



CVM
UNIVERSITY

(Established under Gujarat Private Universities
(Second Amendment) Act : 2019 Gujarat Act No. 20 of 2019)

FACULTY OF ENGINEERING & TECHNOLOGY

Third Year Bachelor of Engineering

Course Code: 102045601

Course Title: Design and Analysis of Algorithms

Type of Course: Professional Core Course

Course Objectives: This course provides the fundamental knowledge to design and analyze the algorithms. Different algorithm paradigms will be explored. Students will learn how to measure performance of various algorithms.

Teaching & Examination Scheme:

| Contact hours per week | | | Course Credits | Examination Marks (Maximum / Passing) | | | | |
|------------------------|----------|-----------|----------------|---------------------------------------|---------|----------|--------|----------|
| Lecture | Tutorial | Practical | | Internal | | External | | Total |
| | | | | Theory | J/V/P* | Theory | J/V/P* | |
| 4 | 0 | 2 | 5 | 40 / 14 | 20 / 07 | 60/ 21 | 30/10 | 150 / 52 |

* J: Jury; V: Viva; P: Practical

Detailed Syllabus:

| Sr. | Contents | Hours |
|-----|---|-------|
| 1 | Basics of Algorithms and Mathematics: Definition of Algorithm, Importance of design and analysis of algorithms, Mathematics for Algorithmic Sets, Functions and Relations, Quantifiers, Vectors and Matrices, simple series, basic combinations. Analysis of Algorithm: Time complexity, Space complexity, Analysis: average, best and worst case, Asymptotic notations, Limit rules, Conditional asymptotic notations, Analyzing generalize algorithm with control structures: “for”, “while” and “repeat” loops. Amortized analysis. | 6 |
| 2 | Methods to Solve Recurrence: Substitution, homogeneous Recurrences, Inhomogeneous Recurrences, Change of Variable, Master Theorem, Range Transformations and Recursion Tree. Sorting Algorithms with analysis: Bubble sort, Selection sort, Insertion sort, Heap sort. Sorting in linear time: Bucket sort and Counting sort. | 11 |
| 3 | Divide and Conquer Algorithms: Introduction, multiplying large integers problem, Problem solving using divide conquer algorithm - Binary search, Merge sort and Quick sort algorithms with analysis, Max-Min problem, Matrix multiplication, Exponential. | 6 |

| | | |
|---|---|---|
| 4 | Greedy Algorithms: General Characteristics of greedy algorithms, Problem solving using Greedy Algorithm- Making change problem, Minimum Spanning trees (Kruskal's algorithm, Prim's algorithm), Graphs: Single Source Shortest paths (Dijkstra's algorithm, The Bellman-Ford algorithm), The Knapsack Problem, Job Scheduling Problem, Huffman code. | 7 |
| 5 | Dynamic Programming: Introduction, Comparison with Greedy algorithm and divide & conquer algorithm, Problem solving using dynamic programming – Calculating the binomial coefficient, The principle of optimality, Making change problem, The knapsack problem, All points shortest path (Floyd's algorithm), Chained matrix multiplication, longest common subsequence. | 8 |
| 6 | Exploring Graphs: Undirected Graph, Directed Graph, Traversing Graphs, Depth First Search, Breath First Search. Backtracking: Introduction, The Eight queen's problem, The knapsack problem. Branch and Bound: The assignment problem, The knapsack problem. Minimax principle. | 7 |
| 7 | String Matching: Introduction, The naive string-matching algorithm, The Rabin-Karp algorithm, The Knuth-Morris-Pratt algorithm. | 4 |
| 8 | Introduction to NP-Completeness: The class P and NP, Polynomial reduction, NP-Completeness Problem, NP-Hard Problems, Travelling Salesman problem, Hamiltonian problem. | 3 |

Suggested Specification table with Marks (Theory) (Revised Bloom's Taxonomy):

| Distribution of Theory Marks | | | | | | R: Remembering; U: Understanding; A: Application, N: Analyze; E: Evaluate; C: Create |
|------------------------------|-----|-----|-----|-----|-----|---|
| R | U | A | N | E | C | |
| 10% | 30% | 10% | 20% | 20% | 10% | |

Note: This specification table shall be treated as a general guideline for students and teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Reference Books:

| | |
|---|---|
| 1 | Fundamental of Algorithmics by Gills Brassard and Paul Bratley, PHI. |
| 2 | Introduction to Algorithms by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest and Clifford Stein, PHI. |
| 3 | Fundamentals of Computer Algorithms by Ellis Horowitz, Sartaj Sahni and Sanguthevar Rajasekharan, Galgotia. |
| 4 | Design and Analysis of Algorithms by Dave and Dave, Pearson. |

Course Outcomes (CO):

| Sr. No. | Course Outcome Statements | % Weightage |
|---------|--|-------------|
| CO-1 | To study the asymptotic performance of algorithms. | 20 |
| CO-2 | Apply various complexity measures and find out performance of the algorithm through divide and conquer like searching and sorting. | 30 |

| | | |
|-------------|---|-----------|
| CO-3 | To generate optimal solutions by applying various Greedy and Dynamic algorithms. | 30 |
| CO-4 | To apply fundamental algorithms to model engineering problem solving using various graph methods or using suitable data structures. | 20 |

List of Practicals:

| | |
|-----------|--|
| 1 | Write a program to sort given elements of an array in ascending order using bubble sort. Analyze the time complexity for best, average and worst case. |
| 2 | Write a program to sort given elements of an array in ascending order using selection sort. Analyze the time complexity for best, average and worst case. |
| 3 | Write a program to implement heap sort. |
| 4 | Write a program to search given element from an array using sequential search and binary search. Analyze the time complexity for best, average and worst case. |
| 5 | Write a program to sort given elements of an array in ascending order using merge sort. Analyze the time complexity for best, average and worst case. |
| 6 | Write a program to sort given elements of an array in ascending order using quick sort. Analyze the time complexity for best, average and worst case. |
| 7 | Write a program to implement making change problem using greedy algorithm. |
| 8 | Write a program to implement the knapsack problem using greedy algorithm. |
| 9 | Write a program to implement making change problem using dynamic programming. |
| 10 | Write a program to implement the knapsack problem using dynamic programming. |
| 11 | Write a program to implement Floyd's algorithm for finding shortest path using dynamic programming. |
| 12 | Write a program to implement chained matrix multiplication using dynamic programming. |
| 13 | Write a program to implement longest common subsequence using dynamic programming. |

Supplementary Learning Material:

- NPTEL - Swayam Courses

Curriculum Revision:

| | |
|--------------------------------|----------|
| Version: | 1 |
| Drafted on (Month-Year): | Apr-2022 |
| Last Reviewed on (Month-Year): | |
| Next Review on (Month-Year): | |



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