

Growth of Functions, Summations, Recurrences, Design Techniques: Divide and conquer, Dynamic programming, Greedy algorithms, Backtracking, Branch and Bound, Graph Algorithms: Elementary graph algorithms, Single source shortest paths, All-pairs shortest paths, Maximum Flow, P and NP class problems, NP-completeness and reducibility, NP-completeness proofs, NP-complete problems, Polynomials and the Fast Fourier transform, Number-theoretic Algorithms, String matching, Algorithms for Parallel computers, Approximation algorithms etc.

References:

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3. E Horowitz, S Sahni, S Rajasekaran, Fundamentals of Computer Algorithms, Galgotia Publishers, 2010.
4. S. Basse, A. V. Gelder, Computer Algorithms: Introduction to Design and Analysis, Pearson Education Asia Pvt. Ltd., 2009.