

Program	Level		Second cycle				
	Name of the program		Theoretical Computer Science				
<b>COURSE</b>							
Course title	<b>Advanced Algorithms and Data Structures</b>						
Course code	Semester	Course status	ECTS	Contact hours (L+AE+LE)			
CS 480	II	Mandatory course	8	3+0+2			
Lecturer							
Course Goals	To teach students advanced algorithmic concepts and randomized algorithms. Improve programming skills (C++, Java) on complex data structures and algorithms.						
Learning Outcomes	<p>After completing this course the student must demonstrate the knowledge and ability to:</p> <ul style="list-style-type: none"> <li>- demonstrate knowledge and understanding that provides a foundation for original development and application of ideas;</li> <li>- they can apply their knowledge, understanding and problem-solving abilities in a wider context related to the area of the complexity of algorithms;</li> <li>- can integrate new knowledge from the theory of algorithms;</li> <li>- they can clearly and unambiguously communicate their conclusions and the knowledge and arguments that support them to experts and laymen;</li> </ul>						
<b>COURSE CONTENT</b>							
<ul style="list-style-type: none"> <li>- Balanced trees (eg AVL trees, red-black trees, splay trees, treaps)</li> <li>- Graphs (e.g., topological sorting, finding strongly connected components, matching)</li> <li>- Advanced data structures (e.g., B-trees, Fibonacci heaps, Binomial heaps)</li> <li>- Data structures and algorithms based on strings (eg suffix arrays, suffix trees, tries)</li> <li>- Flow in the network (e.g. maximum flow [Ford-Fulkerson algorithm], max flow – min cut, maximum matching in bipartite graphs)</li> <li>- Linear programming (e.g., duality, simplex method, interior point algorithms)</li> <li>- Algorithms with numbers (modular arithmetic, simplicity testing, factorization of whole numbers) - Randomizing algorithms; Stochastic algorithms</li> <li>- Approximate algorithms</li> <li>- Amortized analysis;</li> <li>- Probabilistic analysis</li> <li>- Online algorithms and competitive analysis</li> </ul>							
<b>LITERATURE</b>							
<p>[1] Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein. Introduction to Algorithms. 3rd edition, MIT Press, 2009</p> <p>[2] J. Kleinberg, E. Tardos. Algorithm Design, Addison-Wesley, 2005</p> <p>[3] S. Dasgupta, C.H. Papadimitriou, U.V. Vazirani, Algorithms, McGraw-Hill, 2007</p> <p>[4] Drozdek, Data Structures and Algorithms in C++, Course Technology, 2004</p> <p>[5] K. Melhorn, Efficient data structures and algorithms, 3Ed , Springer, 2003.</p> <p>[6] D. Knuth, The Art of Computer Programming, Vol. 1-3, Fundamental Algorithms, Addison-Wesley, Reading, MA, USA, 1997.</p> <p>[7] 4. M. T. Goodrich, R. Tamassia, D. Mount, Data structures and Algorithms in C++, John Wiley and Sons, 2011.</p>							
<b>STUDENT WORKLOAD (hours in a semester)</b>							
Lectures	45	Exercises	30	Individual work	125	T o t a l	200
<b>GRADING</b>				<b>REMARKS</b>			
Criterion	Maximum points	Minimum points					
Midterm exams	20	10					
Prisustvo nastavi	10						
Projects	20	10					
Final exam	50	25					
T o t a l	100	55					