Degree competences to which the subject contributes

Specific:

CCO1.1. To evaluate the computational complexity of a problem, know the algorithmic strategies which can solve it and recommend, develop and implement the solution which guarantees the best performance according to the established requirements.

CCO2.5. To implement information retrieval software.

CCO3.1. To implement critical code following criteria like execution time, efficiency and security.

CCO3.2. To program taking into account the hardware architecture, using assembly language as well as high-level programming languages.

CT1.2C. To use properly theories, procedures and tools in the professional development of the informatics engineering in all its fields (specification, design, implementation, deployment and products evaluation) demonstrating the comprehension of the adopted compromises in the design decisions.

CT4.1. To identify the most adequate algorithmic solutions to solve medium difficulty problems.
CT4.2. To reason about the correction and efficiency of an algorithmic solution.

CT5.2. To know, design and use efficiently the most adequate data types and data structures to solve a problem.

CT5.3. To design, write, test, refine, document and maintain code in an high level programming language to solve programming problems applying algorithmic schemas and using data structures.

CT5.4. To design the programs architecture using techniques of object orientation, modularization and specification and implementation of abstract data types.

Generical:

G7. AUTONOMOUS LEARNING: to detect deficiencies in the own knowledge and overcome them through critical reflection and choosing the best action to extend this knowledge. Capacity for learning new methods and technologies, and versatility to adapt oneself to new situations.

Teaching methodology

Theory lectures will be magistral, with theoretical explanations from the teacher, interspersed with numerous examples. Students should actively participate with their questions and comments along these classes. Each week there will be two hours of lectures and two hours devoted to problems. In problem sessions, there will be discussion of the solutions proposed by the students to the exercises posed by the teacher in advance (more complex assignments, with which the student has been able to work during the week, autonomously) or of the short exercises posed during the class to be worked by teams of two students or individually. Occasionally, the students could be required to expose their solutions to the rest of their mates.

To complement personal study and practical problem solving in paper, a programming project will be proposed. In the project, the student must design and encode programs in C++ that solve the proposed problems, for instance, to implement two (or more) algorithms that solve the same problem and to carry out experiments that allow to compare the performance of the algorithms, and at the same time, to compare these performances with the predictions of the theoretical analysis. Each student will have to develop the project in a team of two or three people.

This project will be used to assess the autonomous learning skills, as it will require the study of a particular subject, related with those in the course, but no exposed in any lecture.

Learning objectives of the subject

1. Knowing greedy algorithms, to identify when and how you can apply them, knowing the most common techniques to prove correctness and becoming familiar with some basic greedy algorithms, e.g. Dijkstra's algorithm, Kruskal's and Prim's algorithms.

2. Understanding the dynamic programming scheme, to identify when and how you can apply it and become familiar with some fundamental dynamic programming algorithms, e.g. Floyd's algorithm or calculating the edit distance

3. Knowing the basic problem of optimal flows on networks, to become familiar with a basic algorithm (Ford-Fulkerson), to understand the maxflow-mincut theorem, to recognize when a problem can be formulated in terms of a flow problem

4. To understand the importance of randomization in the design of algorithms and data structures, to become familiar with some basic techniques of probabilistic analysis needed to study the efficiency of randomized algorithms and with some classic examples.

5. To know about some computational problems that arise in specific areas of CS as diverse as search in document databases, protein and genomic databases, geographic information systems, content-based information retrieval, data compression, etc. and to know some advanced data structures to respond to these needs

6. Becoming familiar with the use of algorithmic design principles for the design of data structures and to learn some essential techniques to obtain implementations which yield maximum efficiency and take advantage of the specific hardware features supporting the execution

7. To develop the necessary habits, attitudes and skills to be able to study, alone or in a team, a specific subject, making use of available sources of information (bibliography, web, ...) and to achieve the level of knowledge and compression of
the subject which is enough to explain it to others, writing a summary and preparing a supplementary visual material.

8. To understand some basic principles for the design of computational experiments and to learn basic techniques of data collection, validation and statistical analysis of the collected data, and how to draw conclusions, recognizing the need, usefulness and limitations of experimental studies in design and implementation of algorithms and data structures.

<table>
<thead>
<tr>
<th>Study load</th>
<th>Hours large group: 30h</th>
<th>20.00%</th>
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<tbody>
<tr>
<td></td>
<td>Hours medium group:</td>
<td>0h</td>
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<tr>
<td></td>
<td>Hours small group:</td>
<td>28h</td>
</tr>
<tr>
<td></td>
<td>Guided activities:</td>
<td>3h</td>
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<tr>
<td></td>
<td>Self study:</td>
<td>89h</td>
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</tbody>
</table>
## Basic Algorithmic Concepts

**Degree competences to which the content contributes:**

**Description:**

## Greedy algorithms

**Degree competences to which the content contributes:**

**Description:**

## Dynamic Programming

**Degree competences to which the content contributes:**

**Description:**

## Network Flows

**Degree competences to which the content contributes:**

**Description:**

## Advanced Data Structures and Algorithms

**Degree competences to which the content contributes:**

**Description:**
## Planning of activities

| **Basic Algorithmic Concepts** | **Hours:** 22h  
Theory classes: 6h  
Practical classes: 6h  
Laboratory classes: 0h  
Guided activities: 0h  
Self study: 10h |
<table>
<thead>
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<tbody>
<tr>
<td><strong>Description:</strong> To remind the basic concepts learnt in previous courses, and to become familiar with the terminology and notation that will be used throughout the course. Learn other basic algorithmic techniques.</td>
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</tbody>
</table>

| **Greedy algorithms** | **Hours:** 14h  
Theory classes: 4h  
Practical classes: 4h  
Laboratory classes: 0h  
Guided activities: 0h  
Self study: 6h |
<table>
<thead>
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<tbody>
<tr>
<td><strong>Description:</strong> Attend lectures and problem sessions where this subject is exposed, do the exercises proposed by the teacher to do at home or in class</td>
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<tr>
<td><strong>Specific objectives:</strong></td>
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</tbody>
</table>

| **Dynamic Programming** | **Hours:** 20h  
Theory classes: 4h  
Practical classes: 6h  
Laboratory classes: 0h  
Guided activities: 0h  
Self study: 10h |
<table>
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</thead>
<tbody>
<tr>
<td><strong>Description:</strong> Attend lectures and problem sessions where this subject is exposed, do the exercises proposed by the teacher to do at home or in class</td>
<td></td>
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<tr>
<td><strong>Specific objectives:</strong></td>
<td></td>
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</tbody>
</table>

| **Network Flows** | **Hours:** 26h  
Theory classes: 8h  
Practical classes: 8h  
Laboratory classes: 0h  
Guided activities: 0h  
Self study: 10h |
<table>
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<tbody>
<tr>
<td><strong>Specific objectives:</strong></td>
<td></td>
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</tbody>
</table>
Description:
Attend lectures and problem sessions where this subject is exposed, do the exercises proposed by the teacher to do at home or in class

Specific objectives:
3

Advanced Data Structures

Hours: 21h
- Theory classes: 8h
- Practical classes: 6h
- Laboratory classes: 0h
- Guided activities: 0h
- Self study: 7h

Description:
Attend lectures and problem sessions where this subject is exposed, do the exercises proposed by the teacher to do at home or in class

Specific objectives:
5, 6

Problem assignments

Hours: 14h
- Theory classes: 0h
- Practical classes: 0h
- Laboratory classes: 0h
- Guided activities: 3h
- Self study: 11h

Description:
The goal is to solve problems proposed by the teacher. The assignments must be done in group. There will be at least 4 days between the date on which the assignment are publicized and the problems class in which the solution has to be presented and one additional week to hand out the written resolution. You can expect to get one or two problems per setmana per cada grup.

Specific objectives:
1, 2, 3, 4, 5, 6, 8

Autonomous Learning Project

Hours: 15h
- Guided activities: 0h
- Self study: 15h

Description:
The teacher makes a brief interview with each of the student teams to discuss the written documentation and audiovisual material delivered, find out how the activity has been developed over the course, finding out about planning issues, if there was any, finding out what mechanisms have been used to coordinate the parts of the work carried out by the team, etc.. The teacher assesses the degree of learning of the proposed subject by the students by means of short specific questions and the achievement of the activity goals.
**Specific objectives:**
1, 2, 3, 4, 5, 6, 7

**Final Exam/ Second partial**

**Specific objectives:**
1, 2, 3, 4, 5, 7

**Hours:** 13h
- Guided activities: 3h
- Self study: 10h

**Mid term exam**

**Specific objectives:**
1, 2, 3, 6, 7

**Hours:** 7h
- Guided activities: 2h
- Self study: 5h

**Description:**
Partial examination outside teaching hours.

Qualification system

The final grade (NF) is calculated from the note of the resolution of algorithmic problems (A), that of the first partial written tests (M) (subject corresponding to the 6-7 first weeks of the course), second partial (E) (subject corresponding to the last 6-7 weeks of the course) and final exam (F) and the project note associated with autonomous learning (P) according to the formulas:

\[
NF1 = 0.7 \times 0.5 (M + E) + 0.1 \times A + 0.2 \times P \\
NF2 = 0.7 \times F + 0.1 \times A + 0.2 \times P
\]

One week before the end of the semester each student with grade M ≥ 3 must choose to take the second partial or the final exam on the day assigned for the final exam in the academic calendar. In the first case NF = NF1 and in the second case NF = NF2. If M < 3, NF = NF2.

The teacher will assess the degree of acquisition of the "Autonomous learning" skill from the score earned in a programming project that involves autonomous learning on the part of the students. The score P will be graded in a numerical scale from 0 to 10.

The qualitative grade for "Autonomous learning" is given according to the range in which the numerical grade falls: [0,5) => D, [5, 6.5) => C, [6.5, 8.5) => B, [8.5, 10] => A
Bibliography

Basic:

Complementary: