

<b>Dept Number</b>	<b>CS 455</b>		<b>Course Title</b>	<b>Advanced Algorithm Design and Analysis</b>						
<b>Semester Hours</b>	<b>3</b>		<b>Course Coordinator</b>	<b>Qiang Cheng</b>						
<b>Catalog Description</b>	An in-depth treatment of the design, analysis and complexity of algorithms with an emphasis on problem analysis and design techniques. Prerequisites: CS 330 with a grade of C or better or graduate standing.									
<b>Textbooks</b>										
Algorithm Design by Eva Tardos and Jon Kleinberg.										
<b>References</b>										
<ul style="list-style-type: none"> <li>• The design and Analysis of Algorithms by Dexter Kozen, 1992.</li> <li>• Introduction to Algorithms, 2nd Ed. By Cormen, Leiserson, Rivest, and Stein, MIT Press, 2001.</li> </ul>										
<b>Course Learning Outcomes</b>										
<ul style="list-style-type: none"> <li>• Understand the basic concepts of algorithm design.</li> <li>• To learn the design techniques for efficient algorithms.</li> <li>• To learn the methods for analyzing the complexity of the algorithms.</li> <li>• To design algorithms with an emphasis on data structure selection and time/space requirements.</li> <li>• To learn the basic concepts of NP-completeness and approximation algorithms.</li> </ul>										
<b>Assessment of the Contribution to Program Outcomes</b>										
<b>Outcome →</b>	1	2	3	4	5	6	7	8	9	10
<b>Assessed →</b>	X	X	X		X	X	X	X		
<b>Prerequisites by Topic</b>										
330 with a grade of C or better or graduate standing.										

**Major Topics Covered in the Course**

1. Mathematical preliminaries: principles and examples of algorithm analysis, average case analysis, worst case analysis {4 classes}
2. Lower Bounds: lower bounds for finding minimum and sorting, lower bound arguments {4 classes}
3. Divide-and-conquer: merge sort, quick sort, median selection, polynomial algorithms, and matrix algorithms {8 classes}
4. Greedy algorithms: elements of the greedy strategy, minimum spanning tree, shortest path {4 classes}
5. Advanced graph algorithms: bi-connected components, strongly connected components, flow algorithms {4 classes}
6. Dynamic programming: optimal matrix multiplication, optimal search trees, approximate string matching, Floyd's algorithm {6 classes}
7. NP-completeness and approximation algorithms {6 classes}
8. PRAM algorithms {4 classes}