax Sub-Array ProblemCompute Next Higher Number2D Binary SearchString Edit DistanceSearching in Two Dimensional SequenceSelect Kth Smallest ElementSearching in Possibly Empty Two Dimensional SequenceThe Celebrity ProblemSwitch and Bulb ProblemInterpolation SearchThe Majority ProblemThe Plateau ProblemSegment ProblemsEfficient PermutationThe Non-Crooks ProblemMedian Search ProblemMissing Integer Problem

Algorithms

Applied Computational Thinking with Python

Sofía De Jesús 2020-11-27 Applied Computational Thinking with Python provides a hands-on approach to implementation and associated methodologies that will have you up-and-running, and productive in no time. Developers working with Python will be able to put their knowledge to work with this practical guide using the computational thinking method for problem-solving.

Encyclopedia of Algorithms Ming-Yang Kao 2008-08-06 One of Springer's renowned Major Reference Works, this awesome achievement provides a comprehensive set of solutions to important algorithmic problems for students and researchers interested in quickly locating useful information. This first edition of the reference focuses on high-impact solutions from the most recent decade, while later editions will widen the scope of the work. All entries have been written by experts, while links to Internet sites that outline their research work are provided. The entries have all been peer-reviewed. This defining reference is published both in print and on line.

125 Problems in Text Algorithms

Maxime Crochemore 2021-07 Worked problems offer an interesting way to learn and practice with key concepts of string algorithms and combinatorics on words.

Algorithmic Thinking Daniel Zingaro 2020-12-15 A hands-on, problem-based introduction to building algorithms and data structures to solve problems with a computer. Algorithmic Thinking will teach you how to solve challenging programming problems and design your own algorithms. Daniel Zingaro, a master teacher, draws his examples from world-class programming competitions like USACO and IOI. You'll learn how to classify

problems, choose data structures, and identify appropriate algorithms.

You'll also learn how your choice of data structure, whether a hash table, heap, or tree, can affect runtime and speed up your algorithms; and how to adopt powerful strategies like recursion, dynamic programming, and binary search to solve challenging problems. Line-by-line breakdowns of the code will teach you how to use algorithms and data structures like:

- The breadth-first search algorithm to find the optimal way to play a board game or find the best way to translate a book
- Dijkstra's algorithm to determine how many mice can exit a maze or the number of fastest routes between two locations
- The union-find data structure to answer questions about connections in a social network or determine who are friends or enemies
- The heap data structure to determine the amount of money given away in a promotion
- The hash-table data structure to determine whether snowflakes are unique or identify compound words in a dictionary

NOTE: Each problem in this book is available on a programming-judge website. You'll find the site's URL and problem ID in the description. What's better than a free correctness check?

Algorithmic Puzzles Anany Levitin 2011-10-14 Algorithmic puzzles are puzzles involving well-defined procedures for solving problems. This book will provide an enjoyable and accessible introduction to algorithmic puzzles that will develop the reader's algorithmic thinking. The first part of this book is a tutorial on algorithm design strategies and analysis techniques. Algorithm design strategies – exhaustive search, backtracking, divide-and-conquer and a few others – are general approaches to designing step-by-step instructions for solving problems. Analysis techniques are

methods for investigating such procedures to answer questions about the ultimate result of the procedure or how many steps are executed before the procedure stops. The discussion is an elementary level, with puzzle examples, and requires neither programming nor mathematics beyond a secondary school level. Thus, the tutorial provides a gentle and entertaining introduction to main ideas in high-level algorithmic problem solving. The second and main part of the book contains 150 puzzles, from centuries-old classics to newcomers often asked during job interviews at computing, engineering, and financial companies. The puzzles are divided into three groups by their difficulty levels. The first fifty puzzles in the Easier Puzzles section require only middle school mathematics. The sixty puzzle of average difficulty and forty harder puzzles require just high school mathematics plus a few topics such as binary numbers and simple recurrences, which are reviewed in the tutorial. All the puzzles are provided with hints, detailed solutions, and brief comments. The comments deal with the puzzle origins and design or analysis techniques used in the solution. The book should be of interest to puzzle lovers, students and teachers of algorithm courses, and persons expecting to be given puzzles during job interviews. Introduction to Algorithms, third edition Thomas H. Cormen 2009-07-31 The latest edition of the essential text and professional reference, with substantial new material on such topics as vEB trees, multithreaded algorithms, dynamic programming, and edge-based flow. Some books on algorithms are rigorous but incomplete; others cover masses of material but lack rigor. Introduction to Algorithms uniquely combines rigor and comprehensiveness. The book

covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became a widely used text in universities worldwide as well as the standard reference for professionals. The second edition featured new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming. The third edition has been revised and updated throughout. It includes two completely new chapters, on van Emde Boas trees and multithreaded algorithms, substantial additions to the chapter on recurrence (now called "Divide-and-Conquer"), and an appendix on matrices. It features improved treatment of dynamic programming and greedy algorithms and a new notion of edge-based flow in the material on flow networks. Many exercises and problems have been added for this edition. The international paperback edition is no longer available; the hardcover is available worldwide.

Algorithms For Dummies John Paul Mueller 2017-04-11 Discover how algorithms shape and impact our digital world All data, big or small, starts with algorithms. Algorithms are mathematical equations that determine what we see—based on our likes, dislikes, queries, views, interests, relationships, and more—online. They are, in a sense, the electronic gatekeepers to our digital, as well as our physical, world. This book demystifies the subject of algorithms so you can

understand how important they are business and scientific decision making. Algorithms for Dummies is a clear and concise primer for everyday people who are interested in algorithms and how they impact our digital lives. Based on the fact that we already live in a world where algorithms are behind most of the technology we use, this book offers eye-opening information on the pervasiveness and importance of this mathematical science—how it plays out in our everyday digestion of news and entertainment, as well as in its influence on our social interactions and consumerism. Readers even learn how to program an algorithm using Python! Become well-versed in the major areas comprising algorithms Examine the incredible history behind algorithms Get familiar with real-world applications of problem-solving procedures Experience hands-on development of an algorithm from start to finish with Python If you have a nagging curiosity about why an ad for that hammock you checked out on Amazon is appearing on your Facebook page, you'll find Algorithm for Dummies to be an enlightening introduction to this integral realm of math, science, and business.

The Art of Algorithm Design Sachi Nandan Mohanty 2021-10-14 The Art of Algorithm Design is a complementary perception of all books on algorithm design and is a roadmap for all levels of learners as well as professionals dealing with algorithmic problems. Further, the book provides a comprehensive introduction to algorithms and covers them in considerable depth, yet makes their design and analysis accessible to all levels of readers. All algorithms are described and designed with a "pseudo-code" to be readable by anyone with little knowledge of programming. This book comprises of a comprehensive set of problems and

their solutions against each algorithm to demonstrate its executional assessment and complexity, with an objective to: Understand the introductory concepts and design principles of algorithms and their complexities Demonstrate the programming implementations of all the algorithms using C-Language Be an excellent handbook on algorithms with self-explanatory chapters enriched with problems and solutions While other books may also cover some of the same topics, this book is designed to be both versatile and complete as it traverses through step-by-step concepts and methods for analyzing each algorithmic complexity with pseudo-code examples. Moreover, the book provides an enjoyable primer to the field of algorithms. This book is designed for undergraduates and postgraduates studying algorithm design. Sachi Nandan Mohanty is an Associate Professor in the Department of Computer Engineering, College of Engineering Pune, India, with 11 years of teaching and research experience in Algorithm Design, Computer Graphics, and Machine Learning. Pabitra Kumar Tripathy is the Head of the Department of Computer Science & Engineering, Kalam Institute of Technology, Berhampur, India, with 15 years of teaching experience in Programming Languages, Algorithms, and Theory of Computation. Suneeta Satpathy is an Associate Professor in the Department of Computer Science at Sri Sri University, Cuttack, Odisha, India, with 13 years of teaching experience in Computer Programming, Problem-Solving Techniques, and Decision Mining.

Algorithm Engineering Jeffrey S. Vitter 2003-05-15 This book constitutes the refereed proceedings of the Third International Workshop on Algorithm Engineering, WAE'99, held in London, UK in July 1999. The

24 revised full papers presented were carefully reviewed and selected from a total of 46 submissions. The papers present original research results in all aspects of algorithm engineering including implementation, experimental testing, fine-tuning of discrete algorithms, development of

repositories of software, methodological issues such as standards for empirical research on algorithms and data structures, and issues in the process of converting user requirements into efficient algorithmic solutions and implementations.