



GOKARAJU RANGARAJU INSTITUTE OF ENGINEERING AND TECHNOLOGY DESIGN AND ANALYSIS OF ALGORITHMS

Course Code : GR22A2077
II Year II Semester

L/T/P/C: 3/0/0/3

Course Outcomes:

1. Distinguish various performances of algorithms.
2. Illustrating Divide and Conquer Design Paradigm algorithms.
3. Examining various algorithms based on Dynamic programming paradigm.
4. Discriminate greedy approach and back tracking algorithms.
5. Demonstrate branch and bound problems and Distinguish problems related to various complexity classes.

UNIT I

Introduction to Algorithms: Definition of an algorithm, properties of an Algorithm, performance analysis--space complexity & time complexity, amortized analysis

UNIT II

Disjoint sets: Disjoint set Representation, Operations, union and find algorithms.

Divide and Conquer: General method, applications, binary search, Quick sort, merge sort, Strassen's matrix multiplication.

UNIT III

Dynamic Programming: General method, applications, optimal binary search trees, 0/1 knapsack problem, All pairs shortest path problem, travelling salesperson problem, optimal rod-cutting-Top down approach and bottom up approach.

UNIT IV

Greedy Method: General method, applications-- job sequencing with deadlines, 0/1 knapsack problem, minimum cost spanning trees, single source shortest path problem, activity selection problem.

Backtracking: General method, applications, n-queen problem, sum of subsets problem, Hamiltonian cycles.

UNIT V

Branch and Bound: General method, applications, travelling sales person problem, 0/1 knapsack problem: LC branch and bound solution, FIFO branch and bound solution

Complexity Classes: Non deterministic algorithms, deterministic algorithms, relationship between P and NP, NP-completeness, circuit-satisfiability problem, 3-CNF satisfiability.

Text Books/ References:

1. Ellis Horowitz, SatrajSahni and S Rajasekharam, Fundamentals of Computer Algorithms, Galgotia publishers
2. T H Cormen, C E Leiserson, and R L Rivest, Introduction to Algorithms, 3rdEdn, Pearson Education
3. Cormen, Thomash H., Leiserson, Charles E., Rivest, Ronald L., & Stein, Clifford. introduction to Algorithms. 3rd Edition. 2010.