



Department of Computer Science

CS302 – Design and Analysis of Algorithms

Spring 2021

Instructor Name: Khawaja Muhammad Fahd

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Office Location/Number: N-103

Office Hours: Mondays and Wednesdays: 10:00 AM till 11:30 AM

Course Information

Program: BSCS

Credit Hours: 3

Type: Core

Pre-requisites: Data Structures

Class Meeting Time:

BCS-4C Mondays, Wednesdays 11:30 AM to 12:50 PM

BCS-4D Mondays, Wednesdays 8:30 AM to 9:50 PM

Class Venue:

BCS-5G CS-4

BCS-5H CS-4

Course Description:

The objective of this course is not to fill your brains with every algorithm that you would ever need. One of the aims of this course is to teach you to reason about algorithms and describe them. In addition, many known algorithms to solve known problems will be taught. At the end of the course, you should be able to choose an appropriate algorithm from a set of algorithms for a given problem.

Course Learning Outcomes (CLOs):

1. Explain what is meant by “best”, “expected”, and “worst” case behavior of an algorithm
2. Identify the characteristics of data and/or other conditions or assumptions that lead to different behaviors.
3. Determine informally the time and space complexity of simple algorithms
4. List and contrast standard complexity classes
5. Use big O, Omega, Theta notation formally to give asymptotic upper bounds on time and space complexity of algorithms
6. Use of the strategies (brute-force, greedy, divide-and-conquer, and dynamic programming) to solve an appropriate problem
7. Solve problems using graph algorithms, including single-source and all-pairs shortest paths, and at least one minimum spanning tree algorithm

Course Textbook

- *Introduction to Algorithms* by Cormen, Leiserson, Rivest, and Stein, 3rd Ed., MIT Press, 2001.

Additional references and books related to the course:

- Jon Kleinberg, Éva Tardos, *Algorithm Design*, Pearson/Addison-Wesley
- Sanjoy Dasgupta, Christos Papadimitriou, Umesh Vazirani, *Algorithms*, McGraw-Hill Education
- *Algorithms in C++* by Robert Sedgewick, Addison-Wesley, 1992.
- *Data Structures and Algorithms* by Aho, Hopcroft, and Ullman.

Weekly Schedule

Lectures	Description	Chapters of Text
Week -1	The role of algorithms in computers, Asymptotic functions and notations (Big-oh, big-omega, theeta) best and worst case time complexity	1, 2, 3
Week – 2, 3, 4	Divide and Conquer (maximum subarray sum, counting inversions, quicksort, merge sort) + Solving recurrences	2, 3, 6
Week – 5	Lower bound for comparison based sorting, Sorting in linear time: Count Sort, radix sort	8
	Midterm – I	
Week – 6,7	Dynamic Programming (maximum subarray, rod cutting, longest common subsequence, binary knapsack)	15
Week – 8, 9	Greedy Algorithms (Activity selection, fractional knapsack and Huffman codes)	16
Week – 10	Introduction to graphs (revision of BFS, DFS) and their application (topological sort, strongly connected components)	22
	Midterm – II	
Week – 11	Minimum Spanning Trees (MST)(Prim's Algorithm and Kruskal's Algorithm)	23
Week – 12, 13	Shortest Path Algorithms (Dijkstra's Algorithm, BellmanFord and Floyd Warshall Algorithm)	24
Week 14	Approximation Algorithms/ NP Hard Problems	
	Final Exam	Comprehensive

Grading Criteria

1. Quizzes (20%)
2. Midterm Exams (30%)
3. Final Exam (50%)

Grading Policy

Absolute Grading

Course Policies

1. Quizzes will be announced.
2. No makeup for missed quizzes.

Academic Integrity: All work MUST be done individually. Any copying of work from other person(s) or source(s) (e.g. the Internet) will automatically result in at least an F grade in the course. It does not matter whether the copying is done in an assignment, quiz, midterm exam, or final exam, it will be considered equally significant.
