

CS601

Algorithms and Complexity

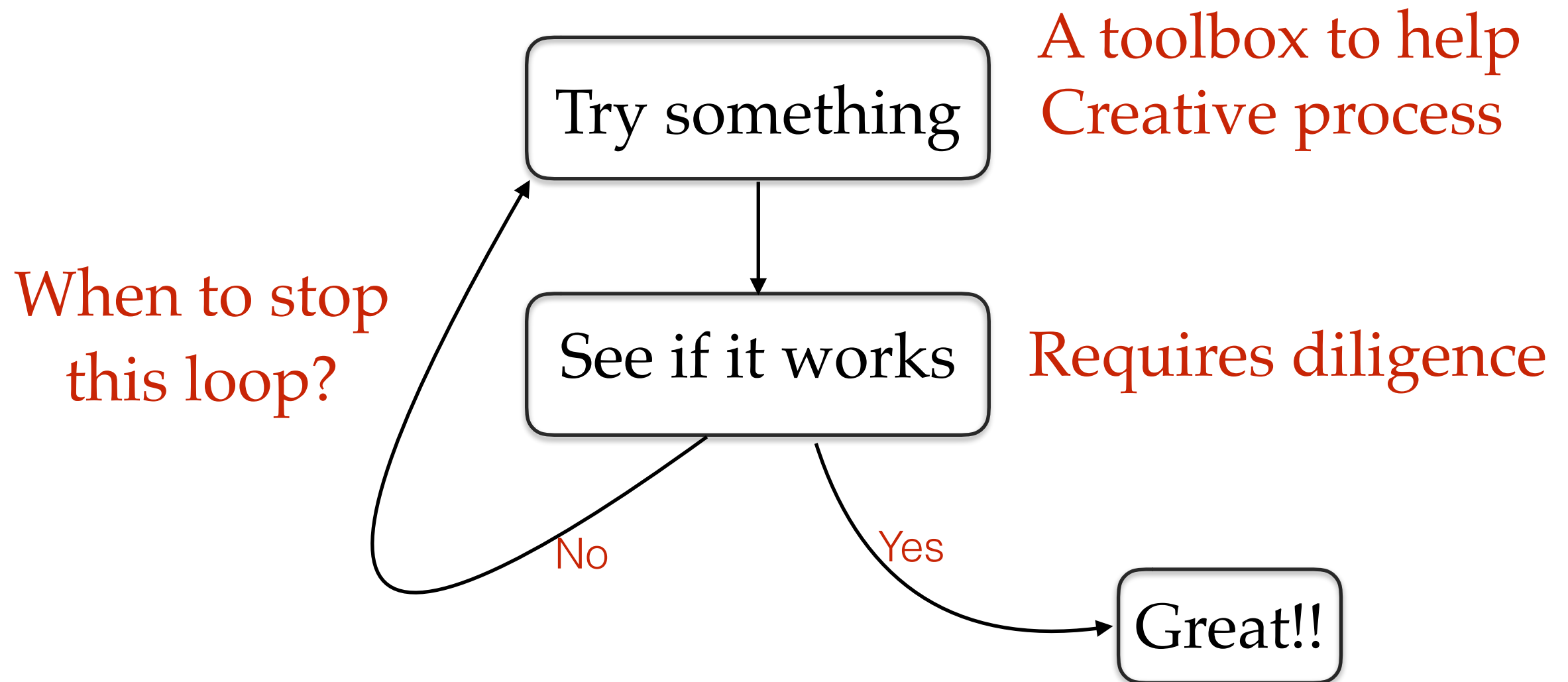
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<https://www.cse.iitb.ac.in/~rgurjar/CS601/>

Objectives

- How to design algorithms.



Algorithm's correctness

- How to argue that an algorithm is **not** correct: show bad examples
- Arguing algorithm's correctness
 - ~~**Correctness by confidence**: I came up with it, so it must be correct~~
 - ~~**Correctness by examples**: because it works for my favorite examples~~
 - ~~**Correctness by authority**: It's just obvious~~
- Formal proofs of correctness
 - if it is not obvious to the CS601 class



Pre-requisites

- **Not recommended** for students who have done or will do CS218 / CS218M.
- **Prerequisites:**
 - Comfortable with thinking at abstract level
 - Basic run-time analysis, O-notation, Recursion.
 - Basic data structures -- array, list, tree.
 - Basic probability and combinatorics.
 - Basic graph theory -- cycles, trees, depth-first search, breadth-first search.
- Check the self-assessment quiz (course webpage)

What will you learn

◆ Principles of designing and **analyzing** algorithms:

- Basic principles like induction/recursion.
- Divide and Conquer,
- Dynamic Programming,
- Greedy Algorithms.

◆ Beyond the basics:

- Bipartite Matching
- Network Flow.
- Reductions.

◆ Complexity:

- Polynomial time and the Complexity classes NP, co-NP.
- NP-hardness and NP-completeness.

◆ Randomization in Algorithm Design:

- Random variables,
- Linearity of expectation,
- Applications: Approximate Max-cut, Min-cut, Quicksort. Hashing.

How will we do it

- Live lectures on Webex
- Recording will be uploaded on the course webpage.
- Communication via Moodle?
- Any suggestions are welcome.

Grading (tentative)

- Weekly Moodle quizzes (best $n-2$ out of n) - 10%
- 2 Programming Assignments - 20%
- 2 Theory assignments - 20%
- 2 or 3 Exams - $(12.5+12.5+25)$ %
- Homeworks - 0%

References

- Kleinberg, Tardos (amazing book, freely available)
- Prof. Sundar's course notes
- Motwani, Raghavan: Randomized Algorithms