## **Organizational Matters**

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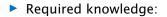
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  - 4 SWS

Mon 10:00-12:00 (Room Interim2) Fri 10:00-12:00 (Room Interim2)

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- Webpage: http://www14.in.tum.de/lehre/2019WS/ea/



Required knowledge:

IN0001, IN0003
 "Introduction to Informatics 1/2"
 "Einführung in die Informatik 1/2"

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    - "Grundlagen: Algorithmen und Datenstrukturen" (GAD)

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  - IN0011

#### "Basic Theoretic Informatics"

"Einführung in die Theoretische Informatik" (THEO)

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  - IN0015
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    - "Diskrete Strukturen" (DS)
  - IN0018
    - "Discrete Probability Theory"
    - "Diskrete Wahrscheinlichkeitstheorie" (DWT)

### **The Lecturer**

- Harald Räcke
- Email: raecke@in.tum.de
- Room: 03.09.044
- Office hours: (by appointment)

### **Tutorials**

A01 Monday, 12:00-14:00, 00.08.038 (Stotz)

- A02 Monday, 12:00-14:00, 00.09.038 (Guan)
- A03 Monday, 14:00-16:00, 02.09.023 (Stotz)
- B04 Tuesday, 10:00-12:00, 00.08.053 (Czerner)
- B05 Tuesday, 14:00-16:00, 00.08.038 (Czerner)
- **C06** Wednesday, 10:00–12:00, 03.11.018 (Guan)

E07 Friday, 12:00-14:00, 00.13.009 (Stotz)

### **Assignment sheets**

In order to pass the module you need to pass an exam.

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- You should submit solutions in groups of up to 2 people.

Assignment Sheets:

Submissions must be handwritten by a member of the group. Please indicate who wrote the submission.

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- Don't forget name and student id number for each group member.

Assignment can be used to improve you grade

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If you obtain a bonus your grade will improve according to the following function

$$f(x) = \begin{cases} \frac{1}{10} \operatorname{round}\left(10\left(\frac{\operatorname{round}(3x)-1}{3}\right)\right) & 1 < x \le 4\\ x & \text{otw.} \end{cases}$$

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► 3.3 → 3.0

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2.0 → 1.7

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- It will improve by 0.3 or 0.4, respectively. Examples:
  - 3.3 → 3.0
  - 2.0 → 1.7
  - 3.7 → 3.3
  - ▶ 1.0 → 1.0
  - > 3.0 no improvement

Assignment can be used to improve you grade

#### **Requirements for Bonus**

- ▶ 50% of the points are achieved on submissions 2-8,
- 50% of the points are achieved on submissions 9-14,
- each group member has written at least 4 solutions.

#### Foundations

- Machine models
- Efficiency measures
- Asymptotic notation
- Recursion

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Cuts/Flows

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  - Priority queues
  - Union/Find data structures
- Cuts/Flows
- Matchings

## 2 Literatur

 Alfred V. Aho, John E. Hopcroft, Jeffrey D. Ullman: *The design and analysis of computer algorithms*, Addison-Wesley Publishing Company: Reading (MA), 1974

Thomas H. Cormen, Charles E. Leiserson, Ron L. Rivest, Clifford Stein:

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McGraw-Hill, 1990

Michael T. Goodrich, Roberto Tamassia: Algorithm design: Foundations, analysis, and internet examples, John Wiley & Sons, 2002

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Ronald L. Graham, Donald E. Knuth, Oren Patashnik: *Concrete Mathematics*,

2. Auflage, Addison-Wesley, 1994

Volker Heun:

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  - Algorithm Design,

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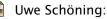


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Christos H. Papadimitriou, Kenneth Steiglitz: Combinatorial Optimization: Algorithms and Complexity, Prentice Hall, 1982



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