

## CS199 Syllabus

---

This syllabus is purely tentative. I'm more than happy to change it if there's demand for other topics, or if what's listed doesn't look interesting.

Date	Topics	Reading Assignments
<b>Part One: Trees</b>		
<b>Th 1</b>	AVL Trees How do you prove worst-case bounds?	
<b>Tu 2</b>	<b>Presentation #1a:</b> 2-3-4 Trees and (Left-Leaning) Red/Black Trees Learning about one data structure by looking at a totally different one.	<a href="http://www.cs.princeton.edu/~rs/talks/LLRB/RedBlack.pdf">http://www.cs.princeton.edu/~rs/talks/LLRB/RedBlack.pdf</a>
<b>Th 2</b>	<b>Presentation #1b:</b> B-Trees, <i>k</i> -d Trees, Interval Trees, AA-Trees, ...	
<b>Part Two: Amortization</b>		
<b>Tu 3</b>	Dynamic Arrays, Two-Stack Queues, Cartesian Trees Why is the vector so fast?	CLRS Ch. 17
<b>Th 3</b>	<b>Presentation #2a:</b> Skew Heaps A remarkably fast priority queue (in the long run).	Sleator and Tarjan, "Self-Adjusting Heaps"
<b>Tu 4</b>	<b>Presentation #2b:</b> Splay Trees Can you make a balanced search tree with no balance info?	Sleator and Tarjan, "Self-Adjusting Binary Search Trees"
<b>Th 4</b>	<b>Presentation #2c:</b> Scapegoat trees, tango trees, Fibonacci heaps, link/cut trees, disjoint-set forests, ...	
<b>Part Three: Randomization</b>		
<b>Tu 5</b>	Treaps How bad is a totally random binary search tree?	<a href="http://www.cs.uiuc.edu/class/sp09/cs473/notes/08-treaps.pdf">http://www.cs.uiuc.edu/class/sp09/cs473/notes/08-treaps.pdf</a>
<b>Th 5</b>	<b>Presentation #3a:</b> Dynamic perfect hash tables. Can you have worst-case $O(1)$ lookups in a hash table?	CLRS Ch 11.5
<b>Tu 6</b>	<b>Presentation #3b:</b> Bloom Filters Can you store data without actually storing it?	
<b>Th 6</b>	<b>Presentation #3c:</b> Cardinality Estimation Can you count objects without actually storing them?	

Date	Topics	Reading Assignments
<b>Part Four: String Data Structures</b>		
<b>Tu 7</b>	Tries, Ternary Search Trees, and Radix Tries The trie is a great idea. Can we reduce the space usage?	
<b>Th 7</b>	DAWGs and Levenshtein Automata How much mileage can we get out of automata?	<a href="http://blog.notdot.net/2010/07/Damn-Cool-Algorithms-Levenshtein-Automata">http://blog.notdot.net/2010/07/Damn-Cool-Algorithms-Levenshtein-Automata</a>
<b>Tu 8</b>	<b>Presentation #4a:</b> Suffix Trees and Suffix Arrays A powerful and versatile structure for string operations.	<a href="http://www.engr.uconn.edu/~ywu/Courses/XJTU11/IntroSuffixTreeGusfield.pdf">http://www.engr.uconn.edu/~ywu/Courses/XJTU11/IntroSuffixTreeGusfield.pdf</a>
<b>Th 8</b>	<b>Presentation #4b:</b> Compressed suffix arrays, ropes, Burrows-Wheeler transform, LZW algorithm, Knuth-Morris-Pratt / Aho-Corasick string matching, efficient suffix tree construction, ...	
<b>Part Five: Bitwise Data Structures</b>		
<b>Tu 9</b>	Binary Tries, Fenwick Trees How can we speed up algorithms that we know will run on integer data?	Fenwick, Peter. "A New Data Structure for Cumulative Frequency Tables."
<b>Th 9</b>	van Emde Boas Trees Exponentially speeding up binary search trees for integers.	CLRS Third Edition, Ch. 20
<b>Tu 10</b>	<b>Presentation #5a:</b> Succinct Binary Tries How many bits do you need to store a data structure?	<a href="http://stevehanov.ca/blog/index.php?id=120">http://stevehanov.ca/blog/index.php?id=120</a>
<b>Th 10</b>	<b>Presentation #5b:</b> Fusion trees, y-Fast tries, ...	