

# Data Structures and Algorithms

Topic	No. of Sessions
<b>Introduction</b>	<b>1</b>
<b>Induction</b>	<b>1</b>
<b>Analysis of algorithms</b>	
• Growth of functions	<b>1</b>
• Recurrence relations	<b>1</b>
<b>Design of algorithms</b>	
• Divide and conquer: The skyline problem, Counting inversions, Finding the closest pair of points	<b>3</b>
• Greedy algorithms: Interval scheduling, Scheduling to minimize lateness	<b>2</b>
• Dynamic programming: Weighted interval scheduling, Segmented least squares, Knapsack problem	<b>3</b>
<b>Data structures</b>	
• Stack and queues, Linked lists, Rooted trees	<b>1</b>
• Direct-address table, Hash table, Hash function	<b>1</b>
• Binary search tree, AVL trees, Red-Black trees	<b>1</b>
• Graphs	<b>1</b>
<b>Graph algorithms</b>	
• Depth-first search, topological sort, strongly connected components	<b>2</b>
• Greedy shortest paths	<b>2</b>
• Network flow: max-flow-min-cut theorem, bipartite matching	<b>2</b>
<b>Algorithms involving sequences and sets</b>	
• Binary search and variations	<b>1</b>
• Sorting: Insertion sort, Bucket sort, Mergesort, Heapsort	<b>2</b>
<b>Randomized algorithms</b>	
• Quicksort	<b>1</b>
• Load balancing	<b>1</b>
<b>Computability and complexity</b>	
• P vs NP, NP-hardness, Cook-Levin Theorem	<b>1</b>
• NP-hardness reductions: 3SAT, Independent Set, Clique, Vertex Cover	<b>1</b>
• Undecidability: Halting problem, diagonalization, reductions, Rice's theorem	<b>1</b>

## References:

- [1] Jon Kleinberg, and Eva Tardos, *Algorithm design*, Pearson, 2006.
- [2] Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein, *Introduction to Algorithms*, 3rd Edition, MIT Press.
- [3] Udi Manber. *Introduction to algorithms: a creative approach*. MA: Addison-Wesley.