CSCE 4110: Algorithms

General Information
Instructor: Tong Shu
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Office hours: 11:00 AM - 1:00 PM, Mondays

Course Description
Time complexity of algorithms; algorithm design methodologies including divide and conquer, greedy, and dynamic programming; exposure to approximation algorithms for NP-hard problems; performance evaluation of algorithms.

Prerequisite
Students planning to enroll in this course should have taken courses CSCE 3110 - Data Structures and Algorithms, CSCE 2100 - Computing Foundations I, and CSCE 2110 - Computing Foundations II. Meanwhile, C/C++ programming will be helpful for this course. Students should have been exposed to the following:
(i) Time and space analysis: asymptotic notation,
(ii) Basic sorting algorithms: insertion sort, merge sort, and heap sort, and quick sort,
(iii) Data structures including trees, heaps, binary search trees, and graphs,
(iv) Recurrence relations and proof techniques,
(v) Graphs: breadth-first search, depth-first search, minimum spanning tree (Prim's and Kruskal's algorithms),
(vi) Mathematical structures: sets, relations,
(vii) Important mathematical manipulations: sums, combinatorics.

Required Textbook

Evaluation
Grading components:

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<th>Component</th>
<th>Percentage</th>
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<tr>
<td>Quizzes (open-book)</td>
<td>10%</td>
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<tr>
<td>Homework (individual)</td>
<td>24%</td>
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<tr>
<td>Project (individual)</td>
<td>16%</td>
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<td>Mid-term exam (open-book)</td>
<td>20%</td>
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<tr>
<td>Final exam (open-book)</td>
<td>30%</td>
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Grading scale for undergraduate students (based on 100 points):

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<tr>
<th>Grade</th>
<th>Score</th>
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Late Policy:
Students are expected to complete work on schedule. Late work within 24 hours can only have 80% credit for delay penalty. Late work beyond 24 hours is not accepted with any excuse. For multiple submissions with partial delay, 80% credit is only applied to the delayed portion.

**Academic Integrity and Student Conduct**

Plagiarism or cheating behavior in any form is unethical and detrimental to proper education and will not be tolerated. All work submitted by a student (projects, programming assignments, lab assignments, quizzes, tests, etc.) is expected to be a student's own work. The plagiarism is incurred when any part of anybody else's work is passed as your own (no proper credit is listed to the sources in your own work) so the reader is led to believe it is therefore your own effort. Students are allowed and encouraged to discuss with each other and look up resources in the literature (including the internet) on their assignments, but appropriate references must be included for the materials consulted, and appropriate citations made when the material is taken verbatim.

This course follows the Department of Computer Science and Engineering Cheating Policy. If plagiarism or cheating occurs, the student will receive a failing grade on the assignment and (at the instructor’s discretion) a failing grade in the course. Specifically, students caught cheating or plagiarizing will receive a “0” for that particular assignment or exam for the first offense. Additionally, the incident may be reported to the Dean of Students, who may impose a further penalty. The second instance of cheating in this class will result in a grade of F in the class, and referral to the Department Chairperson and Dean of Engineering, whereby a dismissal hearing may be initiated by the Dean of Engineering.

Individual assignments, including laboratory exercises and programming assignments, in this course, must be the sole work of the individual student. You should not work with other students on shared program solutions or use solutions found on the Internet. Specifically, you should never copy someone else’s solution or code, and never let a classmate examine your code. If you are having trouble with an assignment, please consult with your instructor or TA/IA assigned to this course. Failure to adhere to these strict standards may be cause for disciplinary action even leading to expulsion from the University.

Students are responsible for being familiar with the university standard for academic integrity. In the case that the above description or any in-class discussion of appropriate and inappropriate
collaboration does not answer all of your questions, please meet with your instructor and look at
the university Student Rights and Responsibilities web page.

Course Syllabus

- Time complexity of algorithms (Chapters 2 and 3 for 1 week)
- Sorting as an example of algorithms with different time complexities (Chapter 8 for 1 week)
- Searching on red-black trees and AVL trees (Chapter 13 for 1 week)
- Divide-and-conquer (Chapter 4 for 1 week)
- Dynamic programming (Chapter 14 for 2 weeks)
- Greedy algorithms (Chapter 15 for 1.5 weeks)
- Graph algorithms (Chapters 21, 22, 23, and 24 for 2.5 weeks)
- NP-completeness (Chapter 34 for 1.5 weeks)
- Approximation algorithms for NP-hard problems (Chapter 35 for 1.5 weeks)

This syllabus is subject to change based on the needs of the class.