

## Subject Description Form

<b>Subject Code</b>	COMP327
<b>Subject Title</b>	Data Structures and Algorithms II
<b>Credit Value</b>	3
<b>Level</b>	3
<b>Pre-requisite / Co-requisite/ Exclusion</b>	Pre-requisite: COMP201, COMP305 Co-requisite/Exclusion: Nil
<b>Objectives</b>	<ul style="list-style-type: none"><li>• To provide students with in-depth knowledge on the key elements in computer programming.</li><li>• To introduce and practice advanced algorithms and programming techniques necessary for developing sophisticated computer application programs.</li></ul>
<b>Intended Learning Outcomes</b>	<p>Upon completion of the subject, students will be able to:</p> <p><i>Professional/academic knowledge and skills</i></p> <p>(a) understand the properties of advanced data structures;</p> <p>(b) design algorithms and employ appropriate advanced data structures for solving computing problems efficiently;</p> <p>(c) analyze and compare the efficiency of algorithms;</p> <p>(d) design and implement efficient algorithms for solving computing problems in a high-level object-oriented programming language (e.g., C++ or Java);</p> <p><i>Attributes for all-roundedness</i></p> <p>(e) solve problems independently;</p> <p>(f) think critically for improvement in solutions.</p> <p><b>Alignment of Programme Outcomes:</b></p> <p>Programme Outcome 1: This subject contributes to communicate effectively by having students working in small teams to discuss and present programming in the lab and solving data structure design problems.</p> <p>Programme Outcome 2: This subject contributes to the global outlook by having students understand the use of different algorithmic techniques for different applications.</p>

	<p>Programme Outcome 4: This subject contributes to critical thinking through tutorial and lab exercises as well as direct exchanges on novel uses of data structures and algorithms. They will also practice in written assignments and programming exercises.</p> <p>Programme Outcome 5: This subject contributes to technical problem solving by initiating a wide variety of algorithm design and implementation skills through assignments and lab exercises with proper design and implementation.</p> <p>Programme Outcome 7: This subject contributes to team work by employing a small group-based approach to lab problem solving.</p>							
<p><b>Subject Synopsis/ Indicative Syllabus</b></p>	<table border="1" data-bbox="472 516 1446 1335"> <thead> <tr> <th data-bbox="472 516 1446 552" style="text-align: center;"><b>Topic</b></th> </tr> </thead> <tbody> <tr> <td data-bbox="472 552 1446 695"> <p><b>1. Analysis of algorithms</b> Mathematical techniques; big-O notation; efficiency analysis; recurring relations.</p> </td> </tr> <tr> <td data-bbox="472 695 1446 837"> <p><b>2. Advanced algorithmic design techniques</b> Dynamic programming, divide-and-conquer, branch-and-bound, greedy algorithm, amortized analysis.</p> </td> </tr> <tr> <td data-bbox="472 837 1446 942"> <p><b>3. Advanced data structures</b> B-trees, B+ trees, heaps, graphs.</p> </td> </tr> <tr> <td data-bbox="472 942 1446 1052"> <p><b>4. Graph algorithms</b> Minimum spanning trees, shortest paths, maximum flow.</p> </td> </tr> <tr> <td data-bbox="472 1052 1446 1194"> <p><b>5. Computational geometry algorithms</b> Spatial range searching, indexing of spatial objects, convex hull, closest pairs</p> </td> </tr> <tr> <td data-bbox="472 1194 1446 1335"> <p><b>6. Advanced topics in algorithms</b> Advanced topics such as text searching, NP-completeness, approximation algorithms.</p> </td> </tr> </tbody> </table> <p><b>Laboratory Experiment: Use of advanced data structures and algorithmic techniques in programming</b></p>	<b>Topic</b>	<p><b>1. Analysis of algorithms</b> Mathematical techniques; big-O notation; efficiency analysis; recurring relations.</p>	<p><b>2. Advanced algorithmic design techniques</b> Dynamic programming, divide-and-conquer, branch-and-bound, greedy algorithm, amortized analysis.</p>	<p><b>3. Advanced data structures</b> B-trees, B+ trees, heaps, graphs.</p>	<p><b>4. Graph algorithms</b> Minimum spanning trees, shortest paths, maximum flow.</p>	<p><b>5. Computational geometry algorithms</b> Spatial range searching, indexing of spatial objects, convex hull, closest pairs</p>	<p><b>6. Advanced topics in algorithms</b> Advanced topics such as text searching, NP-completeness, approximation algorithms.</p>
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<p><b>Teaching/Learning Methodology</b></p>	<p>Lectures provide students the main concepts of the topic, together with comprehensive examples for easy understanding.</p> <p>Tutorials and lab sessions offer an opportunity to students for practicing their algorithmic analysis, design, and implementation techniques.</p> <p>Both written and programming assignments will be utilized in the course. Written assignments help students develop analysis and design skills, whereas programming assignments emphasize on implementation skills.</p>							

<b>Assessment Methods in Alignment with Intended Learning Outcomes</b>	Specific assessment methods/tasks	% weighting	Intended subject learning outcomes to be assessed (Please tick as appropriate)					
			a	b	c	d	e	f
	1. Assignments	60%	✓	✓	✓	✓		
	2. Lab exercises		✓	✓	✓	✓		
	3. Mid-term / Tests		✓	✓	✓		✓	✓
	4. Examination	40%	✓	✓	✓		✓	✓
Total	100 %							
<p>Explanation of the appropriateness of the assessment methods in assessing the intended learning outcomes:</p> <p>All four items are relevant to the assessment of the use of algorithms advanced data structures for problem solving, as well as their efficiency analysis (for items a, b, c).</p> <p>In addition, programming exercises in assignments and lab sessions are used to assess implementation skills (for item d); whereas the mid-term / tests and the examination are used to assess independent problem solving and critical thinking skills (for items e, f).</p>								
<b>Student Study Effort Expected</b>	Class contact:							
	▪ Lecture		26 Hrs.					
	▪ Tutorial/Lab		13 Hrs.					
	Other student study effort:							
	▪ Assignments (written and programming)		66 Hrs.					
	Total student study effort		105 Hrs.					
<b>Reading List and References</b>	<b>Textbooks:</b>							
	1. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest and Clifford Stein Introduction to Algorithms, Third Edition, MIT Press, 2009.							
<b>Reference Books:</b>								
1. M.T. Goodrich, and R. Tamassia, Data Structures and Algorithms in Java, Third Edition, John Wiley, 2005.								
2. Frank M. Carrano, Data Abstraction & Problem Solving with C++: Walls & Mirrors, Addison Wesley, 2007.								