PART – B

UNIT - 5 **6 Hours**

Fundamental Principles of Counting: The Rules of Sum and Product, Permutations, Combinations – The Binomial Theorem, Combinations with Repetition, The Catalon Numbers

UNIT - 6 **6 Hours**

The Principle of Inclusion and Exclusion: The Principle of Inclusion and Exclusion, Generalizations of the Principle, Derangements – Nothing is in its Right Place, Rook Polynomials

UNIT - 7 **7 Hours**

Generating Functions: Introductory Examples, Definition and Examples – Calculational Techniques, Partitions of Integers, the Exponential Generating Function, the Summation Operator

UNIT - 8 **7 Hours**

Recurrence Relations: First Order Linear Recurrence Relation, The Second Order Linear Homogeneous Recurrence Relation with Constant Coefficients, The Non-homogeneous Recurrence Relation, The Method of Generating Functions

Text Book:

1. Ralph P. Grimaldi: Discrete and Combinatorial Mathematics, 5th Edition, Pearson Education, 2004.
   (Chapter 11, Chapter 12.1 to 12.4, Chapter 13, Chapter 1, Chapter 8.1 to 8.4, Chapter 9 Chapter 10.1 to 10.4).

Reference Books:

1. D.S. Chandrasekharaiah: Graph Theory and Combinatorics, Prism, 2005.
2. Chartrand Zhang: Introduction to Graph Theory, TMH, 2006.
3. Richard A. Brualdi: Introductory Combinatorics, 4th Edition, Pearson Education, 2004.
4. Geir Agnarsson & Raymond Geenlaw: Graph Theory, Pearson Education, 2007.

DESIGN AND ANALYSIS OF ALGORITHMS
(Common to CSE & ISE)

Subject Code: 10CS43 **I.A. Marks : 25**
Hours/Week : 04 **Exam Hours: 03**

Total Hours : 52 **Exam Marks: 100**

PART – A

UNIT – 1 **7 Hours**

INTRODUCTION: Notion of Algorithm, Review of Asymptotic Notations, Mathematical Analysis of Non-Recursive and Recursive Algorithms
Brute Force Approaches: Introduction, Selection Sort and Bubble Sort, Sequential Search and Brute Force String Matching.

UNIT - 2 **6 Hours**

DIVIDE AND CONQUER: Divide and Conquer: General Method, Defective Chess Board, Binary Search, Merge Sort, Quick Sort and its performance.

UNIT - 3 **7 Hours**

THE GREEDY METHOD: The General Method, Knapsack Problem, Job Sequencing with Deadlines, Minimum-Cost Spanning Trees: Prim's Algorithm, Kruskal's Algorithm; Single Source Shortest Paths.

UNIT - 4 **6 Hours**

DYNAMIC PROGRAMMING: The General Method, Warshall's Algorithm, Floyd's Algorithm for the All-Pairs Shortest Paths Problem, Single-Source Shortest Paths: General Weights, 0/1 Knapsack, The Traveling Salesperson problem.

PART – B

UNIT - 5 **7 Hours**

DECREASE-AND-CONQUER APPROACHES, SPACE-TIME TRADEOFFS: Decrease-and-Conquer Approaches: Introduction, Insertion Sort, Depth First Search and Breadth First Search, Topological Sorting
Space-Time Tradeoffs: Introduction, Sorting by Counting, Input Enhancement in String Matching.

UNIT – 6 **7 Hours**

LIMITATIONS OF ALGORITHMIC POWER AND COPING WITH THEM: Lower-Bound Arguments, Decision Trees, P, NP, and NP-Complete Problems, Challenges of Numerical Algorithms.

UNIT - 7 **6 Hours**

COPING WITH LIMITATIONS OF ALGORITHMIC POWER: Backtracking: n - Queens problem, Hamiltonian Circuit Problem, Subset – Sum Problem.

Branch-and-Bound: Assignment Problem, Knapsack Problem, Traveling Salesperson Problem.
Approximation Algorithms for NP-Hard Problems – Traveling Salesperson Problem, Knapsack Problem

UNIT – 8 **6 Hours**

PRAM ALGORITHMS: Introduction, Computational Model, Parallel Algorithms for Prefix Computation, List Ranking, and Graph Problems,

Text Books:

1. Anany Levitin: Introduction to The Design & Analysis of Algorithms, 2nd Edition, Pearson Education, 2007.
   (Listed topics only from the Chapters 1, 2, 3, 5, 7, 8, 10, 11).
2. Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran: Fundamentals of Computer Algorithms, 2nd Edition, Universities Press, 2007.
   (Listed topics only from the Chapters 3, 4, 5, 13)

Reference Books:

1. Thomas H. Cormen, Charles E. Leiserson, Ronal L. Rivest, Clifford Stein: Introduction to Algorithms, 3rd Edition, PHI, 2010.
2. R.C.T. Lee, S.S. Tseng, R.C. Chang & Y.T.Tsai: Introduction to the Design and Analysis of Algorithms A Strategic Approach, Tata McGraw Hill, 2005.

UNIX AND SHELL PROGRAMMING
(Common to CSE & ISE)

Subject Code: 10CS44	**I.A. Marks : 25**
Hours/Week : 04	**Exam Hours: 03**
Total Hours : 52	**Exam Marks: 100**

PART – A

UNIT – 1 **6 Hours**

The Unix Operating System, The UNIX architecture and Command Usage, The File System

UNIT - 2 **6 Hours**

Basic File Attributes, the vi Editor

UNIT - 3 **7 Hours**

The Shell, The Process, Customizing the environment