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### **Introduction to Algorithms, Third Edition**

Contents Preface xiii I Foundations Introduction 3 1 The Role of Algorithms in Computing 5 11 Algorithms 5 12 Algorithms as a technology 11 2 Getting Started 16 21 Insertion sort 16 22 Analyzing algorithms 23 23 Designing algorithms 29 3 Growth of Functions 43 31 Asymptotic notation 43 32 Standard notations and common functions 53 4 Divide-and-Conquer 65 41 The maximum-subarray ...

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Reference: R Sedgewick, Algorithms in C, Parts 1-5, 3rd ed, Addison-Wesley, 2003 Readings: Indicated on calendar later in syllabus Homeworks: Three homeworks with ...

### **Part 3: Scene Classification Algorithms**

The functions of the Scene Classification Algorithms are indicated schematically in Figure 21 After the SIBYL has found a region in a lidar profile, the SCA first determines if the region is a feature or a “non-feature” based on the flag that has been generated by the SIBYL

### **CSE 5311-001: Advanced Algorithms - Spring 2020**

Prerequisites: Algorithms & Data Structures (CSE 2320) Theoretical Computer Science (CSE 3315) Objectives: Deeper study of algorithms, data structures, and complexity classes Outcomes: 1 Exposure to more sophisticated analysis techniques, eg amortized complexity 2 Exposure to specialized data structures and algorithms 3

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at Stanford University The first two parts of the series are not strict prerequisites for this one, though portions of this book do assume at least a vague recollection of big-O notation (covered in Chapter 2 of Part 1 or Appendix C of Part 2), divide-and-conquer algorithms (Chapter 3 of Part 1), and graphs (Chapter 7 of Part 2) What We'll

### **Creating “Algorithms”**

detail, setting the stage for us to study a variety of algorithms that are useful for answering questions of the type just posed These algorithms make effective use of many of the computational tools that we considered in Parts 1--4 They also serve as the basis for attacking problems in important applications whose solution we could

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and Dynamics(to be published)] deals with design of the velocity and position integration algorithms Although Parts 1 and 2 often cover fundamental inertial navigation concepts, the material presented is intended for use by the practitioner who is already familiar with basic inertial navigation concepts

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The Level 1 algorithms section of this document explains how the instrument calibration constants are determined, and attenuated backscatter coefficients at 532 and 1064 nm produced The Level 2 algorithms section illustrates the generation of geophysical data products using Level 1 lidar data and various meteorological and ancillary data products