

Tamkang University Academic Year 103, 2nd Semester Course Syllabus

Course Title	COMPUTER ALGORITHMS	Instructor	LIN HWEI-JEN
Course Class	TEIXM1A MASTER'S PROGRAM, DEPARTMENT OF COMPUTER SCIENCE AND INFORMATION ENGINEERING, 1A	Details	<ul style="list-style-type: none"> ◆ Selective ◆ One Semester ◆ 3 Credits
D e p a r t m e n t a l A i m o f E d u c a t i o n			
<p>I . Cultivate the ability to conduct independent research and problem solving.</p> <p>II . Strengthen creativity and research capacity.</p> <p>III . Build profound professional knowledge in computer science and information engineering.</p> <p>IV . Engage in self-directed lifelong learning.</p>			
D e p a r t m e n t a l c o r e c o m p e t e n c e s			
<p>A. Independent problem solving ability.</p> <p>B. Independent innovative thinking ability.</p> <p>C. Research paper writing and presentation ability.</p> <p>D. Research&development (R&D) ability in information engineering.</p> <p>E. Project execution and control ability.</p> <p>F. Lifelong self-directed learning ability.</p>			
Course Introduction	<p>This course teaches techniques for the design and analysis of efficient algorithms, emphasizing methods useful in practice. Topics covered include: asymptotic notation; sorting; search trees, heaps, and hashing; divide-and-conquer; dynamic programming; greedy algorithms; and graph algorithms.</p>		

The Relevance among Teaching Objectives, Objective Levels and Departmental core competences

I. Objective Levels (select applicable ones) :

- (i) Cognitive Domain : C1-Remembering, C2-Understanding, C3-Applying,
C4-Analyzing, C5-Evaluating, C6-Creating
- (ii) Psychomotor Domain : P1-Imitation, P2-Mechanism, P3-Independent Operation,
P4-Linked Operation, P5-Automation, P6-Origination
- (iii) Affective Domain : A1-Receiving, A2-Responding, A3-Valuing,
A4-Organizing, A5-Characterizing, A6-Implementing

II. The Relevance among Teaching Objectives, Objective Levels and Departmental core competences :

- (i) Determine the objective level(s) in any one of the three learning domains (cognitive, psychomotor, and affective) corresponding to the teaching objective. Each objective should correspond to the objective level(s) of ONLY ONE of the three domains.
- (ii) If more than one objective levels are applicable for each learning domain, select the highest one only. (For example, if the objective levels for Cognitive Domain include C3, C5, and C6, select C6 only and fill it in the boxes below. The same rule applies to Psychomotor Domain and Affective Domain.)
- (iii) Determine the Departmental core competences that correspond to each teaching objective. Each objective may correspond to one or more Departmental core competences at a time. (For example, if one objective corresponds to three Departmental core competences: A, AD, and BEF, list all of the three in the box.)

No.	Teaching Objectives	Relevance	
		Objective Levels	Departmental core competences
1	1. Students will understand the content and concept of Algorithms.	A4	AB
2	2. Students will learn how to develop fundamental skills in designing and analyzing algorithms	A4	AB
3	3. Students will learn how to synthesize efficient algorithms in common engineering design situations.	A4	AB

Teaching Objectives, Teaching Methods and Assessment

No.	Teaching Objectives	Teaching Methods	Assessment
1	1. Students will understand the content and concept of Algorithms.	Lecture, Problem solving	Written test, Participation
2	2. Students will learn how to develop fundamental skills in designing and analyzing algorithms	Lecture, Problem solving	Written test, Participation
3	3. Students will learn how to synthesize efficient algorithms in common engineering design situations.	Lecture, Problem solving	Written test, Participation

This course has been designed to cultivate the following essential qualities in TKU students

Essential Qualities of TKU Students	Description
◆ A global perspective	Helping students develop a broader perspective from which to understand international affairs and global development.
◇ Information literacy	Becoming adept at using information technology and learning the proper way to process information.
◇ A vision for the future	Understanding self-growth, social change, and technological development so as to gain the skills necessary to bring about one's future vision.
◇ Moral integrity	Learning how to interact with others, practicing empathy and caring for others, and constructing moral principles with which to solve ethical problems.
◆ Independent thinking	Encouraging students to keenly observe and seek out the source of their problems, and to think logically and critically.
◇ A cheerful attitude and healthy lifestyle	Raising an awareness of the fine balance between one's body and soul and the environment; helping students live a meaningful life.
◇ A spirit of teamwork and dedication	Improving one's ability to communicate and cooperate so as to integrate resources, collaborate with others, and solve problems.
◇ A sense of aesthetic appreciation	Equipping students with the ability to sense and appreciate aesthetic beauty, to express themselves clearly, and to enjoy the creative process.

Course Schedule

Week	Date	Subject/Topics	Note
1	104/02/24 ~ 104/03/01	Introduction	
2	104/03/02 ~ 104/03/08	Insertion sort, Running time	
3	104/03/09 ~ 104/03/15	Divide&Conquer, Recurrences	
4	104/03/16 ~ 104/03/22	Mergesort, Heapsort	
5	104/03/23 ~ 104/03/29	Quicksort, Sorting in Linear time	
6	104/03/30 ~ 104/04/05	Medians and Order Statistics	
7	104/04/06 ~ 104/04/12	Spring break	
8	104/04/13 ~ 104/04/19	Hash tables, Binary Search Trees	
9	104/04/20 ~ 104/04/26	Red-Black Trees	
10	104/04/27 ~ 104/05/03	Midterm Exam Week	
11	104/05/04 ~ 104/05/10	Augmented Data Structures	
12	104/05/11 ~ 104/05/17	Dynamic Programming	

13	104/05/18 ~ 104/05/24	Greedy Algorithms	
14	104/05/25 ~ 104/05/31	Amortized Analysis	
15	104/06/01 ~ 104/06/07	Elementary Graph Algorithms	
16	104/06/08 ~ 104/06/14	Minimum Spanning Trees	
17	104/06/15 ~ 104/06/21	Shortest Paths	
18	104/06/22 ~ 104/06/28	Final Exam Week	
Requirement	Cell phones must be turned off in class. Using a notebook in class is not allowed.		
Teaching Facility	Computer, Projector		
Textbook(s)	"Introduction to Algorithms" (3rd.) by Thomas Cormen		
Reference(s)			
Number of Assignment(s)	8 (Filled in by assignment instructor only)		
Grading Policy	◆ Attendance : 5.0 % ◆ Mark of Usual : 20.0 % ◆ Midterm Exam : 30.0 % ◆ Final Exam : 30.0 % ◆ Other 〈Homework〉 : 15.0 %		
Note	This syllabus may be uploaded at the website of Course Syllabus Management System at http://info.ais.tku.edu.tw/csp or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at http://www.acad.tku.edu.tw/CS/main.php . ※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.		