
Contents

Preface	xii
Acknowledgments	xvii
Chapter 13. Hash Tables	1
13.1. Introduction	1
13.1.1. Dictionaries	1
13.2. Hash table structure	2
13.3. Hash functions	4
13.3.1. Building hash functions	4
13.4. Linear open addressing	5
13.4.1. Operations on linear open addressed hash tables	8
13.4.2. Performance analysis	10
13.4.3. Other collision resolution techniques with open addressing	11
13.5. Chaining	13
13.5.1. Operations on chained hash tables	15
13.5.2. Performance analysis	17
13.6. Applications	18
13.6.1. Representation of a keyword table in a compiler	18
13.6.2. Hash tables in the evaluation of a join operation on relational databases	19
13.6.3. Hash tables in a direct file organization	22
13.7. Illustrative problems	23

Chapter 14. File Organizations	33
14.1. Introduction	33
14.2. Files	34
14.3. Keys	36
14.4. Basic file operations	38
14.5. Heap or pile organization	38
14.5.1. Insert, delete and update operations	39
14.6. Sequential file organization	39
14.6.1. Insert, delete and update operations	39
14.6.2. Making use of overflow blocks	40
14.7. Indexed sequential file organization	41
14.7.1. Structure of the ISAM files	41
14.7.2. Insert, delete and update operations for a naïve ISAM file	42
14.7.3. Types of indexing	43
14.8. Direct file organization	48
14.9. Illustrative problems	50
Chapter 15. <i>k-d</i> Trees and Treaps	61
15.1. Introduction	61
15.2. <i>k-d</i> trees: structure and operations	61
15.2.1. Construction of a <i>k-d</i> tree	65
15.2.2. Insert operation on <i>k-d</i> trees	69
15.2.3. Find minimum operation on <i>k-d</i> trees	70
15.2.4. Delete operation on <i>k-d</i> trees	72
15.2.5. Complexity analysis and applications of <i>k-d</i> trees	74
15.3. Treaps: structure and operations	76
15.3.1. Treap structure	76
15.3.2. Operations on treaps	77
15.3.3. Complexity analysis and applications of treaps	82
15.4. Illustrative problems	83
Chapter 16. Searching	93
16.1. Introduction	93
16.2. Linear search	94
16.2.1. Ordered linear search	94
16.2.2. Unordered linear search	94
16.3. Transpose sequential search	96
16.4. Interpolation search	98
16.5. Binary search	100
16.5.1. Decision tree for binary search	101

16.6. Fibonacci search	104
16.6.1. Decision tree for Fibonacci search	105
16.7. Skip list search	108
16.7.1. Implementing skip lists.	112
16.7.2. Insert operation in a skip list	113
16.7.3. Delete operation in a skip list	114
16.8. Other search techniques.	116
16.8.1. Tree search	116
16.8.2. Graph search	116
16.8.3. Indexed sequential search	116
16.9. Illustrative problems.	118
 Chapter 17. Internal Sorting	 131
17.1. Introduction	131
17.2. Bubble sort	132
17.2.1. Stability and performance analysis.	134
17.3. Insertion sort	135
17.3.1. Stability and performance analysis.	136
17.4. Selection sort	138
17.4.1. Stability and performance analysis.	140
17.5. Merge sort.	140
17.5.1. Two-way merging.	141
17.5.2. k -way merging.	143
17.5.3. Non-recursive merge sort procedure	144
17.5.4. Recursive merge sort procedure	145
17.6. Shell sort.	147
17.6.1. Analysis of shell sort	153
17.7. Quick sort	153
17.7.1. Partitioning.	153
17.7.2. Quick sort procedure	156
17.7.3. Stability and performance analysis.	158
17.8. Heap sort	159
17.8.1. Heap.	159
17.8.2. Construction of heap	160
17.8.3. Heap sort procedure.	163
17.8.4. Stability and performance analysis.	167
17.9. Radix sort	167
17.9.1. Radix sort method.	167
17.9.2. Most significant digit first sort	171
17.9.3. Performance analysis.	171
17.10. Counting sort	171

17.10.1. Performance analysis	175
17.11. Bucket sort.	175
17.11.1. Performance analysis	178
17.12. Illustrative problems	179
 Chapter 18. External Sorting	197
18.1. Introduction	197
18.1.1. The principle behind external sorting	197
18.2. External storage devices	198
18.2.1. Magnetic tapes.	199
18.2.2. Magnetic disks.	200
18.3. Sorting with tapes: balanced merge	202
18.3.1. Buffer handling	204
18.3.2. Balanced P-way merging on tapes	205
18.4. Sorting with disks: balanced merge	206
18.4.1. Balanced k-way merging on disks	207
18.4.2. Selection tree.	208
18.5. Polyphase merge sort	212
18.6. Cascade merge sort	214
18.7. Illustrative problems	216
 Chapter 19. Divide and Conquer	229
19.1. Introduction	229
19.2. Principle and abstraction	229
19.3. Finding maximum and minimum	231
19.3.1. Time complexity analysis	232
19.4. Merge sort	233
19.4.1. Time complexity analysis	233
19.5. Matrix multiplication	234
19.5.1. Divide and Conquer-based approach to “high school” method of matrix multiplication	234
19.5.2. Strassen’s matrix multiplication algorithm	236
19.6. Illustrative problems	239
 Chapter 20. Greedy Method	245
20.1. Introduction	245
20.2. Abstraction	245
20.3. Knapsack problem	246
20.3.1. Greedy solution to the knapsack problem	247

20.4. Minimum cost spanning tree algorithms	249
20.4.1. Prim's algorithm as a greedy method	250
20.4.2. Kruskal's algorithm as a greedy method	250
20.5. Dijkstra's algorithm	251
20.6. Illustrative problems	251
Chapter 21. Dynamic Programming	261
21.1. Introduction	261
21.2. 0/1 knapsack problem	263
21.2.1. Dynamic programming-based solution	264
21.3. Traveling salesperson problem.	266
21.3.1. Dynamic programming-based solution	267
21.3.2. Time complexity analysis and applications of traveling salesperson problem	269
21.4. All-pairs shortest path problem	269
21.4.1. Dynamic programming-based solution	270
21.4.2. Time complexity analysis	272
21.5. Optimal binary search trees.	272
21.5.1. Dynamic programming-based solution	274
21.5.2. Construction of the optimal binary search tree	276
21.5.3. Time complexity analysis	279
21.6. Illustrative problems	280
Chapter 22. P and NP Class of Problems	287
22.1. Introduction	287
22.2. Deterministic and nondeterministic algorithms	289
22.3. Satisfiability problem	292
22.3.1. Conjunctive normal form and Disjunctive normal form	294
22.3.2. Definition of the satisfiability problem	294
22.3.3. Construction of CNF and DNF from a logical formula	295
22.3.4. Transformation of a CNF into a 3-CNF	296
22.3.5. Deterministic algorithm for the satisfiability problem	297
22.3.6. Nondeterministic algorithm for the satisfiability problem	297
22.4. NP-complete and NP-hard problems	297
22.4.1. Definitions	298
22.5. Examples of NP-hard and NP-complete problems	300
22.6. Cook's theorem.	302
22.7. The unsolved problem $P \stackrel{?}{=} NP$	303
22.8. Illustrative problems	304

References	311
Index	313
Summaries of other volumes	317