강의계획서

교과목명	알고리즘	주야	주간	교과코드	20060621	이수구분	전공선택
학점	3	주당시수	이론(2) / 실기(2)			학점구성	이론(1) 실습(1) 설계(1)
개설학년	2	개설학기	2학기			강의시간	화6,7,8,9
담당교수	김종찬	상담일시	Thur. 10:00-12:00	연구실			
담당조교	박정석	상담일시	Tue. 10:00-18:00	사무실			
인증구분	인증(O) 비인증( )	교과구분	전공_설계			선수권장과목	Discrete Math., C Programming

교과목의 교육목적	1. To understand the definition of problems and algorithms
	2. To learn the methodology of algorithm analysis
	3. To learn design techniques of algorithms
	4. To learn time complexity, space complexity, P-class, NP-class, and unsolvable problems
교과목의 개 요	This course covers the following topics. 1. Definition of problems and algorithms 2. Big-oh, time complexity, and analysis of algorithms 3. Designe techniques 4. Computational complexity, Undecidability

교재	구분	교재명	저자	출판사	출판년도
	주교재	Foundations of Algorithms	Neapolitan	Jones and Bartlett	
	참고서적	Data Structures and Algorithm	Aho, Hopcroft, and Ullman	Prentice Hall	
비고					

강의진행 방 식	강의(ㅇ) 토의(ㅇ) 과제평가(ㅇ) 현장학습( ) Computer사용(ㅇ) Beam Project사용(ㅇ) OHP사용( ) VTR사용( ) 기타( ) ※ 해당란에 모두 표시

강의평가 방 식	정기평가(50%) 수시평가(0%) 과제평가(30%) 보고서(0%) 퀴즈(0%) 실험(0%) 프로젝트(10%) 발표(0%) 출석평가(10%) 기타(0%) ※ 합은 100%

주별 강의진행계획

주	강의내용	비고
1	Definition of Algorithms	Homework: Programming assignment
2	Analysis of Algorithms	Homework: Programming assignment
3	Sorting Problem (I)	Homework: Programming assignment
4	Sorting Problem (II)	Homework: Programming assignment
5	Divide-and-Conquer	Homework: Programming assignment
6	Searching Problem (I)	Homework: Programming assignment
7	Midterm	
8	Searching Problem (II)	Homework: Programming assignment
9	Dynamic Programming	Homework: Programming assignment
10	Greedy Algorim	Homework: Programming assignment
11	Backtracking	Homework: Programming assignment
12	Branch-and-Bound	Homework: Programming assignment
13	Computational Complexity and Intractability (I)	Homework: Programming assignment
14	Computational Complexity and Intractability (II)	Homework: Programming assignment
15	Final Test	