

Algorithms for Programming Contests - Preliminary Meeting

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Topics

- 1 Introduction
- 2 Data Structures I
- 3 Graphs, Minimum Spanning Trees, DFS, BFS
- 4 Shortest Paths
- 5 Flows
- 6 Brute Force / Backtracking
- 7 Greedy
- 8 Dynamic Programming
- 9 Number Theory
- 10 Data Structures II
- 11 Geometry
- 12 Projective Geometry
- 13 Contest
- 14 Conclusion

Typical Week

Anywhere

- Five programming exercises

At university

- Discuss last weeks exercises
- Discuss possible solution strategies
- Learn about new topic/algorithms
- Go home and implement them
- Discuss with other students

Check it out

- Open practice contests (judge.in.tum.de/contest/)
- News on the website/Facebook (icpc.in.tum.de)

Next steps

- Sign attendance sheet
- Make sure you have an account at the “Rechnerhalle”
- Include this course in your matching preferences