



Centro de Investigación y de Estudios Avanzados
Del Instituto Politécnico Nacional
Secretaría Académica

Registro de Cursos o Asignaturas

Nombre Completo del Programa de Posgrado		Maestría en Ciencias en Ingeniería Eléctrica		
Nombre Completo del Curso		Algoritmos y Complejidad		
Tipo de Curso		Electivo	Créditos	8
Número de horas		Teóricas:	Prácticas:	
		60	0	
		Presenciales	No presenciales	
Profesores que impartirán el curso				
Dr. Arturo Díaz Pérez				
Objetivos del curso:	General	En este curso, se aprenderá a analizar y comprender la complejidad computacional de diferentes algoritmos y estructuras de datos relevantes en las Ciencias de la Computación. Se aprenderá a usar la notación asintótica para acotar la complejidad computacional de problemas y algoritmos fundamentales. Además de los algoritmos tradicionales de búsqueda y ordenamiento, se revisarán algoritmos importantes en la teoría de grafos. Se estudiarán las estrategias generales para diseño de algoritmos como estrategias codiciosas, divide y vencerás y programación dinámica. Se estudiará el conjunto de problemas polinomiales y los no polinomiales. Se planteará la relevancia de la conjetura P=NP. Finalmente, se planteran algunas estrategias para la solución de problemas con complejidad exponencial.		
	Específicos			
Contenidos temáticos				
1 Introduction: 1.1 Why Algorithms? 1.2 Some Representative Problems 1.3 Class presentation 1.4 A first Problem 2 Getting Started 2.1 Insertion sort 2.2 Analyzing algorithms 2.3 Designing algorithms 3 Growth of Functions 3.1 Asymptotic notation 3.2 Standard notations and common functions				

4 Divide-and-Conquer

- 4.1 The maximum-subarray problem
- 4.2 Strassen's algorithm for matrix multiplication
- 4.3 The substitution method for solving recurrences

5 Probabilistic Analysis and Randomized Algorithms

- 5.1 The hiring problem
- 5.2 Indicator random variables
- 5.3 Randomized algorithms

6 Medians and Order Statistics

- 6.1 Selection in expected linear time

7 Mergesort and Quicksort

- 7.1 Mergesort
- 7.2 Quicksort's Algorithm
- 7.3 A randomized version of quicksort

8 Counting and Probability

- 8.1 Counting
- 8.2 Probability
- 8.3 Discrete random variables
- 8.4 The geometric and binomial distributions
- 8.5 The tails of the binomial distribution

9 Medians and Order Statistics

- 9.1 Minimum and maximum
- 9.2 Selection in expected linear time
- 9.3 Selection in worst-case linear time

10 Sorting algorithms

- 10.1 Heaps
- 10.2 Maintaining the heap property
- 10.3 Building a heap
- 10.4 The heapsort algorithm
- 10.5 Priority queues
- 10.6 Mergesort
- 10.7 Quicksort

11 Sorting in Linear Time

- 11.1 Lower bounds for sorting
- 11.2 Counting sort
- 11.3 Radix sort
- 11.4 Bucket sort

12 Hash Tables

- 12.1 Direct-address tables
- 12.2 Hash tables
- 12.3 Hash functions

13 Amortized Analysis

- 13.1 Aggregate analysis
- 13.2 The accounting method

13.3 The potential method

13.4 Dynamic tables

14 Binary Search Trees

14.1 What is a binary search tree?

14.2 Querying a binary search tree

14.3 Insertion and deletion

15 Augmenting Data Structures

15.1 Dynamic order statistics

15.2 How to augment a data structure

15.3 Interval trees

16 Dynamic Programming

16.1 Rod cutting

16.2 Matrix-chain multiplication

16.3 Elements of dynamic programming

16.4 Longest common subsequence

16.5 Optimal binary search trees

17 Greedy Algorithms

17.1 An activity-selection problem

17.2 Elements of the greedy strategy

17.3 Huffman codes

18 Elementary Graph Algorithms

18.1 Representations of graphs

18.2 Breadth-first search

18.3 Depth-first search

18.4 Topological sort

18.5 Strongly connected components

19 Minimum Spanning Trees

19.1 Growing a minimum spanning tree

19.2 Prim's algorithm

19.3 Kruskal's algorithm. Union-find data structure.

20 Single-Source Shortest Paths

20.1 The Bellman-Ford algorithm

20.2 Single-source shortest paths in directed acyclic graphs

20.3 Dijkstra's algorithm

20.4 Difference constraints and shortest paths

20.5 Proofs of shortest-paths properties

21 All-Pairs Shortest Paths

21.1 Shortest paths and matrix multiplication

21.2 The Floyd-Warshall algorithm

21.3 Johnson's algorithm for sparse graphs

22 Number-Theoretic Algorithms

22.1 Elementary number-theoretic notions

22.2 Greatest common divisor

22.3 Modular arithmetic

22.4 Solving modular linear equations

22.5 The Chinese remainder theorem

22.6 Powers of an element

22.7 The RSA public-key cryptosystem

23 String Matching

23.1 The naive string-matching algorithm

23.2 The Rabin-Karp algorithm

23.3 String matching with finite automata

24 Computational Geometry

24.1 Line-segment properties

24.2 Determining whether any pair of segments intersects

24.3 Finding the closest pair of points

25 NP-Completeness

25.1 Polynomial time

25.2 Polynomial-time verification

25.3 NP-completeness and reducibility

25.4 NP-completeness proofs

25.5 NP-complete problems

26 Combinatorial Optimization

26.1 TSP

26.2 Branch and bound

26.3 Knapsack

26.4 Simulated Annealing

26.5 Meta-heuristics

26.6 Hyper-heuristics

26.7 Ant-colony

26.8 Genetic Algorithms

27 Parallel Computing

27.1 Introduction

27.2 Speedup, Efficiency, Redundancy

27.3 NC-Class

27.4 Models of parallel computing

27.5 PRAM

27.6 Parallel algorithms

27.7 Matrix multiplication

27.8 Parallel prefix-sum

27.9 GPU computing

Bibliografía

1. S. Dasgupta, C.H. Papadimitriou, and U.V. Vazirani, Algorithms, First Edition (McGraw-Hill Education, 2006).
2. Rajeev Motwani and Prabhakar Raghavan, Randomized Algorithms, Cambridge University Press, New York, NY, USA.
3. R. Sedgewick, K. Wayne, Algorithms (Addison-Wesley Professional, 2011).
4. Aho, A. V., Hopcorft, J. E., and Ullman, J. D. The Design and Analysis of Computer Algorithms. Addison-Wesley. 1974.
5. Kleinberg, J. and Tardos, E. Algorithm Design, Addison-Wesley, ISBN 0-321-29535-8, 2006.
6. Lehman, E., Leighton, F. T., and Meyer, A. R., Mathematics for Computer Science. Rev. January 2013.
7. Garey, M. and Johnson, D. S, Computers and untractability: A guide to the theory of NP-completeness. W H Freeman & Co.; ISBN: 0716710455. 1979.
8. Savage, John, E. Models of Computation: Exploring the Power of Computing. Addison-Wesley. Reading, Mass. 1998. ISBN: 0201895390.

Criterios de evaluación

proyecto	0%
tareas	0%
exámenes	0%
Total	00%

Contribución del curso al perfil de egreso del programa**Conocimientos:****Habilidades:****Actitudes y valores:**