

SYLLABUS

1. Information regarding the programme

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| 1.1 Higher education institution | Babeş-Bolyai University |
| 1.2 Faculty | Faculty of Mathematics and Computer Science |
| 1.3 Department | Department of Computer Science |
| 1.4 Field of study | Computer Science |
| 1.5 Study cycle | Bachelor |
| 1.6 Study programme / Qualification | Computer Science |

2. Information regarding the discipline

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|----------------------------|----------|----------------------------------|----------|-------------------------|-----------|------------------------|-------------------|
| 2.1 Name of the discipline | | Algebra | | | | | |
| 2.2 Course coordinator | | Prof.PhD. Septimiu Crivei | | | | | |
| 2.3 Seminar coordinator | | Prof.PhD. Septimiu Crivei | | | | | |
| 2.4. Year of study | 1 | 2.5 Semester | 1 | 2.6. Type of evaluation | VP | 2.7 Type of discipline | Compulsory |

3. Total estimated time (hours/semester of didactic activities)

| | | | | | |
|---|----|----------------------|----|------------------------|-------|
| 3.1 Hours per week | 4 | Of which: 3.2 course | 2 | 3.3 seminar/laboratory | 2 |
| 3.4 Total hours in the curriculum | 56 | Of which: 3.5 course | 28 | 3.6 seminar/laboratory | 28 |
| Time allotment: | | | | | hours |
| Learning using manual, course support, bibliography, course notes | | | | | 28 |
| Additional documentation (in libraries, on electronic platforms, field documentation) | | | | | 14 |
| Preparation for seminars/labs, homework, papers, portfolios and essays | | | | | 28 |
| Tutorship | | | | | 10 |
| Evaluations | | | | | 14 |
| Other activities: | | | | | 0 |
| 3.7 Total individual study hours | | 94 | | | |
| 3.8 Total hours per semester | | 150 | | | |
| 3.9 Number of ECTS credits | | 6 | | | |

4. Prerequisites (if necessary)

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| 4.1. curriculum | • |
| 4.2. competencies | • |

5. Conditions (if necessary)

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| 5.1. for the course | • |
| 5.2. for the seminar /lab activities | • |

6. Specific competencies acquired

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| Professional competencies | <ul style="list-style-type: none"> • C3.1 Description of concepts, theories and models used in the application field • C4.3 Identification of adequate models and methods for solving real problems |
| Transversal competencies | <ul style="list-style-type: none"> • CT2 Efficient fulfillment of organized activities in an inter-disciplinary group and development of empathic abilities of inter-personal communication, relationship and collaboration with various groups |

7. Objectives of the discipline (outcome of the acquired competencies)

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| 7.1 General objective of the discipline | <ul style="list-style-type: none"> • To introduce the basic notions of linear algebra as well as some of its applications to computer science |
| 7.2 Specific objective of the discipline | <ul style="list-style-type: none"> • To present some applications of linear algebra to computer science |

8. Content

| 8.1 Course | Teaching methods | Remarks |
|--|---|---------|
| 1. Functions. Equivalence relations and partitions | interactive exposure, explanation, didactical demonstration | |
| 2. Binary operations. Groups, subgroups, group homomorphisms | interactive exposure, explanation, didactical demonstration | |
| 3. Rings and fields, subrings and subfields, ring homomorphisms | interactive exposure, explanation, didactical demonstration | |
| 4. Vector spaces, examples. Subspaces. Linear maps | interactive exposure, explanation, didactical demonstration | |
| 5. Linear dependence and independence. Bases, dimension. Steinitz theorem | interactive exposure, explanation, didactical demonstration | |
| 6. Bases and coordinates. Dimension related formulas | interactive exposure, explanation, didactical demonstration | |
| 7. Elementary operations. Matrices and determinants | interactive exposure, explanation, didactical demonstration | |
| 8. Rank and inverse of a matrix. Matrix of a list of vectors | interactive exposure, explanation, didactical demonstration | |
| 9. Matrix of a linear map. Change of basis | interactive exposure, explanation, didactical demonstration | |
| 10. Systems of linear equations, solving methods | interactive exposure, explanation, didactical demonstration | |
| 11. Eigenvectors and eigenvalues | interactive exposure, explanation, didactical demonstration | |
| 12. Bilinear and quadratic forms. Reduction of quadratic forms to the canonical form | interactive exposure, explanation, didactical demonstration | |
| 13. Linear codes, examples. Generator matrix and parity-check matrix | interactive exposure, explanation, didactical demonstration | |
| 14. Decoding linear codes | interactive exposure, explanation, didactical demonstration | |
| Bibliography | | |

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|--|------------------------------------|---------|
| 1. G. Calugareanu, Lectii de algebra liniara, Lito UBB, Cluj-Napoca, 1995. | | |
| 2. S. Crivei, Basic abstract algebra, Casa Cartii de Stiinta, Cluj-Napoca, 2002, 2003. | | |
| 3. C. Gherghe, D. Popescu, Criptografie. Coduri. Algoritmi, Editura Univ. Bucuresti, 2005. | | |
| 4. J. Gilbert, L. Gilbert, Elements of modern algebra, PWS-Kent, Boston, 1992. | | |
| 5. W.J. Gilbert, W.K. Nicholson, Modern algebra with applications, John Wiley, 2004. | | |
| 8.2 Seminar / laboratory | Teaching methods | Remarks |
| 1. Functions. Equivalence relations and partitions | interactive exposure, conversation | |
| 2. Binary operations. Groups, subgroups, group homomorphisms | interactive exposure, conversation | |
| 3. Rings and fields, subrings and subfields, ring homomorphisms | interactive exposure, conversation | |
| 4. Vector spaces, examples. Subspaces. Linear maps | interactive exposure, conversation | |
| 5. Linear dependence and independence. Bases, dimension. Steinitz theorem | interactive exposure, conversation | |
| 6. Bases and coordinates. Dimension related formulas | interactive exposure, conversation | |
| 7. Elementary operations. Matrices and determinants | interactive exposure, conversation | |
| 8. Rank and inverse of a matrix. Matrix of a list of vectors | interactive exposure, conversation | |
| 9. Matrix of a linear map. Change of basis | interactive exposure, conversation | |
| 10. Systems of linear equations, solving methods | interactive exposure, conversation | |
| 11. Eigenvectors and eigenvalues | interactive exposure, conversation | |
| 12. Bilinear and quadratic forms. Reduction of quadratic forms to the canonical form | interactive exposure, conversation | |
| 13. Linear codes, examples. Generator matrix and parity-check matrix | interactive exposure, conversation | |
| 14. Decoding linear codes | interactive exposure, conversation | |
| Bibliography | | |
| 1. N. Both, S. Crivei, Culegere de probleme de algebra, Lito UBB Cluj-Napoca, 1996. | | |
| 2. S. Crivei, Basic abstract algebra, Casa Cartii de Stiinta, Cluj-Napoca, 2002, 2003. | | |
| 3. I. Purdea, C. Pelea, Probleme de algebra, Editura EIKON, Cluj-Napoca, 2008. | | |

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

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| <ul style="list-style-type: none"> The contents is directed towards applications of linear algebra to computer science. |
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10. Evaluation

| Type of activity | 10.1 Evaluation criteria | 10.2 Evaluation methods | 10.3 Share in the grade (%) |
|------------------------------------|---------------------------------------|-------------------------|-----------------------------|
| 10.4 Course | Knowledge of basic concepts, examples | Exam | 25 |
| 10.5 Seminar/lab | Problem solving | Test, exam, assessments | 75 |
| 10.6 Minimum performance standards | | | |
| ➤ Grade 5 | | | |

Date Signature of course coordinator

30.04.2014 Prof.PhD. Septimiu CRIVEI

Signature of seminar coordinator

Prof.PhD. Septimiu CRIVEI

Date of approval

30.04.2014

Signature of the head of department

Prof.PhD. Octavian AGRATINI