

SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	Babeş Bolyai University
1.2 Faculty	Faculty of Mathematics and Computer Science
1.3 Department	Department of Computer Science
1.4 Field of study	Computer Science
1.5 Study cycle	Master
1.6 Study programme / Qualification	Component based Programming

2. Information regarding the discipline

2.1 Name of the discipline (en) (ro)	Resource Aware Computation Calcul Sensibil la Consumul de Resurse						
2.2 Course coordinator	Assoc. Prof. Eng. Florin Craciun						
2.3 Seminar coordinator	Assoc. Prof. Eng. Florin Craciun						
2.4. Year of study	1	2.5 Semester	1	2.6. Type of evaluation	E	2.7 Type of discipline	Compulsory

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	4	Of which: 3.2 course	2	3.3 seminar/laboratory	1sem + 1pr
3.4 Total hours in the curriculum	56	Of which: 3.5 course	28	3.6 seminar/laboratory	28
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					30
Additional documentation (in libraries, on electronic platforms, field documentation)					10
Preparation for seminars/labs, homework, papers, portfolios and essays					59
Tutorship					10
Evaluations					10
Other activities:					-
3.7 Total individual study hours	119				
3.8 Total hours per semester	175				
3.9 Number of ECTS credits	7				

4. Prerequisites (if necessary)

4.1. curriculum	<ul style="list-style-type: none"> • None
4.2. competencies	<ul style="list-style-type: none"> • Basic software development skills • Procedural and Object-oriented paradigms

5. Conditions (if necessary)

5.1. for the course	projector
5.2. for the seminar	projector

6. Specific competencies acquired

Professional competencies	<ul style="list-style-type: none"> • Understanding and working with basic concepts in software engineering; • Knowledge, understanding and use of basic concepts of theoretical Computer Science • Capability of analysis and synthesis; • Proficient use of methodologies and tools specific tool software systems • Good programming skills in high-level languages
Transversal competencies	<ul style="list-style-type: none"> • Improved programming abilities: debugging and correcting compilers errors • Ability to apply compiler techniques to different real life problems

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	<ul style="list-style-type: none"> • To understand fundamental concepts of software quality. • To be able to apply basic methods for software analysis and software quality assurance.
7.2 Specific objective of the discipline	<ul style="list-style-type: none"> • To understand the compiler optimizations • To acquire a modern programming style • To understand how the resources(memory, CPU, battery) are used by the programs

8. Content

8.1 Course	Teaching methods	Remarks
1. Program analysis: principles, program optimizations.	Exposure,description, explanation, debate and dialogue, discussion of case studies	
2. Intermediate program representations.	explanation, debate and dialogue, discussion of case studies	
3. Program properties representation. Lattices	Exposure,description, explanation	
4. Dataflow Analysis: principles	Exposure,description, explanation	
5. Forward Dataflow Analysis	Exposure,description, explanation, discussion of case studies	
6. Backward Dataflow Analysis	Exposure,description, explanation, discussion of case studies	
7. Interprocedural Dataflow Analysis	Exposure,description, explanation,	

8. Control-Flow analysis	Exposure,description, explanation	
9. Alias analysis	Exposure,description, explanation, discussion of case studies	
10. Alias analysis	Exposure,description, explanation, discussion of case studies	
11. Flow analysis	Exposure,description, explanation, discussion of case studies	
12. Flow analysis	Exposure,description, explanation, discussion of case studies	
13. Taint analysis	Exposure,description, explanation, discussion of case studies	
14. Race analysis	Exposure,description, explanation, discussion of case studies	
Bibliography		
<ol style="list-style-type: none"> 1. Flemming Nielson, Hanne Riis Nielson, Chris Hankin: Principles of ProgramAnalysis, Springer, 1999. 2. Advanced Compiler Design and Implementation, by Muchnick. Morgan Kaufmann 1997 3. Benjamin C. Pierce. Types and Programming Languages 4. Neil D. Jones, Flemming Nielson. Abstract Interpretation: a Semantic-Based Tool for Program Analysis, in: Handbook of logic in computer science (vol. 4). Oxford University Press, 1995 		
8.2 Seminar / laboratory	Teaching methods	Remarks
1. Research papers presentations	Use practical tools to implement group projects. Discuss research papers.	Seminar is organized as a total of 14 hours – 2 hours every second week Project is every week.
2. Dataflow project for a simple object-oriented language: program representation	Use practical tools to implement group projects. Discuss research papers.	
3. Research papers presentations	Use practical tools to implement group projects. Discuss research papers.	
4. Dataflow project for a simple object-oriented	Use practical tools to	

language: intra-procedural analysis	implement group projects. Discuss research papers.	
5. Research papers presentations	Use practical tools to implement group projects. Discuss research papers.	
6. Dataflow project for a simple object-oriented language: inter-procedural analysis	Use practical tools to implement group projects. Discuss research papers.	
7. Project presentation	Use practical tools to implement group projects. Discuss research papers.	
Bibliography		
- research papers		
- documentation of the practical tools used by the projects		

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

- | |
|--|
| <ul style="list-style-type: none"> • The course respects the IEEE and ACM Curricula Recommendations for Software Engineering studies; • The content of the course is considered by the software companies as important for average software development skills |
|--|

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course	- know the basic principle of the domain; - apply the course concepts - problem solving	Written exam	50.00%
10.5 Seminar/lab activities	- be able to implement course concepts - be able to do a critical evaluation of research papers - to be able to write a critical essay	-Practical projects	50.00%
10.6 Minimum performance standards			
➤ At least grade 5 (from a scale of 1 to 10) at both written exam and laboratory work.			

Date
..... Signature of course coordinator
Assoc. Prof. Eng. Florin CRACIUN

Signature of seminar coordinator
Assoc. Prof. Eng. Florin CRACIUN

Date of approval

Signature of the head of department

.....

.....