School of Creative and Digital Industries

Module Scheme Semester One

2022-23

| Module Name: | Algorithms and Data Structures | | |
|----------------|--------------------------------|-----------------------|--|
| Module Code: | CO536 | Academic Year: | 2022-23 |
| Tutor(s): | Nicholas Day | | |
| Tutor's Email: | nicholas.day@bnu.ac.uk | Tutor's Telephone: | ND: Ext. 3181 & contact via MS Teams |

Learning Outcomes:

- 1. Identify in intelligent systems requirements and criteria that are appropriate for reducing algorithmic complexity leading to efficient specifications to be used in the solution of specific AI problems.
- 2. Understand the importance of algorithmic complexity and demonstrate this in an implementation language when deploying AI solutions.
- 3. Employ analytical techniques and design tools in the development of AI software and Intelligent system artefacts.

| Assessment Summary: | |
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| Assessment Task | Key Dates |
| CW1 Logbook (12 Logbook exercises) (50%) | Submission: W10: Friday 2 December 2022 |
| CW2 Report (1500 words) (50%) | Submission: W16: Friday 3 February 2023 |

Indicative Weekly Content

| Week by Week Guide: | Teaching details |
|----------------------|---|
| 1. Week beginning: | Introduction to the basics of Python and set up IDEs |
| 26/09/2022 | |
| (Timetabling Week 1) | Lesson Plan (weeks 1 & 2): |
| 2. Week beginning: | [1] Presentation – Introduction to Python and Anaconda |
| 03/10/2022 | <u>Lesson Practical:</u> |
| (Timetabling Week 2) | [2] Logbook Activity 1 – Python 1 – Variables and Lists |
| | [3] Logbook Activity 2 – Python 2 – List Manipulation |
| | [4] Logbook Activity 3 – Python 3 – Sets and Dictionaries |
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| 3. Week beginning: 10/10/2022 | Revisit principles of good OO, Selection and Iteration | |
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| (Timetabling Week 3) | Lesson Plan: | |
| (Timetabiling Week 3) | [1] Presentation – Revisit OOP, Selection and Iteration | |
| | Lesson Practical: | |
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| | [2] Logbook Activity 4 – Python 4 – Conditionals (selection, iteration & functions) | |
| | [3] Logbook Activity 5 – Python 5 – Object Orientation (classes, objects, | |
| | inheritance) | |
| 4: Week beginning: | Nodes and LinkedLists | |
| 17/10/2022 | | |
| (Timetabling Week 4) | Lesson Plan: | |
| | [1] Presentation – Nodes and Linked Lists | |
| | <u>Lesson Practical:</u> | |
| | [2] Logbook Activity 7 – Linked List | |
| 5: Week beginning: | Computational Complexity, Search and Sort | |
| 24/10/2022 | | |
| (Timetabling Week 5) | Lesson Plan: | |
| _ | [1] Presentation – Computational Complexity | |
| | Lesson Practical: | |
| | [2] Logbook Activity 8 – Search and Sort | |
| 6. Week beginning: | Stack, Queue, and HashMap | |
| 31/10/2022 | | |
| (Timetabling Week 6) | Lesson Plan: | |
| , | [1] Presentation – Stack, Queue, HashMap | |
| | Lesson Practical: | |
| | [2] Logbook Activity 9 – Stacks and Queues | |
| | [3] Logbook Activity 10 – HashMap | |
| 7. Week beginning: | Trees, Binary Search Trees, Recursion | |
| 07/11/2022 | | |
| (Timetabling Week 7) | Lesson Plan: | |
| , | [1] Presentation – Trees, BSTs and Recursion | |
| | Lesson Practical: | |
| | [2] Logbook Activity 11 – BST navigation via Recursion | |
| 8. Week beginning: | Tree Search: BFS, DFS | |
| 14/11/2022 | | |
| (Timetabling Week 8) | Lesson Plan: | |
| , | [1] Presentation – BFS and DFS | |
| | Lesson Practical: | |
| | [2] Logbook Activity 12 – BFS and DFS | |
| 9. Week beginning: | Graph Theory | |
| 21/11/2022 | | |
| (Timetabling Week 9) | Lesson Plan: | |
| (| [1] Presentation – Graph Theory | |
| | Lesson Practical: | |
| | [2] Logbook Activity 13 – Set up a Graph | |
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| 10. Week beginning: 28/11/2022 | Graph Search + Heuristics | |
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| (Timetabling Week 10) | Lesson Plan: | |
| | [1] Presentation – Graph Search Algorithms | |
| | <u>Lesson Practical:</u> | |
| | [2] Logbook Activity 14 – Djikstra | |
| | [3] Logbook Activity 15 – Kruksal | |
| | [4] Logbook Activity 16 – A* Algorithm | |
| 11. Week beginning: | Artificial Neural Networks (ANNs) | |
| 05/12/2022 | | |
| (Timetabling Week 11) | <u>Lesson Plan:</u> | |
| | [1] Presentation – Artificial Neural Networks (ANNs) | |
| | <u>Lesson Practical:</u> | |
| | [2] Logbook Activity 17 – Simulate a Neural Network | |
| 13. Week beginning: | | |
| 12/12/2022 | Module and Assignment Review | |
| (Timetabling Week 12) | | |
| Timetabling | Winter Break (3 weeks) | |
| Weeks 13-15 | winter break (5 weeks) | |
| 13. Week beginning: | | |
| 09/01/2023 | Assignment Workshop | |
| (Timetabling Week 16) | | |
| 14. Week beginning: | | |
| 16/01/2023 | Assignment Workshop | |
| (Timetabling Week 17) | | |
| 15. Week beginning: | | |
| 23/01/2023 | Jupyter Logbook presentation tutorials | |
| (Timetabling Week 18) | | |
| 15. Week beginning: | | |
| 30/01/2023 | Assignment submission – Thursday 2 February | |
| (Timetabling Week 19) | | |

Reading List

Link to Reading list in Keylinks:

https://bucks-new.keylinks.org/#/list/1894

Module Text

- Lee, K.D., Hubbard, S. (2015). Data Structures and Algorithms in Python. Springer.
- Weiss, R. (2014). 4th Ed. Data Structures and Algorithms in C++. Pearson.
- Cormen, T.H. Leiserson, C.E. Rivest, R.L., Clifford, S. (2022). 4th ed. Introduction to Algorithms. MIT Press.
- Gamma E, Helm R, Johnson R and Vlissides J (1995). Design Patterns: Elements of Reusable Object-Oriented Software. Addison-Wesley. (NOTE: This is the key academic and authoritative texts on DPs)

Other useful sources

- Downey AB (2012) Think Python: How to Think Like a Computer Scientist, O'Reilly. (**NOTE: or free at** http://www.greenteapress.com/thinkpython/thinkpython.pdf).
- Phillips D (2015) Python 3 Object-Oriented Programming. Packt Publishing. (*NOTE: Good OO Python with comprehensive cover of design patterns*)
- Shalloway A and Trott JR (2004) Design Patterns Explained: A New Perspective on Object-Oriented Design (Software Patterns). Addison Wesley. (*NOTE: An accessible interpretation of applied DPs*)
- Anon (2015) PyQGIS Developer Cookbook. Available at http://docs.ggis.org/2.6/pdf/en/.
- Burris E (2012) Programming in the Large with Design Patterns. Pretty Print Press.
- Freeman, E., Robson, E., Bates, B., & Sierra, K. (2004). Head-first design patterns. "O'Reilly Media, Inc.".
- Ryoo (2015) Design Patterns with Python. Lynda.com.
- Stone B (2014) Python GUI Development with Tkinter. Lynda.com.
- Weinman W (2010) Python 3 Essential Training. Lynda.com
- Zlobin, G. (2013). Learning Python Design Patterns. Packt Publishing Ltd
- Dataquest (2019) Jupyter Notebook for Beginners: A Tutorial. https://www.dataquest.io/blog/jupyter-notebooktutorial/
- Inge Halilovic (2017) Markdown for Jupyter notebooks cheatsheet. https://medium.com/ibm-data-scienceexperience
- Jupyter Notebook Tutorial https://www.javatpoint.com/jupyter-notebook /markdown-for-jupyter-notebooks-cheatsheet-386c05aeebed
- Karlijn Willems (2017) Jupyter Notebook Cheat Sheet. https://www.datacamp.com/community/blog/jupyter-notebook-cheat-sheet
- https://www.learnpvthon.org/
- Python https://www.python.org/tutorial
- Python tutorial the 'official' one https://docs.python.org/3/tutorial/
- Python tutorial free and mobile https://www.sololearn.com/
- W3Schools Python tutorial at https://www.w3schools.com/python/