

## Course Syllabus

1. Course Title	Design and Analysis of Algorithms
2. Course Credit	3
3. Faculty	Science, Department of Mathematics
4. Semester	1 <sup>st</sup> Semester
5. Instructor	Nagul Cooharojananone
6. Course Condition	No
7. Course Status	Subject
8. Program name	Master degree of Computer Science
9. Course Level	Master degree
10. Hours per a week	Lecture 3 hours

### 11. Course Description

Analysis of Algorithm, Brute Force, Divide and Conquer, Decrease and Conquer, Transform and Conquer, Dynamic Programming, Greedy Technique, P and NP Problems

### 12. Course Outline

#### 12.1 Purpose

1. Students are able to understand the fundamentals of Algorithmic Problem Solving and Problem Types.
2. Students are able to understand the fundamentals of the Analysis of Algorithm Efficiency.
3. Students are able to solve problems using Brute Force, Divide and Conquer and Dynamic Programming.
4. Students are able to understand the P and NP problems.
5. Students are able to understand the fundamental of Data Structures

#### 12.2 Outline (See a table)

#### 12.3 Teaching Method

1. Lecture
2. Examination
3. Project

#### 12.4 Teaching Media

1. White board
2. Overhead projector
3. Computer

#### 12.5 Evaluation: 100 points full score is classified into

- |              |           |
|--------------|-----------|
| 1. Exercises | 30 points |
| 2. Midterm   | 35 points |
| 3. Final     | 35 points |

### 13. Reference Books

1. Anany Levitin, Introduction to the Design and Analysis of Algorithms, Pearson Education.
2. Michael T. Goodrich and Roberto Tamassia, Algorithm Design Foundations, Analysis, and Internet Examples, John Wiley & Sons, Inc., 2001.

3. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein, Introduction to Algorithms, MIT Press, 2001

2301681 Design and Analysis of Algorithms

1<sup>st</sup> Semester, Year 2552

**Midterm:** 20 July 2552 Time: 18:00 - 21:00 **Final:** 21 September 2552 Time: 18:00 - 21:00

Week Chapter	Topics
Week 1 - Introduction - Analysis of algorithms	- What is an algorithm? - Why do we need to concern about algorithm? - Fundamentals of Algorithmic Problem Solving - Important Problem Types - Problems and instances
Week 2 - Fundamental data structures - Analysis of algorithms	- Linear data structures - Graphs - Trees - Measuring the efficiency of algorithms - Orders of Growth
Week 3 - Analysis of algorithms	- Worse-Case, Best-Case Analysis - Asymptotic notation - Useful property involving the Asymptotic Notations - Using limits for comparing orders of growth
Week 4 - Analysis of algorithms	- Mathematical analysis of nonrecursive algorithms - Mathematical analysis of recursive algorithms - Master Theorem
Week 5 - Brute-Force Algorithms	- General characteristics of brute-force algorithms - Selection sort and bubble sort - Sequential search - Brute-Force string matching
Week 6 - Brute-Force Algorithms - Divide and Conquer	- Closest-Pair and Convex-Hull problems by Brute Force - Exhaustive Search - Mergesort - Quicksort
Week 7 - Divide and Conquer	- Binary search - Binary tree traversals and related properties - Multiplication of large integers - Strassen's Matrix multiplication - Convex hull

<p>Week 8</p> <ul style="list-style-type: none"> <li>- Decrease and Conquer</li> </ul>	<ul style="list-style-type: none"> <li>- Insertion sort</li> <li>- Depth-First search and Breath-First search</li> <li>- Topological Sorting</li> <li>- Decrease by a constant factor algorithms</li> <li>- Variable size decrease algorithms</li> </ul>
<p>Week 9</p> <ul style="list-style-type: none"> <li>- Transform and Conquer</li> </ul>	<ul style="list-style-type: none"> <li>- Presorting</li> <li>- Balanced search trees</li> <li>- Heaps and Heap sort</li> <li>- Horner's rule and binary Exponentiation</li> </ul>
<p>Week 10</p> <ul style="list-style-type: none"> <li>- Space and Time Tradeoffs</li> </ul>	<ul style="list-style-type: none"> <li>- Sorting by Counting</li> <li>- String Matching</li> <li>- Hashing</li> <li>- B-trees</li> </ul>
<p>Week 11</p> <ul style="list-style-type: none"> <li>- Dynamic Programming</li> </ul>	<ul style="list-style-type: none"> <li>- Principle of Optimality</li> <li>- Computing a binomial coefficient</li> <li>- Warshall's and Floyd's algorithms</li> </ul>
<p>Week 12</p> <ul style="list-style-type: none"> <li>- Dynamic Programming</li> <li>- Greedy Technique</li> </ul>	<ul style="list-style-type: none"> <li>- Optimal binary search trees</li> <li>- The knapsack problem and memory functions</li> <li>- Prim's Algorithm</li> </ul>
<p>Week 13</p> <ul style="list-style-type: none"> <li>- Greedy Technique</li> </ul>	<ul style="list-style-type: none"> <li>- Kruskal's Algorithm</li> <li>- Dijkstra's Algorithm</li> <li>- Huffman Trees</li> </ul>
<p>Week 14</p> <ul style="list-style-type: none"> <li>- Iterative Improvement</li> </ul>	<ul style="list-style-type: none"> <li>- The simplex method</li> <li>- The maximum flow problem</li> <li>- Maximum matching in bi partite graphs</li> </ul>
<p>Week 15</p> <ul style="list-style-type: none"> <li>- Limitations of Algorithm Power</li> </ul>	<ul style="list-style-type: none"> <li>- NP-Hard problems</li> <li>- NP-complete problems</li> <li>- Other complexity classes</li> </ul>