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Algorithms (4th Edition)

ROBERT SEDGEWICK | KEVIN WAYNE

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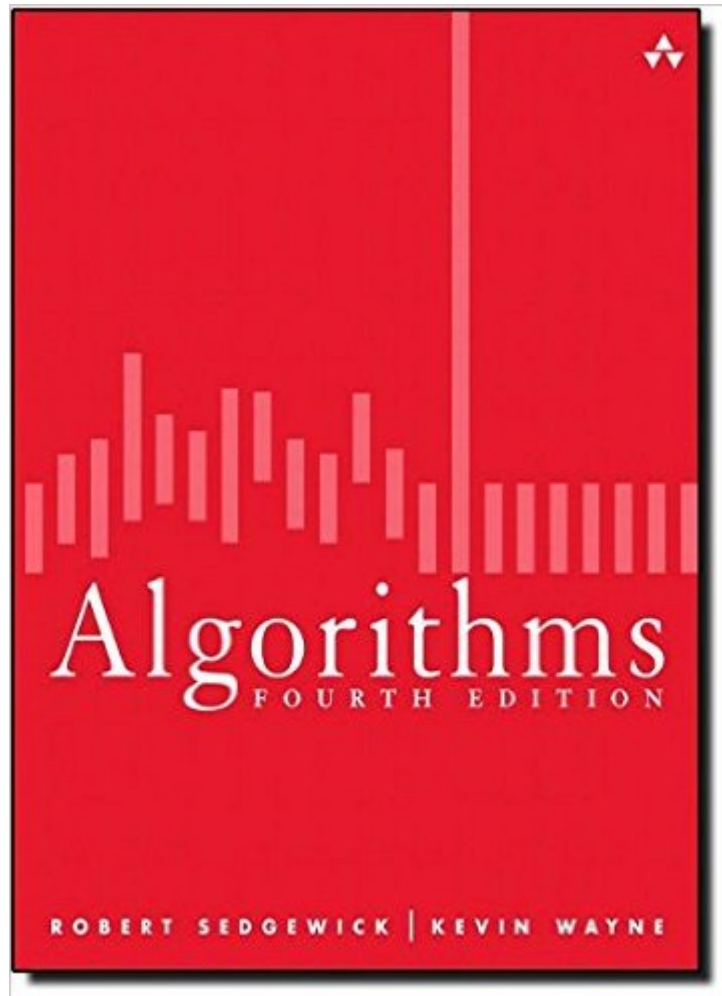
Synopsis

This fourth edition of Robert Sedgewick and Kevin Wayneâ ™s   Algorithms   is the leading textbook on algorithms today and is widely used in colleges and universities worldwide. This book surveys the most important computer algorithms currently in use and provides a full treatment of data structures and algorithms for sorting, searching, graph processing, and string processing--including fifty algorithms every programmer should know. In this edition, new Java implementations are written in an accessible modular programming style, where all of the code is exposed to the reader and ready to use. Â The algorithms in this book represent a body of knowledge developed over the last 50 years that has become indispensable, not just for professional programmers and computer science students but for any student with interests in science, mathematics, and engineering, not to mention students who use computation in the liberal arts. Â The companion web site, algs4.cs.princeton.edu, contains   An online synopsis Full Java implementations Test data Exercises and answers Dynamic visualizations Lecture slides Programming assignments with checklists Links to related material   The MOOC related to this book is accessible via the "Online Course" link at algs4.cs.princeton.edu. The course offers more than 100 video lecture segments that are integrated with the text, extensive online assessments, and the large-scale discussion forums that have proven so valuable. Offered each fall and spring, this course regularly attracts tens of thousands of registrants. Â Robert Sedgewick and Kevin Wayne are developing a modern approach to disseminating knowledge that fully embraces technology, enabling people all around the world to discover new ways of learning and teaching. By integrating their textbook, online content, and MOOC, all at the state of the art, they have built a unique resource that greatly expands the breadth and depth of the educational experience.

Book Information

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Customer Reviews

"Algorithms" (4th edn) by Robert Sedgewick and Kevin Wayne (publishedby Addison-Wesley in March 2011) is one of the best computer sciencebooks I have ever read. It should be required reading for all CSstudents and all programmers - it aims to cover the "50 algorithmsevery programmer should know". Below I discuss some of the mainreasons why I think the book is so good.Unlike its main rival, "An introduction to algorithms" by Cormen,Leiserson, Rivest and Stein (CLRS), "Algorithms" contains actualsource code (written in a subset of Java). The importance of thiscannot be overstated: it means students can actually use thealgorithms to solve real problems. This enables a wealth ofinteresting and motivating applications --- from web search togenomics --- which are sprinkled throughout the book. (Source code anddata are available on the book's website.)A natural worry with real code is that it will obscure the basicideas. However, by careful useful of abstract data types (classessuch as queues, bags, hash tables, trees, DAGs, etc), the authors havedone a masterful job at creating extremely concise and readableimplementations.Using real code also forces one to address important implementationdetails that are easy to overlook. For example, it is well known thatmergesort requires auxiliary memory. In the CLRS pseudocode, theyallocate temporary storage space inside their merge routine. Inpractice it is much more efficient to allocate temporary storage spaceonce, and then pass this in as a pointer to the merge function (or letit be a private member of the mergesort class). Where else can youlearn such important tricks?

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