

UČNI NAČRT PREDMETA / COURSE SYLLABUS						
Predmet:		Algoritmi				
Course title:		Algorithms				
Študijski program in stopnja Study programme and level		Študijska smer Study field		Letnik Academic year	Semester Semester	
Interdisciplinarni magistrski študijski program Računalništvo in matematika		ni smeri		1	drugi	
Interdisciplinary Masters study programme Computer Science and Mathematics		none		1	second	
Vrsta predmeta / Course type				obvezni		
Univerzitetna koda predmeta / University course code:				M2800		
Predavanja Lectures	Seminar Seminar	Vaje Tutorial	Klinične vaje work	Druge oblike študija	Samost. delo Individ. work	ECTS
45	20	10			105	6
Nosilec predmeta / Lecturer:				Tomaž Dobravec		
Jeziki / Languages:		Predavanja / Lectures: slovenski/Slovene, angleški/English				
		Vaje / Tutorial: slovenski/Slovene, angleški/English				
Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:				Prerequisites:		
Osnovno znanje algoritmov in podatkovnih struktur.						
Vsebina:				Content (Syllabus outline):		

<p>Vsebina predmeta:</p> <p>Računska zahtevnost za algoritme tipa deli in vladaj.</p> <p>Randomizirani algoritmi in verjetnostna analiza algoritmov.</p> <p>Amortizirana analiza algoritmov.</p> <p>Iskanje v večdimenzionalnih prostorih: k-d drevesa, R drevesa, lokalno občutljivo razprševanje.</p> <p>Sortiranje s predpostavkami: s štetjem, korensko urejanje, sektorsko urejanje.</p> <p>Iskanje s predpostavkami: drevesa van Emde Boats.</p> <p>Razpršene tabele: funkcije razprševanja, univerzalno razprševanje, popolno razprševanje, Bloomovi filtri.</p> <p>Hevristične metode reševanja problemov: lokalne metode.</p> <p>Metahevrstike pri optimizaciji.</p> <p>Biološko navdahnjene metode: genetski algoritmi, diferencialna evolucija in metode roja.</p> <p>Računska geometrija: lastnosti daljic, konveksna ovojnica, par najbližjih točk.</p> <p>Večnitni in porazdeljeni algoritmi.</p> <p>Avtomati in gramatike.</p> <p>Študenti, ki na prvi stopnji še niso osvojili osnovnih algoritmov in podatkovnih struktur, bodo pod mentorstvom izvajalcev v obliki seminarjev in domačih nalog sproti obdelali še manjkajoče predznanje.</p>	<p>The topics:</p> <p>Computational complexity for divide and conquer algorithms.</p> <p>Randomized algorithms and probabilistic analysis.</p> <p>Amortized analysis of algorithms.</p> <p>Searching in multidimensional spaces: k-d trees, R-trees and locality-sensitive hashing.</p> <p>Sorting with assumptions: counting sort, radix sort, bucket sort.</p> <p>Searching with assumptions: van Emde Boats trees.</p> <p>Hash tables: hash functions, universal hashing, perfect hashing, Bloom filters.</p> <p>Heuristic programming: local methods.</p> <p>Metaheuristics for optimization.</p> <p>Biologically inspired methods: genetic algorithms, differential evolution, swarm intelligence.</p> <p>Computational geometry: line-segment properties, convex hull, closest pair of points.</p> <p>Multithreaded and distributed algorithms.</p> <p>Automata theory and grammars.</p> <p>Students lacking a required background from the 1st degree courses will gain needed knowledge and skills through additional preparation of seminar papers and programming assignments throughout the course. The topics will be individually selected.</p>
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Temeljni literatura in viri / Readings:

T. H. Cormen, C.E. Leiserson, R.L. Rivest, C. Stein: Introduction to Algorithms, 3rd edition. MIT Press, 2009.

K.A.Berman, J.L. Paul: Algorithms: Sequential, Parallel, and Distributed. Thomson, 2005.

J. Kleinberg, E. Tardos: Algorithm Design. Pearson Education, 2006.

Cilji in kompetence:

Cilj predmeta je nadgraditi znanje s področja načrtovanja in analize algoritmov in podatkovnih struktur. Študenti bodo dosegli nivo, ko znajo analizirati večino algoritmov in si razširili orodjarno znanih algoritmov in tehnik za njihov razvoj.

Splošne kompetence:

sposobnost kritičnega razmišljanja,

razvoj spretnosti kritičnega, analitičnega in sintetičnega razmišljanja,

sposobnost razumevanja in reševanja profesionalnih izzivov,

sposobnost nadgradnje pridobljenega znanja.

Predmetno-specifične kompetence:

poznavanje mojstrove metode in metode Akra-Bazzi za analizo algoritmov tipa deli in vladaj,

randomizacija algoritmov

verjetnostna analiza algoritmov,

amortizirana analiza algoritmov,

poznavanje razredov formalnih jezikov in zapis regularnih izrazov ter kontekstno neodvisnih gramatik,

poznavanje vloge predpostavk pri razvoju

Objectives and competences:

The goal of this course is to upgrade the knowledge of the analysis of algorithms and data structures and algorithm design techniques. A level where most of the algorithms can be analysed will be reached. Students will expand their algorithm toolbox and a set of design approaches.

General competences:

ability of critical thinking,

developing skills in critical, analytical and synthetic thinking,

the ability to understand and solve professional challenges in computer and information science,

the ability to upgrade acquired knowledge.

Subject-specific competences:

use of master theorem and Akra-Bazzi method for analysis of divide-and-conquer algorithms,

randomization of algorithms,

probabilistic analysis of algorithms,

amortized analysis of algorithms,

classes of formal languages, writing regular expressions and context-free grammars,

the role of assumptions in development of

učinkovitih algoritmov,
učinkovito iskanje prostorskih podatkov,
uporaba razpršenih tabel, sestava razprševalne funkcije,
priprava optimizacijskega problema za reševanje z lokalnimi metodami,
uporaba meta-hevristik v lokalnih metodah: spremenljive okolice, vodeno lokalno iskanje, tabu preiskovanje,
priprava problema za reševanje z biološko navdahnjenimi metodami: genetskimi algoritmi, metodo rojev, diferencialno evolucijo in kolonijo mravelj,
uporaba tehnik računske geometrije in poznavanje učinkovitih algoritmov za konveksno ovojnico,
analiza večnitnih algoritmov, paralelna pohitritev,
spreminjanje enonitnih v večnitne algoritme,
poznavanje razvoja porazdeljenih algoritmov.

efficient algorithms,
efficient search of spatial data and low-dimensional data,
use of hash tables, construction of hash functions,
preprocessing problems for optimization based on local search,
using met heuristics in local search: variable neighbour method, guided local search, tabu search,
preprocessing problems for biology inspired methods: particle swarm optimization, differential evolution, ant colony optimization
using techniques from computational geometry and efficiently finding convex hull,
analysis of multithreaded algorithms, speed-up
turning single threaded algorithms in multi-threaded algorithms,
knowing distributed algorithm development.

Predvideni študijski rezultati:

Po uspešnem zaključku tega predmeta bo študent:

- znal opredeliti razliko med težkim in lahkim problemom ter med dobrim in slabim algoritmom,
- razumel delovanje izbranih algoritmov in jih znal implementirati v izbranem programskem jeziku,
- sposoben izkazati algoritmični način razmišljanja in reševanja problemov,
- sposoben samostojno razviti nov algoritem za

Intended learning outcomes:

After the completion of the course a student will be able to:

- define the difference between easy and hard problems and between good (efficient) and bad (inefficient) solutions,
- understand the selected algorithms and implement them in a selected programming language,
- show the algorithmic way of thinking and solving the problems,
- independently develop algorithms for solving

izbrane probleme, - znal raziskati problem, določiti način reševanja in poiskati ali razviti algoritem, - sposoben ovrednotiti kakovost algoritma za reševanje izbranega problema.	the selected problems, - research the selected problem, find an approach to solve the problem and develop an appropriate algorithm, - evaluate the quality of a selected algorithm.

Metode poučevanja in učenja:

Predavanja, laboratorijske vaje in domače naloge, pomembno je sprotno oddajanje domačih nalog.
Študenti s šibkim obstoječim znanjem bodo manjkajoče znanje pridobili z dodatnimi individualnimi seminarскими nalogami in programerskimi projekti.

Learning and teaching methods:

Lectures and homework, assignments are assigned regularly and shall be delivered on time.
For students with low prior knowledge individual work (seminal papers and programming assignments) will be assigned.

Delež (v %) /

Načini ocenjevanja:

Weight (in %)

Assessment:

Način: pisni in ustni izpit, naloge. Sprotno preverjanje: domače naloge, seminarско delo. Končno preverjanje: pisni in ustni izpit. Ocene: 6-10 pozitivno, 5 negativno (v skladu s Statutom UL).	50% 50%	Type: written and oral examination, coursework. Continuing: homework, seminars. Final: written and oral exam. Grading: 6-10 pass, 5 fail (according to the Statutes of University of Ljubljana).
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Reference nosilca / Lecturer's references:

Tomaž Dobravec:
- DOBRAVEC, Tomaž, ROBIČ, Borut, ŽEROVNIK, Janez. Permutation routing in double-loop networks : design and empirical evaluation. Journal of Systems Architecture, ISSN 1383-7621. [Print ed.], 2003, vol. 48, str. 387-402, ilustr. [COBISS.SI-ID 3475796]
- DOBRAVEC, Tomaž, ŽEROVNIK, Janez, ROBIČ, Borut. An optimal message routing algorithm for

circulant networks. Journal of Systems Architecture, ISSN 1383-7621. [Print ed.], 2006, vol. 52, no. 5, str. [298]-306, ilustr. [COBISS.SI-ID 5323348]

– DOBRAVEC, Tomaž, ROBIČ, Borut. Restricted shortest paths in 2-circulant graphs. Computer communications, ISSN 0140-3664. [Print ed.], March 2009, vol. 32, no. 4, str. 685-690, ilustr. [COBISS.SI-ID 6966356]

– BULIĆ, Patricio, DOBRAVEC, Tomaž. An approximate method for filtering out data dependencies with a sufficiently large distance between memory references. The journal of supercomputing, ISSN 0920-8542, 2011, vol. 56, no. 2, str. 226-244, ilustr. [COBISS.SI-ID 7412820]

– ČEŠNOVAR, Rok, RISOJEVIĆ, Vladimir, BABIĆ, Zdenka, DOBRAVEC, Tomaž, BULIĆ, Patricio. A GPU implementation of a structural-similarity-based aerial-image classification. The journal of supercomputing, ISSN 0920-8542, Aug. 2013, vol. 65, no. 2, str. 978-996, ilustr [COBISS.SI-ID 9619028]

– MIHELIC, Jurij, DOBRAVEC, Tomaž. SicSim : a simulator of the educational SIC/XE computer for a system-software course. Computer applications in engineering education, ISSN 1061-3773. [Print ed.], Jan. 2015, vol. 23, no. 1, str. 137-146, ilustr. [COBISS.SI-ID 10241620]