CMPT 307 - D100 Data Structures

Instructor(s): David Mitchell

Calendar Objective/Description:
Data Structures

Instructor's Objectives:
The objective of this course is to introduce concepts and problem-solving techniques that are used in the design and analysis of efficient algorithms. This is done by studying various algorithms and data structures.

Prerequisites:
see go.sfu.ca

Topics:
- The following topics may be included:
- Motivating example: the stable matching problem
- Greedy (graph) algorithms, BFS, DFS, Dijkstra's Kruskal's and Prim's
- Simple data structures: priority queues (with heaps) and union-find
- Divide and conquer algorithms and their analysis: solving recursions
- Dynamic programing algorithms and their analysis
- Flow algorithms and matching
- Randomized algorithms
- NP-completeness

Grading:
The course has a final examination (worth 25% of the total grade). There will be six homework assignments which won't be collected and graded. There will be six 45-min quizzes (worth 75% total).

Required Books:
Algorithm Design, J. Kleinberg, É. Tardos, Addison Wesley, 2006, 9780321295354

Academic Honesty Statement:
Academic honesty plays a key role in our efforts to maintain a high standard of academic excellence and integrity. Students are advised that ALL acts of intellectual dishonesty will be handled in accordance with the SFU Academic Honesty and Student Conduct Policies ( http://www.sfu.ca/policies/gazette/student.html ).