SYLLABUS

1. Information regarding the programme

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

2. Information regarding the discipline

2.1 Name of the discipline			Mathematical foundations of decision-making process				
2.2 Course coordin	ourse coordinator Assoc. Prof. Nicola			soc. Prof. Nicolae	Popovici, F	h.D.	
2.3 Seminar coordi	.3 Seminar coordinator			Assoc. Prof. Nicolae Popovici, Ph.D.			
2.4. Year of study	1	2.5 Semester		2.6. Type of	Exam	2.7 Type of	Compulsory
				evaluation		discipline	

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

3.1 Hours per week	3	Of which: 3.2 course	2	3.3 seminar	1	
3.4 Total hours in the curriculum	42	Of which: 3.5 course	28	3.6 seminar	14	
Time allotment:						
Learning using manual, course support, bibliography, course notes						
Additional documentation (in libraries, on electronic platforms, field documentation)						
Preparation for seminars/labs, homework, papers, portfolios and essays						
Tutorship						
Evaluations						
Other activities:					-	
2.7 Total individual study hours 122						

3.7 Total individual study hours	133
3.8 Total hours per semester	175
3.9 Number of ECTS credits	7

4. Prerequisites (if necessary)

4.1. curriculum	Algebra	
	Geometry	
	Mathematical Analysis	
4.2. competencies	2. competencies Basic notions of linear algebra, analytical geometry and differen	
	calculus in the n-dimensional Euclidean space	

5. Conditions (if necessary)

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

6. Specific competencies acquired

Professional	competencies	•	Ability to understand and manipulate advanced concepts and results in the field of optimization theory. Ability to use mathematical methods and implementable algorithms for solving optimization problems.
Transversal	competencies	•	Ability to model and analyze from a mathematical point of view practical decision-making processes from other sciences, economics and engineering.

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

7.1 General objective of the	The study of fundamental mathematical concepts and practical methods		
discipline	relevant to the study of decision-making processes as optimization problems.		
7.2 Specific objective of the	Students should acquire knowledge about:		
discipline	Partially ordered spaces;		
	 Preference relations induced by utility functions; optimality concepts; 		
	decisional processes as scalar or vector optimization problems;		
	Elements of convex analysis;		
	 Linear optimization; the Simplex algorithm in primal and dual form; 		
	 Matrix games and their solution by means of linear programming; 		
	The cutting planes algorithm for nonlinear constrained optimization.		

8. Content

8.1 Course	Teaching methods	Remarks
1. Preference relations induced by utility	Direct instruction,	
functions; decisional processes modeled as	mathematical proof,	
scalar or vector (multicriteria) optimization problems	exemplification	
2. Optimality concepts: ideal efficiency, Pareto	Direct instruction,	
efficiency, weak efficiency, proper efficiency.	mathematical proof,	
	exemplification	
3. Level sets and their role in the study of optimal	Direct instruction,	
solutions; the existence and the unicity of	mathematical proof,	
optimal solutions	exemplification	
4. Convex sets and cones; the characterization of	Direct instruction,	
convex cones and their relationship with linear	mathematical proof,	
order relations	exemplification	
5. Convex functions; characterizations; local	Direct instruction,	
versus global minimal points; properties of the	mathematical proof,	
level sets	exemplification	
6. Mathematical foundations of linear	Direct instruction,	
programming; duality theorems.	mathematical proof,	
	exemplification	
7. The Simplex algorithm in primal form	Direct instruction,	
	mathematical proof,	
	exemplification	
8. The Simplex algorithm in dual form	Direct instruction,	

	mathematical proof, exemplification
9. Methods for solving the dual problem via the primal problem	Direct instruction, mathematical proof,
primar problem	exemplification
10. Solution of some extended optimization	Direct instruction,
problems obtained by adding a new constraint	mathematical proof, exemplification
11. Mathematical foundations of game theory.	Direct instruction,
Two-player zero-sum matrix games.	mathematical proof,
	exemplification
12. Characterizations of optimal strategies.	Direct instruction,
Geometrical solution of certain matrix games.	mathematical proof,
	exemplification
13. Numerical solution of matrix games by means	Direct instruction,
of linear optimization problems	mathematical proof,
	exemplification
14. Optimization problems involving a linear	Direct instruction,
objective function and nonlinear constraints;	mathematical proof,
the cutting hyperplanes algorithm	exemplification

Bibliography

- 1. ANDERSON, D.R., SWEENEY, D.J., WILLIAMS, T.A., An Introduction to Management Science. Quantitative Approaches to Decision Making, South-Western College Publishing, Cincinnati, 2000.
- 2. BRECKNER, B.E., POPOVICI, N.: Convexity and Optimization. An Introduction, EFES, Cluj-Napoca, 2006.
- 3. BRECKNER, W.W.: Cercetare operațională, Universitatea Babeș-Bolyai, Cluj-Napoca, 1981.
- 4. EHRGOT, M.: Multicriteria Optimization, Springer, Berlin Heidelberg New York, 2005.
- 5. POPOVICI, N.: Optimizare vectoriala, Casa Cartii de Stiinta, Cluj-Napoca, 2005.
- 6. YU, P.L.: Multiple Criteria Decision Making: Concepts, Techniques and Extensions, Plenum Press, New York London, 1985.

8.2 Seminar	Teaching methods	Remarks
Mathematical modeling of some practical	Problem-based	
decision problems	instruction, debate,	
	exemplification,	
	mathematical proofs	
2. Exercises involving binary relations and related	Problem-based	
topics	instruction, debate,	
	mathematical proofs	
3. The geometric description of the level sets of	Problem-based	
some important classes of functions;	instruction, debate,	
applications to the solution of some particular	mathematical proofs	
scalar and bicriteria optimization problems		
4. Exercises involving convex sets and cones	Problem-based	
	instruction, debate,	
	mathematical proofs	
5. The study of the convexity and other regularity	Direct instruction,	
properties of certain real-valued functions	exemplification,	
	mathematical proofs	
6. The best approximation (metric projection)	Direct instruction,	
problem and the Fermat-Weber location	exemplification,	
problem	mathematical proofs	
7. Applications of the Simplex algorithm in	Problem-based	
primal form	instruction, debate,	
	mathematical proofs	
8. Exercises involving parameters in the Simplex	Problem-based	

9. Applications of the Simplex algorithm in dual form 10. Exercises involving parameters in the Simplex algorithm in dual form 11. Mathematical modeling of various decisional problems as matrix games 12. Geometrical solution of certain matrix games 13. Geometrical solution of certain matrix games 14. Geometrical solution of certain matrix games 15. Geometrical solution of certain matrix games 16. Decided instruction 17. Geometrical solution of certain matrix games 18. Geometrical solution of certain matrix games 19. Decided instruction 10. Exercises involving parameters in the Simplex instruction, debate 11. Mathematical proofs 12. Geometrical solution of certain matrix games 13. Geometrical solution of certain matrix games 14. Geometrical solution of certain matrix games 15. Decided instruction 16. Decided instruction 17. Geometrical solution of certain matrix games 18. Decided instruction 19. Decided instructio	algorithm in primal form	instruction
10. Exercises involving parameters in the Simplex algorithm in dual form instruction, debate 11. Mathematical modeling of various decisional problems as matrix games instruction, debate, mathematical proofs 12. Geometrical solution of certain matrix games Problem-based instruction, debate, mathematical proofs Problem-based instruction, debate, mathematical proofs	9. Applications of the Simplex algorithm in dual	Problem-based
algorithm in dual form 11. Mathematical modeling of various decisional problems as matrix games 12. Geometrical solution of certain matrix games 13. Geometrical solution of certain matrix games 14. Geometrical solution of certain matrix games 15. Geometrical solution of certain matrix games 16. Geometrical solution of certain matrix games 17. Geometrical solution of certain matrix games 18. Geometrical solution of certain matrix games 19. Geometrical solution of certain matrix games 10. Geometrical solution of certain matrix games 10. Geometrical solution of certain matrix games 11. Mathematical modeling of various decisional instruction, debate, mathematical proofs	form	instruction
11. Mathematical modeling of various decisional problems as matrix games 12. Geometrical solution of certain matrix games Problem-based instruction, debate, mathematical proofs Problem-based instruction, debate, mathematical proofs	10. Exercises involving parameters in the Simplex	Problem-based
problems as matrix games instruction, debate, mathematical proofs 12. Geometrical solution of certain matrix games Problem-based instruction, debate, mathematical proofs	algorithm in dual form	instruction, debate
mathematical proofs 12. Geometrical solution of certain matrix games Problem-based instruction, debate, mathematical proofs	11. Mathematical modeling of various decisional	Problem-based
12. Geometrical solution of certain matrix games Problem-based instruction, debate, mathematical proofs	problems as matrix games	instruction, debate,
instruction, debate, mathematical proofs		mathematical proofs
mathematical proofs	12. Geometrical solution of certain matrix games	Problem-based
		instruction, debate,
12 0 1 4 0 1 100 4 4 1 1 1 1 1 1 1		mathematical proofs
13. Solution of different matrix games by means of Problem-based	13. Solution of different matrix games by means of	Problem-based
linear programming instruction	linear programming	instruction
14. Applications of the cutting hyperplane Problem-based	14. Applications of the cutting hyperplane	Problem-based
algorithm instruction, debate,	algorithm	instruction, debate,
mathematical proofs		mathematical proofs

Bibliography

- 1. BRECKNER, B.E., POPOVICI, N.: Probleme de cercetare operationala, EFES, Cluj-Napoca, 2006.
- 2. BRECKNER, W.W., DUCA, D.: Culegere de probleme de cercetare operationala, Universitatea Babes-Bolyai, Facultatea de Matematica, Cluj-Napoca, 1983.

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

The course ensures a solid theoretical background, according to national and international standards

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course	 Knowledge of theoretical concepts and capacity to rigorously prove the main theorems; Ability to solve practical exercises and theoretical problems 	Written exam	70%
10.5 Seminar/lab activities	Attendance and active class participation	Continuous evaluation	30%
10.6 Minimum performance standards			

The grade [as weighted average (70 * Written exam +30 * Continuous evaluation)/100] should be greater than or equal to 5.

Date	Signature of course coordinator	Signature of seminar coordinator
April 30, 2014	Assoc. Prof. Nicolae Popovici, Ph.D.	Assoc. Prof. Nicolae Popovici, Ph.D.
Date of approval		Signature of the head of department
		Prof. Octavian Agratini, Ph.D.