

## Subject card

Subject name and code	Selected Problems in Algorithms and Technology, PG_00048013								
Field of study	Informatics								
Date of commencement of studies	October 2020		Academic year of realisation of subject			2023/2024			
Education level	first-cycle studies		Subject group			Optional subject group Subject group related to scientific research in the field of study			
Mode of study	Full-time studies		Mode of delivery			at the university			
Year of study	4		Language of instruction			Polish			
Semester of study	7		ECTS credits			4.0			
Learning profile	general academic profile		Assessment form			exam			
Conducting unit	Department of Algorithms and Systems Modelling -> Faculty of Electronics, Telecommunications and Informatics								
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. inż. Robert Janczewski						
	Teachers		dr hab. inż. Robert Janczewski						
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	t	Seminar	SUM	
	Number of study hours	30.0	0.0	0.0	0.0		15.0	45	
	E-learning hours included: 0.0								
Learning activity and number of study hours	Learning activity Participation in classes include plan				Self-study		SUM		
	Number of study hours	45		4.0		51.0		100	
Subject objectives	Acquiring the ability to build and use models of discrete optimization and design effective solutions, exact and approximate.								
Learning outcomes	Course outcome		Subject outcome			Method of verification			
	[K6_U07] can apply methods of process and function support, specific to the field of study		Student learns methods of supporting IT processes.			[SU1] Assessment of task fulfilment			
	[K6_W06] Knows and understands the basic processes occurring in the life cycle of devices, facilities and systems specific to a given field of study.		Student learns methods of modelling of life cycle of computer systems.			[SW1] Assessment of factual knowledge			
			Student learns specialist terminology related to computer science.			[SU1] Assessment of task fulfilment			

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1. Design and analysis of algorithms.  2. Graph modelling and its applications.  3. Coloring problems and its applications.  4. Dominating problems and its applications.  5. Computational geometry and its applications.							
<ul><li>3. Coloring problems and its applications.</li><li>4. Dominating problems and its applications.</li></ul>							
Dominating problems and its applications.							
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5. Computational geometry and its applications.	4. Dominating problems and its applications.						
	5. Computational geometry and its applications.						
6. Exact and approximation algorithms for selected graph problems.	6. Exact and approximation algorithms for selected graph problems.						
7. Exact and approximation algorithms for selected geometry problems.	7. Exact and approximation algorithms for selected geometry problems.						
8. Grouping and clustering problems.	8. Grouping and clustering problems.						
9. Combinatorial algorithms.	9. Combinatorial algorithms.						
10. Algorithms for text processing and algebraic problems.	10. Algorithms for text processing and algebraic problems.						
Prerequisites and co-requisites Discrete Mathematics	Discrete Mathematics						
Design and Analysis of Algorithms	Design and Analysis of Algorithms						
Assessment methods Subject passing criteria Passing threshold Percentage of the final g	rade						
and criteria Presentation 0.0% 40.0%							
Egzamin 50.0% 60.0%							
Recommended reading  Basic literature  Jacob E. Goodman, Joseph O"Rourke, "Discrete and Computation Geometry"	Jacob E. Goodman, Joseph O"Rourke, "Discrete and Computational Geometry"						
Vijay V.Vazirani "Approximation Algorithms"	Vijay V.Vazirani "Approximation Algorithms"						
Supplementary literature No requirements	No requirements						
eResources addresses Adresy na platformie eNauczanie:							
Example issues/ example questions/ tasks being completed							
Work placement Not applicable							

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