

Contents

Part I Finding One's Way in a World of Algorithms

1 Algorithms, An Historical Perspective	3
Giorgio Ausiello	
1.1 Introduction	3
1.2 Teaching Algorithms in Ancient Babylonia and Egypt.....	4
1.3 Euclid's Algorithm	8
1.4 Al-Khwarizmi and the Origin of the Word Algorithm	10
1.5 Leonardo Fibonacci and Commercial Computing	13
1.6 Recreational Algorithms: Between Magic and Games	17
1.7 Algorithms, Reasoning and Computers	21
1.8 Conclusion	25
1.9 Bibliographic Notes	26
2 How to Design an Algorithm	27
Rossella Petreschi	
2.1 Introduction	27
2.2 Graphs	28
2.2.1 The Pervasiveness of Graphs	28
2.2.2 The Origin of Graph Theory	32
2.2.3 The Topological Ordering Problem	35
2.3 Algorithmic Techniques	36
2.3.1 The Backtrack Technique	37
2.3.2 The Greedy Technique	42
2.4 How to Measure the Goodness of an Algorithm	49
2.5 The Design	52
2.6 Bibliographic Notes	57
3 The One Million Dollars Problem	59
Alessandro Panconesi	
3.1 Paris, August 8, 1900	61
3.2 "Calculemus!"	65

3.3	Finding Is Hard: Checking Is Easy	67
3.4	The Class NP	70
3.5	Universality	74
3.6	The Class P	74
3.7	A Surprising Letter	76
3.8	The Driving Force of Scientific Discovery	80
3.9	Bibliographic Notes	80

Part II The Difficult Simplicity of Daily Life

4	The Quest for the Shortest Route	85
	Camil Demetrescu and Giuseppe F. Italiano	
4.1	Introduction	85
4.2	The Mathematisch Centrum	88
4.3	Shortest Paths in Graphs	89
4.4	Nature and Its Algorithms	90
4.5	A Simple Idea	91
4.6	Time Is a Tyrant	94
4.7	How to Set Your Priorities	96
4.7.1	The Heap Data Structure	98
4.8	The Humble Programmer	100
4.9	Still an Open Challenge	101
4.9.1	The ALT Algorithm by Goldberg and Harrelson	103
4.10	Bibliographic Notes	105
5	Web Search	107
	Paolo Ferragina and Rossano Venturini	
5.1	The Prologue	107
5.2	Internet and Web Graphs	108
5.3	Browsers and a Difficult Problem	114
5.4	Search Engines	118
5.4.1	Crawling	120
5.4.2	The Web Graph in More Detail	122
5.4.3	Indexing and Searching	124
5.4.4	Evaluating the Relevance of a Page	127
5.4.5	Two Ranking Algorithms: PageRank and HITS	129
5.4.6	On Other Search Engine Functionalities	133
5.5	Towards Semantic Searches	134
5.6	Bibliographic Notes	137
6	Algorithms for Secure Communication	139
	Alberto Marchetti-Spaccamela	
6.1	Introduction	139
6.2	A Brief History of Cryptography	141
6.2.1	Monoalphabetic Substitution Codes	141

6.2.2	Polyalphabetic Substitution Codes	143
6.2.3	The Enigma Machine	144
6.3	Cryptographic Codes and Secret Keys	145
6.3.1	How to Encode a Long Message Using an Integer Function	146
6.3.2	Cryptanalysis and Robustness of a Cryptographic Protocol	147
6.4	Secret Key Cryptography	151
6.4.1	Secret Key Cryptography Standards	151
6.4.2	Limitations of Secret Key Encryption	152
6.5	The Key Distribution Problem	153
6.5.1	Modular Arithmetic	154
6.5.2	Diffie and Hellman’s Algorithm for Establishing a Secret Key	155
6.6	Public-Key Cryptography	157
6.6.1	The RSA Algorithm	158
6.7	Digital Signatures and Other Useful Applications of Public-Key Cryptography	161
6.7.1	How Public-Key Cryptography Allows for Digital Signatures	162
6.8	Bibliographic Notes	165
7	Algorithmics for the Life Sciences	167
	Raffaele Giancarlo	
7.1	Introduction	167
7.2	The Fundamental Machinery of Living Organisms	170
7.3	Algorithmic Paradigms: Methodological Contributions to the Development of Biology as an Information Science	174
7.3.1	String Algorithmics: Identification of Transcription Factors Binding Sites	175
7.3.2	Kolmogorov Algorithmic Complexity: Classification of Biological Sequences and Structures	178
7.3.3	Graph Algorithmics I: Microarrays and Gene Expression Analysis	179
7.3.4	Graph Algorithmics II: From Single Components Towards System Biology	182
7.4	Future Challenges: The Fundamental Laws of Biology as an Information Science	184
7.5	Bibliographic Notes	185
8	The Shortest Walk to Watch TV	187
	Fabrizio Rossi, Antonio Sassano, and Stefano Smriglio	
8.1	A Different Idea of Television	187
8.2	Designing a Broadcasting Network	189
8.2.1	The Physical Elements of the Network	189
8.2.2	Computer Representation	190

8.2.3	Model for the Digital Coverage Assessment	191
8.2.4	Network Design	194
8.3	The Role of Transmission Delays	194
8.4	An Algorithm for Optimizing Transmission Delays.....	199
8.4.1	From Inconsistent TP Sets to Inconsistent Systems of Inequalities	200
8.4.2	The Difference Constraints Graph	202
8.4.3	Shortest Walks in G and Transmission Delays	203
8.5	From Shortest Walk to Television	205
8.6	Bibliographic Notes	205
9	Algorithms for Auctions and Games	207
	Vincenzo Bonifaci and Stefano Leonardi	
9.1	Introduction	207
9.2	Games and Solution Concepts	209
9.2.1	Prisoner's Dilemma	209
9.2.2	Coordination Games	211
9.2.3	Randomized Strategies	212
9.2.4	Hawks and Doves	214
9.3	Computational Aspects of Game Theory	216
9.3.1	Zero-Sum Games and Linear Optimization.....	216
9.3.2	Fixed-Points: Nash's Theorem and Sperner's Lemma	218
9.3.3	Mixed Nash Equilibria in Non-zero-Sum Games	221
9.4	Inefficiencies	222
9.4.1	The Tragedy of the Commons	222
9.4.2	Routing Games	224
9.5	Mechanism Design and Online Auctions	226
9.5.1	The Vickrey Auction	226
9.5.2	Vickrey–Clarke–Groves Mechanisms.....	228
9.5.3	Computational Aspects of Mechanism Design	230
9.6	Price-Setting Mechanisms and Competitive Equilibria	233
9.7	Bibliographic Notes	234
10	Randomness and Complexity	235
	Riccardo Silvestri	
10.1	A Dialogue.....	235
10.2	Bibliographic Notes	250
	References	251