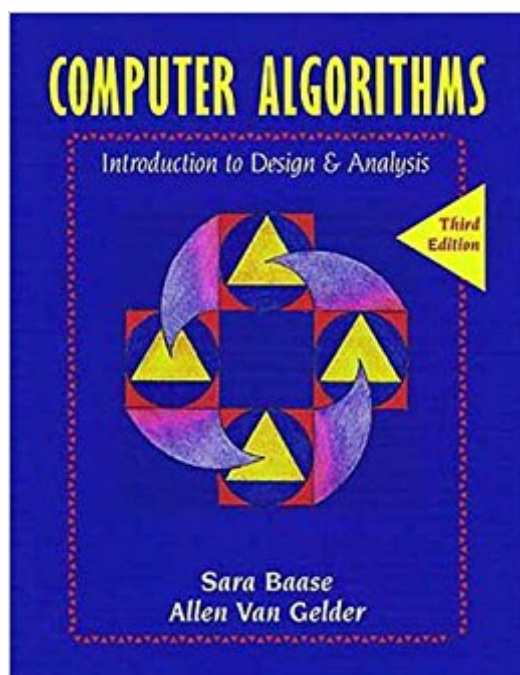


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# Computer Algorithms: Introduction To Design And Analysis (3rd Edition)



## Synopsis

have extensively revised this best seller on algorithm design and analysis to make it the most current and accessible book available. This edition features an increased emphasis on algorithm design techniques such as divide-and-conquer and greedy algorithms, along with the addition of new topics and exercises. It continues the tradition of solid mathematical analysis and clear writing style that made it so popular in previous editions. Highlights

- \*Emphasizes the development of algorithms through a step-by-step process rather than merely presenting the end result
- \* Stresses the importance of the algorithm analysis process-continuously re-evaluating, modifying, and perhaps rejecting algorithms until a satisfactory solution is attained
- \* Provides extensive treatment of recursion with a clear, student-friendly review of how it works and why it is a valuable programming technique
- \* Uses a Java-like pseudocode; includes an appendix with Java examples

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## Customer Reviews

Drawing upon combined decades of teaching experience, Professors Sara Baase and Allen Van Gelder have extensively revised this best seller on algorithm design and analysis to make it the most current and accessible book available. This edition features an increased emphasis on algorithm design techniques such as divide-and-conquer and greedy algorithms, along with the addition of new topics and exercises. It continues the tradition of solid mathematical analysis and clear writing style that made it so popular in previous editions. Highlights

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Sara Baase is a Professor of Computer Science at San Diego State University, and has been teaching CS for 25 years. Dr. Baase is a three-time recipient of the San Diego State University Alumni Association's Outstanding Faculty Award, and she has written a number of textbooks in the areas of algorithms, assembly language and social and ethical issues related to computing. She earned her doctorate at the University of California, Berkeley. Allen Van Gelder is a Professor of Computer Science at the University of California at Santa Cruz, where he has been teaching CS for 12 years. He received his Ph.D. in Computer Science at Stanford University, and is a past recipient of the Presidential Young Investigator Award. 0201612445AB04062001

As a 4th year student, who has maintained a 4.0 average, this book was an ordeal. In an effort to make things more clear, the authors would further muddy the concepts. If you didn't understand the definition proof, they'll provide you with a three paragraph example that you must conceptualize because a visual aid wouldn't help to understand the traversal of a tree, right? Instead of providing visuals, the authors often opted to explain everything with discrete math proofs and pseudocode. If, in the rare event, a visual was used, it was referred throughout the chapter, "See figure 6.3, 10 pages back, while I use it 15 times in this paragraph...and while we're at it, I'll throw in a vague reference to a concept you won't learn for another three chapters." Even the end of chapter exercises used this perpetual visual reuse, "Use figure 8.2 to apply algorithm 8.3, which alters algorithm 8.2, which alters algorithm 8.1." To all professors reading these reviews, you know this is a terrible textbook. Get it taken off the curriculum.

I have encountered far worse textbooks than this one. However, it is true that this text can be hard to follow at times. That's not because the subject matter is hard, but because the explanations are not the best. Sometimes, it seemed that the authors had confused themselves or were determined to explain the most convoluted possible approach to a problem. A word of wisdom to people making hiring decisions for computer science professorships: Mathematicians and programmers are NOT

synonymous. So, some of the explanations are a bit serpentine, but where this book really shines in the lameness category is its attempt at Java coding. In the style typical of academics, the Java is written as if it were C. (Like the guy in the Dos Equis commercials, who can speak "French, in Russian," the authors are determined to write C, in Java.) No attention whatsoever is paid to Java coding conventions. Perhaps that is because of the age of the book - in 2000, Java wasn't entirely new, but it was new-ish, and C was far better established. I found variable and method names to be very cryptic at times. Also, their approach to programming is extremely verbose. Their coding style, combined with their penchant for eclectic solutions, produces lessons that seem like a road trip by unicycle from Seattle to Vancouver, by way of Miami Beach. All in all, this book is NOT the unmitigated disaster some have painted it as. The authors seem to have gone out of their way to make the book approachable. But their way of thinking about some topics is not likely to bear much resemblance to the way I think most people work things out. Alternatives include the Algorithm Design Manual (which, however, appears to have been fermented in a big vat of technical errors, as is the style these days for computer science books), and books by Cormen, who is sometimes very clear, and other times, not so much. To the computer science book publishing world, I recommend a few things: 1. Use authors with recent industry experience... 2. ...who have a clear talent for communicating complex things in simple, plain English and who... 3. ...are more programmer than mathematician.

I, like most reviewers here, had the misfortune of taking a class that required this textbook. It is horrible, it did little to help me understand the current lesson, let alone algorithms. It has you jumping back and forth between chapters, gives you symbols rather than words as explanations and examples, omits certain steps that may strengthen your understanding of the subject. Pretty much seems like it was written not by her, but by a student who was writing for their Master's/PhD dissertation. My suggestion is to buy the second edition, or buy the current edition for cheap, as reference and buy textbooks like Cormen's or Skiena's algorithms textbooks, in my opinion they're way better.

I took a computer algorithms class with the author of this book and I have to say it was possibly the worst class I have ever taken. The course was based heavily on the textbook (after all the professor was the author) and I found it extremely difficult to understand most of what was written in this book. The chapters are comprised of general, vague ideas that did not help in understanding the material unless I was probably a graduate student. Overall this book was useless in learning algorithms and

spent most of my time looking them up from other books.

Very nice treatment of algorithms - I found it very useful. The main benefits for me were the authors writing style -this made the book a real pleasure to work through - never dull or boring, it made the subject matter come to life. Secondly, I liked the problems at the end of the chapters - you gain so much more by tackling these and thinking about the material just covered. A nice addition to my collection of similar books.

Just as Advertised!

It does what it's suppose to do

Very complicated explanations for things that could be more simple.

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