

SUBJECT TEACHING GUIDE

G80 - Advanced Computation

Double Degree in Physics and Mathematics

Degree in Physics

Degree in Physics

Academic year 2024-2025

| 1. IDENTIFYING DATA | | | |
|----------------------------------|-------------------------------------------------------------------------------------------------------|------------------|-------------------------------------------------------|
| Degree | Double Degree in Physics and Mathematics Degree in Physics Degree in Physics | | Type and Year Optional. Year 4 Optional. Year 4 |
| Faculty | Faculty of Sciences | | |
| Discipline | Subject Area: Advanced Computing Transversal Module: Specialisation Research / Applied Physics | | |
| Course unit title and code | G80 - Advanced Computation | | |
| Number of ECTS credits allocated | 6 | Term | Semester based (1) |
| Web | http://www.istr.unican.es/assignaturas/g80/ | | |
| Language of instruction | English | Mode of delivery | Face-to-face |

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|------------------|------------------------------------------------------------------|--|--|
| Department | DPTO. INGENIERÍA INFORMÁTICA Y ELECTRÓNICA | | |
| Name of lecturer | JULIO LUIS MEDINA PASAJE | | |
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| Other lecturers | FRANCISCO JAVIER JUNQUERA QUINTANA | | |

| 3.1 LEARNING OUTCOMES |
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| - Capability to use computers and informatics systems to represent and solve scientific problems. |
| - To know the basic phases of a software development process and the associated models. |
| - To know how to specify analyze and design complex software applications by using software modeling tools. |
| - To know how to evaluate algorithmic complexity and use practical tools for debugging software |
| - To know modeling resources to structure related data and the principles of data bases design. |
| - To have resources to program and/or manipulate applications with human machine interactions, user interfaces, input data mechanisms and the graphical representation of data. |

4. OBJECTIVES

To know how to:

- Use computers and informatics systems for modeling and solving scientific problems
- Choose the appropriate kind of development process for informatics applications and know the labor that each phase encompasses.
- Model software with high level modeling tools.
- Calculate the computational complexity of an algorithm and evaluate its implications
- Identify ways to manage different volumes of information and organize them by means of simple models and data structures .
- Appraise and use input/output techniques for humane/machine interaction in data processing information systems.

6. SUBJECT PROGRAM

CONTENTS

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| 1 | Part 0 - Introduction to the subject and quick review of programming languages |
| 2 | Part 1 - Simulation application: This part of the subject presents a practical simulation case. In it, mathematical computation models will be used to solve a physical problem. The computational requirements as well as the data organization needed are described. The input/output data to use are also described. |
| 3 | Part 2 - Software engineering principles: Models and techniques for the specification, analysis, design, and tests of software applications. Tools for version and collaborative work management are also presented . |
| 4 | Part 3 - Algorithms and Complexity measurements: Metrics to evaluate the computational and cyclomatic complexity are presented in order to evaluate the feasibility of an algorithm in terms of the computation time required. |
| 5 | Part 4 - Data structures and input/output strategies: Modeling and data organization, data collections, input arguments, permanent storage and recall. |
| 6 | Part 5 - Usage of simulation based computational tools: Effective exploitation of simulation tools and the graphical representation of data in the computer using external tools. |

| 7. ASSESSMENT METHODS AND CRITERIA | | | | |
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| Description | Type | Final Eval. | Reassessn | % |
| Requirements for a Simulation Application (written document) | Others | No | Yes | 10,00 |
| Evaluation of theoretical contents | Others | No | Yes | 40,00 |
| Recovery exam for theoretical contents (In the extraordinary evaluations period) | Others | Yes | No | 0,00 |
| Simulation application (made and showed in the computer) | Activity evaluation with Virtual Media | No | Yes | 25,00 |
| Programming and modelling assignments (edited in a modeling tool) | Activity evaluation with Virtual Media | No | Yes | 20,00 |
| Final Laboratory recovery exam (in the extraordinary evaluations period) | Laboratory evaluation | Yes | No | 0,00 |
| A spoken presentation of the application developed. | Oral Exam | No | No | 5,00 |
| TOTAL | | | | 100,00 |
| Observations | | | | |
| Final grade may be calculated in the following way: <ul style="list-style-type: none"> - 10% (T) Written assignment with the requirements for a simulation algorithm. - 20% (P) Solutions of practical programming & modelling exercises - 40% (T) Theory evaluation - 30% (P) Implementation and oral presentation of the simulation software application. <p>The practical (P) sections of the subject evaluation have a combined weight of 50%. In order to be able to pass the subject a student need to get a score of 3.50 or more. This is also necessary to be entitled to take the recovery exam for the other theory 50% in the recovery evaluations period.</p> <p>The practical sections may be recovered in a consolidated practical exam programmed for the extraordinary evaluations period.</p> | | | | |
| Observations for part-time students | | | | |
| Not attending class is heavily discouraged. It is particularly advisable to attend at least the practical experiences. Even though there are recovery examinations for both, the theoretical and the practical parts of the subject, it is advisable to warn those who are already experts in the subject and may not like to go to class, that the exams require proficiency in the usage of the tools used in the laboratory, and hence it may be significantly difficult to pass the subject by just taking those exams . | | | | |

8. BIBLIOGRAPHY AND TEACHING MATERIALS

BASIC

M. P. Allen and D. J. Tildesley, "Computer Simulation of Liquids", Oxford University Press, 2001.

Eric J. Braude, "Software Engineering: An Object-Oriented Perspective". John Wiley & Sons, Inc. New York, USA, 2000
ISBN:0471322083

Michael Sipser. "Introduction to the Theory of Computation". Thomson Course Technology, 2006 ISBN 0534950973

