CS 4120: DESIGN AND ANALYSIS OF ALGORITHMS

Semester Hours: 3.0

Coordinator: Venu Dasigi

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.

COMPUTER SCIENCE STUDENT OUTCOMES ADDRESSED BY THIS COURSE

- CS 1 Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions
• CS 6 Apply computer science theory and software development fundamentals to produce computing-based solutions

LIST OF TOPICS COVERED

• Introduction (1 week)
• Algorithmic Complexity (1 week)
• Divide-and-Conquer Strategy (2 weeks)
• Binary Search Tress (1 week)
• Dynamic Programming (3 weeks)
• Greedy Algorithms (1 week)
• Graph Algorithms (3 weeks)
• NP-Complete Problems (3 weeks)