

CS-450

**Advanced algorithms**

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<b>Cursus</b>	<b>Sem.</b>	<b>Type</b>
Computational science and Engineering	MA2, MA4	Opt.
Computer and Communication Sciences		Opt.
Computer science minor	E	Opt.
Computer science	MA2, MA4	Obl.
Cyber security minor	E	Opt.
Cybersecurity	MA2, MA4	Obl.
Data Science	MA2, MA4	Obl.
Data science minor	E	Opt.
Robotics, Control and Intelligent Systems		Opt.
SC master EPFL	MA2, MA4	Obl.

Language of teaching	English
Credits	7
Session	Summer
Semester	Spring
Exam	Written
Workload	210h
Weeks	14
<b>Hours</b>	<b>7 weekly</b>
Courses	4 weekly
Exercises	3 weekly
<b>Number of positions</b>	

**Summary**

A first graduate course in algorithms, this course assumes minimal background, but moves rapidly. The objective is to learn the main techniques of algorithm analysis and design, while building a repertoire of basic algorithmic solutions to problems in many domains.

**Content**

Algorithm analysis techniques: worst-case and amortized, average-case, randomized, competitive, approximation. Basic algorithm design techniques: greedy, iterative, incremental, divide-and-conquer, dynamic programming, randomization, linear programming. Examples from graph theory, linear algebra, geometry, operations research, and finance.

**Keywords**

See content.

**Learning Prerequisites****Required courses**

An undergraduate course in Discrete Structures / Discrete Mathematics, covering formal notation (sets, propositional logic, quantifiers), proof methods (derivation, contradiction, induction), enumeration of choices and other basic combinatorial techniques, graphs and simple results on graphs (cycles, paths, spanning trees, cliques, coloring, etc.).

**Recommended courses**

An undergraduate course in Data Structures and Algorithms.  
An undergraduate course in Probability and Statistics.

**Important concepts to start the course**

Basic data structures (arrays, lists, stacks, queues, trees) and algorithms (binary search; sorting; graph connectivity); basic discrete mathematics (proof methods, induction, enumeration and counting, graphs); elementary probability and statistics (random variables, distributions, independence, conditional probabilities); data abstraction.

**Learning Outcomes**

By the end of the course, the student must be able to:

- Use a suitable analysis method for any given algorithm

- Prove correctness and running-time bounds
- Design new algorithms for variations of problems studied in class
- Select appropriately an algorithmic paradigm for the problem at hand
- Define formally an algorithmic problem

### Teaching methods

Ex cathedra lecture, reading

### Assessment methods

### Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes
Others	For details, see the course web page.

### Resources

#### Bibliography

See web page for the course.

#### Ressources en bibliothèque

- [Randomized Algorithms / Motwani](#)
- [Approximation Algorithms / Vazirani](#)
- [Quantum Computation and Quantum Information / Nielsen](#)
- [Algebraic Complexity Theory / BuerGISser](#)
- [Computational Complexity / Papadimitrou](#)

### Notes/Handbook

Class notes and references for the running semester will be provided as needed within a few days after each lecture.

### Websites

- <http://theory.epfl.ch/courses/AdvAlg/>