

SECRETARÍA ACADÉMICA



DIRECCIÓN DE EDUCACIÓN SUPERIOR

SINTHESIZED SCHOOL PROGRAM

ACADEMIC UNIT:	Escuela Superior de Cómputo	
ACADEMIC PROGRAM:	Ingeniería en Sistemas Computacionales.	
LEARNING UNIT:	Analysis and Design of Parallel Algorithms	LEVEL: III

AIM OF THE LEARNING UNIT:

The student develops parallel algorithms through parallel techniques.

CONTENT:

- I. Introduction.
- II. Basic algorithms.
- III. Graphs algorithms.
- IV. Expression algorithms.
- v. Sorting algorithms.

TEACHING PRINCIPLES:

Teacher will apply a Projects-Based learning process, through heuristic and analogical methods using techniques such as: study cases, brainstorming, information search through information and communication technologies (ICT), analysis of data, cooperative work, graphic organizers, teacher led discussions, design of plans and/or experiments, technical reports, and oral communication.

EVALUATION AND PASSING REQUIREMENTS:

The program will evaluate the students using a learning portfolio which is integrated by:

• Formative and summative evaluation, rubrics, self-evaluation and cooperative evaluation rubric, and learning evidence.

Other ways to pass this Learning Unit:

- Evaluation of knowledge previously acquired with base in the issues defined by the academy.
- In other Academic Unit of the IPN.
- In other national or international academic undergraduate or graduate institution.

REFERENCES:

- Cassanova, H. Legrand, A. Yves, R. (2008). Parallel Algorithms (1^a Ed.). Estados Unidos de América: Ed. Chapman and Hall. ISBN: 978-1584889458.
- Gebali, F. (2011). Algorithms and Parallel Computing (1^a Ed.). Estados Unidos de América: Ed. Wiley. ISBN: 978-0470902103.
- JaJa, J. (1992). Introduction to Parallel Algorithms (1^a Ed.). Estados Unidos de América: Ed. Addison Wesley. ISBN: 978-0201548563.
- Kumar, V. Grama, A. Gupta, A. Karpis, G. (2003). Introduction to Parallel Computing (2^a Ed.). Estados Unidos de América: Ed. Addison Wesley. ISBN: 978-0201648652.
- Paul, J. L. Berman, K. A. (2004). Algorithms: Sequential, Parallel and Distributed (1^a Ed.). Estados Unidos de América: Course Technology. ISBN: 978-0534420574.



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DIRECCIÓN DE EDUCACIÓN SUPERIOR

ACADEMIC UNIT: Escuela Superior de Cómputo. ACADEMIC PROGRAM: Ingeniería en Sistemas Computacionales LATERAL OUTPUT: Analista Programador de Sistemas de Información. FORMATION AREA: Professional. MODALITY: Presence. LEARNING UNIT: Analysis and Design of Parallel Algorithms. TYPE OF LEARNING UNIT: Theorical - Practical, Optative. USE: August, 2011 LEVEL: III. CREDITS: 7.5 Tepic, 4.39 SATCA

ACADEMIC AIM

The program provides knowledge on parallel algorithms implementation; this implementation is according with parallel systems requirements. The students will work together in collaborative, tolerant, and respectful way; also, they will develop strategic thinking skills and creative. All this support to graduate profile with knowledge and skills to develop parallel algorithms that a Computational System Engineer has to know. This program has as antecedent Learning Units to: Operating Systems, Object Oriented Analysis and Design, Computing Networks, Software Engineering, Data Structures, Computer Architecture, and Applications to Communication on Networks.

AIM OF THE LEARNING UNIT:

The student develops parallel algorithms through parallel techniques.

1.5

81

CREDITS HOURS

THEORETICAL CREDITS / WEEK: 3.0

PRACTICAL CREDITS / WEEK:

THEORETICAL HOURS/SEMESTER: 54

PRACTICALS HOURS/SEMESTER: 27

AUTONOMOUS LEARNING HOURS: 54

CREDIT HOURS / SEMESTER:

LEARNING UNIT DESIGNED BY: Academia de Sistemas Distribuidos.

REVISED BY: Dr. Flavio Arturo Sánchez Garfias. Subdirección Académica

APPROVED BY: Ing. Apolinar Francisco Cruz Lázaro. Presidente del CTCE AUTHORIZED BY: Comisión de Programas Académicos del Consejo General Consultivo del IPN

Ing. Rodrigo de Jesús Serrano Domínguez Secretario Técnico de la Comisión de Programas Académicos



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LEARNING UNIT:

Analysis and Design of Parallel Algorithms.

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TITLE: Introduction

THEMATIC UNIT: |

UNIT OF COMPETENCE

The student analyzes the objective, characteristics and application of parallel algorithms based on their performance and optimization.

No.	CONTENTS	Teacher - led instruction HOURS		Autonomous Learning HOURS		REFERENCES KEY
		Т	Р	Т	Р	
1.1 1.2 1.2.1 1.2.2 1.2.3 1.3 1.3.1 1.3.2 1.4	Parallel algorithm definition. Parallel computation model. General techniques. Number of processors reduction. Parallel algorithms performance. Optimization. Optimization definition. Examples. Complexity of communication.	1.0 1.5 0.5 0.5	0.5	0.5 1.0 0.5 0.5	1.0	2B,3B,6C
	Subtotal:	3.5	0.5	2.5	1.0	
			•		•	•

TEACHING PRINCIPLES

Course framing and team arrangement.

This Learning Unit will use Projects-Based learning strategy through heuristic and analogical methods with the follow techniques: study cases, information search and analysis, teacher led discussions, elaboration of concept maps in teams of four, and develop of practical 1 in team.

Diagnostic evaluation	
Project Portfolio:	
Worksheets	20%
Concept maps	60%
Practical reports	10%
Self-evaluation rubric	5%
Cooperative evaluation rubric	5%



Worksheets Concept maps

Practice report

Project plan design

Self-evaluation rubric

Cooperative evaluation rubric

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LEARNING UNIT:

Analysis and Design of Parallel Algorithms.

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UNIT OF COMPETENCE The student implements basic parallel algorithms based on parallelization techniques. No. CONTENTS Teacher - led instruction HOURS Autonomous Learning HOURS REFERENCES KEY 2.1 Basic techniques. T P T P 2.1.1 Balanced trees. 3.0 0.5 3.5 4.0 1B,2B,3B 2.1.2 Jump pointer. Jump pointer. 3.0 0.5 3.5 4.0 1B,2B,3B 2.1.4 Partitioning. Prittioning. 1.0 1.0 1.0 1.0 1B,2B,3B 2.1.5 Pipelining. 2.1.6 Accelerated cascading. 1.0 1.0 1.0 1.0 1.0 2.1.7 Symmetry breaking. 1.0 1.0 1.0 1.0 1.0 1.0 2.2 Comparison of techniques. Subtotal: 4.0 0.5 4.5 4.0 2.1.7 Symmetry breaking. 1.0 1.0 1.0 1.0 1.0 1.0 TEACHING PRINCIPLES This Learning Unit will use Projects-Based learning strategy through heuristic and analogi	THEMA				NAME:	Basic algo	orithms	
No. CONTENTS Teacher - led instruction HOURS Autonomous Learning HOURS REFERENCES KEY 2.1 Basic techniques. T P T P 2.1.1 Balanced trees. 3.0 0.5 3.5 4.0 1B,2B,3B 2.1.2 Jump pointer. Jump pointer. 3.0 0.5 3.5 4.0 1B,2B,3B 2.1.4 Partitioning. 2.1.5 Pipelining. 1.0 1.0 1B,2B,3B 2.1.5 Pipelining. 2.1.6 Accelerated cascading. 1.0 1.0 1.0 2.1.7 Symmetry breaking. 1.0 1.0 1.0 1.0 1.0 TEACHING PRINCIPLES This Learning Unit will use Projects-Based learning strategy through heuristic and analogical methods with the follow techniques: study cases, search and analysis of information, teacher led discussions, elaboration of concept maps in teams of four, develop of practical 2, 3 y 4 in team, and design of a project plan in teams of four where apply the knowledge and skills learned in this unit and the previous one. LEARNING EVALUATION	The stud	UNIT OF COMPETENCE The student implements basic parallel algorithms based on parallelization techniques.						
T P T P 2.1 Basic techniques. 3.0 0.5 3.5 4.0 1B,2B,3B 2.1.1 Balanced trees. 2.1.3 Divide and conquer. 3.0 0.5 3.5 4.0 1B,2B,3B 2.1.3 Divide and conquer. 2.1.3 Divide and conquer. 1.0 1.0 1.0 1B,2B,3B 2.1.4 Partitioning. 2.1.6 Accelerated cascading. 1.0 1.0 1.0 1.0 2.1.7 Symmetry breaking. 1.0 1.0 1.0 1.0 1.0 2.1.7 Comparison of techniques. 1.0 1.0 1.0 1.0 1.0 2.2 Comparison of techniques. 1.0 1.0 1.0 1.0 1.0 TEACHING PRINCIPLES This Learning Unit will use Projects-Based learning strategy through heuristic and analogical methods with the follow techniques: study cases, search and analysis of information, teacher led discussions, elaboration of concept maps in teams of four, develop of practical 2, 3 y 4 in team, and design of a project plan in teams of four where apply the knowledge and skills learned in this unit and the previous one. LEARNING EVALUATION	No.	CONTENTS	Teacher - led instruction HOURS		Autonomous Learning HOURS		REFERENCES KEY	
2.1 Basic techniques. 3.0 0.5 3.5 4.0 1B,2B,3B 2.1.1 Balanced trees. Jump pointer. Jump pointer. 1.1 Partitioning. 1.1 2.1.2 Jump pointer. 2.1.3 Divide and conquer. 1.4 Partitioning. 1.1 1B,2B,3B 2.1.4 Partitioning. Pipelining. 1.0 1.0 1.0 1.0 2.1.7 Symmetry breaking. 1.0 1.0 1.0 1.0 1.0 2.2 Comparison of techniques. 1.0 1.0 1.0 1.0 1.0 TEACHING PRINCIPLES This Learning Unit will use Projects-Based learning strategy through heuristic and analogical methods with the follow techniques: study cases, search and analysis of information, teacher led discussions, elaboration of concept maps in teams of four, develop of practical 2, 3 y 4 in team, and design of a project plan in teams of four where apply the knowledge and skills learned in this unit and the previous one. LEARNING EVALUATION			Т	Р	Т	Р		
Subtotal: 4.0 0.5 4.5 4.0 TEACHING PRINCIPLES This Learning Unit will use Projects-Based learning strategy through heuristic and analogical methods with the follow techniques: study cases, search and analysis of information, teacher led discussions, elaboration of concept maps in teams of four, develop of practical 2, 3 y 4 in team, and design of a project plan in teams of four where apply the knowledge and skills learned in this unit and the previous one. LEARNING EVALUATION	2.1 2.1.1 2.1.2 2.1.3 2.1.4 2.1.5 2.1.6 2.1.7 2.2	Basic techniques. Balanced trees. Jump pointer. Divide and conquer. Partitioning. Pipelining. Accelerated cascading. Symmetry breaking. Comparison of techniques.	3.0	0.5	3.5	4.0	1B,2B,3B	
TEACHING PRINCIPLES This Learning Unit will use Projects-Based learning strategy through heuristic and analogical methods with the follow techniques: study cases, search and analysis of information, teacher led discussions, elaboration of concept maps in teams of four, develop of practical 2, 3 y 4 in team, and design of a project plan in teams of four where apply the knowledge and skills learned in this unit and the previous one. LEARNING EVALUATION		Subtotal:	4.0	0.5	4.5	4.0		
LEARNING EVALUATION	This Lea techniqu teams o knowled	TEACHING PRINC arning Unit will use Projects-Based learning strategy throuses: study cases, search and analysis of information, tead f four, develop of practical 2, 3 y 4 in team, and design ge and skills learned in this unit and the previous one.	IPLES ugh heu cher led n of a pr	ristic and discussic oject pla	l analogica ons, elabo n in team	al methods pration of c s of four v	s with the follow concept maps in where apply the	
	Learning	LEARNING EVALU	ATION					

20%

10%

10%

50%

5%

5%



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LEARNING UNIT:

Analysis and Design of Parallel Algorithms.

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NAME: Graphs algorithms

THEMATIC UNIT: III

UNIT OF COMPETENCE

The student implements lists and graph parallel algorithms based on parallelization techniques.

No.	CONTENTS		Teacher - led instruction HOURS		Autonomous Learning HOURS		REFERENCES KEY
			Т	Р	Т	Р	1
3.1 3.2 3.2.1 3.2.2 3.2.3 3.3 3.3.1 3.3.2 3.3.3 3.3.4 3.3.5 3.3.6	Introduction. Lists and trees. Ordered List. Euler tour technique. Parallel computing on trees. Graphs. Routes, expansion and contraction of trees. Connected Components. Minimum spanning tree. Eulerian circuits and maximum matching. Graph Coloring. Directed graphs.		0.5 1.0 2.0	0.5	3.5 5.0	8.5	1B,2B,3B,5C
		Subtotal:	3.5	0.5	8.5	8.5	

TEACHING PRINCIPLES

This Learning Unit will use Projects-Based learning strategy through heuristic and analogical methods with the follow techniques: study cases, search and analysis of information, teacher led discussions, elaboration of concept maps in teams of four, develop of practical 5, 6 and 7 in team, and re-design of the project plan and development of the first part of the project where apply the knowledge and skills learned in this unit and the previous one.

Learning Portfolio:	
Worksheets	20%
Concept maps	10%
Practice report	10%
Project advances report (first part)	25%
Written and oral presentation of the partial technical report	25%
Self-evaluation rubric	5%
Cooperative evaluation rubric	5%



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LEARNING UNIT:

Analysis and Design of Parallel Algorithms.

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THEMA	TIC UNIT: IV			NAME:	Expressio	n algorithms
The stu	UNIT OF COMPET dent implements parallel algorithms for expression evaluation	ENCE	ed on pa	rallelizatior	ı techniqu	es.
No.CONTENTSTeacher - led instruction HOURSAutonomo Learning 		omous ning URS	REFERENCES KEY			
		Т	Р	Т	Р	
4.1 4.2 4.2.1 4.2.2 4.2.3 4.3	Introduction. Construction of an expression tree. Optimal parallel algorithm for the evaluation of expressions. Optimal parallel processing of regular expressions to nondeterministic finite automaton. Generalized expression evaluation. Efficient algorithms for dynamic programming.	0.5 3.0 1.5	0.5	4.5 3.0	5.5	1B,2B,6C
	Subtotal:	5.0	0.5	7.5	5.5	
	TEACHING PRINC	IPLES				

This Learning Unit will use Projects-Based learning strategy through heuristic and analogical methods with the follow techniques: study cases, search and analysis of information, teacher led discussions, elaboration of concept maps in teams of four, develop of practical 8 and 9 in team, and re-design of the project plan and development of the second part of the project where apply the knowledge and skills learned in this unit and the previous one.

Project Portfolio:	
Worksheets	20%
Concept maps	10%
Practice report	10%
Project advances report (second part)	25%
Written and oral presentation of the partial technical report	25%
Self-evaluation rubric	5%
Cooperative evaluation rubric	5%



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LEARNING UNIT:

Analysis and Design of Parallel Algorithms.

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THEMATIC UNIT: V **NAME:** Sorting algorithms UNIT OF COMPETENCE The student implements parallel sorting algorithms based on parallelization techniques. Teacher - led **Autonomous** instruction Learning REFERENCES No. CONTENTS HOURS HOURS KEY Т Ρ Т Ρ 0.5 0.5 5.5 2B,3B,4C,5C 5.1 Introduction. 2.0 5.2 Sorting. 1.0 5.2.1 Classical techniques. 5.0 Sorting networks. 5.3 3.0 Sorting networks of Batcher. 5.3.1 Parallel optimal merge sorting of Cole. 5.3.2 Theoretically optimal sorting networks. 5.3.3 2.0 5.4 Borders to compare problems. 1.5 0.5 9.0 5.5 Subtotal: 6.0 **TEACHING PRINCIPLES**

This Learning Unit will use Projects-Based learning strategy through heuristic and analogical methods with the follow techniques: develop of practical 10 and 11 in team, and development of the final part of the project where apply the knowledge and skills learned in this unit and the previous one.

Project Portfolio:	
Practical reports	10%
Project delivery	50%
Written and oral presentation of the final technical report	20%
Learning evidence	10%
Self-evaluation rubric	5%
Cooperative evaluation rubric	5%



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LEARNING UNIT:

Analysis and Design of Parallel Algorithms.

RECORD OF PRACTICALS

No.	NAME OF THE PRACTICAL	THEMATIC UNITS	DURATION	ACCOMPLISHMENT LOCATION		
1	Basic techniques of parallelism	I	1.5	ESCOM Laboratories.		
2	Balanced tree algorithm programming	II	1.5			
3	Accelerated cascade algorithm programming	II	1.5			
4	Symmetry breaking algorithm programming	II	1.5			
5	Euler tour technique programming	Ш	3.0			
6	Parallel computing on trees	Ш	3.0			
7	Eulerian circuits and maximum matching	Ш	3.0			
8	Programming parallel algorithm for the evaluation of expressions	IV	3.0			
9	Parallel processing of regular expressions to nondeterministic finite automaton	IV	3.0			
10	Sorting network of Batcher programming	V	3.0			
11	Algorithm merge of Cole programming	V	3.0			
		TOTAL OF HOURS	27.0			
EVALUATION AND PASSING REQUIREMENTS:						

Practicals are 10% worth of the each thematic unit evaluation.



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PERIOD	UNIT	EVALUATION TERMS
1	I and II	Continuous evaluation 100%
2	III and IV	Continuous evaluation 100%
3	V	Continuous evaluation90%Learning evidence10%
		 The thematic unit I is 10% worth of the learning unit final score. The thematic unit II is 20% worth of the learning unit final score. The thematic unit III is 20% worth of the learning unit final score. The thematic unit IV is 25% worth of the learning unit final score. The thematic unit V is 25% worth of the learning unit final score. Other ways to pass this Learning Unit: Evaluation of knowledge previously acquired with base in the issues defined by the academy. In other Academic Unit of the IPN. In other national or international academic undergraduate or graduate institution. If accredited by Special Assessment or a certificate of proficiency, this will be based on guidelines established by the academy on a previous meeting for this purpose.

KEY	В	С	REFERENCES
1	Х		Cassanova, H. Legrand, A. Yves, R. (2008). <i>Parallel Algorithms</i> (1 ^a Ed.). Estados Unidos de América: Ed. Chapman and Hall. ISBN: 978-1584889458.
2	х		Gebali, F. (2011). <i>Algorithms and Parallel Computing</i> (1 ^a Ed.). Estados Unidos de América: Ed. Wiley. ISBN: 978-0470902103.
3	х		JaJa, J. (1992). <i>Introduction to Parallel Algorithms</i> (1 ^a Ed.). Estados Unidos de América: Ed. Addison Wesley. ISBN: 978-0201548563.
4		Х	Kumar, V. Grama, A. Gupta, A. Karpis, G. (2003). <i>Introduction to Parallel Computing</i> (2 ^a Ed.). Estados Unidos de América: Ed. Addison WEsley. ISBN: 978-0201648652.
5		Х	Paul, J. L. Berman, K. A. (1996). <i>Fundamentals of Sequential and Parallel Algorithms.</i> (1 ^a Ed.). Estados Unidos de América: Course Technology. ISBN: 978-0534946746.
6		Х	Paul, J. L. Berman, K. A. (2004). <i>Algorithms: Sequential, Parallel and Distributed</i> (1 ^a Ed.). Estados Unidos de América: Course Technology. ISBN: 978-0534420574.



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TEACHER EDUCATIONAL PROFILE PER LEARNING UNIT

1. GENERAL INFORMATION

ACADEMIC UNIT:	Escuela Superior de Cómputo.								
ACADEMIC PROGRAM:	Ingeniería en Sist	Ingeniería en Sistemas Computacionales.							
FORMATION AREA:	Institutional	Basic Scientific	Professional	Terminal and Integration					
ACADEMY: Sistemas	Distribuidos.	LEARNING UNIT: A	nalysis and Design o	f Parallel Algorithms					

SPECIALTY AND ACADEMIC REQUIRED LEVEL: Master degree in Computer Science.

2. AIM OF THE LEARNING UNIT:

The student develops parallel algorithms through parallel techniques.

3. PROFESSOR EDUCATIONAL PROFILE:

	KNOWLEDGE	P	ROFESSIONAL EXPERIENCE		ABILITIES	ATTITUDES
• • • •	Parallel and distributed systems Parallel algorithms. Operating Systems. Computer networks and networked applications. C + + and Java programming. UNIX and Windows systems programming. Object-oriented design and UML. MPI and multicore architectures expertise. MEI. English language.	•	One year experience in teaching professional level education. One year experience in the parallel and concurrent applications design and implementation.	•	Able to analyze and synthesize. Able to apply knowledge into practice. Problem solving ability. Team work and groups management.Leaders hip. Able to apply the Institutional Educational Model.	 Responsable. Tolerant. Honest. Respectful. Collaborative. Participative. Interested to learning. Assertive. Academic vocation. Social and institutional commitment
	DESIGNED BY REVIS			/ISI	ED BY	AUTHORIZED BY

M. en C. Jorge Cortés Galicia Profesor coordinador y/o colaborador Dr. Flavio Arturo Sánchez Garfias Subdirector Académico Ing. Apolinar Francisco Cruz Lázaro Director

Date: 2011