INSTITUTE OF AERONAUTICAL ENGINEERING
(Autonomous)
Dundigal - 500 043, Hyderabad, Telangana

COURSE CONTENT

ESSENTIALS OF PROBLEM SOLVING								
II Semester: CSE / CSE (AI & ML) / CSE (DS) / CSE (CS) / IT / ECE / EEE								
Course Code	**Category**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIA**	**SEE**	**Total**
ACSD05	**Foundation**	3	0	0	3	40	60	100
Contact Classes: 48	**Tutorial Classes: Nil**	**Practical Classes: Nil**				**Total Classes: 48**		
Prerequisite: There is no prerequisite to take this course								

I. COURSE OVERVIEW:
This course aims to provide exposure to problem solving through programming. Useful graph theory concepts, numerical techniques, and their applications to real world problems are discussed. Graph theoretical notions and the use of algorithms, both in the mathematical theory of graphs and its applications are discussed. Student will also learn how to implement and interpret numerical solutions by writing a well-designed computer programs in regard to their efficiency and suitability for real-life applications.

II. COURSES OBJECTIVES:
The students will try to learn

I. The fundamental concepts of graph theory and its properties.
II. The basics related to paths and cycles using Eulerian and Hamiltonian cycles.
III. The applications of graph colouring and traversal algorithms for solving real-time problems.
IV. The numerical methods to solve algebraic equations.

III. COURSE OUTCOMES:
At the end of the course students should be able to:

CO1 Outline the graph terminologies, graph representation, and relate them to practical examples.
CO2 Build efficient graph routing algorithms for various optimization problems on graphs.
CO3 Use effective techniques from graph theory to solve problems in networking and telecommunication.
CO4 Interpret the fundamental concepts of polynomials, roots of equations and solve corresponding problems using computer programs.
CO5 Apply the knowledge of numerical methods to solve algebraic and transcendental equations arising in real-life situations.
CO6 Solve numerical integrals and ordinary differential equations to simulate discrete time algorithms.

IV. COURSE CONTENT:
MODULE - I GRAPH THEORY (08)
Graph terminology, digraphs, weighted graphs, complete graphs, graph complements, bipartite graphs, graph combinations, isomorphisms, matrix representations of graphs, incidence and adjacency matrices, degree sequence.

MODULE - II GRAPH ROUTES (10)
Eulerian circuit: Konigsberg bridge problem, touring a graph; Eulerian graphs, Hamiltonian cycles, the traveling salesman problem; Shortest paths: Dijkstra's algorithm, walks using matrices.

MODULE - III GRAPH COLORING AND GRAPH ALGORITHMS (10)
Four color theorem, vertex coloring, edge coloring, coloring variations, first-fit coloring algorithm.

Graph traversal: depth-first search, bread-first search and its applications; Minimum spanning trees: Kruskal's and Prim's algorithm, union-find structure.

MODULE - IV: ALGEBRAIC AND TRANSCENDENTAL EQUATIONS (10)
Algebraic equations, method of false position, bisection method, iteration method, Newton-Raphson method, Secant method, Ramanujan's Method, Muller's method (Approximation up to 2 decimals only).

MODULE - V: NUMERICAL INTEGRATION AND ORDINARY DIFFERENTIATIAL EQUATIONS (10)
Trapezoidal rule, Simpson's 1/3 rule, Simpson's 3/8 rule, Solution by Taylor's series, Euler's method of solving an ordinary differential equation numerically, Runge-Kutta's second order method of solving ordinary differential equations (Approximation up to 2 decimals only).

V. TEXT BOOKS:

1. Karin R Saoub, *Graph Theory: An Introduction to Proofs, Algorithms, and Applications*, 1st edition, Chapman and Hall, 2021.
2. S S Sastry, *Introductory Methods of Numerical Analysis*, 5th edition, 2012.

VI. REFERENCE BOOKS:

1. Mahinder Kumar Jain, *Numerical Methods: For Scientific and Scientific Computation*, New Age International Pvt. Ltd., 7th edition, 2019.
2. P Kandasamy, K Thilagavathy, K Gunavathi, *Numerical Methods*, S Chand and Company, 2006.
3. R Balakrishnan, K Ranganathan, *A Textbook of Graph Theory*, Springer Exclusive, 2nd edition, 2019.
4. Jann Kiusalaas, *Numerical Methods in Engineering with Python*, Cambridge University Press, 2nd edition 2010.
5. Gary Chartrand, Ping Zhang, *A First Course in Graph Theory*, Dover Publications Inc., 2012.
6. James F. Epperson, *An Introduction to Numerical Methods and Analysis*, Wiley, 2nd edition, 2013.

VII. ELECTRONICS RESOURCES:

1. https://www.geeksforgeeks.org/numerical-methods-and-calculus-gq/
2. https://www.geeksforgeeks.org/program-for-bisection-method/
3. https://ocw.mit.edu/courses/2-993j-introduction-to-numerical-analysis-for-engineering-13-002j-spring-2005/pages/lecture-notes/
4. https://www.tutorialspoint.com/graphs-and-its-traversal-algorithms
5. https://web.mit.edu/urban_or_book/www/book/chapter6/6.4.4.html
6. https://www.hackerearth.com/practice/algorithms/graphs/minimum-spanning-tree/tutorial/
7. https://www.codingninjas.com/studio/library/euler-and-hamilton-paths

VIII. MATERIALS ONLINE

1. Course template
2. Tutorial question bank
3. Tech-talk topics
4. Open-ended experiments
5. Definitions and terminology
6. Assignments
7. Model question paper – I
8. Model question paper – II
9. Lecture notes
10. PowerPoint presentation
11. E-Learning Readiness Videos (ELRV)