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|--|---|--|--|--|-------------------------|----------|----------|----------|----------|
| <b>CSE2003</b>   | <b>DATA STRUCTURES AND ALGORITHMS</b>                 |  |  |  | <b>L</b>                | <b>T</b> | <b>P</b> | <b>J</b> | <b>C</b> |
|  |   |  |  |  | <b>2</b>                | <b>0</b> | <b>2</b> | <b>4</b> | <b>4</b> |
| <b>Pre-requisite</b>   | <b>NIL</b>  |  |  |  | <b>Syllabus version</b> |          |          |          |          |
|  |   |  |  |  | <b>v1.0</b>             |          |          |          |          |
| <b>Course Objectives:</b>  |   |  |  |  |                         |          |          |          |          |
| 1. To impart the basic concepts of data structures and algorithms.<br>2. To assess how the choice of data structures and algorithm design methods impacts the performance of programs.<br>3. To provide an insight into the intrinsic nature of the problem and to develop software systems of varying complexity.   |   |  |  |  |                         |          |          |          |          |
| <b>Expected Course Outcome:</b>  |   |  |  |  |                         |          |          |          |          |
| 1. Evaluating and providing suitable techniques for solving a problem using basic properties of Data Structures.<br>2. Analyse the performance of algorithms using asymptotic notations.<br>3. Demonstrate knowledge of basic data structures and legal operations on them.<br>4. Illustrate different types of algorithmic approaches to problem solving and assess the trade-offs involved.<br>5. Analyse basic graph algorithms, operations and applications through a structured (well-defined) algorithmic approach.<br>6. Categorize the feasibility and limitations of solutions to real-world problems.<br>7. Provide efficient algorithmic solution to real-world problems. |   |  |  |  |                         |          |          |          |          |
| <b>Module:1</b>  | <b>Introduction to Data structures and Algorithms</b> |  |  |  | <b>1 hour</b>           |          |          |          |          |
| Overview and importance of algorithms and data structures, Stages of algorithm development for solving a problem: Describing the problem, Identifying a suitable technique, Design of an Algorithm, Proof of Correctness of the Algorithm, Computing the time complexity of the Algorithm.   |   |  |  |  |                         |          |          |          |          |
| <b>Module:2</b>  | <b>Analysis of Algorithms</b>                         |  |  |  | <b>3 hours</b>          |          |          |          |          |
| Asymptotic notations and their significance, Running time of an algorithm, Time-complexity of an algorithm, Performance analysis of an algorithm, Analysis of iterative and recursive algorithms, Master theorem (without proof).  |   |  |  |  |                         |          |          |          |          |
| <b>Module:3</b>  | <b>Data Structures</b>                                |  |  |  | <b>7 hours</b>          |          |          |          |          |
| Importance of data structures, Arrays, Stacks, Queues, Linked list, Trees, Hashing table, Binary Search Tree, Heaps.   |   |  |  |  |                         |          |          |          |          |
| <b>Module:4</b>  | <b>Algorithm Design Paradigms</b>                     |  |  |  | <b>8 hours</b>          |          |          |          |          |
| Divide and Conquer, Brute force, Greedy, Recursive Backtracking and Dynamic programming.   |   |  |  |  |                         |          |          |          |          |
| <b>Module:5</b>  | <b>Graph Algorithms</b>                               |  |  |  | <b>4 hours</b>          |          |          |          |          |
| Breadth First Search (BFS), Depth First Search (DFS), Minimum Spanning Tree (MST), Single Source Shortest Paths.   |   |  |  |  |                         |          |          |          |          |
| <b>Module:6</b>  | <b>Computational Complexity classes</b>               |  |  |  | <b>5 hours</b>          |          |          |          |          |
| Tractable and Intractable Problems, Decidable and Undecidable problems, Computational complexity Classes: P, NP and NP complete - Cooks Theorem ( without proof),3-CNF-SAT Problem, Reduction of 3-CNF-SAT to Clique Problem, Reduction of 3-CNF-SAT to Subset sum problem.  |   |  |  |  |                         |          |          |          |          |
| <b>Module:7</b>  | <b>Recent Trends</b>                                  |  |  |  | <b>2 hours</b>          |          |          |          |          |
| Algorithms related to Search Engines   |   |  |  |  |                         |          |          |          |          |