CS 4120 : DESIGN AND ANALYSIS OF ALGORITHMS

Semester Hours: 3.0
Coordinator: Robert Dyer
Text: Introduction to Algorithms
Author(s): CORMEN, LEISERSON, RIVEST, AND STEIN
Year: 2009

SPECIFIC COURSE INFORMATION

Catalog Description:
Algorithms for solving problems that occur frequently in computer applications. Basic principles and techniques for designing and analyzing algorithms. Introduction to computational complexity, divide-and-conquer, dynamic programming, greedy approach, and graph algorithms. Prerequisites: MATH 2220 or MATH 3220 or equivalents and grade of C or better in CS 3350.

Course type: REQUIRED

SPECIFIC COURSE GOALS

• I can determine the complexity of an algorithm.
• I can explain and implement different types of algorithms (e.g., Divide-and-Conquer, Dynamic Programming, Greedy Algorithms).
• I can explain and implement different graph algorithms.
• I understand the classes of algorithms (P, NP, and NP-complete) and the role of polynomial-reduction in establishing NP-completeness.
• I understand the implications of algorithm design in real-world applications.

STUDENT OUTCOMES ADDRESSED BY THIS COURSE

• B.1 Analyze a given problem, and identify and define the computing requirements appropriate to its solution
• B.3 Apply mathematical foundations, algorithmic principles, and computer science theory as appropriate in modeling and solving real-world problems

LIST OF TOPICS COVERED
- Introduction (1 week)
- Algorithmic Complexity (1 week)
- Divide-and-Conquer Strategy (2 weeks)
- Binary Search Trees (1 week)
- Dynamic Programming (3 weeks)
- Greedy Algorithms (1 week)
- Graph Algorithms (3 weeks)
- NP-Complete Problems (3 weeks)