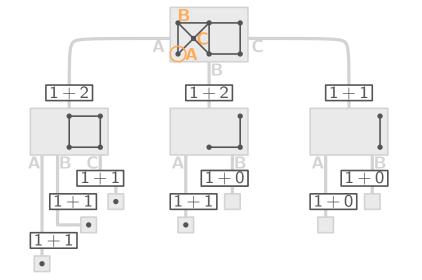


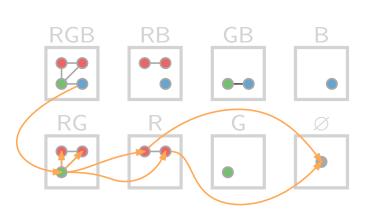
# Advanced Algorithms

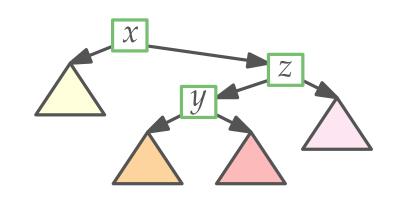
### Introduction

Topics, course details, organizational

Jonathan Klawitter · WS20





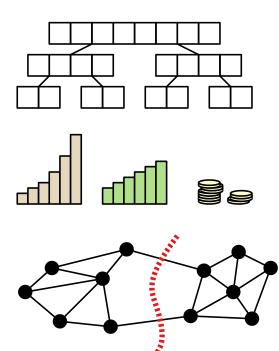


## Advanced Algorithms

The goal of this course is to offer an overview of advanced algorithmic topics.

You have already learned a lot about algorithms, but there is much more left...

- **Types:** incremental, recursive, D&C, greedy, numerical, exact, approx., randomised, parallel, distributed, . . .
- Analysis: correctness, runtime, space usage, amortized, expected, optimality, benchmarking, . . .
- Problems: combinatorial, graphs, geometric, strings, biological, geographic, . . .
- Data structures: lists, binary search trees

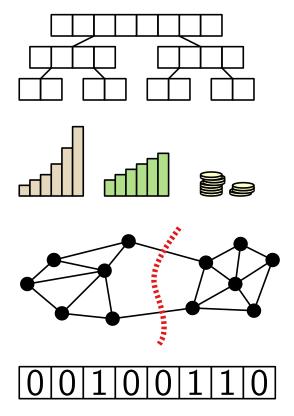


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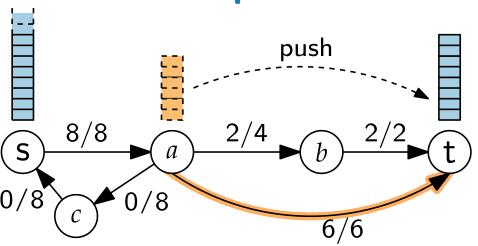
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- Analysis: correctness, runtime, space usage, amortized, expected, optimality, benchmarking, . . .
- Problems: combinatorial, graphs, geometric, strings, biological, geographic, . . .
- Data structures: lists, binary search trees, dictionaries, succinctness, . . .



## Topics I

Better algorithms for problems you know

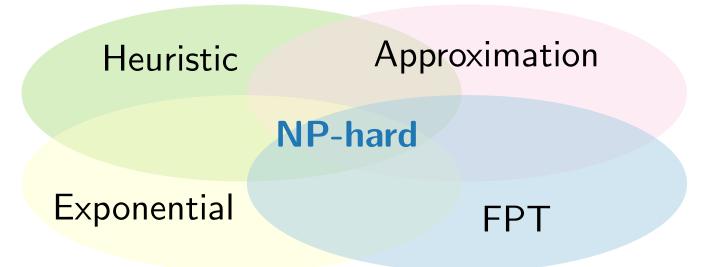
#### MaxFlow problem



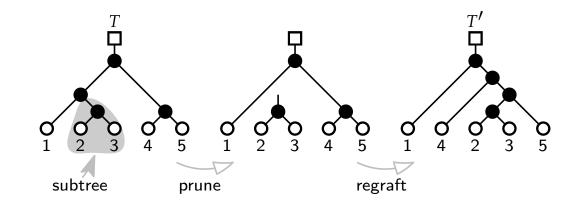
- Ford-Folkerson algorithm:  $\mathcal{O}(|E||f^*|)$
- Edmonds–Karp algorithm:  $\mathcal{O}(|V||E|^2)$
- Push-Relabel algorithm:  $\mathcal{O}(|V|^2|E|)$  (or even better)
- Shortest paths in graph with negative edge weights

## Topics II

How to deal with NP-hard problems



- Sacrifice quality for speed?
- Can we still compute optimal solutions?
- Exemplary problem:Rearrangement distance of phylogenetic trees



## Topics III

Special areas

#### Randomised algorithms

LONGESTPATH is NP-hard

but easy on acyclic digraphs

 $\Rightarrow$ 

randomly make graph acyclic digraph



 $\Rightarrow$  good idea?

#### Also

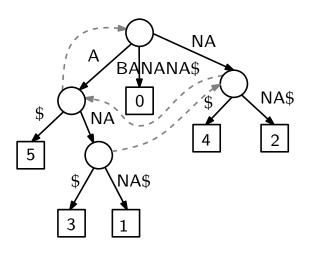
- Online algorithms
- Approximation algorithms
- Algorithmic geometry
- Working with strings

## Topics IV

■ (Algorithms for) advanced data structures

#### **Searching for strings**

Given text S, how can we efficiently find all occurrences of pattern P?



- Suffix trees
- Invest in preprocessing to be faster than full parse

#### Also

- Succinct data structures
- Splay trees

### Lectures

Jonathan Klawitter



Boris Klemz



- Guests: Thomas van Dijk, Philipp Kindermann, Johannes Zink
- Recorded videos, released by Monday 10am
- Chat for questions and discussions
- Only 13 lectures due to shorter semester

### **Tutorials**

Oksana Firmann



#### **Exercise sheets.**

- Weekly exercise sheets,  $\sim$  20 points
- Released at lecture time slot
- Submission deadline next lecture time slot
- Digital submission
  - We recommend using LaTeX and our template.
- You may submit in teams of two.
- English submissions preferred, but German possible.

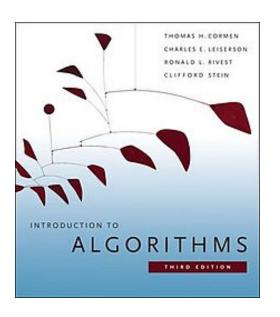
#### **Tutorials.**

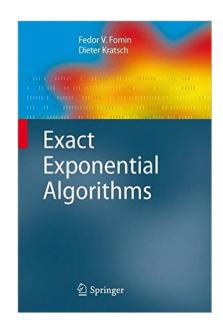
- Solution sheet & discussion
- or Zoom calls

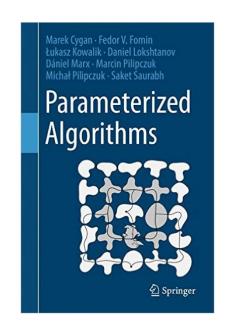
### Exam

- Oral exam
- $\sim$  20min
- ≥ 50% points on exercises sheets gives one grading step bonus (if passed)
- Date will be announced in time
- Don't forget to register in WueStudy
- "Ausgewählte Kapitel der ..."

### Literature









- Sources at end of every lecture
- Links to more interesting stuff

### Our lectures and seminars

Algorithms and Data Structures

Algorithmic Graph Theory

WS

Advanced Algorithms

Algorithmic Geometry

Approximation Algorithms

SS

Exact Algorithms

Graph Visualization

Algorithms for Geographic Information Systems

Seminar Graph Visualization

Seminar Algorithms for Programming Contests

Master Project

Master Thesis

### **Thanks**

Material and slides provided in this lecture have been compiled by many different people. Thanks for that to:

Steven Chaplick, Thomas van Dijk, Philipp Kindermann, Joachim Spoerhase, Sabine Storandt, Dorothea Wagner, Alexander Wolff, Johannes Zink, . . .