**A Laboratory Manual for**

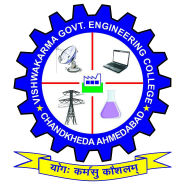
**Analysis and Design of**

**Algorithms**

**(3150703)**

**B.E. Semester 5**

**(Computer Engineering)**





**Directorate of Technical Education, Gandhinagar, Gujarat**

**Vishwakarma Government Engineering College**

**Chandkheda, Ahmedabad**

**Certificate**

This is to certify that Mr./Ms. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_ Enrollment No. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of B.E. Semester **7** Batch No. \_\_\_ Computer Engineering of this Institute (GTU Code: **017**) has satisfactorily completed the Practical / Tutorial work for the subject **Analysis and Design of Algorithms (3150703)** for the academic year 2025.

Place: Ahmedabad

Date: \_\_\_\_\_\_\_\_\_\_

**Name and Sign of Faculty member**

**Head of the Department**

**Preface**

Main motto of any laboratory/practical/field work is for enhancing required skills as well as creating ability amongst students to solve real time problem by developing relevant competencies in psychomotor domain. By keeping in view, GTU has designed competency focused outcome-based curriculum for engineering degree programs where sufficient weightage is given to practical work. It shows importance of enhancement of skills amongst the students and it pays attention to utilize every second of time allotted for practical amongst students, instructors and faculty members to achieve relevant outcomes by performing the experiments rather than having merely study type experiments. It is must for effective implementation of competency focused outcome-based curriculum that every practical is keenly designed to serve as a tool to develop and enhance relevant competency required by the various industry among every student. These psychomotor skills are very difficult to develop through traditional chalk and board content delivery method in the classroom. Accordingly, this lab manual is designed to focus on the industry defined relevant outcomes, rather than old practice of conducting practical to prove concept and theory.

By using this lab manual students can go through the relevant theory and procedure in advance before the actual performance which creates an interest and students can have basic idea prior to performance. This in turn enhances pre-determined outcomes amongst students. Each experiment in this manual begins with competency, industry relevant skills, course outcomes as well as practical outcomes (objectives). The students will also achieve safety and necessary precautions to be taken while performing practical.

This manual also provides guidelines to faculty members to facilitate student centric lab activities through each experiment by arranging and managing necessary resources in order that the students follow the procedures with required safety and necessary precautions to achieve the outcomes. It also gives an idea that how students will be assessed by providing rubrics.

Algorithms are an integral part of computer science and play a vital role in solving complex problems efficiently. The goal of this subject is to equip students with the knowledge and skills required to design and analyze algorithms for various applications. Designing of algorithms is important before implementation of any program or solving any problem. Analysis and Design of Algorithms is essential for efficient problem-solving, optimizing resource utilization, developing new technologies, and gaining a competitive advantage. This lab manual is designed to help you learn algorithms by doing. Each experiment is structured to provide you with step-by-step instructions on how to analyze and design a particular algorithm for specific problem. You will learn how to analyze various algorithms and decide efficient algorithm in terms of time complexity. By the end of this lab, you will have a solid understanding of algorithm design and analysis.

Utmost care has been taken while preparing this lab manual however always there is chances of improvement. Therefore, we welcome constructive suggestions for improvement and removal of errors if any.

**Practical – Course Outcome matrix**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Course Outcomes (Cos):**  1. Analyze the asymptotic performance of algorithms.  2. Derive and solve recurrences describing the performance of divide-and-conquer algorithms.  3. Find optimal solution by applying various methods.  4. Apply pattern matching algorithms to find particular pattern.  5. Differentiate polynomial and non-polynomial problems.  6. Explain the major graph algorithms and their analyses. Employ graphs to model engineering problems, when appropriate. | | | | | | | |
| **Sr. No.** | **Objective(s) of Experiment** | **CO 1** | **CO2** | **CO3** | **CO4** | **CO5** | **CO6** |
| 1. | Implement a function for each of following problems and count the number of steps executed/time taken by each function on various inputs (100 to 500) and write time complexity of each function. Also draw a comparative chart of number of input versus steps executed/time taken. In each of the following function N will be passed by user.   1. To calculate sum of 1 to N numbers using loop. 2. To calculate sum of 1 to N numbers using equation. 3. To calculate sum of 1 to N numbers using recursion. | √ |  |  |  |  |  |
| 2. | Write user defined functions for the following sorting methods and compare their performance by steps executed/time taken for execution on various inputs (1000 to 5000) of random nature, ascending order and descending order sorted data. Also draw a comparative chart of number of input versus steps executed/time taken for each cases (random, ascending, and descending).   * + - Selection Sort     - Bubble Sort     - Insertion Sort     - Merge Sort     - Quick Sort | √ | √ |  |  |  |  |
| 3. | Implement a function of sequential search and count the steps executed by function on various inputs (1000 to 5000) for best case, average case and worst case. Also, write time complexity in each case and draw a comparative chart of number of input versus steps executed by sequential search for each case. | √ |  |  |  |  |  |
| 4. | Compare the performance of linear search and binary search for Best case, Average case and Worst case inputs. | √ | √ |  |  |  |  |
| 5. | Implement functions to print nth Fibonacci number using iteration and recursive method. Compare the performance of two methods by counting number of steps executed on various inputs. Also, draw a comparative chart. (Fibonacci series 1, 1, 2, 3, 5, 8….. Here 8 is the 6th Fibonacci number). | √ |  |  |  | √ |  |
| 6. | Implement a program for randomized version of quick sort and compare its performance with the normal version of quick sort using steps count on various inputs (1000 to 5000) of random nature, ascending order and descending order sorted data. Also draw a comparative chart of number of input versus steps executed/time taken for each cases (random, ascending, and descending). | √ | √ |  |  |  |  |
| 7. | Implement program to solve problem of making a change using dynamic programming. |  |  | √ |  |  |  |
| 8. | Implement program of chain matrix multiplication using dynamic programming. |  |  | √ |  |  |  |
| 9. | Implement program to solve LCS problem using dynamic programing. |  |  | √ |  |  |  |
| 10. | Implement program to solve Knapsack problem using dynamic programming. |  |  | √ |  |  |  |
| 11. | Implement program for solution of fractional Knapsack problem using greedy design technique. |  |  | √ |  |  |  |
| 12. | Implement program for solution of Making Change problem using greedy design technique |  |  | √ |  |  |  |
| 13. | Implement program for Kruskal's algorithm to find minimum spanning tree. |  |  | √ |  |  | √ |
| 14. | Implement program for Prim's algorithm to find minimum spanning tree. |  |  | √ |  |  | √ |
| 15. | Implement DFS and BFS graph traversal techniques and write its time complexities. |  |  |  |  |  | √ |
| 16. | Implement Rabin-Karp string matching algorithm. |  |  |  | √ |  |  |

**Industry Relevant Skills**

The following industry relevant competencies are expected to be developed in the student by undertaking the practical work of this laboratory.

1. Expertise in algorithm analysis
2. Judge best algorithm among various algorithms
3. Ability to solve complex problems
4. Ability to design efficient algorithm for some problems

**Guidelines for Faculty members**

1. Teacher should provide the guideline with demonstration of practical to the students with all features.
2. Teacher shall explain basic concepts/theory related to the experiment to the students before starting of each practical
3. Involve all the students in performance of each experiment.
4. Teacher is expected to share the skills and competencies to be developed in the students and ensure that the respective skills and competencies are developed in the students after the completion of the experimentation.
5. Teachers should give opportunity to students for hands-on experience after the demonstration.
6. Teacher may provide additional knowledge and skills to the students even though not covered in the manual but are expected from the students by concerned industry.
7. Give practical assignment and assess the performance of students based on task assigned to check whether it is as per the instructions or not.
8. Teacher is expected to refer complete curriculum of the course and follow the guidelines for implementation.

**Instructions for Students**

1. Students are expected to carefully listen to all the theory classes delivered by the faculty members and understand the COs, content of the course, teaching and examination scheme, skill set to be developed etc.
2. Students shall organize the work in the group and make record of all observations.
3. Students shall develop maintenance skill as expected by industries.
4. Student shall attempt to develop related hand-on skills and build confidence.
5. Student shall develop the habits of evolving more ideas, innovations, skills etc. apart from those included in scope of manual.
6. Student shall refer technical magazines and data books.
7. Student should develop a habit of submitting the experimentation work as per the schedule and s/he should be well prepared for the same.

**Common Safety Instructions**

1. Switch on the PC carefully (not to use wet hands)
2. Shutdown the PC properly at the end of your Lab
3. Carefully handle the peripherals (Mouse, Keyboard, Network cable etc).
4. Use Laptop in lab after getting permission from Teacher

**Index**

**(Progressive Assessment Sheet)**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Sr. No. | Objective(s) of Experiment | Page No. | Date of performance | Date of submission | Assessment  Marks | Sign. of  Teacher with date | Remarks |
| 1. | Implement a function for each of following problems and count the number of steps executed/time taken by each function on various inputs (100 to 500) and write time complexity of each function. Also draw a comparative chart of number of input versus steps executed/time taken. In each of the following function N will be passed by user.   * To calculate sum of 1 to N numbers using loop. * To calculate sum of 1 to N numbers using equation. * To calculate sum of 1 to N numbers using recursion. |  |  |  |  |  |  |
| 2. | Write user defined functions for the following sorting methods and compare their performance by steps executed/time taken for execution on various inputs (1000 to 5000) of random nature, ascending order and descending order sorted data. Also draw a comparative chart of number of input versus steps executed/time taken for each cases (random, ascending, and descending).   1. Selection Sort 2. Bubble Sort 3. Insertion Sort 4. Merge Sort 5. Quick Sort |  |  |  |  |  |  |
| 3. | Implement a function of sequential search and count the steps executed by function on various inputs (1000 to 5000) for best case, average case and worst case. Also, write time complexity in each case and draw a comparative chart of number of input versus steps executed by sequential search for each case. |  |  |  |  |  |  |
| 4. | Compare the performance of linear search and binary search for Best case, Average case and Worst case inputs. |  |  |  |  |  |  |
| 5. | Implement functions to print nth Fibonacci number using iteration and recursive method. Compare the performance of two methods by counting number of steps executed on various inputs. Also, draw a comparative chart. (Fibonacci series 1, 1, 2, 3, 5, 8….. Here 8 is the 6th Fibonacci number). |  |  |  |  |  |  |
| 6. | Implement a program for randomized version of quick sort and compare its performance with the normal version of quick sort using steps count on various inputs (1000 to 5000) of random nature, ascending order and descending order sorted data. Also, draw a comparative chart of number of input versus steps executed/time taken for each cases (random, ascending, and descending). |  |  |  |  |  |  |
| 7. | Implement program to solve problem of making a change using dynamic programming. |  |  |  |  |  |  |
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| 9. | Implement program to solve LCS problem using dynamic programing. |  |  |  |  |  |  |
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| 12. | Implement program for solution of Making Change problem using greedy design technique. |  |  |  |  |  |  |
| 13. | Implement program for Kruskal's algorithm to find minimum spanning tree. |  |  |  |  |  |  |
| 14. | Implement program for Prim's algorithm to find minimum spanning tree. |  |  |  |  |  |  |
| 15. | Implement DFS and BFS graph traversal techniques and write its time complexities. |  |  |  |  |  |  |
| 16. | Implement Rabin-Karp string matching algorithm. |  |  |  |  |  |  |
| Total | | | | |  |  |  |

**Experiment No: 1**

Implement a function for each of following problems and count the number of steps executed/time taken by each function on various inputs (100 to 500) and write equation for the growth rate of each function. Also draw a comparative chart of number of input versus steps executed/time taken. In each of the following function N will be passed by user.

1. To calculate sum of 1 to N numbers using loop.
2. To calculate sum of 1 to N numbers using equation.
3. To calculate sum of 1 to N numbers using recursion.

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Performance analysis, and Mathematical skills

**Relevant CO: CO1**

**Objectives:** (a) Compare performance of various algorithms

(b) Judge best algorithm in terms of growth rate or steps executed

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

1. **Below are the steps to calculate sum of 1 to N numbers using loop**
2. Take an input value for N.
3. Initialize a variable sum to zero.
4. Start a loop that iterates from i=1 to i=N.
5. In each iteration, add the value of i to the sum variable.
6. After the loop completes, output the value of sum.
7. **Below are the steps to calculate sum of 1 to N numbers using equation**
8. Take an input value for N.
9. Calculate sum as N\*(N+1)/2.
10. Output the value of sum.
11. **Below are the steps to calculate sum of 1 to N numbers using recursion**
12. Take an input value for N.
13. Define a recursive function sum (n) that takes an integer argument n and returns the sum of 1 to n.
14. In the sum (n) function, check if n equals 1. If it does, return 1 (the base case).
15. Otherwise, return the sum of n and the result of calling sum (n-1).
16. Output the result.

**Implement three functions based on above steps and calculate the number of steps executed by each functions on various inputs ranging from 100 to 500. Take a counter variable to calculate the number of steps and increment it for each statement in the function.**

**Observations:**

Write observation based on number of steps executed by each algorithm.

**Result:** Complete the below table based on your implementation of functions and steps executed by each function.

|  |  |  |  |
| --- | --- | --- | --- |
| **Inputs** | **Number of Steps Executed** | | |
| **Loop method** | **Equations** | **Recursion** |
| 100 |  |  |  |
| 200 |  |  |  |
| 300 |  |  |  |
| 400 |  |  |  |
| 500 |  |  |  |
| Equation🡪 |  |  |  |

**Chart:**

<Draw Comparative Chart of inputs versus number of steps executed by each algorithm>

**Conclusion:** (Sufficient space to be provided)

**Quiz:**

1. What is the meaning of constant growth rate of an algorithm?

**Answer:**

1. If one algorithm has a growth rate of n2 and second algorithm has a growth rate of n then which algorithm execute faster? Why?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |  |

**Experiment No: 2**

Write user defined functions for the following sorting methods and compare their performance by steps executed/time taken for execution on various inputs (1000 to 5000) of random nature, ascending order and descending order sorted data. Also, draw a comparative chart of number of inputs versus steps executed/time taken for each cases (random, ascending, and descending).

1. Selection Sort
2. Bubble Sort
3. Insertion Sort
4. Merge Sort
5. Quick Sort

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Performance analysis, and Mathematical skills

**Relevant CO: CO1, CO2**

**Objectives:** (a) Compare performance of various algorithms.

(b) Judge best sorting algorithm on sorted and random inputs in terms of growth rate/time complexity.

(c) Derive time complexity from steps count on various inputs.

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

1. **Selection Sort Function in C**

**Void SelectionSort (inta[] , int n)**

//Here ‘a’ is the array having ‘n’ number of data

{

intMinIndex,temp;

for(inti=0;i<n-1;i++)

{

MinIndex=i;

for(int j=i+1;j<n;j++)

{

if (a[MinIndex]>a[j])

MinIndex=j;

}

if(MinIndex !=i)

{

temp=a[MinIndex];

a[MinIndex] = a[j];

a[j]=temp;

}

}

}

1. **Bubble Sort Function in C**

**Void BubbleSort (inta[], int n)**

//Here ‘a’ is the array having ‘n’ number of data

{

intSwap\_flag,temp;

for(inti=0;i<n-1;i++)

{

Swap\_flag=0;

for(int j=0; j<n-i-1; j++)

{

if (a[j]>a[j+1])

{

temp=a[j];

a[j]=a[j+1];

a[j+1]=temp;

Swap\_flag=1;

}

}

if(swap\_flag==0)

return;

}}

1. **Insertion Sort Function in C**

**Void InsertionSort (inta[],int n)**

//Here ‘a’ is the array having ‘n’ number of data

{

inti,j,key;

for(j=1;j<n;j++)

{

key=a[j];

i=j-1;

while(i>=0 && a[i]>key)

{

a[i+1] = a[i];

i= i-1;

}

a[i+1] =key;

}}

1. **Merge Sort Function in C**

void merge(inta[],int low, intmid,int high)

{

int temp[5000];

inti,j,k;

k = low;

j = mid +1;

i = low;

while((k<=mid) && (j<=high))

{

if(a[k]<=a[j])

{ temp[i] = a[k] ;

k++;

}

else

{ temp[i] = a[j] ;

j++;

}

i++;

}

if(k<=mid)

for(;k<=mid;k++)

temp[i++] = a[k];

else

for(;j<=high;j++)

temp[i++]=a[j];

for(i=low;i<=high;i++)a[i]=temp[i];

}

voidmerge\_sort(int \*a, long intlow,longint high ) **//call this function from main**

{

if(low!=high)

{

int mid = (low+high)/2;

merge\_sort(a,low,mid);

merge\_sort(a,mid+1,high);

merge(a,low,mid,high);

}}

1. **Quick Sort Function in C**

int quicksort(int q[],intlb, intub)

{

int flag=1;

inti=0,j,key,t1,t2;

if(lb<ub)

{

i=lb;

j=ub+1;

key=q[lb];

while(flag==1)

{

i++;

while(q[i]<key)

{

i++;

}

j--;

while(q[j]>key)

j--;

if(i<j)

{

t1=q[i];

q[i]=q[j];

q[j]=t1;

}

else{

flag=0;

}

}

t2=q[lb];

q[lb]=q[j];

q[j]=t2;

quicksort(q,lb,j-1);

quicksort(q,j+1,ub);

}

return;

}

**Write main function to use above sorting functions and calculate the number of steps executed by each functions on various inputs ranging from 1000 to 5000. Take a counter variable to calculate the number of steps and increment it for each statement in the function.**

**Below is the sample function that counts the number of steps:**

voidbubble\_sort(int a[], int n)

{

intswap\_flag,i,j,temp;

steps++; //for int, it is a global variable

for(i=0;i<n-1;i++)

{

steps++; //for loop

steps++; //for swap

swap\_flag = 0;

for(j=0;j<n-i-1;j++)

{

steps++; //for inner loop

steps++; //for if

if(a[j]>a[j+1])

{

temp = a[j];

a[j] = a[j+1];

a[j+1] = temp;

swap\_flag = 1;

steps++; //

steps++; //

steps++; //for four steps

steps++; //

}

}

steps++; //for inner loop

steps++; //for if

if(swap\_flag==0)

{

steps++; //for return

return;

}

}

steps++; //for outer loop false

}

**Observations:**

Write observation based on number of steps executed by each algorithm.

**Result:** Complete the below table based on your implementation of functions and steps executed by each function.**Also, prepare similar tables for ascending order sorted data and descending order sorted data.**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Inputs** | **Number of Steps Executed (Random Data)** | | | | |
| **Selection** | **Bubble** | **Insertion** | **Merge** | **Quick** |
| 1000 |  |  |  |  |  |
| 2000 |  |  |  |  |  |
| 3000 |  |  |  |  |  |
| 4000 |  |  |  |  |  |
| 5000 |  |  |  |  |  |
| Time Complexity🡪 |  |  |  |  |  |

**Chart:**

<Draw Comparative Charts of inputs versus number of steps executed on various data (Random, ascending order sorted and descending order sorted data) by each algorithm.>

**Sample Chart is as below:**

**Conclusion:**

**Quiz:**

1. Which sorting function execute faster (has small steps count) in case of ascending order sorted data?

**Answer:**

1. Which sorting function execute faster (has small steps count) in case of descending order sorted data?

**Answer:**

1. Which sorting function execute faster (has small steps count) in case of random data?

**Answer:**

1. On what kind of data, the best case of Bubble sort occurs?

**Answer:**

1. On what kind of data, the worst case of Bubble sort occurs?

**Answer:**

1. On what kind of data, the best case of Quick sort occurs?

**Answer:**

1. On what kind of data, the worst case of Quick sort occurs?

**Answer:**

1. Which sorting algorithms are in-place sorting algorithms?

**Answer:**

1. Which sorting algorithms are stable sorting algorithms?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |  |

**Experiment No: 3**

Implement a function of sequential search and count the steps executed by function on various inputs (1000 to 5000) for best case, average case and worst case. Also, write time complexity in each case and draw a comparative chart of number of input versus steps executed by sequential search for each case.

**Date:**

**Competency and Practical Skills:**Algorithmic thinking, Programming Skills, Performance analysis, and Mathematical skills

**Relevant CO: CO1**

**Objectives:** (a) Identify Best, Worst and Average cases of given problem.

(b) Derive time complexity from steps count on various inputs.

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

**Steps to implement sequential search is as below:**

1. Take an input array A of n elements and a key value K.
2. Define a variable pos, initially set to -1.
3. Iterate through the array A, starting from the first element and continuing until either the key value is found or the end of the array is reached.
4. For each element, compare its value to the key value K.
5. If the values match, set pos to the index of the current element and exit the loop.
6. If the end of the array is reached and the key value has not been found, posremain equal to -1.
7. Output the value of pos.

The algorithm works by sequentially iterating through the elements of the array and comparing each element to the target value. If a match is found, the algorithm exits the loop.

Implement above functions and calculate the number of steps executed by each functions on various inputs ranging from 1000 to 5000. Take a counter variable to calculate the number of steps and increment it for each statement. Based on algorithm’s logic, decide best, worst and average case inputs for the algorithm and prepare a table of steps count.

**Observations:**

Write observation based on number of steps executed by algorithm.

**Result:** Complete the below table based on your implementation of sequential search algorithm and steps executed by the function.

|  |  |  |  |
| --- | --- | --- | --- |
| **Inputs** | **Number of Steps Executed** | | |
| **Best Case** | **Average Case** | **Worst Case** |
| 1000 |  |  |  |
| 2000 |  |  |  |
| 3000 |  |  |  |
| 4000 |  |  |  |
| 5000 |  |  |  |
| Time Complexity🡪 |  |  |  |

**Chart:**

<Draw Comparative Chart of inputs versus number of steps executed by algorithm in various cases>

**Conclusion:** (Sufficient space to be provided)

**Quiz:**

1. Which is the best case of an algorithm?

**Answer:**

1. Which is the worst case of an algorithm?

**Answer:**

# Suggested Reference:

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# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |  |

**Experiment No: 4**

Compare the performances of linear search and binary search for Best case, Average case and Worst case inputs.

**Date:**

**Competency and Practical Skills:**Algorithmic thinking, Programming Skills, Performance analysis, and Mathematical skills

**Relevant CO: CO1, CO2**

**Objectives:** (a) Identify Best, Worst and Average cases of given problem.

(b) Derive time complexity from steps count for different inputs.

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

**Steps to implement binary search are as below:**

1. Take an input **sorted** array A of n elements and a target value T.
2. Define variables start and end to represent the start and end indices of the search range, initially set to 0 and n-1 respectively.
3. Repeat the following steps while start <= end:
   1. Calculate the midpoint index mid as (start + end) / 2.
   2. If the value of the midpoint element A[mid] is equal to the target value T, return the value of mid.
   3. If the value of the midpoint element A[mid] is greater than the target value T, set end to mid-1.
   4. If the value of the midpoint element A[mid] is less than the target value T, set start to mid+1.
4. If the target value T is not found in the array, return -1.
5. Output the value returned in Step 3, representing the position of the target value T in the array.

**Implement function of binary search algorithm and use linear search function implemented in previous practical. Compare the steps count of both the functions on various inputs ranging from 100 to 500 for each case (Best, Average, and Worst).**

**Observations:**

Write observation based on number of steps executed by both algorithms.

**Result:** Complete the below table based on your implementation of sequential search algorithm and steps executed by the function.

|  |  |  |
| --- | --- | --- |
| **Inputs** | **Number of Steps Executed (Best Case)** | |
| **Linear Search** | **Binary Search** |
| 100 |  |  |
| 200 |  |  |
| 300 |  |  |
| 400 |  |  |
| 500 |  |  |
| Time Complexity🡪 |  |  |

Prepare similar tables for Average case and Worst case of both algorithms.

**Chart:**

<Draw Comparative Charts of inputs versus number of steps executed by both algorithms in various cases>

**Conclusion:**

**Quiz:**

1. Which element should be searched for the best case of binary search algorithm?

**Answer:**

1. Which element should be searched for the worst case of binary search algorithm?

**Answer:**

1. Which algorithm executes faster in worst case?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 5**

Implement functions to print nth Fibonacci number using iteration and recursive method. Compare the performance of two methods by counting number of steps executed on various inputs. Also draw a comparative chart. (Fibonacci series 1, 1, 2, 3, 5, 8….. Here 8 is the 6th Fibonacci number).

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Performance analysis

**Relevant CO: CO1, CO5**

**Objectives:** (a) Compare the performances of two different versions of same problem.

(b) Find the time complexity of algorithms.

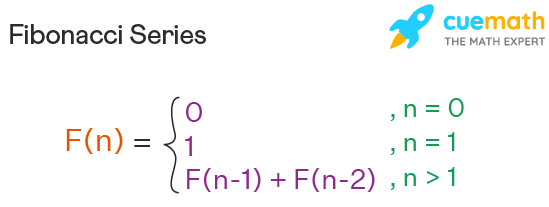
(C) Understand the polynomial and non-polynomial problems

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

The Fibonacci series is the sequence of numbers (also called Fibonacci numbers), where every number is the sum of the preceding two numbers, such that the first two terms are '0' and '1'. In some older versions of the series, the term '0' might be omitted. A Fibonacci series can thus be given as, 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, . . . It can thus be observed that every term can be calculated by adding the two terms before it. We are ignoring initial zero in the series.

To represent any (n+1)th term in this series, we can give the expression as, Fn = Fn-1 + Fn-2. We can thus represent a Fibonacci series as shown in the image below,



Iterative version to print nth Fibonacci number is as below:

**Input:** An integer n, where n >= 1.

**Output:** The nth Fibonacci number.

**Steps:**

Initialize variables f0 = 1, f1 = 1, and i = 2.

If n is 1 or 2 then

Print 1

While i < n, do

a. Set f2 = f0 + f1.

b. Set f0 = f1.

c. Set f1 = f2.

d. Increment i by 1.

Print f1.

Recursive version to print nth Fibonacci number is as below:

**Input:** An integer n, where n >= 1.

**Output:** The nth Fibonacci number.

If n is 1 or 2 then

return 1.

else recursively compute next number using the (n-1)th and (n-2)th Fibonacci numbers, and return their sum.

Print the result.

**Implement functions of above two versions of Fibonacci series and compare the steps count of both the functions on various inputs ranging from 10 to 50 (if memory permits for recursive version).**

**Observations:**

Write observation based on number of steps executed by both algorithms.

**Result:** Complete the below table based on your implementation of sequential search algorithm and steps executed by the function.

|  |  |  |
| --- | --- | --- |
| **Inputs** | **Number of Steps Executed (Random data)** | |
| **Iterative Fibonacci** | **Recursive Fibonacci** |
| 10 |  |  |
| 20 |  |  |
| 30 | **(if memory doesn’t permit then reduce the range)** | |
| 40 |
| 50 |
| Time Complexity🡪 |  |  |

**Chart:**

<Draw Comparative Charts of inputs versus number of steps executed by both functions on various inputs>

**Conclusion:**

**Quiz:**

1. What is the time complexity of iterative version of Fibonacci function?

**Answer:**

1. What is the time complexity of recursive version of Fibonacci function?

**Answer:**

1. Can you execute recursive version of Fibonacci function for more inputs?

**Answer:**

1. What do you mean by polynomial time algorithms and exponential time algorithms?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 6**

Implement a program for randomized version of quick sort and compare its performance with the normal version of quick sort using steps count on various inputs (1000 to 5000) ofrandom nature, ascending order and descending order sorted data.Also, draw a comparative chart of number of input versus steps executed/time taken for each cases (random, ascending, and descending).

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Performance analysis

**Relevant CO: CO1, CO2**

**Objectives:** (a) Improve the performance of quick sort in worst case.

(b) Compare the performance of both the version of quick sort on various inputs

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

**Steps to implement randomized version of quick sort are as below:**

RANDOMIZED-QUICKSORT(A, low, high)

if (low< high) {

pivot= RANDOMIZED\_PARTITION(A, low, high);

RANDOMIZED-QUICKSORT(A, low, pivot);

RANDOMIZED-QUICKSORT(A, pivot+1,high);

}

RANDOMIZED\_PARTITION (A,low,high) {

**pos = Random(low, high)**

**pivot = A[pos]**

**swap(pivot, a[low])**

left = low

right = high

while ( left <right ) {

/\* Move left while item < pivot \*/

while( A[left] <= pivot ) left++;

/\* Move right while item > pivot \*/

while( A[right] > pivot ) right--;

if ( left < right )

swap(A[left],A[right]);}

/\* right is final position for the pivot \*/

swap(A[right], pivot);

return right; }

**Implement a function of randomized version of quick sort as per above instructions and use basic version of quick sort (that selects first element as pivot element). Compare the steps count of both the functions on various inputs ranging from 1000 to 5000 for each case (random, ascending, and descending).**

**Observations:**

Write observation based on number of steps executed by both algorithms.

**Result:** Complete the below table based on your implementation of sequential search algorithm and steps executed by the function.

|  |  |  |
| --- | --- | --- |
| **Inputs** | **Number of Steps Executed (Random data)** | |
| **Randomized Quick Sort** | **Basic Quick Sort** |
| 1000 |  |  |
| 2000 |  |  |
| 3000 |  |  |
| 4000 |  |  |
| 5000 |  |  |
| Time Complexity🡪 |  |  |

Prepare similar tables for descending order and ascending order sorted data.

**Chart:**

<Draw Comparative Charts of inputs versus number of steps executed by both algorithms in various cases(random, ascending, and descending)>

**Conclusion:**

**Quiz:**

1. What is the time complexity of Randomized Quick Sort in worst case?

**Answer:**

1. What is the time complexity of basic version of Quick Sort on sorted data? Give reason of your answer.

**Answer:**

1. Can we always ensure O(n\*lg n) time complexity for Randomized Quick Sort?

**Answer:**

1. Which algorithm executes faster on ascending order sorted data?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 7**

Implement program to solve problem of making a change using dynamic programming.

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Problem solving

**Relevant CO: CO3**

**Objectives:** (a) Understand Dynamic programming algorithm design method.

(b) Solve the optimization based problem.

(c) Find the time complexity of the algorithm.

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

Making Change problem is to find change for a given amount using a minimum number of coins from a set of denominations. If we are given a set of denominations D = {d0, d1, d2, …,dn} and if we want to change for some amount N, many combinations are possible. Suppose {d1, d2, d5, d8}, {d0, d2, d4}, {d0, d5, d7} all are feasible solutions but the solution which selects the minimum number of coins is considered to be an optimal solution. The aim of making a change is to find a solution with a minimum number of coins / denominations. Clearly, this is an optimization problem.

General assumption is that infinite coins are available for each denomination. We can select any denomination any number of times.

**Solution steps are as follow:**

Sort all the denominations and start scanning from smallest to largest denomination.In every iterationi, if current denomination *di* is acceptable, then 1 coin is added in solution and total amount is reduced by amount *di*. Hence,

C[i, j] = 1 + (c [i, j – di])

C[i,j] is the minimum number of coins to make change for the amount j. Below figure shows the content of matrix C.

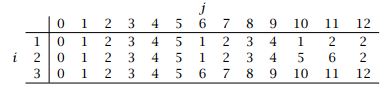


Figure: Content of matrix C

using coins if current denomination is larger than current problem size, then we have to skip the denomination and stick with previously calculated solution. Hence,

C[i, j] = C[i – 1, j]

If above cases are not applicable then we have to stick with choice which returns minimum number of coin. Mathematically, we formulate the problem as,

C[i, j] = min {C[i – 1, j] , 1 + C[i, j – di]}

**Steps to solve making change problem are as below:**

Algorithm MAKE\_A\_CHANGE(d,N)

// d[1…n] = [d1,d2,…,dn] is array of n denominations

// C[1…n, 0…N] is n x N array to hold the solution of sub problems

// N is the problem size, i.e. amount for which change is required

for i ← 1 to n do

C[i, 0] ← 0

end

for i ← 1 to n do

for j ← 1 to N do

if i = = 1 ans j < d [i] then

C[i, j] ← ∞

else if i == 1 then

C[i, j] ← 1 + C[1, j – d[1])

else if j < d [i] then

C[i, j] ← C[I – 1, j]

else

C[i, j] ← min (C[i – 1, j] ,1 + C[i, j – d[i])

end

end

end

return C[n, N]

**Implement above algorithm and print the matrix C. Your program should return the number of coins required and its denominations.**

**Observations:**

Write observation based on whether this algorithm returns optimal answer or not on various inputs.

**Result**

Write output of your program

**Conclusion:**

**Quiz:**

1. What is the time complexity of above algorithm?

**Answer:**

1. Does above algorithm always return optimal answer?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# https://codecrucks.com/making-change-problem-using-dynamic-programming/

# References used by the students:

# Rubric wise marks obtained:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 8**

Implement program of chain matrix multiplication using dynamic programming.

**Date:**

**Competency and Practical Skills:**Algorithmic thinking, Programming Skills, Problem solving

**Relevant CO: CO3**

**Objectives:** (a) Understand Dynamic programming algorithm design method.

(b) Solve the optimization based problem.

(c) Find the time complexity of the algorithm.

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

Given a sequence of matrices A1, A2,...,An and dimensions p0, p1,...,pn where Ai is of dimension pi−1 × pi, determine the order of multiplication (represented, say, as a binary tree) that minimizes the number of operations.

This algorithm does not perform the multiplications; it just determines the best order in which to perform the multiplications

Two matrices are called compatible only if the number of columns in the first matrix and the number of rows in the second matrix are the same. Matrix multiplication is possible only if they are compatible. Let A and B be two compatible matrices of dimensions p x q and q x r

Suppose dimension of three matrices are :

A1 = 5 x 4

A2 = 4 x 6

A3 = 6 x 2

Matrix multiplication is associative. So

(A1 A2 ) A3 = {(5 x 4 ) x (4 x 6) } x (6 x 2)

= (5 x 4 x 6) + (5 x 6 x 2)

= 180

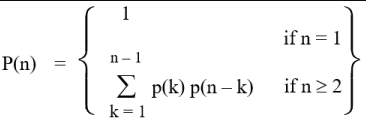
A1 (A2 A3) = (5 x 4) x {(4 x 6) x (6 x 2) }

= (5 x 4 x 2) + (4 x 6 x 2)

= 88

The answer of both multiplication sequences would be the same, but the numbers of multiplications are different. This leads to the question, what order should be selected for a chain of matrices to minimize the number of multiplications?

Let us denote the number of alternative parenthesizations of a sequence of n matrices by p(n). When n = 1, there is only one matrix and therefore only one way to parenthesize the matrix. When n ≥ 2, a fully parenthesized matrix product is the product of two fully parenthesized matrix sub-products, and the split between the two subproducts may occur between the k and (k + 1)st matrices for any k = 1, 2, 3…, n – 1. Thus we obtain the recurrence.

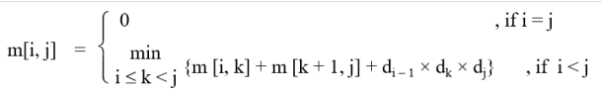


The solution to the recurrence is the sequence of **Catalan numbers**, which grows as Ω(4n / n3/2), roughly equal to Ω(2n). Thus, the numbers of solutions are exponential in n. A brute force attempt is infeasible to find the solution.

Any parenthesizations of the product AiAi + 1 … Aj must split the product between Ak and Ak+1 for some integer k in the range i ≤ k < j. That is for some value of k, we first compute the matrices Ai….k and Ak + 1…j and then multiply them together to produce the final product Ai…j  The cost of computing these parenthesizations is the cost of computing Ai….k, plus the cost of computing Ak + 1…j plus the cost of multiplying them together.

We can define m[i, j] recursively as follows. If i == j, the problem is trivial; the chain consists of only one matrix Ai…i = A. No scalar multiplications are required. Thus m[i, i] = 0 for i = 1, 2 …n.

To compute m[i, j] when i < j, we take advantage of the structure of an optimal solution of the first step. Let us assume that the optimal parenthesizations split the product Ai Ai + 1…Aj between Ak and Ak + 1, where i ≤ k < j. Then m[i, j] is equal to the minimum cost for computing the subproducts Ai…k  and  Ak + 1…j plus the cost of multiplying these two matrices together.



Where d  =   {d0, d1, d2, …, dn} is the vector of matrix dimensions.

m[i, j] = Least number of multiplications required to multiply matrix sequence Ai….Aj .

**Steps to solve chain matrix multiplication problem are as below:**

**Algorithm** MATRIX\_CHAIN\_ORDER(p)

// p is sequence of n matrices

n ← length(p) - 1

**for** i ← 1 to n **do**

m[i,i] ← 0

**end**

**for** l ← 2 to n **do**

**for** i ← 1 to n – l + 1 **do**

j ← i + l - 1

m[i, j] ← ∞

**for** k ← i to j – 1 **do**

q ← m[i, k]+ m[k + 1, j] + di – 1 \* dk \* dj

**if** q < m[i, j] **then**

m[i,j ] ← q

s[i, j] ← k

**end**

**end**

**end**

**end**

**return m and s**

**Implement above algorithm and print the matrix *m* ans *c*.**

**Observations:**

Write observation based on whether this algorithm returns optimal number of multiplications or not on various inputs.

**Result**

Write output of your program

**Conclusion:**

**Quiz:**

1. What is the time complexity of above algorithm?

**Answer:**

1. Does above algorithm always return optimal answer?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 9**

Implement program to solve LCS (Longest Common Subsequence) problem using dynamic programing.

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Problem solving

**Relevant CO: CO3**

**Objectives:** (a) Understand Dynamic programming algorithm design method.

(b) Solve the optimization based problem.

(c) Find the time complexity of the algorithm.

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

The Longest Common Subsequence (LCS) problem is a classic computer science problem that involves finding the longest subsequence that is common to two given sequences.

A subsequence is a sequence that can be derived from another sequence by deleting some or no elements without changing the order of the remaining elements. For example, given the sequence "ABCDE", "ACE" is a subsequence of "ABCDE", but "AEC" is not a subsequence.

Given two sequences X and Y, the LCS problem involves finding the longest common subsequence (LCS) of X and Y. The LCS need not be contiguous in the original sequences, but it must be in the same order. For example, given the sequences "ABCDGH" and "AEDFHR", the LCS is "ADH" with length 3.

Naïve Method:

Let X be a sequence of length m and Y a sequence of length n. Check for every subsequence of X whether it is a subsequence of Y, and return the longest common subsequence found. There are 2m subsequences of X. Testing sequences whether or not it is a subsequence of Y takes O(n) time. Thus, the naïve algorithm would take O(n2m) time.

longest common subsequence (LCS) using Dynamic Programming:

Let X=<x1,x2,x3....,xm> and Y=<y1,y2,y3....,ym> be the sequences. To compute the length of an element the following algorithm is used.

**Step 1** − Construct an empty adjacency table with the size, n × m, where n = size of sequence **X** and m = size of sequence **Y**. The rows in the table represent the elements in sequence X and columns represent the elements in sequence Y.

**Step 2** − The zeroth rows and columns must be filled with zeroes. And the remaining values are filled in based on different cases, by maintaining a counter value.

* **Case 1** − If the counter encounters common element in both X and Y sequences, increment the counter by 1.
* **Case 2** − If the counter does not encounter common elements in X and Y sequences at T[i, j], find the maximum value between T[i-1, j] and T[i, j-1] to fill it in T[i, j].

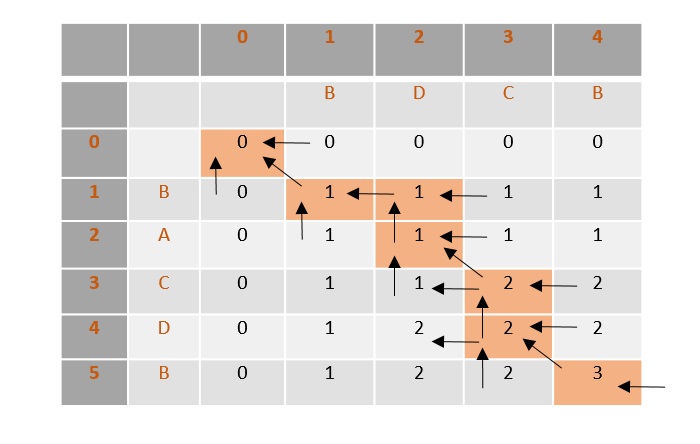
**Step 3** − Once the table is filled, backtrack from the last value in the table. Backtracking here is done by tracing the path where the counter incremented first.

**Step 4** − The longest common subseqence obtained by noting the elements in the traced path.

Consider the example, we have two strings ***X=BDCB*** and ***Y=BACDB*** to find the longest common subsequence. Following table shows the construction of LCS table.



Once the values are filled, the path is traced back from the last value in the table at T[5, 4].



**Algorithm is as below:**

Algorithm: LCS-Length-Table-Formulation (X, Y)

m := length(X)

n := length(Y)

for i = 1 to m do

C[i, 0] := 0

for j = 1 to n do

C[0, j] := 0

for i = 1 to m do

for j = 1 to n do

if xi = yj

C[i, j] := C[i - 1, j - 1] + 1

B[i, j] := ‘D’

else

if C[i -1, j] ≥ C[i, j -1]

C[i, j] := C[i - 1, j] + 1

B[i, j] := ‘U’

else

C[i, j] := C[i, j - 1] + 1

B[i, j] := ‘L’

return C and B

Algorithm: Print-LCS (B, X, i, j)

if i=0 and j=0

return

if B[i, j] = ‘D’

Print-LCS(B, X, i-1, j-1)

Print(xi)

else if B[i, j] = ‘U’

Print-LCS(B, X, i-1, j)

else

Print-LCS(B, X, i, j-1)

**Observations:**

Write observation based on whether this algorithm returns optimal answer or not on various inputs.

**Result**

Write output of your program

**Conclusion:**

**Quiz:**

1. What is the time complexity of above algorithm?

**Answer:**

1. Does above algorithm always return optimal answer?

**Answer:**

1. Does Dynamic programming approach to find LCS perform well compare to naïve approach?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 10**

Implement program to solve Knapsack problem using dynamic programming.

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Problem solving

**Relevant CO: CO3**

**Objectives:** (a) Understand Dynamic programming algorithm design method.

(b) Solve the optimization based problem.

(c) Find the time complexity of the algorithm.

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

Knapsack problem is as stated below:

Given a set of items, each having different weight and value or profit associated with it. Find the set of items such that the total weight is less than or equal to a capacity of the knapsack and the total value earned is as large as possible.

The knapsack problem is useful in solving resource allocation problem. Let X = < x1, x2, x3, . . . . . , xn> be the set of n items. Sets W = <w1, w2, w3, . . . , wn> and V = < v1, v2, v3, . . . , vn> are weight and value associated with each item in X. Knapsack capacity is M unit.

The knapsack problem is to find the set of items which maximizes the profit such that collective weight of selected items does not cross the knapsack capacity. Select items from X and fill the knapsack such that it would maximize the profit.

Knapsack problem has two variations. 0/1 knapsack, that does not allow breaking of items. Either add an entire item or reject it. It is also known as a binary knapsack. Fractional knapsack allows breaking of items. Profit will be earned proportionally.

Following are the steps to implement binary knapsack using dynamic programming.

**Algorithm** DP\_BINARY\_KNAPSACK (V, W, M)

// Description: Solve binary knapsack problem using dynamic programming

// Input: Set of items X, set of weight W, profit of items V and knapsack capacity M

// Output: Array V, which holds the solution of problem

**for** i ← 1 to n **do**

V[i, 0] ← 0

**end**

**for** i ← 1 to M **do**

V[0, i] ← 0

**end**

**for** V[0, i] ← 0 **do**

**for** j ← 0 to M **do**

**if** w[i] ≤ j **then**

V[i, j] ← max{V[i-1, j], v[i] + V[i – 1, j – w[i]]}

**else**

V[i, j] ← V[i – 1, j] // w[i]>j

**end**

**end**

**end**

The above algorithm will just tell us the maximum value we can earn with dynamic programming. It does not speak anything about which items should be selected.  We can find the items that give optimum result using the following algorithm.

**Algorithm** TRACE\_KNAPSACK(w, v, M)

// w is array of weight of n items

// v is array of value of n items

// M is the knapsack capacity

SW ← { }

SP ← { }

i ← n

j ← M

**while** ( j> 0 ) **do**

**if** (V[i, j] == V[i – 1, j]) **then**

i ← i – 1

**else**

V[i, j] ← V[i, j] – vi

j ← j – w[i]

SW ← SW +w[i]

SP ← SP +v[i]

**end**

**end**

Implement the above algorithms for the solution of binary knapsack problem.

**Observations:**

Write observation based on whether this algorithm returns optimal answer or not on various inputs.

**Result**

Write output of your program

**Conclusion:**

**Quiz:**

1. What is the time complexity of above binary knapsack algorithm?

**Answer:**

1. Does above algorithm always return optimal answer?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 11**

Implement program for solution of fractional Knapsack problem using greedy design technique.

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Problem solving

**Relevant CO: CO3**

**Objectives:** (a) Understand greedy algorithm design method.

(b) Solve the optimization based problem.

(c) Find the time complexity of the algorithm.

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

Knapsack problem is as stated below:

Given a set of items, each having different weight and value or profit associated with it. Find the set of items such that the total weight is less than or equal to a capacity of the knapsack and the total value earned is as large as possible.

Brute-force approach: The brute-force approach tries all the possible solutions with all the different fractions but it is a time-consuming approach.

Greedy approach: In Greedy approach, we calculate the ratio of profit/weight, and accordingly, we will select the item. The item with the highest ratio would be selected first.

Following are the steps to implement fractional knapsack using greedy design strategy.

1. Compute the value-to-weight ratio for each item in the knapsack.
2. Sort the items in decreasing order of value-to-weight ratio.
3. Initialize the total weight and total value to 0.
4. For each item in the sorted list:
   1. If the entire item can be added to the knapsack without exceeding the weight capacity, add it and update the total weight and total value.
   2. If the item cannot be added entirely, add a fraction of the item that fits into the knapsack and update the total weight and total value accordingly.
   3. If the knapsack is full, stop the algorithm.
5. Return the total value and the set of items in the knapsack.

Implement the program based on above logic for the solution of fractional knapsack problem.

**Observations:**

Write observation based on whether this algorithm returns optimal answer or not on various inputs.

**Result**

Write output of your program

**Conclusion:**

**Quiz:**

1. What is the time complexity of above knapsack algorithm?

**Answer:**

1. Does above algorithm always return optimal answer?

**Answer:**

1. What is the time complexity solving knapsack problem using brute-force method?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 12**

Implement program for solution of Making Change problem using greedy design technique.

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Problem solving

**Relevant CO: CO3**

**Objectives:** (a) Understand greedy algorithm design method.

(b) Solve the optimization based problem.

(c) Find the time complexity of the algorithm.

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

Making Change problem is to find change for a given amount using a minimum number of coins from a set of denominations.  If we are given a set of denominations D = {d0, d1, d2, …, dn} and if we want to change for some amount N, many combinations are possible. {d1, d2, d5, d8}, {d0, d2, d4}, {d0, d5, d7} can be considered as all feasible solutions if sum of their denomination is N. The aim of making a change is to find a solution with a minimum number of coins / denominations.

Following are the steps to solve coin change problem using greedy design technique

1. Initialize a list of coin denominations in **descending order**.
2. Initialize a list of coin counts, where each count is initially 0.
3. While the remaining amount is greater than 0:
   1. For each coin denomination in the list:
      1. If the denomination is less than or equal to the remaining amount, add one coin to the count and subtract the denomination from the remaining amount.
      2. If the denomination is greater than the remaining amount, move on to the next denomination.
4. Return the list of coin counts.

Implement the program based on above steps for the solution of fractional knapsack problem.

**Observations:**

Write observation based on whether this algorithm returns optimal answer or not on various inputs.

**Result**

Write output of your program

**Conclusion:**

**Quiz:**

1. What is the time complexity of above knapsack algorithm?

**Answer:**

1. Does above algorithm always return optimal answer?

**Answer:**

1. What are some variations of the Making Change problem?

**Answer:**

1. What is the difference between the unbounded coin change problem and the limited coin change problem?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 13**

Implement program for Kruskal's algorithm to find minimum spanning tree.

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Problem solving

**Relevant CO: CO3, CO6**

**Objectives:** (a) Understand how to use Kruskal's algorithm to find the minimum spanning tree.

(b) Solve the optimization based problem.

(c) Find the time complexity of the algorithm.

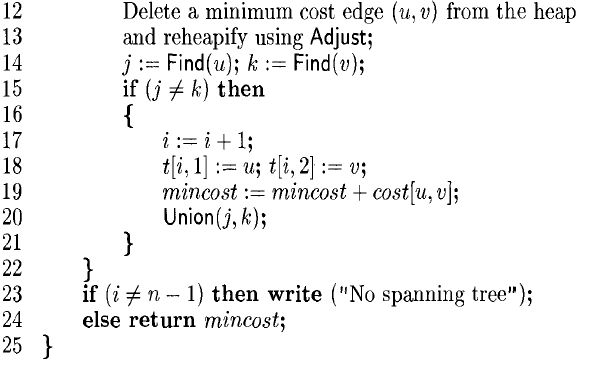
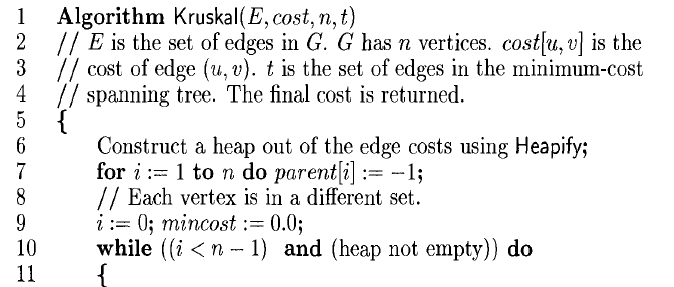
**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

In graph theory, a minimum spanning tree (MST) of an undirected, weighted graph is a tree that connects all the vertices of the graph with the minimum possible total edge weight. In other words, an MST is a subset of the edges of the graph that form a tree and have the smallest sum of weights.

1. Sort all the edges in non-decreasing order of their weight.
2. Initialize an empty set of edges for the minimum spanning tree.
3. For each edge in the sorted order, add the edge to the minimum spanning tree if it does not create a cycle in the tree. To check if adding the edge creates a cycle, you can use the Union-Find algorithm or a similar method to keep track of the connected components of the graph.
4. Continue adding edges until there are V-1 edges in the minimum spanning tree, where V is the number of vertices in the graph.
5. Return the set of edges in the minimum spanning tree.
6. Implement the program based on above steps for the solution of fractional knapsack problem.

Kruskal’s Algorithm is as follow:



**Observations:**

Write observation based on whether this algorithm always returns minimum spanning tree or not on various inputs.

**Result**

Write output of your program

**Conclusion:**

**Quiz:**

1. What is the time complexity of krushkal’s algorithm?

**Answer:**

1. Does above krushkal’s algorithm always return optimal answer?

**Answer:**

1. What data structure is typically used to keep track of the connected components in Kruskal's algorithm?

**Answer:**

1. When does Kruskal's algorithm stop adding edges to the minimum spanning tree?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 14**

Implement program for Prim's algorithm to find minimum spanning tree.

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Problem solving

**Relevant CO: CO3, CO6**

**Objectives:** (a) Understand how to use Prim's algorithm to find the minimum spanning tree.

(b) Solve the optimization based problem.

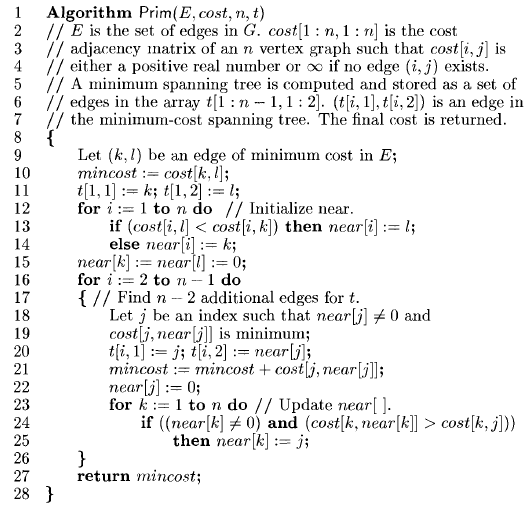
(c) Find the time complexity of the algorithm.

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

In graph theory, a minimum spanning tree (MST) of an undirected, weighted graph is a tree that connects all the vertices of the graph with the minimum possible total edge weight. In other words, an MST is a subset of the edges of the graph that form a tree and have the smallest sum of weights.

Prim’s Algorithm is as follow:



**Observations:**

Write observation based on whether this algorithm always returns minimum spanning tree or not on various inputs.

**Result**

Write output of your program

**Conclusion:**

**Quiz:**

1. What is the time complexity of Prim’s algorithm?

**Answer:**

1. Does above Prim’s algorithm always return optimal answer?

**Answer:**

1. When does Prim's algorithm stop adding edges to the minimum spanning tree?

**Answer:**

1. What data structure is typically used to keep track of the vertices in Prim's algorithm?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 15**

Implement DFS and BFS graph traversal techniques and write its time complexities.

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Problem solving

**Relevant CO: CO6**

**Objectives:** (a) Understand Graph traversal techniques.

(b) Visit all nodes of the graph.

(c) Find the time complexity of the algorithm.

**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

Depth First Search is a graph traversal algorithm that explores as far as possible along each branch before backtracking. It is used to search for a node or a path in a graph, and is implemented recursively or iteratively.

The algorithm starts at a specified node and visits all the nodes in the graph by exploring each branch as far as possible before backtracking to the previous node. When a node is visited, it is marked as visited to prevent loops.

Consider the following steps for the implementation of DFS algorithm:

1. Create an empty stack and push the starting node onto it.
2. Mark the starting node as visited.
3. While the stack is not empty, pop a node from the stack and mark it as visited.
4. For each adjacent node to the current node, if the adjacent node has not been visited, mark it as visited and push it onto the stack.
5. After processing all the adjacent nodes, you can do something with the current node, such as printing it or storing it.
6. Repeat steps 3 to 5 until the stack is empty.

Consider the following steps for the implementation of BFS algorithm:

1. Create a queue Q and a set visited.
2. Add the starting node to the queue Q and mark it as visited.
3. While the queue is not empty:
   1. Dequeue a node from the queue Q and process it.
   2. For each adjacent node of the dequeued node:

i. If the adjacent node has not been visited, mark it as visited and enqueue it into the queue Q.

**Observations:**

Write observation based on output of algorithm that which node of graph is traversed first in BFS and DFS.

**Result**

Write output of your program

**Conclusion:**

**Quiz:**

1. What data structure is typically used in the iterative implementation of DFS and BFS?

**Answer:**

1. What is the time complexity of DFS on a graph with V vertices and E edges?

**Answer:**

1. What is the time complexity of BFS on a graph with V vertices and E edges?

**Answer:**

1. In which order are nodes visited in a typical implementation of BFS?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

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| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |

**Experiment No: 16**

Implement Rabin-Karp string matching algorithm.

**Date:**

**Competency and Practical Skills:** Algorithmic thinking, Programming Skills, Problem solving

**Relevant CO: CO4**

**Objectives:** (a) Find all occurrences of a pattern in a given text.

(b) Improve the performance of the brute force algorithm.

(c) Find a pattern in a given text with less time complexity in the average case.

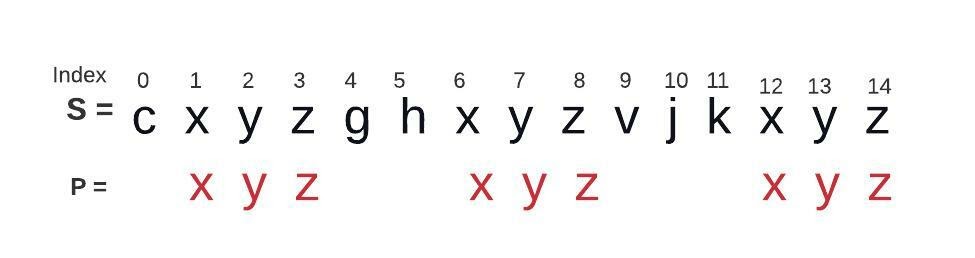
**Equipment/Instruments:** Computer System, Any C language editor

**Theory:**

It is a string searching algorithm that is named after its authors Richard M. Carp and Michael O. Rabin. This algorithm is used to find all the occurrences of a given pattern ‘P’’ in a given string ‘S’ in O(Ns + Np) time in average case, where ‘Ns’ and ‘Np’ are the lengths of ‘S’’ and ‘P’, respectively.

Let’s take an example to make it more clear.

Assume the given string S = “cxyzghxyzvjkxyz” and pattern P = “xyz” and we have to find all the occurrences of ‘P’ in ‘S’.



We can see that “xyz” is occurring in “cxyzghxyzvjkxyz” at three positions. So, we have to print that pattern ‘P’ is occurring in string ‘S’ at indices 1, 6, and 12.

Naive Pattern Searching (brute force) algorithm slides the pattern over text one by one and checks for a match. If a match is found, then slide by 1 again to check for subsequent matches. This approach has a time complexity of O(P\* (S-P)).

The Rabin-Karp algorithm starts by computing, at each index of the text, the hash value of the string starting at that particular index with the same length as the pattern. If the hash value of that equals to the hash value of the given pattern, then it does a full match at that particular index.

Rabin Karp algorithm first computes the hash value of pattern P and first Np characters from S. If hash values are same, we check the equality of actual strings. If the pattern is found, then it is called hit. Otherwise, it is called a spurious hit. If hash values are not same, no need to compare actual strings.

Steps of Rabin-Karp algorithm are as below:

1. Calculate the hash value of the pattern: The hash value of the pattern is calculated using a hash function, which takes the pattern as input and produces a hash value as output.
2. Calculate the hash values of all the possible substrings of the same length in the text: The hash values of all the possible substrings of the same length as the pattern are calculated using the same hash function.
3. Compare the hash value of the pattern with the hash values of all the possible substrings: If a match is found, the algorithm checks the characters of the pattern and the substring to verify that they are indeed equal.
4. Move on to the next possible substring: If the characters do not match, the algorithm moves on to the next possible substring and repeats the process until all possible substrings have been compared.

Implement the Rabin-Karp algorithm based on above steps and give different input text and pattern to check its correctness. Also, find the time complexity of your implemented algorithm.

**Observations:**

Write observation based on whether this algorithm able to find a pattern in a given text or not and find it’s time complexity in worst case and average case based on its way of working.

**Result**

Write output of your program

**Conclusion:**

**Quiz:**

1. What is the Rabin-Karp algorithm used for?

**Answer:**

1. What is the time complexity of the Rabin-Karp algorithm in the average case?

**Answer:**

1. What is the main advantage of the Rabin-Karp algorithm over the brute force algorithm for string matching?

**Answer:**

1. What is the worst-case time complexity of the Rabin-Karp algorithm?

**Answer:**

# Suggested Reference:

# "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein

# “Fundamentals of Algorithms”by E. Horowitz et al.

# References used by the students:

# Rubric wise marks obtained:

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| Rubrics | Understanding of problem(3) | | | Program Implementation(5) | | | Documentation &Timely Submission(2) | | | Total(10) |
| Good(3) | Avg.(2-1) | Poor(1-0) | Good(5-4) | Avg.(3-2) | Poor(1-0) | Good(2) | Avg.(1) | Poor(0) |  |
| Marks |  | | |  | | |  | | |