Design and Analysis of Algorithms

Book · July 2018

CITATIONS

2 Soumya Ranjan Jena
Galgotias University
17 PUBLICATIONS

SEE PROFILE

CONTENTS

Chapt	ers		Page No.
	Forev	vord	(v)
	Prefa	ce	(vi)
0.	REA	DER'S MANUAL	1–6
	0.1	Objectives of Learning Algorithms	2
	0.2	Why to Choose the Book	3
	0.3	Organization of the Book	3
	0.4	List of Important Notations	5
1.	OVE	RVIEW	7–11
	1.1	Introduction	8
	1.2	Beginning Designing Algorithm	8
		Chapter Notes	11
		Exercises	11
2.	FRA	MEWORK OF ALGORITHM ANALYSIS	12–21
	2.1	Introduction	
	2.2	The Basics	13
	2.3	Definitions of Preliminary Terms	14
	2.4	Phases of Algorithm Construction	
	2.5	Mathematical Model of a Computer: RAM Model	17
	2.6	EM Model	19
	2.7	PRAM Model	20
		Chapter Notes	20
		Exercises	21

Chapters Page No.

3. ASYMPTOTIC NOTATION 22–39

3.	ASY	MPTOTIC NOTATION	22–39
	3.1	Introduction	23
	3.2	Types of Notations	24
	3.3	Relational Properties of Asymptotic Notations	26
	3.4	Some Standard Notations and Common Functions	26
		Chapter Notes	
		Exercises	39
4.	SOR	TING ALGORITHMS	40–58
	4.1	Introduction	41
	4.2	Insertion Sort	
	4.3	Bubble Sort	49
	4.4	Selection Sort	51
	4.5	Counting Sort	52
	4.6	Radix Sort	54
	4.7	Bucket Sort	56
		Chapter Notes	57
		Exercises	58
5.	DIVII	DE AND CONQUER APPROACH	59–71
	5.1	Introduction	60
	5.2	Merge Sort	60
	5.3	An <i>n</i> log <i>n</i> Lower Bound for Sorting	63
	F 4		
	5.4	Pros and Cons of Merge Sort	64
	5.4 5.5	Strassen's Matrix Multiplication	
		e e e e e e e e e e e e e e e e e e e	67
		Strassen's Matrix Multiplication	
6.	5.5	Strassen's Matrix Multiplication	
6.	5.5	Strassen's Matrix Multiplication	
6.	5.5	Strassen's Matrix Multiplication	
6.	5.5 REC 6.1	Strassen's Matrix Multiplication Chapter Notes Exercises URRENCES Introduction	
6.	5.5 REC 6.1 6.2	Strassen's Matrix Multiplication Chapter Notes Exercises URRENCES Introduction Substitution Method	
6.	5.5 REC 6.1 6.2 6.3	Strassen's Matrix Multiplication Chapter Notes Exercises URRENCES Introduction Substitution Method Recursion-Tree Method	
6.	5.5 REC 6.1 6.2 6.3	Strassen's Matrix Multiplication Chapter Notes Exercises URRENCES Introduction Substitution Method Recursion-Tree Method Master Theorem	
 6. 7. 	5.5 REC 6.1 6.2 6.3 6.4	Strassen's Matrix Multiplication Chapter Notes Exercises URRENCES Introduction Substitution Method Recursion-Tree Method Master Theorem Chapter Notes	
	5.5 REC 6.1 6.2 6.3 6.4	Strassen's Matrix Multiplication Chapter Notes Exercises URRENCES Introduction Substitution Method Recursion-Tree Method Master Theorem Chapter Notes Exercises Exercises	

Chapt	ters		Page No.
	7.3	Pros and Cons of Binary Search	111
		Chapter Notes	113
		Exercises	113
8.	QUIC	KSORT	114–125
	8.1	Introduction	115
	8.2	Quicksort Algorithm	116
	8.3	Pros and Cons of Quicksort	117
	8.4	Random Quicksort	120
		Chapter Notes	124
		Exercises	124
9.	ORDI	ER STATISTICS	126–134
	9.1	Introduction	127
	9.2	The Selection Problem	128
	9.3	Algorithm for Finding Maximum and Minimum	128
	9.4	Algorithm for Finding <i>i</i> th Smallest Element	129
		Chapter Notes	134
		Exercises	134
10.	HEAF	PSORT	135–158
	10.1	Introduction	136
	10.2	Heaps	137
	10.3	Types of Heaps	139
	10.4	Algorithm for Max-Heapify	
	10.5	Algorithm for Building Max-Heap	144
	10.6	Heapsort-Algorithms	149
	10.7	Pros and Cons of Heapsort	157
		Chapter Notes	158
		Exercises	158
11.	. PRIORITY QUEUES		159–169
	11.1	Introduction	160
	11.2	Types of Priority Queues	160
	11.3	Algorithm for Max-Priority Queue Operations	161
	11.4	Different Applications of Priority Queue	
		Chapter Notes	168
		Exercises	169

Chapters			Page No.
12.	DYNAMIC PROGRAMMING		170–189
	12.1	Introduction	171
	12.2	Longest Common Subsequence (LCS)	
	12.3	Chain Matrix Multiplication	
		Chapter Notes	
		Exercises	
13.	GREE	DY ALGORITHMS	190–206
	13.1	Introduction	191
	13.2	Activity Selection Problem/Activity Scheduling	
	13.3	Elements of Greedy Strategy	
	13.4	Knapsack Problem (Rucksack Problem)	
	13.5	Huffman Coding	
		Chapter Notes	
		Exercises	206
14.	ELEMENTARY GRAPH ALGORITHMS		207–277
	14.1	Introduction	208
	14.2	Representation of Graphs and Digraphs	210
	14.3	Graph Traversal Techniques	
	14.4	Breadth-First Search (BFS)	
	14.5	Depth-First Search (DFS)	
	14.6	Applications of DFS	
	14.7	Minimum Spanning Tree	
	14.8	Kruskal's Algorithm	
	14.9	Prim's Algorithm	
	14.10	Single Source Shortest Paths	
	14.11	Dijkstra's Algorithm	
	14.12	The Bellman-Ford Algorithm	
	14.13	All-Pairs Shortest Paths	
	14.14	Floyd-Warshall Algorithm	
		Chapter Notes	
		Exercises	276
15.	BACK	TRACKING	278–284
	15.1	Introduction	279
	15.2	N-Queens Problem	279

15.3

Chapters		Page No.	
	15.4	Graph Coloring Problem	283
		Chapter Notes	284
		Exercises	284
16.	STRIN	NG MATCHING	285–298
	16.1	Introduction	286
	16.2	Brute-Force String Matching Algorithm	288
	16.3	Rabin-Karp String Matching Algorithm	292
		Chapter Notes	298
		Exercises	298
17.	NP-C	OMPLETENESS AND APPROXIMATION ALGORITHMS	299–333
	17.1	Introduction	300
	17.2	Matching Problem	302
	17.3	Reductions and its Applications	303
	17.4	The Classes: P and NP	306
	17.5	NP-hard and NP-complete	
	17.6	Satisfiability (SAT)	
	17.7	Cook's Theorem	
	17.8	Common NP-complete Problems with Proofs	
	17.9	Other Useful NP-complete Problems	
	17.10	Other Important Complexity Classes	
	17.11	Approximation Algorithms	
	17.12	Different Approximation Schemes	
	17.13	History of NP-completeness	
		Exercises	
	APPE	NDIX-I : Mathematical Background	334–338
		ENDIX-II : Table for Time Complexity of Algorithms	
	APPE	ENDIX-III : Solved University Question Papers	
		ENDIX-IV: Chapterwise Short Type Questions with Answers	
	APPE	ENDIX-V : Brain Teasers from GATE (Solved)	411–426
	APPE	NDIX-VI : Model Question Papers for Practice	
	FURT	THER READINGS	433
	INDE	v	400 40=
	INDE	X	433–43 <i>/</i>