

CS3102PC :DESIGN AND ANALYSIS OF ALGORITHMS

III-I:CSE(DS)								
Course Code	Category	Hours/Week			Credits	Max Marks		
CS3102PC	Core	L	T	P	C	CIE	SEE	Total
		3	0	0	3	25	75	100
Contact Classes:45	Tutorial classes:15	Practical classes: Nil				Total Classes:60		
Prerequisites: None								

Course Objectives:

- Introduces the notations for analysis of the performance of algorithms.
- Introduces the data structure disjoint sets.
- Describes major algorithmic techniques (divide-and-conquer, backtracking, dynamic programming, greedy, branch and bound methods) and mention problems for which each technique is appropriate;
- Describes how to evaluate and compare different algorithms using worst-, average-, and best-case analysis.
- Explains the difference between tractable and intractable problems, and introduces the problems that are P, NP and NP complete.

Course Outcomes:

- Ability to analyze the performance of algorithms
- Ability to choose appropriate data structures and algorithm design methods for a specified application
- Ability to understand how the choice of data structures and the algorithm design methods impact the performance of programs

UNIT - I

Introduction: Algorithm, Performance Analysis-Space complexity, Time complexity, Asymptotic Notations- Big oh notation, Omega notation, Theta notation and Little oh notation.

Divide and conquer: General method, applications-Binary search, Quick sort, Merge sort, Strassen's matrix multiplication.

UNIT - II

Disjoint Sets: Disjoint set operations, union and find algorithms

Backtracking: General method, applications, n-queen's problem, sum of subsets problem, graph coloring

UNIT - III

Dynamic Programming: General method, applications- Optimal binary search trees, 0/1 knapsack problem, All pairs shortest path problem, Traveling sales person problem, Reliability design.

UNIT - IV

Greedy method: General method, applications-Job sequencing with deadlines, knapsack problem, Minimum cost spanning trees, Single source shortest path problem.

UNIT - V

Branch and Bound: General method, applications - Travelling sales person problem, 0/1 knapsack problem - LC Branch and Bound solution, FIFO Branch and Bound solution.
NP-Hard and NP-Complete problems: Basic concepts, non deterministic algorithms, NP - Hard and NP-Complete classes, Cook's theorem.

TEXT BOOK:

1. Fundamentals of Computer Algorithms, Ellis Horowitz, Satraj Sahni and Rajasekharan, University Press.

REFERENCE BOOKS:

1. Design and Analysis of algorithms, Aho, Ullman and Hopcroft, Pearson education.
2. Introduction to Algorithms, second edition, T. H. Cormen, C.E. Leiserson, R. L. Rivest, and C. Stein, PHI Pvt. Ltd./ Pearson Education.
3. Algorithm Design: Foundations, Analysis and Internet Examples, M.T. Goodrich and R. Tamassia, John Wiley and sons.