SHORT SYLLABUS

BCSE204L Design and Analysis of Algorithms (3-0-0-3)

Algorithm Design Paradigms: Greedy Techniques, Backtracking Techniques, Dynamic Programming, Backtracking and Branch & Bound Techniques – String Matching Algorithms – All paths shortest path algorithms – Network Flows – Line Segments – Convex Hull finding algorithms – Randomized Algorithms – Classification of complexity and approximation algorithms.

BCSE204L	Design and Analysis of Algorithms	L	T	P	C
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Pre-requisite	**NIL**	**Syllabus version**			
		1.0			

Course Objectives

1. To provide mathematical foundations for analyzing the complexity of the algorithms
2. To impart the knowledge on various design strategies that can help in solving the real world problems effectively
3. To synthesize efficient algorithms in various engineering design situations

Course Outcomes

On completion of this course, student should be able to:

1. Apply the mathematical tools to analyze and derive the running time of the algorithms
2. Demonstrate the major algorithm design paradigms.
3. Explain major graph algorithms, string matching and geometric algorithms along with their analysis.
4. Articulating Randomized Algorithms.
5. Explain the hardness of real-world problems with respect to algorithmic efficiency and learning to cope with it.

Module:1	**Design Paradigms: Greedy, Divide and Conquer Techniques**	**6 hours**

Overview and Importance of Algorithms - Stages of algorithm development: Describing the problem, Identifying a suitable technique, Design of an algorithm, Derive Time Complexity, Proof of Correctness of the algorithm, Illustration of Design Stages - Greedy techniques: Fractional Knapsack Problem, and Huffman coding - Divide and Conquer: Maximum Subarray, Karatsuba faster integer multiplication algorithm.

Module:2	**Design Paradigms: Dynamic Programming, Backtracking and Branch & Bound Techniques**	**10 hours**

Dynamic programming: Assembly Line Scheduling, Matrix Chain Multiplication, Longest Common Subsequence, 0-1 Knapsack, TSP- Backtracking: N-Queens problem, Subset Sum, Graph Coloring- Branch & Bound: LIFO-BB and FIFO BB methods: Job Selection problem, 0-1 Knapsack Problem

Module:3	**String Matching Algorithms**	**5 hours**

Naïve String-matching Algorithms, KMP algorithm, Rabin-Karp Algorithm, Suffix Trees.

Module:4	**Graph Algorithms**	**6 hours**

All pair shortest path: Bellman Ford Algorithm, Floyd-Warshall Algorithm - Network Flows: Flow Networks, Maximum Flows: Ford-Fulkerson, Edmond-Karp, Push Re-label Algorithm – Application of Max Flow to maximum matching problem

Module:5	**Geometric Algorithms**	**4 hours**

Line Segments: Properties, Intersection, sweeping lines - Convex Hull finding algorithms: Graham's Scan, Jarvis' March Algorithm.

Module:6	**Randomized algorithms**	**5 hours**

Randomized quick sort **-** The hiring problem - Finding the global Minimum Cut.

Module:7	**Classes of Complexity and Approximation Algorithms**	**7 hours**

The Class P - The Class NP - Reducibility and NP-completeness – SAT (Problem Definition and statement), 3SAT, Independent Set, Clique, Approximation Algorithm – Vertex Cover, Set Cover and Travelling salesman

Module:8	**Contemporary Issues**	**2 hours**
	Total Lecture hours:	**45 hours**

Text Book

1. Thomas H. Cormen, C.E. Leiserson, R L.Rivest and C. Stein, Introduction to Algorithms, Third edition, MIT Press, 2009.

Reference Books			
1.	Jon Kleinberg and ÉvaTardos, Algorithm Design, Pearson Education, 1st Edition, 2014.		
2.	Rajeev Motwani, Prabhakar Raghavan; Randomized Algorithms, Cambridge University Press, 1995 (Online Print – 2013)		
3.	Ravindra K. Ahuja, Thomas L. Magnanti, and James B. Orlin, Network Flows: Theory, Algorithms, and Applications, 1st Edition, Pearson Education, 2014.		
Mode of Evaluation: CAT, Written assignments, Quiz, FAT.			
Recommended by Board of Studies	04-03-2022		
Approved by Academic Council	No. 65	Date	17-03-2022