singular Sturm-Liouville boundary value problems and nonlinear differential equations.

MATH 3406 Abstract Algebra (3,3,0) (E)
Prerequisite: MATH 1205 Discrete Mathematics
This course is intended to introduce general calculus of a single real variable. It will help students with some background and skill for algebraic manipulations in calculus to understand the basic concepts and fundamental theories of differentiation, integration and their applications.

MATH 3407 Advanced Linear Algebra (3,3,0) (E)
Prerequisite: MATH 2207 Linear Algebra
This course is designed for mathematical science major students. General vector space, linear transformations, inner products, diagonal form, Jordan form, dual space and quadratic forms will be introduced. The course emphasizes on general theory of linear algebra.

MATH 3415 Vector Calculus (3,3,0)
Prerequisite: MATH 2205 Multivariate Calculus and MATH 2207 Linear Algebra
This course is designed to develop the intuitive understanding, theory, and computational skills necessary for the concepts of vector functions by tying together multivariate calculus with concepts of vector. Topics covered include Vector Fields, Stokes theorem, Green's theorem, Gauss' theorem, and their applications.

MATH 3416 Complex Analysis (3,3,0) (E)
Prerequisite: MATH 2215 Mathematical Analysis
This course provides an up-to-date introduction to the basic theory of analytic functions of one complex variable. Residue Theorem and its applications to the evaluation of integrals and sums will be one of the main objectives. Also conformal mappings and their applications will be discussed.

MATH 3417 Game Theory (3,3,0)
Prerequisite: MATH 1205 Discrete Mathematics
The purpose of this class is to provide an introduction to game modeling and theory. In studying of strategic behavior among parties having apposed, mixed or similar interests, students will be able to think strategically, understand and explain a wide range of problems. Students will learn how to recognize and model strategic situations, to predict when and how your actions will influence the decisions of others and to exploit strategic situations for your own benefit. It is also important to emphases that game theory is a deductive, mathematical enterprise; therefore, it requires abstract, symbolic reasoning. The major topics covered are strategic games, extensive games with perfect and imperfect information, and coalitional games.

MATH 3425 Graph Theory (3,3,0) (E)
Prerequisite: MATH 1205 Discrete Mathematics
This course covers some fundamental concepts and principles of graph theory. Some algorithms of graphs are also discussed. Students will learn some techniques to solve some graph problems.

MATH 3426 Number Theory (3,3,0)
Prerequisite: MATH 1205 Discrete Mathematics
This course provides an introduction to the theory of numbers. Basic concept such as divisibility, congruence, diophantine equations will be covered. Some applications such as cryptography will be introduced.

MATH 3427 Real Analysis (3,3,0) (E)
Prerequisite: MATH 2215 Mathematical Analysis
This course provides an introduction to measure theory, Lebesgue integration, L^P spaces, and Fourier analysis. Equipped with this knowledge, students are prepared for further studies in numerical analysis, functional analysis and advanced probability theory.

MATH 3591 Mathematical Science Project I (3,0,9)
Prerequisite: Year III standing
This is a half-year individual project which usually relates to an interdisciplinary or applied topic, and requires knowledge and skill acquired in various courses. A thesis and an oral presentation are required upon completion of the project.

MATH 3592 Mathematical Science Project II (3,0,9)
Prerequisite: MATH 3591 Mathematical Science Project I and Recommendation by the supervisor
This is an extension of MATH 3591 for outstanding students, who are now supposed to conduct more innovative further developments for their results obtained in MATH 3591. A thesis and an oral presentation for Project I are waived but will be required upon completion of Project II.

MATH 3605 Numerical Methods II (3,3,0) (E)
Prerequisite: MATH 3206 Numerical Methods I, MATH 3405 Ordinary Differential Equations
This is the continuation of the Numerical Methods I. The course covers the concepts of Discrete/Fast Fourier Transform (DFT/FFT), the concepts of optimization, numerical methods for solution of systems of nonlinear equations, numerical methods for optimization and algorithms for solutions of initial value problems and boundary value problems for ordinary differential equation. The constructions of the algorithms and their advantages and limitations will be discussed so that the results of the computations can be properly interpreted.

MATH 3606 Partial Differential Equations (3,3,0) (E)
Prerequisite: MATH 2205 Multivariate Calculus, MATH 3405 Ordinary Differential Equations
This course introduces the theory of multi-dimensional scalar and system of parabolic, elliptic and hyperbolic partial differential equations (PDEs) that model physical processes in areas such as physics, biology, chemistry and social science. Solution techniques such as the separation of variables, eigenfunction expansions, Green functions, Fourier and Laplace transforms for solving the equations in a bounded and unbounded domain, with homogeneous and inhomogeneous source term will be studied in detail. Some classical numerical methods such as finite difference schemes and finite elements schemes for solving partial differential equations will also be introduced.

MATH 3607 Boundary Value Problems (3,3,0)
Prerequisite: MATH 2205 Multivariate Calculus, MATH 3606 Partial Differential Equations
The principle objective of this course is to tie together the mathematics developed and the student's physical intuition by solving boundary value problems involving partial differential equation. This is accomplished by deriving the mathematical model, by using physical reasoning in the mathematical development, by interpreting mathematical results in physical terms, and by studying the heat, wave, and potential equations separately. Student is assumed to have enough background in physics to follow the derivations of the heat and wave equations.

MATH 3615 Digital Image Analysis (3,3,0) (E)
Prerequisite: MATH 1005 Calculus
This course aims to introduce students to the foundation of digital image analysis. Students will learn elementary point operation techniques for image enhancement, and advanced techniques (including the theory of Fourier transform) for image restoration and image analysis. Students will come to understand all the major issues involved in the design and implementation of a digital imaging system.

MATH 3616 Numerical Methods for Differential Equations (3,3,0) (E)
Prerequisite: MATH 3606 Partial Differential Equations and MATH 3206 Numerical Methods I
This course introduces the major numerical techniques for solving partial differential equations. Emphasis is placed on finite