

CS 4104: Data and Algorithm Analysis

August 26, 2014

Course Information

- ▶ Instructor
 - ▶ Sharath Raghvendra, 2160H Torgerson, 231-6256, sharathr@cs.vt.edu
 - ▶ Office Hours: 2:30pm–4:30pm, Wednesday and by appointment
- ▶ Teaching assistants
 - ▶ Sorour Ekhtiari Amiri (Graduate TA), esorour@vt.edu
 - ▶ Office Hours: To be determined
 - ▶ Gustavo Arango Argoty (Graduate TA), gustavo1@vt.edu
 - ▶ Office Hours: To be determined

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- ▶ Class meeting time
 - ▶ Tuesday and Thursdays 2:00pm–3:15pm, Lavery 320

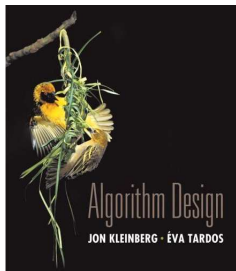
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- ▶ Prerequisite: Grade of C or better in CS 3114; P or better in MATH 3034 or MATH 3134

Keeping in Touch

- ▶ Course web site
<http://courses.cs.vt.edu/~cs4104/sharath/fall2014>,
updated regularly through the semester
- ▶ Scholar web site: grades, slides and homework/exam solutions
- ▶ Scholar mailing list: announcements
- ▶ Piazza sign-up link: Signup Link
piazza.com/vt/fall2014/cs4104
- ▶ Force/add survey: <https://www.cs.vt.edu/F14Force-Adds>

Required Course Textbook



- ▶ Algorithm Design
- ▶ Jon Kleinberg and Éva Tardos
- ▶ Addison-Wesley
- ▶ 2006
- ▶ ISBN: 0-321-29535-8

Reading Assignments

- ▶ Reading assignment available on the website.
- ▶ Read **before** class.

Lecture Slides

- ▶ Will be available on course website.
- ▶ Usually posted before class.
- ▶ Class attendance is extremely important.

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- ▶ **Class attendance is extremely important.** Slides may not be available for a few lecture classes.

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- ▶ Announced on the class mailing list.

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 - ▶ Hand-written solutions must be legible, otherwise no credit will be awarded.
- ▶ Homework grading policy: strict for easy questions, lenient for the "hard" questions.

Examinations

- ▶ Take-home midterm.
- ▶ Take-home final (comprehensive).
- ▶ 1 week deadline from the time of release.
- ▶ No collaborations on exams, submit hard-copy of the solutions.

Grades

- ▶ Homeworks: \approx 6-8, 60% of the grade.
- ▶ Take-home midterm: 15% of the grade.
- ▶ Take-home final: 25% of the grade.

Funding

- ▶ Some Undergraduate Research Assistant positions available for summer.
- ▶ Please talk to me if interested.

Course Goals

- ▶ Model "real-world" problems mathematically
- ▶ Paradigms and principles to design efficient algorithms.

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- ▶ Paradigms and principles to design efficient algorithms.
- ▶ Learn techniques to prove **correctness**, **efficiency** and **lower bounds** for algorithms.

Topics

Course roughly follows topics suggested in textbook

- ▶ Measures of algorithm complexity ($O(\cdot)$, $\Omega(\cdot)$ etc.)
- ▶ An Example Problem (Stable Marriage Problem)
- ▶ **Graphs** (BFS, DFS with applications)
- ▶ Greedy algorithms
- ▶ Divide and conquer
- ▶ Dynamic programming
- ▶ **Network flow problems** (Bipartite Matching, Max-flow etc.)
- ▶ **Linear Programming** (Duality, Hungarian algorithm)
- ▶ NP-completeness (Concept of reductions)
- ▶ **Approximation algorithms**
- ▶ **Streaming algorithms**

What is an Algorithm?

What is an Algorithm?

Chamber's A set of prescribed computational procedures for solving a problem; a step-by-step method for solving a problem.

Knuth, TAOCP An algorithm is a finite, definite, effective procedure, with some input and some output.