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SUBJECT PROGRAM

I IDENTIFICATION OF THE SUBJECT

Subject: Algorithms and Complexity			Acronym: INF-221	Approval date 10/11/2016 (CC.DD. Agreement 13/2016)			
UTFSM Credits	: 3	Prerequisites: INF 152 and	Exam: Does not have	Faculty			
SCT Credits	: 5	INF 253		Computer Science Department			
Weekly Lecture		Weekly	Weekly	Semester in which it is taught			
Hours	: 3	Assistantship Hours: 1.5	Laboratory Hours: 0	Odd	Pair X	Both	
Formative axis: E	ngineerin	g Sciences - Co	mputer science for	complex p	roblems i	n industry	
Total time dedica	ted to the s	subject: 140 chro	nological hours				

Subject Description

The student applies theoretical foundations to identify levels of complexity of an algorithmic problem. Designs algorithms, according to the different strategies that allow the solution of problems in computing. Select the most appropriate strategy (brute force, greedy algorithms, divide and conquer, back-tracking, branch and bound, dynamic programming, among others) for the design of an algorithm, evaluating its performance.

Entry requirements

- Apply basic counting techniques.
- Apply data structures.
- Apply graph theory to model.
- Programming using recursion.
- Demonstrates the correctness of programs.

Contribution to the graduation profile

Specific Competence

Apply theoretical and algorithmic foundations to develop efficient ways to solve computational problems.

Transversal Competencies

Act with autonomy, flexibility, initiative, and critical thinking when facing professional problems. Develop their work with solid criteria that allow you to ensure quality from a systemic perspective.

Learning outcomes expected to be achieved in this subject.

- **Design** algorithms to solve problems, **applying** appropriate solution strategies.
- Evaluates algorithmic strategies, considering the area of application.
- Analyzes the complexity of algorithms, considering alternative solutions.
- Analyze simple situations, applying basic concepts of algorithmic complexity theory.



Thematic contents

- Simple numerical algorithms.
- Lower bounds of problems: ordering and search.
- Algorithm design strategies: brute force, greedy algorithms, divide and conquer, *backtracking*, *branch and bound*, dynamic programming, among others.
- Pattern recognition algorithms in strings/text.
- Algorithmic Complexity Theory.

Teaching and learning methodology

- Expository method.
- Problem-based learning (PBL).
- · Resolution of exercises in assistantships and tasks.
- Cooperative/collaborative learning.

Evaluation and grading of the subject (Adjusted to Institutional Regulations-Regulation No. 1)

Approval requirements and qualification		ation and qualification process co ated through 2 tests (C1 and C2 iips.		
		Evaluation instrument	%	
		Competition (C1)	30	
		Competition (C2)	35	
		Average Tasks (PT)	30	
		Assistantship Average (PA)	5	
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Learning Resources

Virtual platform

Bibliography:

•	Cormen, Thomas H., Leiserson, Charles E. (2009). Rivest, Ronald L., Stein, Clifford. "Introduction to Algorithms" (3rd edition). MIT Press.
•	Rawlins, Gregory J.E. (1992). "Compared to What?: Introduction to the Analysis of Algorithms". WH Freeman & Co.
•	Sedgewick, Robert, Flajolet, Phillipe 2013 "An Introduction to the Analysis of Algorithms", (2nd edition), Addison-Wesley Professional.
•	Steven Skiena. (2010). "The Algorithm Design Manual" (2nd Ed.). Springer Science+Business Media.





II. CALCULATION OF NUMBER OF HOURS OF DEDICATION - (SCT-Chile) - SUBJECT **SUMMARY TABLE.**

	Number of hours of dedication					
ACTIVITY	Number of hours per week	Number of weeks	Total number of hours			
	PRESEN	ICE				
Lecture or theoretical classes	3	17	51			
Assistantship/Exercises	1.5	fifteen	22.5			
Industrial visits (from Field)						
Laboratories / Workshop						
Evaluations (exams, others)	2	2	4			
Others (specify)						
	NO PRESI	ENCE				
Assistantship						
Mandatory tasks	4	7	28			
Personal Study (Individual or group)	2	17	3. 4			
Preparation of reports and						
Problem resolution						
TOTAL (HOURS)			140			
	Total number of TRANSF	ERABLE CREDITS	5			