

**ST.ANN'S COLLEGE OF ENGINEERING AND TECHNOLOGY
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
LESSON PLAN**

SUBJECT: **Design and Analysis of Algorithms** ACADEMIC YEAR: **2019-20**
FACULTY: **D.Madhuri** YEAR/SEM /SECTION: **III – II 'A&B'**

S.No	Unit No.	Name Of The Topic	No. of Classes required
1	I	Introduction: What is an Algorithm, Algorithm Specification, Pseudocode Conventions Recursive Algorithm, Performance Analysis, Space Complexity, Time Complexity, Amortized Complexity, Amortized Complexity, Asymptotic Notation, Practical Complexities, Performance Measurement.	11
2	II	Dived and Conquer: General Method, Defective Chessboard, Binary Search, Finding the Maximum and Minimum, Merge Sort, Quick Sort, Performance Measurement, Randomized Sorting Algorithms.	8
3	III	The Greedy Method: The General Method, Knapsack Problem, Job Sequencing with Deadlines, Minimum-cost Spanning Trees, Prim's Algorithm, Kruskal's Algorithms, An Optimal Randomized Algorithm, Optimal Merge Patterns, Single Source Shortest Paths.	10
4	IV	Dynamic Programming: All - Pairs Shortest Paths, Single – Source Shortest paths General Weights, String Edition, 0/1 Knapsack, Reliability Design.	10
5	V	Backtracking: Backtracking: The General Method, The 8-Queens Problem, Sum of Subsets, Graph Coloring , Hamiltonian Cycles.	7
6	VI	Branch and Bound: The Method, Least cost (LC) Search, The 15-Puzzle: an Example, Control Abstraction for LC-Search, Bounding, FIFO Branch-and-Bound, LC Branch and Bound, 0/1 Knapsack Problem, LC Branch-and Bound Solution, FIFO Branch-and-Bound Solution, Traveling Salesperson.	12
Total No. of hours			58

TEXT BOOKS:

1. Fundamentals of computer algorithms E. Horowitz S. Sahni, University Press
2. Introduction to Algorithms Thomas H. Cormen, PHI Learning

REFERENCE BOOKS

1. The Design and Analysis of Computer Algorithms, Alfred V. Aho, John E. Hopcroft, Jeffrey D.Ullman
2. Algorithm Design, Jon Kleinberg, Pearson.

FACULTY

HEAD OF THE DEPARTMENT