

# CMSC 351

## Introduction to Algorithms

Spring 2021

This class is being recorded

# Administration

- Webpage

- ▶ Get homework assignments
- ▶ Syllabus
- ▶ Other documents

- Piazza

- ▶ Ask questions
  - ★ Do **not** post solutions.
  - ★ Do **not** ask if your answer or approach is correct.
- ▶ Discuss issues
- ▶ Public versus Private

- ELMS & Gradeserver

- ▶ Get homework solutions
- ▶ See grades

- Gradescope

- ▶ Hand in homework
- ▶ See graded homeworks and exams

# Administration (continued)

- Textbook (bookstore/on reserve at McKeldin Library)
  - ▶ Cormen, Leiserson, Rivest, and Stein, *Introduction to Algorithms* (3rd ed., 2009). MIT Press. (Any edition is fine.)
- Homework
  - ▶ Regular homeworks: typically due each Friday.
  - ▶ Must be in PDF.
  - ▶ Must be easy to read (your responsibility).
  - ▶ Late date: 20% off your actual grade for 24 hours. (One get-out-of-jail-free card.)
  - ▶ Your neighbor should understand your answers.
  - ▶ Study groups. State who is in your study group at top of homework.
  - ▶ Must write up homework solutions yourself.
    - ★ State what outside resources you used to solve each problem.
  - ▶ Do problems from book (and other books).

# Administration (continued)

- Class attendance
  - ▶ You are responsible for what is said in class.
  - ▶ Lectures will be posted (mostly).
- Office hours
- Grading
- Exams (on Zoom)
  - ▶ Two evening midterms: **6:00-8:00pm**.
    - ★ Tuesday, March 2nd
    - ★ Tuesday, April 13th
  - ▶ Final exam: **4:00-6:00pm**.
    - ★ Saturday, May 15th
- Academic integrity.

# Topics (tentative)

- Introduction, Ch. 1,2
- Quadratic sorting algorithms
- Mergesort, Ch. 2
- Summations, Appendix A
- Recurrences, Ch. 4
- Heapsort, Ch. 6
- Quicksort, Ch. 7
- Sorting in Linear Time, Ch. 8
- Medians and Order Statistics, Ch. 9
- Graphs and Trees, Appendix B
- Minimum Spanning Trees, Ch. 23
- Shortest Paths: Dijkstra's algorithm, Ch. 24.3
- Introduction to NP-completeness, Ch. 34

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- from which the modern word algebra derives

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- Useful on the job.

# What is an algorithm?

## Definition

An *algorithm* is a finite list of step-by-step instructions for solving a problem.

## Efficiency

- Time
- Space

## Example

Tournament assignment. (Think about at home.)

# Runtimes are Critical

## Example

Two algorithms:

- Insertion sort:  $2n^2$
- Merge sort:  $50n \lg n$

Two computers:

- Computer A runs 10 Billion instructions / second
- Computer B runs 10 Million instructions / second

Compute the time to sort 10 Million numbers:

- Computer A uses Insertion Sort
- Computer B uses Merge Sort

# Calculate Time

## Example

Insertion Sort 10 Million numbers on Computer A:

# Calculate Time

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$$\frac{2 \cdot (10^7)^2 \text{ instructions}}{10^{10} \text{ instructions / second}} = 20000 \text{ seconds} \approx 5.5 \text{ hours}$$

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Merge Sort 10 Million numbers on Computer B:

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## Example

Insertion Sort 10 Million numbers on Computer A:

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Merge Sort 10 Million numbers on Computer B:

$$\frac{50 \cdot 10^7 \lg(10^7) \text{ instructions}}{10^7 \text{ instructions / second}} = 1163 \text{ seconds} \approx 20 \text{ mins}$$