## Course: Major Design and Analysis of Algorithms

Semester: I Credits: 4 Subject Code:SMAJCDAA123551 Lectures: 60

## **Course Outcomes:**

At the end of the course, the learner will be able to:

- CO1-Understand the correctness of algorithms using inductive proofs and analyze running times of algorithm using asymptotic analysis.
- CO2-Explore and apply various algorithm design strategies (divide-and-conquer, transform-and-conquer for solving different problems.
- CO3-Understand advanced design strategies like greedy, dynamic programming, backtracking and branch-bound techniques and applying it for solving problems.
- CO4-Compare and contrast various algorithms with respect to their complexities.
- CO5-Compare between different data structures and choose an appropriate data structure for a design situation.
- CO6-Describe the classes P, NP, and NP Complete and be able to prove that a certain problem is NP-Complete.

Unit 1: Problem Solving and Algorithm Analysis'		15
• A	Problem solving and Algorithmic Analysis- Problem solving principles: Classification of problem, problem solving strategies, classification of time complexities (linear, logarithmic etc) Algorithm Design Strategies -Divide and Conquer strategy and transform and conquer strategy Asymptotic notations, lower bound and upper bound-Best case, worst case, average case analysis, amortized analysis.	
	Performance analysis of basic programming constructs.	

Unit 2: Greedy and Dynamic Algorithm Strategies	15
<ul> <li>Greedy strategy-Principle, control abstraction, time analysis of control abstraction, Algorithms: Knapsack problem, scheduling algorithms-Job scheduling and activity selection problem, minimum-cost spanning trees and algorithms (Kruskal and Prim's)</li> </ul>	
• Dynamic Programming-Principle, control abstraction, time analysis of control abstraction, binomial coefficients, Algorithms: Chain Matrix multiplication, single source shortest paths, Bellman- ford algorithm, all pairs shortest path, longest common subsequence, string editing, 0/1 knapsack problem, Traveling salesperson problem, Multistage Graphs	



## Unit 3: Backtracking and Branch and Bound Strategies

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- Backtracking- General method,8 Queen's problem, Sum of subsets problem Graph coloring problem, Hamiltonian cycle
- Branch and Bound- FIFO, LIFO, LCBB, TSP problem, 0/1 knapsack problem

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Unit 4: Complexity Theory and Parallel and Concurrent Algorithms	
<ul> <li>Complexity Theory- The class of P,NP, NP-hard and NP- Complete problems, Significance of Cook's theorem</li> <li>Parallel Algorithms- Sequential and parallel computing, RAM &amp; PRAM models, Amdahl's Law, Brent's theorem, parallel algorithm analysis and optimal parallel algorithms</li> <li>Concurrent Algorithms- Dining philosophers' problem</li> </ul>	

## **Reference Books:**

- A. Aho, J. Hopcroft, & J. Ullman, *The Design and Analysis of Computer Algorithms*, Addison Wesley, 1974
- Donald Knuth, The Art of Computer Programming-3 vols., various editions, 1973-81,Addison Wesley
- Ellis Horowitz, Sartaj Sahni & Sanguthevar Rajasekaran, Computer Algorithms, Galgotia.
- T. Cormen, C. Leiserson, & R. Rivest, Algorithms, MIT Press, 1990

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