Theoretical Computer Sciences

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Overview

Overview

- · Theoretical Computer Sciences
- Applications in biology (project)
- Two parts:
 - Part I Sergio Peignier: Graph theory.
 - Part II Théotime Grohens:
 Combinatorial algorithms, complexity, ...

Prerequisites

Prerequisites

- Notions of Computer Sciences
- · Calculus.
- Basic **programming skills** (Python, R, ...).

Objectives

General Competencies

- · Analyze a system:
 - Model a (complex) system as a graph.
 - Analyze and characterize graphs
 - Understand major graph models.
 - · Write mathematical proofs
- · Exploit a real system model:
 - Implement a computer simulation of a complex system, as a graph.
 - Select/Design/implement algorithms for graphs, detect tendencies and interpret results.

Specific Competencies

- · Model a complex biological network as a graph
- Implement/study it in python using Networkx
- Apply/Choose/implement graph theory analysis algorithms.

Specific Knowledge

- Basic definitions edge, node, graph, undirected, directed, weighted, ...
- · Specific graphs (trees, bipartite, ...)
- Graph representations (adjacency matrix, adjacency list)
- Metrics (Rich club coef., degree, clustering coef., ...)
- Graph Traversal Algorithms (DFS, BFS, Djikstra)
- Motifs and Communities.
- Community detection algorithms
 Girvan Newman, Louvain, ...
- · NetworkX Python library.

Complementary sources

Complementary sources & References

- Book: Dynamical Process On Complex Networks, Barrat et al.
- · Book: Networks, an Introduction M.E.J. Newman,
- · Book: Network Science, A.L. Barabási.
- Book: Graph Theory with Applications, J.A. Bondy and U.S.R. Murty.
- · Book: Introduction to Algorithms, Cormen et al.
- · Book: Graph Theory, R. Diestel.
- Blerina Sinaimeri lecture notes