

## DESIGN AND ANALYSIS OF ALGORITHMS


[As per Choice Based Credit System (CBCS) scheme]

(Effective from the academic year 2016 -2017)

### SEMESTER – IV

|  |        |            |                       |
|--|--------|------------|-----------------------|
| Subject Code   | 15CS43 | IA Marks   | 20                    |
| Number of Lecture Hours/Week   | 04     | Exam Marks | 80                    |
| Total Number of Lecture Hours  | 50     | Exam Hours | 03                    |
| <b>CREDITS – 04</b>  |        |            |                       |
| <b>Course objectives:</b> This course will enable students to  |        |            |                       |
| <ul style="list-style-type: none"> <li>• Explain various computational problem solving techniques.</li> <li>• Apply appropriate method to solve a given problem.</li> <li>• Describe various methods of algorithm analysis.</li> </ul>   |        |            |                       |
| <b>Module 1</b>  |        |            | <b>Teaching Hours</b> |
| <b>Introduction:</b> What is an Algorithm? (T2:1.1), Algorithm Specification (T2:1.2), Analysis Framework (T1:2.1), <b>Performance Analysis:</b> Space complexity, Time complexity (T2:1.3). <b>Asymptotic Notations:</b> Big-Oh notation ( $O$ ), Omega notation ( $\Omega$ ), Theta notation ( $\Theta$ ), and Little-oh notation ( $o$ ), Mathematical analysis of Non-Recursive and recursive Algorithms with Examples (T1:2.2, 2.3, 2.4). <b>Important Problem Types:</b> Sorting, Searching, String processing, Graph Problems, Combinatorial Problems. <b>Fundamental Data Structures:</b> Stacks, Queues, Graphs, Trees, Sets and Dictionaries. (T1:1.3,1.4) |        |            | <b>10 Hours</b>       |
| <b>Module 2</b>  |        |            |                       |
| <b>Divide and Conquer:</b> General method, Binary search, Recurrence equation for divide and conquer, Finding the maximum and minimum (T2:3.1, 3.3, 3.4), Merge sort, Quick sort (T1:4.1, 4.2), Strassen's matrix multiplication (T2:3.8), Advantages and Disadvantages of divide and conquer. <b>Decrease and Conquer Approach:</b> Topological Sort. (T1:5.3)  |        |            | <b>10 Hours</b>       |
| <b>Module 3</b>  |        |            |                       |
| <b>Greedy Method:</b> General method, Coin Change Problem, Knapsack Problem, Job sequencing with deadlines (T2:4.1, 4.3, 4.5). <b>Minimum cost spanning trees:</b> Prim's Algorithm, Kruskal's Algorithm (T1:9.1, 9.2). <b>Single source shortest paths:</b> Dijkstra's Algorithm (T1:9.3). <b>Optimal Tree problem:</b> Huffman Trees and Codes (T1:9.4). <b>Transform and Conquer Approach:</b> Heaps and Heap Sort (T1:6.4).  |        |            | <b>10 Hours</b>       |
| <b>Module 4</b>  |        |            |                       |
| <b>Dynamic Programming:</b> General method with Examples, Multistage Graphs (T2:5.1, 5.2). <b>Transitive Closure:</b> Warshall's Algorithm, <b>All Pairs Shortest Paths:</b> Floyd's Algorithm, Optimal Binary Search Trees, Knapsack problem ((T1:8.2, 8.3, 8.4), Bellman-Ford Algorithm (T2:5.4), Travelling Sales Person problem (T2:5.9), Reliability design (T2:5.8).   |        |            | <b>10 Hours</b>       |
| <b>Module 5</b>  |        |            |                       |
| <b>Backtracking:</b> General method (T2:7.1), N-Queens problem (T1:12.1), Sum of subsets problem (T1:12.1), Graph coloring (T2:7.4), Hamiltonian cycles (T2:7.5). <b>Branch and Bound:</b> Assignment Problem, Travelling Sales Person problem (T1:12.2), 0/1 Knapsack problem (T2:8.2, T1:12.2): LC Branch and Bound solution (T2:8.2), FIFO Branch and Bound solution (T2:8.2). <b>NP-Complete and NP-Hard problems:</b> Basic   |        |            | <b>10 Hours</b>       |

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| concepts, non-deterministic algorithms, P, NP, NP-Complete, and NP-Hard classes (T2:11.1).  |  |
| <b>Course Outcomes:</b> After studying this course, students will be able to  |  |
| <ul style="list-style-type: none"> <li>• Describe computational solution to well known problems like searching, sorting etc.</li> <li>• Estimate the computational complexity of different algorithms.</li> <li>• Devise an algorithm using appropriate design strategies for problem solving.</li> </ul> |  |
| <b>Graduate Attributes</b>  |  |
| <ul style="list-style-type: none"> <li>• Engineering Knowledge</li> <li>• Problem Analysis</li> <li>• Design/Development of Solutions</li> <li>• Conduct Investigations of Complex Problems</li> <li>• Life-Long Learning</li> </ul>  |  |
| <b>Question paper pattern:</b>  |  |
| <p>The question paper will have ten questions.<br/> There will be 2 questions from each module.<br/> Each question will have questions covering all the topics under a module.<br/> The students will have to answer 5 full questions, selecting one full question from each module.</p>                  |  |
| <b>Text Books:</b>  |  |
| <p>T1. Introduction to the Design and Analysis of Algorithms, Anany Levitin., 2nd Edition, 2009, Pearson.<br/> T2. Computer Algorithms/C++, Ellis Horowitz, Satraj Sahni and Rajasekaran, 2nd Edition, 2014, Universities Press</p>   |  |
| <b>Reference Books:</b>   |  |
| <ol style="list-style-type: none"> <li>1. Introduction to Algorithms, Thomas H. Cormen, Charles E. Leiserson, Ronal L. Rivest, Clifford Stein, 3rd Edition, PHI</li> <li>2. Design and Analysis of Algorithms , S. Sridhar, Oxford (Higher Education)</li> </ol>  |  |

  
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