

Dept Number	MATH/CS 471	Course Title	Optimization Techniques							
Semester Hours	3	Course Coordinator	Math Department							
Catalog Description	Introduction to algorithms for finding extreme values of nonlinear multivariable functions with or without constraints. Topics include: convex sets and functions; the arithmetic-geometric mean inequality; Taylor's theorem for multivariable functions; positive definite, negative definite, and indefinite matrices; iterative methods for unconstrained optimization.									
Textbooks										
<i>The Mathematics of Nonlinear Programming</i> . Springer, Perressini, Sullivan and Uhl. 1 st Edition, 1993. ISBN: 9780387966144.										
References										
Course Learning Outcomes										
<ul style="list-style-type: none"> • To learn the basic methods of optimization. • To learn to build mathematical models and develop computer programs for solving the models. 										
Assessment of the Contribution to Program Outcomes										
Outcome →	1	2	3	4	5	6	7	8	9	10
Assessed →	X									X
Prerequisites by Topic										
Mathematics 221 and 250 with C or better.										

Major Topics Covered in the Course

1. Dynamic programming: stages, states and decision variables {12 classes}
2. Introduction to linear programming: standard model, graphical solution, simplex method, big M Method, unboundedness, inconsistency, shadow prices lower bounds for finding minimum and sorting, lower bound arguments {6 classes}
3. Graphs and the Transportation Model: the transportation model , rooted spanning tree Noide potentials , pivoting transshipment problem merge sort, quick sort, median selection, polynomial algorithms, matrix algorithms {6 classes}
4. Integer Programming, Why not LP?: formulations with binary variables, branch and bound, binary integer programming , dual simplex method , mixed integer programming {7classes}
5. Game theory introduction: solving simple games, games with mixed strategies, graphical solution procedure , solving by linear programming {5 classes}
6. Network analysis: shortest route problem, minimal spanning {4 classes}