

# Algorithms and Data Structures 1

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Course description

## Basic Information

Field of study : Analytical Computer Science

Path : -

Organizational unit : Faculty of Mathematics and Computer Science

Education level : first-cycle

Form of studies : full-time studies

Study profile : general academic

Required : mandatory

Education cycle : 2022/23

Course code : UJ.WMIIANS.140.03340.22

Languages : Polish

Disciplines : Computer Science

ISCED Classification : 0613 Software and applications development and analysis

USOS Code : WMI.TCS.ASD1.OL

Course coordinator

Maciej Ślusarek

Course instructors

Maciej Ślusarek, Piotr Micek, Krzysztof Potępa

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	Form of verification of learning outcomes	
Period Semester 3	graded credit	ECTS credits 5.0
	Course format and hours	
	lecture: 30 laboratory classes: 30	

## Learning outcomes for the course

Code	Outcomes in the area of:	Directional learning outcomes	Verification methods
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Code	Outcomes in the area of:	Directional learning outcomes	Verification methods
Knowledge – Student knows and understands:			
W1	knows advanced data structures based on binary search trees: AVL trees, red-black trees, B-trees, heaps, splay trees and methods of their programming implementation	IAN_K1_W04, IAN_K1_W06, IAN_K1_W07, IAN_K1_W08, IAN_K1_W11	graded credit, credit
W2	has in-depth knowledge of algorithm construction techniques, in particular dynamic programming and the greedy method	IAN_K1_W06, IAN_K1_W07, IAN_K1_W08, IAN_K1_W09, IAN_K1_W10, IAN_K1_W11, IAN_K1_W12	graded credit, credit
W3	knows basic as well as selected advanced algorithms for many graph problems	IAN_K1_W06, IAN_K1_W07, IAN_K1_W09, IAN_K1_W10, IAN_K1_W11	graded credit, credit
Skills – Student can:			
U1	model problems presented in natural language using mathematical language and algorithmic concepts	IAN_K1_U01, IAN_K1_U03, IAN_K1_U05, IAN_K1_U06, IAN_K1_U07, IAN_K1_U08, IAN_K1_U10, IAN_K1_U11, IAN_K1_U17, IAN_K1_U21, IAN_K1_U22	graded credit
U2	design and implement algorithms using basic and selected advanced algorithmic techniques	IAN_K1_U06, IAN_K1_U07, IAN_K1_U08, IAN_K1_U10, IAN_K1_U11, IAN_K1_U17, IAN_K1_U21, IAN_K1_U22	graded credit
U3	test their program, look for errors and optimize it	IAN_K1_U05, IAN_K1_U11, IAN_K1_U18	graded credit
Social competences – Student is ready to:			
K1	formulate precise questions that serve to deepen or supplement their understanding of a given topic	IAN_K1_K01	graded credit

ECTS credit balance

Student's activity form	Average number of hours* allocated to completed activity types	
lecture	30	
laboratory classes	30	
independently solving computer problems	60	
preparation for classes	30	
Total student workload	Hours 150	ECTS 5.0

\* hour (lesson) means 45 minutes

## Course content

No.	Course content	Learning outcomes for the course
1.	1. Dynamic programming: DAG of subtasks, solution reconstruction, memory size problem. Examples: traveling salesman problem, knapsack problem, longest common subsequence and Hirschberg's algorithm, optimal BST trees. 2. Greedy algorithms - selected examples: Huffman codes, scheduling with delay minimization, optimal buffering in cache memory. 3. Balanced trees: AVL trees, red-black trees, B-trees. 4. Other tree balancing mechanisms: probabilistic (heaps), amortized (splay trees). 5. Connectivity problems in graphs, strongly connected components, biconnected components. 6. Shortest paths in graphs, algorithms: Bellman/Ford, Dijkstra, Warshall/Floyd, Johnson. 7. Minimum spanning trees, algorithms: Jarnik/Prim, Boruvka/Sollin, Kruskal; disjoint-set data structure. 8. Network flows, algorithms: Ford/Fulkerson, Edmonds/Karp, push-relabel. 9. Bipartite graph matching, "turbo matching" algorithm, Hopcroft/Karp algorithm.	W1, W2, W3, U1, U2, U3, K1

## Extended information

Teaching methods:

conventional lecture, laboratory classes

Class type	Assessment forms	Course completion conditions
lecture	credit	Participation in lectures.
laboratory classes	graded credit	Laboratory completion based on assessment programs, homework assignments and tests.

# Prerequisites and additional requirements

Programming Methods

## Literature

### **Required**

1. T.H. Cormen, Ch.E. Leiserson, R.L. Rivest, C. Stein, Wprowadzenie do algorytmów, wydanie III, PWN, 2012

### **Additional**

1. L.Banachowski, K.Diks, W.Rytter, Algorytmy i struktury danych, PWN, 2018