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

CREDITS – 04

Course objectives: This course will enable students to

- Explain various computational problem solving techniques.
- Apply appropriate method to solve a given problem.
- Describe various methods of algorithm analysis.

Module 1	**Teaching Hours**
Introduction: What is an Algorithm? **(T2:1.1),** Algorithm Specification **(T2:1.2),** Analysis Framework **(T1:2.1), Performance Analysis**: Space complexity, Time complexity **(T2:1.3)**. **Asymptotic Notations:** Big-Oh notation (O), Omega notation ( ), Theta notation (Θ), and Little-oh notation (o), Mathematical analysis of Non-Recursive and recursive Algorithms with Examples **(T1:2.2, 2.3, 2.4). Important Problem Types:** Sorting, Searching, String processing, Graph Problems, Combinatorial Problems. **Fundamental Data Structures:** Stacks, Queues, Graphs, Trees, Sets and Dictionaries. **(T1:1.3,1.4)**	**10 Hours**
Module 2	
Divide and Conquer: 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. **Decrease and Conquer Approach:** Topological Sort. **(T1:5.3)**	**10 Hours**
Module 3	
Greedy Method: General method, Coin Change Problem, Knapsack Problem, Job sequencing with deadlines **(T2:4.1, 4.3, 4.5). Minimum cost spanning trees:** Prim's Algorithm, Kruskal's Algorithm **(T1:9.1, 9.2)**. **Single source shortest paths:** Dijkstra's Algorithm **(T1:9.3)**. **Optimal Tree problem:** Huffman Trees and Codes **(T1:9.4)**. **Transform and Conquer Approach:** Heaps and Heap Sort **(T1:6.4)**.	**10 Hours**
Module 4	
Dynamic Programming: General method with Examples, Multistage Graphs **(T2:5.1, 5.2)**. **Transitive Closure:** Warshall's Algorithm, **All Pairs Shortest Paths:** 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)**.	**10 Hours**
Module 5	
Backtracking: 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)**. **Branch and Bound:** 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)**. **NP-Complete and NP-Hard problems:** Basic	**10 Hours**

concepts, non-deterministic algorithms, P, NP, NP-Complete, and NP-Hard classes **(T2:11.1)**.	

Course Outcomes: After studying this course, students will be able to

- Describe computational solution to well known problems like searching, sorting etc.
- Estimate the computational complexity of different algorithms.
- Devise an algorithm using appropriate design strategies for problem solving.

Graduate Attributes

- Engineering Knowledge
- Problem Analysis
- Design/Development of Solutions
- Conduct Investigations of Complex Problems
- Life-Long Learning

Question paper pattern:

The question paper will have ten questions.
There will be 2 questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

T1. Introduction to the Design and Analysis of Algorithms, Anany Levitin:, 2rd Edition, 2009. Pearson.
T2. Computer Algorithms/C++, Ellis Horowitz, Satraj Sahni and Rajasekaran, 2nd Edition, 2014, Universities Press

Reference Books:

1. Introduction to Algorithms, Thomas H. Cormen, Charles E. Leiserson, Ronal L. Rivest, Clifford Stein, 3rd Edition, PHI
2. Design and Analysis of Algorithms , S. Sridhar, Oxford (Higher Education)

DESIGN AND ANALYSIS OF ALGORITHM LABORATORY
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)
SEMESTER – IV

Subject Code	15CSL47	IA Marks	20
Number of Lecture Hours/Week	01 I + 02 P	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 02

Course objectives: This course will enable students to

- Design and implement various algorithms in JAVA
- Employ various design strategies for problem solving.
- Measure and compare the performance of different algorithms.

Description

Design, develop, and implement the specified algorithms for the following problems using Java language under LINUX /Windows environment.Netbeans/Eclipse IDE tool can be used for development and demonstration.

Experiments

1	A	Create a Java class called ***Student***with the following details as variables within it. (i) USN (ii) Name (iii) Branch (iv) Phone Write a Java program to create *nStudent* objects and print the USN, Name, Branch, and Phoneof these objects with suitable headings.
	B	Write a Java program to implement the Stack using arrays. Write Push(), Pop(), and Display() methods to demonstrate its working.
2	A	Design a superclass called ***Staff*** with details as StaffId, Name, Phone, Salary. Extend this class by writing three subclasses namely ***Teaching*** (domain, publications), ***Technical*** (skills), and ***Contract*** (period). Write a Java program to read and display at least 3 *staff* objects of all three categories.
	B	Write a Java class called ***Customer*** to store their name and date_of_birth. The date_of_birth format should be dd/mm/yyyy. Write methods to read customer data as <name, dd/mm/yyyy> and display as <name, dd, mm, yyyy> using StringTokenizer class considering the delimiter character as "/".
3	A	Write a Java program to read two integers *a* and*b*. Compute *a*/*b* and print, when *b* is not zero. Raise an exception when *b* is equal to zero.
	B	Write a Java program that implements a multi-thread application that has three threads. First thread generates a random integer for every 1 second; second thread computes the square of the number andprints; third thread will print the value of cube of the number.
4		Sort a given set of ***n*** integer elements using **Quick Sort** method and compute its time complexity. Run the program for varied values of *n*> 5000 and record the time taken to sort. Plot a graph of the time taken versus ***n***on graph sheet. The elements can be read from a file or can be generated using the random number generator. Demonstrate using Java how the divide-and-conquer method works along with its time complexity analysis: worst case, average case and best case.

5	Sort a given set of ***n*** integer elements using **Merge Sort** method and compute its time complexity. Run the program for varied values of *n*> 5000, and record the time taken to sort. Plot a graph of the time taken versus ***n***on graph sheet. The elements can be read from a file or can be generated using the random number generator. Demonstrate using Java how the divide-and-conquer method works along with its time complexity analysis: worst case, average case and best case.
6	Implement in Java, the **0/1 Knapsack** problem using (a) Dynamic Programming method (b) Greedy method.
7	From a given vertex in a weighted connected graph, find shortest paths to other vertices using **Dijkstra's algorithm**. Write the program in Java.
8	Find Minimum Cost Spanning Tree of a given connected undirected graph using **Kruskal'salgorithm.** Use Union-Find algorithms in your program.
9	Find Minimum Cost Spanning Tree of a given connected undirected graph using **Prim's algorithm**.
10	Write Java programs to (a) Implement All-Pairs Shortest Paths problem using **Floyd's algorithm**. (b) Implement **Travelling Sales Person problem** using Dynamic programming.
11	Design and implement in Java to find a **subset** of a given set **S** = {S_1, S_2,.....,S_n} of ***n*** positive integers whose SUM is equal to a given positive integer ***d***. For example, if S ={1, 2, 5, 6, 8} and ***d***= 9, there are two solutions {1,2,6}and {1,8}. Display a suitable message, if the given problem instance doesn't have a solution.
12	Design and implement in Java to find all **Hamiltonian Cycles** in a connected undirected Graph G of *n* vertices using backtracking principle.

Course Outcomes: The students should be able to:

- Design algorithms using appropriate design techniques (brute-force, greedy, dynamic programming, etc.)
- Implement a variety of algorithms such assorting, graph related, combinatorial, etc., in a high level language.
- Analyze and compare the performance of algorithms using language features.
- Apply and implement learned algorithm design techniques and data structuresto solve real-world problems.

Graduate Attributes

- Engineering Knowledge
- Problem Analysis
- Modern Tool Usage
- Conduct Investigations of Complex Problems
- Design/Development of Solutions

Conduction of Practical Examination:

All laboratory experiments (Twelve problems) are to be included for practical examination. Students are allowed to pick one experiment from the lot.
To generate the data set use random number generator function.
Strictly follow the instructions as printed on the cover page of answer script for breakup of marks
Marks distribution: Procedure + Conduction + Viva: 20 + 50 + 10 (80). Change of experiment is allowed only once and marks allotted to the procedure