

Universidad Nacional de Ingeniería (UNI)
Facultad de Ciencias
Departamento de Ciencia de la Computación
Escuela Profesional de Ciencia de la Computación



Libro de Bibliografía por curso

– 2026-I –

Lima: 2 de diciembre de 2025

Equipo de Trabajo

Dr. Ciro Nuñez Iturri

Director (e) de la Escuela de Ciencia de la Computación
email: *ciro.nunez.i@uni.edu.pe*

Dr. Javier Solano Salinas

Director del Departamento de Ciencia de la Computación
e-mail: *jsolano@uni.edu.pe*

MSc Yuri Nuñez Medrano

Profesor Investigador
Departamento de Ciencia de la Computación
email: *ynunezm@uni.edu.pe*

Dr. José Luis Segovia-Juárez

PhD en Ciencia de la Computación. Wayne State University (Detroit, USA)
(2001)

Profesor del Departamento de Ciencia de la Computacion. UNI
email: *jsegoviaj@uni.edu.pe*
http://www.tecnociencia9.com/jlsegovia/es

Dr. Marcos Antonio Alania Vicente

PhD en Ciencias Universidad de Amberes. Bélgica (2017)
Profesor del Departamento de Ciencia de la Computacion. UNI
Desarrollador de algoritmos de IA para procesos complejos interdisciplinarios
email: *alania.vicente@gmail.com*

MSc. Eduardo Yauri Lozano

MSc. en Ciencia de la Computación. UNI (2024)
Profesor del Departamento de Ciencia de la Computacion. UNI
email: *eduardo.yauri@uni.edu.pe*

MSc. Ronald Ricardo Martinez Chunga

MSc. Ciencias Ing Electrónica (2021)
Profesor del Departamento de Ciencia de la Computacion. UNI
email: *rmartinezch@uni.edu.pe*
https://www.linkedin.com/in/rmartinezchunga/

Prof. Miguel Arrunategui Angulo

Docente del Departamento de Ciencia de la Computación
email: *garrunateguia@uni.edu.pe*

Dr. Ernesto Cuadros-Vargas (Editor)

Orador distinguido para la *Association of Computing Machinery* (ACM)
Miembro del Directorio de Gobernadores de la Sociedad de Computación del
IEEE (2020-2023)
Miembro del *Steering Committee de ACM/IEEE-CS Computing Curricula*
2020 (CS2020)
Miembro del *Steering Committee de ACM/IEEE-CS Computing Curricula for*
Computer Science (CS2013)
Presidente de la Sociedad Peruana de Computación (SPC) 2001-2007, 2009
email: *ecuadros@spc.org.pe*

Índice general

1. Primer Semestre	1
1.1. CS111. Introducción a la Programación	1
1.2. BMA101. Algebra Linear	1
1.3. BMA102. Cálculo Diferencial	1
1.4. BCH101. Química I	1
1.5. FG001. Electivo Formación General	2
1.6. BEI101. Inglés I	2
2. Segundo Semestre	3
2.1. CS100. Introducción a la Ciencia de la Computación	3
2.2. CS112. Programación Orientada a Objetos I	3
2.3. CS1D1. Estructuras Discretas	3
2.4. BMA103. Cálculo Integral	4
2.5. BFI101. Física I	4
2.6. BEI102. Inglés II	4
3. Tercer Semestre	5
3.1. CS113. Programación Orientada a Objetos II	5
3.2. CS2B1. Desarrollo Basado en Plataformas	5
3.3. AI161. IA Aplicada	6
3.4. BMA104. Cálculo Diferencial e Integral Avanzado	7
3.5. ST251. Estadística y Probabilidades	7
3.6. BEI201. Inglés III	7
4. Cuarto Semestre	9
4.1. CS210. Algoritmos y Estructuras de Datos	9
4.2. CS211. Teoría de la Computación	9
4.3. CS221. Arquitectura de Computadores	10
4.4. CS271. Bases de Datos I	10
4.5. CS401. Metodología de la Investigación	10
4.6. MA202. Métodos Numéricos	11
4.7. BEI202. Inglés IV	11
5. Quinto Semestre	13
5.1. CS212. Análisis y Diseño de Algoritmos	13
5.2. CS261. Inteligencia Artificial	13
5.3. CS272. Bases de Datos II	14
5.4. CS291. Ingeniería de Software I	14

5.5.	CS2S1. Sistemas Operativos	16
5.6.	BEI203. Inglés V	16
6.	Sexto Semestre	17
6.1.	CS231. Redes y Comunicación	17
6.2.	CS311. Programación Competitiva	17
6.3.	CS312. Estructuras de Datos Avanzadas	17
6.4.	CS342. Compiladores	18
6.5.	AI263. Introducción al Aprendizaje de Máquina	18
6.6.	FI201. Física Computacional	19
7.	Séptimo Semestre	21
7.1.	CS251. Computación Gráfica	21
7.2.	CS292. Ingeniería de Software II	21
7.3.	CS2H1. Experiencia de Usuario (UX)	22
7.4.	AI264. Aprendizaje Profundo	23
7.5.	BBI101. Biología	23
7.6.	FG211. Ética Profesional	23
8.	Octavo Semestre	25
8.1.	CS281. Computación en la Sociedad	25
8.2.	CS3I1. Seguridad en Computación	25
8.3.	CS3P1. Computación Paralela y Distribuida	25
8.4.	CS402. Proyecto de tesis 1	26
8.5.	FG106. Teatro	26
8.6.	EX301. Actividades Extracurriculares	26
8.7.	AI268. Visión Computacional	26
8.8.	CS391. Ingeniería de Software III	27
8.9.	CS393. Sistemas de Infomación	28
9.	Noveno Semestre	29
9.1.	CS370. Big Data	29
9.2.	CS400. Prácticas Pre-profesionales	29
9.3.	CS403. Proyecto de tesis 2	30
9.4.	AI365. Modelos Generativos Avanzados en IA	30
9.5.	CB309. Bioinformática	30
9.6.	CS351. Tópicos en Computación Gráfica	31
9.7.	CS353. Computación Cuántica	31
9.8.	AI369. Robótica	31
9.9.	CS392. Tópicos en Ingeniería de Software	32
9.10.	CS3P3. Internet de las Cosas	32
10.	Décimo Semestre	33
10.1.	CS3P2. Cloud Computing	33
10.2.	CS404. Taller de Investigación	33
10.3.	AI367. Tópicos en Inteligencia Artificial	34
10.4.	AI368. Computación Evolutiva	34
10.5.	FG350. Liderazgo y Desempeño	34

Capítulo 1

Primer Semestre

1.1. CS111. Introducción a la Programación

[Brookshear and Brylow, 2019] Brookshear, J. G. and Brylow, D. (2019). *Computer Science: An Overview*. Pearson, global edition edition.

[Guttag, 2013] Guttag, J. V. (2013). . *Introduction To Computation And Programming Using Python*. MIT Press.

[Zelle, 2010] Zelle, J. (2010). *Python Programming: An Introduction to Computer Science*. Franklin, Beedle & Associates Inc.

1.2. BMA101. Algebra Linear

[Lay et al., 2016] Lay, D. C., Lay, S. R., and McDonald, J. J. (2016). *Linear Algebra and Its Applications*. Pearson.

[Strang, 2016] Strang, G. (2016). *Introduction to Linear Algebra*. Wellesley-Cambridge Press.

1.3. BMA102. Cálculo Diferencial

[Larson and Edwards, 2014] Larson, R. and Edwards, B. H. (2014). *Calculus*. Cengage Learning.

[Stewart, 2015] Stewart, J. (2015). *Calculus: Early Transcendentals*. Cengage Learning.

1.4. BCH101. Química I

[Brown et al., 2017] Brown, T. L., Jr., H. E. L., Bursten, B. E., Murphy, C. J., and Woodward, P. M. (2017). *Chemistry: The Central Science*. Pearson.

[Chang and Goldsby, 2016] Chang, R. and Goldsby, K. A. (2016). *Chemistry*. McGraw-Hill Education.

1.5. FG001. Electivo Formación General

[Robbins, 2004] Robbins, S. (2004). *Comportamiento Organizacional*. México, Pearson Educación.

1.6. BEI101. Inglés I

[Cambridge, 2006] Cambridge (2006). *Diccionario Inglés-Español Cambridge*. Editorial Oxford.

[MacGrew, 1999] MacGrew, J. (1999). *Focus on Grammar Basic*. Editorial Oxford.

[Soars and John, 2002d] Soars, L. and John (2002d). *American Headway N 2 Student Book*. Editorial Oxford.

Capítulo 2

Segundo Semestre

2.1. CS100. Introducción a la Ciencia de la Computación

[Brookshear and Brylow, 2019] Brookshear, J. G. and Brylow, D. (2019). *Computer Science: An Overview*. Pearson, global edition edition.

2.2. CS112. Programación Orientada a Objetos I

[Deitel, 2017] Deitel, D. . (2017). *C++17 - The Complete Guide*. Pearson, 10th edition.

[Josuttis, 2019] Josuttis, N. M. (2019). *C++17 - The Complete Guide*. 1st edition.

[Stroustrup, 2013] Stroustrup, B. (2013). *The C++ Programming Language*. Addison-Wesley, 4th edition.

2.3. CS1D1. Estructuras Discretas

[Grimaldi, 1997] Grimaldi, R. (1997). *Matemáticas Discretas y Combinatoria*. Addison Wesley Iberoamericana.

[Grimaldi, 2003] Grimaldi, R. (2003). *Discrete and Combinatorial Mathematics: An Applied Introduction*. Pearson, 5 ed. edition.

[Johnsonbaugh, 1999] Johnsonbaugh, R. (1999). *Matemáticas Discretas*. Prentice Hall, México.

[Rosen, 2007] Rosen, K. H. (2007). *Discrete Mathematics and Its Applications*. 7 ed. edition.

[Scheinerman, 2012] Scheinerman, E. R. (2012). *Mathematics: A Discrete Introduction*. 3 ed. edition.

[Velleman, 2006] Velleman, D. J. (2006). *How to Prove It: A Structured Approach*. 2nd edition.

2.4. BMA103. Cálculo Integral

[Larson and Edwards, 2014] Larson, R. and Edwards, B. H. (2014). *Calculus*. Cengage Learning.

[Stewart, 2015] Stewart, J. (2015). *Calculus: Early Transcendentals*. Cengage Learning.

2.5. BFI101. Física I

[Serway and Jewett, 2018] Serway, R. A. and Jewett, J. W. (2018). *Physics for Scientists and Engineers with Modern Physics*. Cengage Learning.

[Young and Freedman, 2018] Young, H. D. and Freedman, R. A. (2018). *University Physics with Modern Physics*. Pearson.

2.6. BEI102. Inglés II

[Cambridge, 2006] Cambridge (2006). *Diccionario Inglés-Espanol Cambridge*. Editorial Oxford.

[MacGrew, 1999] MacGrew, J. (1999). *Focus on Grammar Basic*. Editorial Oxford.

[Soars and John, 2002a] Soars, L. and John (2002a). *American Headway N 1 Student Book*. Editorial Oxford.

Capítulo 3

Tercer Semestre

3.1. CS113. Programación Orientada a Objetos II

[Deitel, 2017] Deitel, D. . (2017). *C++17 - The Complete Guide*. Pearson, 10th edition.

[M.Josuttis, 2019] M.Josuttis, N. (2019). *C++17-The Complete Guide*. 1st edition.

[Stroustrup, 2013] Stroustrup, B. (2013). *The C++ Programming Language, 4th edition*. Addison-Wesley.

[Vandervoorde et al., 2017] Vandervoorde, D., Josuttis, N., and Gregor, D. (2017). *C++ Templates: The Complete Guide*. Addison-Wesley, 2nd edition.

3.2. CS2B1. Desarrollo Basado en Plataformas

[Annuzzi et al., 2013] Annuzzi, J., Darcey, L., and Conder, S. (2013). *Introduction to Android Application Development: Android Essentials*. Developer's Library. Pearson Education.

[Fielding, 2000] Fielding, R. T. (2000). Fielding dissertation: Chapter 5: Representational state transfer (rest). http://www.ics.uci.edu/~fielding/pubs/dissertation/rest_arch_style.htm.

[Fielding, 2021] Fielding, R. T. (2021). Rest apis must be hypertext-driven: Revisiting the architectural constraints. *IEEE Software*, 38(3):27–32. Artículo del creador de REST actualizando sus principios para aplicaciones modernas.

[Freeman and Robson, 2011] Freeman, E. and Robson, E. (2011). *Head first HTML5 programming: building web apps with JavaScript*. O'Reilly Media, Inc.

[Grove, 2009] Grove, R. (2009). *Web Based Application Development*. Jones & Bartlett Learning.

[Martin, 2017] Martin, R. C. (2017). *Clean architecture: a craftsman's guide to software structure and design*. Prentice Hall Press.

3.3. AI161. IA Aplicada

- [Bender et al., 2021] Bender, E. M., Gebru, T., et al. (2021). On the dangers of stochastic parrots: Can language models be too big? *FAccT '21: Proceedings of the 2021 ACM Conference on Fairness, Accountability, and Transparency*. Foundational paper on AI ethics with ongoing relevance.
- [Cloud, 2024] Cloud, A. (2024). Ai ethics and best practices in chinese context. Chinese perspective on AI ethics and implementation guidelines.
- [DeepSeek, 2024] DeepSeek (2024). Deepseek model documentation and best practices. Official documentation for DeepSeek AI models and usage guidelines.
- [Google, 2024] Google (2024). Introduction to responsible ai. Google's updated framework for responsible AI development and use.
- [Institute, 2024a] Institute, P. E. (2024a). Prompt engineering guide. Continuously updated comprehensive prompt engineering resource.
- [Institute, 2024b] Institute, T. R. (2024b). Ai development in china: Current status and future trends. Comprehensive analysis of Chinese AI ecosystem development.
- [Lab, 2023] Lab, T. A. (2023). Responsible ai practices in chinese tech industry. Industry perspective on AI ethics from leading Chinese tech company.
- [Microsoft, 2024] Microsoft (2024). Prompt crafting for ai systems. Official Microsoft prompt engineering guidance updated for 2024.
- [Mollick, 2023] Mollick, E. (2023). Chatgpt and how ai disrupts industries. *Harvard Business Review*. Analysis of AI's practical impact across global sectors.
- [Mollick and Mollick, 2024] Mollick, E. and Mollick, L. (2024). *Co-Intelligence: Living and Working with AI*. Penguin Random House. Practical guide to human-AI collaboration.
- [Ng, 2024] Ng, A. (2024). Ai for everyone. Updated online course covering AI fundamentals for non-technical audiences.
- [of Cyberspace Studies, 2024] of Cyberspace Studies, C. A. (2024). Ai governance and ethics in china. Official Chinese perspective on AI governance and ethical standards.
- [OpenAI, 2024] OpenAI (2024). Best practices for prompt engineering. Updated official prompt engineering guidelines from OpenAI.
- [UNESCO, 2023] UNESCO (2023). Ai and education: Guidance for policy-makers. Latest guidance on AI literacy and ethical implementation in education.
- [Union, 2024] Union, E. (2024). Ai act: Regulatory framework. Comprehensive AI regulation framework effective 2024.

[White et al., 2023] White, J. et al. (2023). A prompt pattern catalog to enhance prompt engineering with chatgpt. Peer-reviewed research on prompt engineering patterns.

3.4. BMA104. Cálculo Diferencial e Integral Avanzado

3.5. ST251. Estadística y Probabilidades

[Devore, 2016] Devore, J. L. (2016). *Probability and Statistics for Engineering and the Sciences*. Cengage Learning.

[Ross, 2014] Ross, S. M. (2014). *A First Course in Probability*. Pearson.

3.6. BEI201. Inglés III

[Cambridge, 2006] Cambridge (2006). *Diccionario Inglés-Español* Cambridge. Editorial Oxford.

[MacGrew, 1999] MacGrew, J. (1999). *Focus on Grammar Basic*. Editorial Oxford.

[Soars and John, 2002d] Soars, L. and John (2002d). *American Headway N 2 Student Book*. Editorial Oxford.

Capítulo 4

Cuarto Semestre

4.1. CS210. Algoritmos y Estructuras de Datos

[Cormen et al., 2009] Cormen, T. H., Leiserson, C. E., Rivest, R. L., and Stein, C. (2009). *Introduction to Algorithms*. MIT Press, third edition edition. ISBN: 978-0-262-53305-8.

[Fager et al., 2014] Fager, J., Yépez, W. L. P., Villacrés, M., Martinez, L. A. P., Ochoa, D., and Cuadros-Vargas, E. (2014). *Estructura de datos*. Iniciativa Latinoamericana de Libros de Texto Abiertos (LATIN), first edition edition.

[Knuth, 1997] Knuth, D. E. (1997). *The Art of Computer Programming, Vol. 1: Fundamental Algorithms*. Addison-Wesley Professional, 3rd edition.

[Knuth, 1998] Knuth, D. E. (1998). *The art of computer programming, volume 3: Sorting and searching*. Addison-Wesley Professional, 2nd edition.

4.2. CS211. Teoría de la Computación

[Brookshear, 1993] Brookshear, J. G. (1993). *Teoría de la Computación*. Addison Wesley Iberoamericana.

[Hopcroft and Ullman, 2013] Hopcroft, J. E. and Ullman, J. D. (2013). *Introducción a la Teoría de Autómatas, Lenguajes y Computación*. Pearson Education.

[Linz, 2011] Linz, P. (2011). *An Introduction to Formal Languages and Automata*. Jones & Bartlett Learning, 5th edition.

[Martin, 2010] Martin, J. (2010). *Introduction to Languages and the Theory of Computation*. McGraw-Hill, 4th edition.

[Sipser, 2012] Sipser, M. (2012). *Introduction to the Theory of Computation*. Cengage Learning, 3rd edition.

4.3. CS221. Arquitectura de Computadores

[Parhami, 2005] Parhami, B. (2005). *Computer Architecture: From Microprocessors to Supercomputers*. Oxford Univ. Press, New York.

4.4. CS271. Bases de Datos I

[Celko, 2005] Celko, J. (2005). *Joe Celko's SQL Programming Style*. Elsevier.

[C.J., 2011] C.J., D. (2011). *SQL and Relational Theory: How to Write Accurate SQL Code*. O'Reilly Media.

[Dietrich, 2001] Dietrich, S. W. (2001). *Understanding Relational Database Query Languages, First Edition*. Prentice Hall.

[Elmasri and Navathe, 2004] Elmasri, R. and Navathe, S. B. (2004). *Fundamentals of Database Systems, Fourth Edition*. Addison Wesley.

[Emil Eifrem and Robinson, 2015] Emil Eifrem, J. W. and Robinson, I. (2015). *Graph Databases*. O'Reilly Media, 2nd edition.

[Korth and Silberschatz, 2002] Korth, H. F. and Silberschatz, A. (2002). *Fundamentos de Base de Datos*. McGraw-Hill.

[Ramakrishnan and Gehrke, 2003] Ramakrishnan, R. and Gehrke, J. (2003). *Database Management Systems*. McGraw-Hill, 3rd edition.

[Rob and Coronel, 2004] Rob, P. and Coronel, C. (2004). *Database Systems: Design, Implementation and Management, Sixth Edition*. Morgan Kaufmann.

[Simsion and Witt, 2004] Simsion, G. and Witt, G. (2004). *Data Modeling Essentials, Third Edition*. Morgan Kaufmann.

[Whitehorn and Marklyn, 2001] Whitehorn, M. and Marklyn, B. (2001). *Inside Relational Databases, Second Edition*. Springer.

4.5. CS401. Metodología de la Investigación

[ACM, 2008] ACM (2008). *Digital Library*. Association for Computing Machinery. <http://portal.acm.org/dl.cfm>.

[CiteSeer.IST, 2008] CiteSeer.IST (2008). *Scientific Literature Digital Library*. College of Information Sciences and Technology, Penn State University. <http://citeseer.ist.psu.edu>.

[IEEE-Computer Society, 2008] IEEE-Computer Society (2008). *Digital Library*. IEEE-Computer Society. <http://www.computer.org/publications/dlib>.

4.6. MA202. Métodos Numéricos

[Burden and Faires, 2010] Burden, R. L. and Faires, J. D. (2010). *Numerical Analysis*. Cengage Learning.

[Chapra and Canale, 2015] Chapra, S. C. and Canale, R. P. (2015). *Numerical Methods for Engineers*. McGraw-Hill Education.

4.7. BEI202. Inglés IV

[Cambridge, 2006] Cambridge (2006). *Diccionario Inglés-Espanol Cambridge*. Editorial Oxford.

[MacGrew, 1999] MacGrew, J. (1999). *Focus on Grammar Basic*. Editorial Oxford.

[Soars and John, 2002d] Soars, L. and John (2002d). *American Headway N 2 Student Book*. Editorial Oxford.

Capítulo 5

Quinto Semestre

5.1. CS212. Análisis y Diseño de Algoritmos

- [Alsuwaiyel, 1999] Alsuwaiyel, H. (1999). *Algorithms: Design Techniques and Analysis*. World Scientific.
- [Cormen et al., 2009] Cormen, T. H., Leiserson, C. E., Rivest, R. L., and Stein, C. (2009). *Introduction to Algorithms, Third Edition*. The MIT Press, 3rd edition.
- [Dasgupta et al., 2006] Dasgupta, S., Papadimitriou, C., and Vazirani, U. (2006). *Algorithms*. McGraw-Hill Education.
- [Goodrich and Tamassia, 2009] Goodrich, M. T. and Tamassia, R. (2009). *Algorithm Design: Foundations, Analysis and Internet Examples*. John Wiley & Sons, Inc., 2nd edition.
- [Kleinberg and Tardos, 2005] Kleinberg, J. and Tardos, E. (2005). *Algorithm Design*. Addison-Wesley Longman Publishing Co., Inc.
- [Knuth, 1997] Knuth, D. (1997). *The Art of Computer Programming: Fundamental algorithms*. Number v. 1. Addison-Wesley.
- [Rawlins, 1992] Rawlins, G. (1992). *Compared to What?: An Introduction to the Analysis of Algorithms*. Computer Science Press.
- [Sedgewick and Flajolet, 2013] Sedgewick, R. and Flajolet, P. (2013). *An Introduction to the Analysis of Algorithms*. Pearson Education.
- [Sedgewick and Wayne, 2011] Sedgewick, R. and Wayne, K. (2011). *Algorithms*. Pearson Education.
- [Tarjan, 1983] Tarjan, R. E. (1983). *Data Structures and Network Algorithms*. Society for Industrial and Applied Mathematics.

5.2. CS261. Inteligencia Artificial

- [De Castro, 2006] De Castro, L. (2006). *Fundamentals of natural computing: basic concepts, algorithms, and applications*. CRC Press.

-
- [Goldberg, 1989] Goldberg, D. (1989). *Genetic Algorithms in Search, Optimization and Machine Learning*. Addison Wesley.
- [Koller and Friedman, 2009] Koller, D. and Friedman, N. (2009). *Probabilistic Graphical Models: Principles and Techniques - Adaptive Computation and Machine Learning*. The MIT Press.
- [Mitchell, 1998] Mitchell, M. (1998). *An introduction to genetic algorithms*. The MIT press.
- [Murphy, 2012] Murphy, K. P. (2012). *Machine Learning: A Probabilistic Perspective*. The MIT Press.
- [Nilsson, 2001] Nilsson, N. (2001). *Inteligencia Artificial: Una nueva visión*. McGraw-Hill.
- [Ponce-Gallegos et al., 2014] Ponce-Gallegos, J., Torres-Soto, A., tima Quezada Aguilera, Silva-Sprock, A., Flor, E. M., Casali, A., Scheihing, E., Tupac, Y., Soto, M. T., Zapata, F. O., A., J. H., D., C. Z., Vakhnia, N., and Pedreño, O. (2014). *Inteligencia Artificial*. Iniciativa Latinoamericana de Libros de Texto Abiertos (LATIn).
- [Russell and Norvig, 2003] Russell, S. and Norvig, P. (2003). *Inteligencia Artificial: Un enfoque moderno*. Prentice Hall.

5.3. CS272. Bases de Datos II

- [Burleson, 2004] Burleson, D. K. (2004). *Physical Database Design Using Oracle*. CRC Press.
- [Celko, 2005] Celko, J. (2005). *Joe Celko's SQL Programming Style*. Elsevier.
- [M. Tamer Ozsü, 1999] M. Tamer Ozsü, P. V. (1999). *Principles of Distributed Database Systems, Second Edition*. Prentice Hall.
- [Peter Brusilovsky, 1998] Peter Brusilovsky, Alfred Kobsa, J. V. (1998). *Adaptive Hypertext and Hypermedia, First Edition*. Springer.
- [Philip A. Bernstein, 1997] Philip A. Bernstein, E. N. (1997). *Principles of Transaction Processing, First Edition*. Morgan Kaufmann.
- [Ramez Elmasri, 2004] Ramez Elmasri, S. B. N. (2004). *Fundamentals of Database Systems, Fourth Edition*. Addison Wesley.

5.4. CS291. Ingeniería de Software I

- [Beck, 2002] Beck, K. (2002). *Test-Driven Development: By Example*. Addison-Wesley.
- [Chacon and Straub, 2023] Chacon, S. and Straub, B. (2023). *Pro Git*. Apress, 2nd edition. Disponible en <https://git-scm.com/book/en/v2>.
- [Cohn, 2004] Cohn, M. (2004). *User Stories Applied: For Agile Software Development*. Addison-Wesley.

-
- [Cohn, 2009] Cohn, M. (2009). *Succeeding with Agile: Software Development Using Scrum*. Addison-Wesley.
- [Evans, 2003] Evans, E. (2003). *Domain-Driven Design: Tackling Complexity in the Heart of Software*. Addison-Wesley.
- [Feathers, 2004] Feathers, M. (2004). *Working Effectively with Legacy Code*. Prentice Hall.
- [Foundation, 2023] Foundation, F. S. (2023). Bash reference manual. Documentación oficial de Bash.
- [Fowler, 2018] Fowler, M. (2018). *Refactoring: Improving the Design of Existing Code*. Addison-Wesley, 2nd edition.
- [Fowler, 2019] Fowler, M. (2019). Patterns for managing source code branches. Artículo fundamental sobre flujos modernos.
- [Freeman and Pryce, 2009] Freeman, S. and Pryce, N. (2009). *Growing Object-Oriented Software, Guided by Tests*. Addison-Wesley.
- [Gamma et al., 1994] Gamma, E., Helm, R., Johnson, R., and Vlissides, J. (1994). *Design Patterns: Elements of Reusable Object-Oriented Software*. Addison-Wesley.
- [Howard and LeBlanc, 2006] Howard, M. and LeBlanc, D. (2006). *Writing Secure Code*. Microsoft Press, 2nd edition.
- [Kerrisk, 2021] Kerrisk, M. (2021). *The Linux Programming Interface*. No Starch Press.
- [Martin, 2017] Martin, R. (2017). *Clean Architecture: A Craftsman's Guide to Software Structure and Design*. Prentice Hall.
- [McConnell, 2004] McConnell, S. (2004). *Code Complete: A Practical Handbook of Software Construction*. Microsoft Press, 2nd edition.
- [Meszaros, 2007] Meszaros, G. (2007). *xUnit Test Patterns: Refactoring Test Code*. Addison-Wesley.
- [Microsoft, 2023] Microsoft (2023). Azure devops labs: Git exercises. Recursos prácticos y tutoriales.
- [Newman, 2021] Newman, S. (2021). *Building Microservices: Designing Fine-Grained Systems*. O'Reilly Media, 2nd edition.
- [Pressman and Maxim, 2019] Pressman, R. and Maxim, B. (2019). *Software Engineering: A Practitioner's Approach*. McGraw-Hill, 9th edition.
- [Robbins and Nelson, 2024] Robbins, A. and Nelson, A. (2024). *Gawk: Effective awk programming*. Guía oficial de GAWK.
- [Sedgewick and Wayne, 2011] Sedgewick, R. and Wayne, K. (2011). *Algorithms*. Addison-Wesley, 4th edition.

- [Shostack, 2014] Shostack, A. (2014). *Threat Modeling: Designing for Security*. Wiley.
- [Shotts, 2019] Shotts, W. E. (2019). *The Linux Command Line*. No Starch Press, 5th edition.
- [Sommerville, 2020] Sommerville, I. (2020). *Software Engineering*. Pearson, 10th edition.
- [Torvalds and Hamano, 2024] Torvalds, L. and Hamano, J. (2024). Git documentation. Documentación oficial.
- [Wieggers and Beatty, 2013] Wieggers, K. and Beatty, J. (2013). *Software Requirements*. Microsoft Press, 3rd edition.

5.5. CS2S1. Sistemas Operativos

- [Anderson and Dahlin, 2014] Anderson, T. and Dahlin, M. (2014). *Operating Systems: Principles and Practice*. Recursive Books, 2nd edition.
- [Avi Silberschatz, 2012] Avi Silberschatz, Peter Baer Galvin, G. G. (2012). *Operating System Concepts, 9/E*. John Wiley & Sons, Inc.
- [Stallings, 2005] Stallings, W. (2005). *Operating Systems: Internals and Design Principles, 5/E*. Prentice Hall.
- [Tanenbaum, 2006] Tanenbaum, A. S. (2006). *Operating Systems Design and Implementation, 3/E*. Prentice Hall.

5.6. BEI203. Inglés V

- [Cambridge, 2006] Cambridge (2006). *Diccionario Inglés-Español Cambridge*. Editorial Oxford.
- [MacGrew, 1999] MacGrew, J. (1999). *Focus on Grammar Basic*. Editorial Oxford.
- [Soars and John, 2002g] Soars, L. and John (2002g). *American Headway N 3 Student Book*. Editorial Oxford.
- [Soars and John, 2002h] Soars, L. and John (2002h). *American Headway N 3 Teachers Book*. Editorial Oxford.
- [Soars and John, 2002i] Soars, L. and John (2002i). *American Headway N 3 Work Book*. Editorial Oxford.

Capítulo 6

Sexto Semestre

6.1. CS231. Redes y Comunicación

[Chayapathi, 2016] Chayapathi, Rajendra; Syed F. Hassan; Shah, P. (2016). *Network Functions Virtualization (NFV) with a Touch of SDN*. Addison-Wesley Professional; 1 edition.

[Kadushin, 2011] Kadushin, C. (2011). *Understanding Social Networks: Theories, Concepts, And Findings*. Oxford University Press, Usa; 1 edition.

[Kurose and Ross, 2013] Kurose, J. and Ross, K. (2013). *Computer Networking: A Top-down Approach*. Always learning. Pearson, 7th edition.

6.2. CS311. Programación Competitiva

[Aziz et al., 2012] Aziz, A., Lee, T., and Prakash, A. (2012). *Elements of Programming Interviews: The Insiders' Guide*. ElementsOfProgrammingInterviews.com.

[Cormen et al., 2009] Cormen, T. H., Leiserson, C. E., Rivest, R. L., and Stein, C. (2009). *Introduction to Algorithms*. MIT Press.

[Halim, 2013] Halim, S. (2013). *Competitive Programming*. Lulu, 3 rd edition.

[Kulikov, 2019] Kulikov, A. S. (2019). *Learning Algorithms Through Programming and Puzzle Solving*. Active Learning Technologies.

[Laaksonen, 2017] Laaksonen, A. (2017). *Guide to Competitive Programming: Learning and Improving Algorithms Through Contests*. Springer.

[Miguel A. Revilla, 2003] Miguel A. Revilla, S. S. (2003). *Programming Challenges: The Programming Contest Training Manual*. Springer.

6.3. CS312. Estructuras de Datos Avanzadas

[Cuadros-Vargas et al., 2004] Cuadros-Vargas, E., Romero, R. A. F., Mock, M., and Brisaboa, N. (2004). Implementing data structures: An incremental approach. <http://socios.spc.org.pe/ecuadros/cursos/pdfs/>.

-
- [Gamma et al., 1994] Gamma, E., Helm, R., Johnson, R., and Vlissides, J. M. (1994). *Design Patterns: Elements of Reusable Object-Oriented Software*. Computing Series. Addison-Wesley Professional. ISBN-10: 0201633612.
- [Knuth, 2007a] Knuth, D. E. (2007a). *The Art of Computer Programming, Fundamental Algorithms*, volume I. Addison-Wesley, 3rd edition. 0-201-89683-4.
- [Knuth, 2007b] Knuth, D. E. (2007b). *The Art of Computer Programming, Sorting and Searching*, volume II. Addison-Wesley, 2nd edition. 0-201-89685-0.
- [PGregory Shakhnarovich and Indyk, 2006] PGregory Shakhnarovich, T. D. and Indyk, P. (2006). *Nearest-Neighbor Methods in Learning and Vision: Theory and Practice*. MIT Press, 1st edition. ISBN 0-262-19547-X.
- [Samet, 2006] Samet, H. (2006). *Foundations of Multidimensional and Metric Data Structures*. Elsevier/Morgan Kaufmann, illustrated edition.
- [Zezula et al., 2007] Zezula, P., Amato, G., Dohnal, V., and Batko, M. (2007). *Similarity Search: The Metric Space Approach*. Springer, 1st edition. ISBN-10: 0387291466.

6.4. CS342. Compiladores

- [Aho et al., 2011] Aho, A., Lam, M., Sethi, R., and Ullman, J. D. (2011). *Compilers Principles Techniques And Tools*. Pearson, 2nd edition. ISBN:10-970-26-1133-4.
- [Appel, 2002] Appel, A. W. (2002). *Modern compiler implementation in Java*. Cambridge University Press, 2.a edición edition.
- [Louden, 2004a] Louden, K. C. (2004a). *Compiler Construction: Principles and Practice*. Thomson.
- [Louden, 2004b] Louden, K. C. (2004b). *Lenguajes de Programacion*. Thomson.
- [Teufel and Schmidt, 1998] Teufel, B. and Schmidt, S. (1998). *Fundamentos de Compiladores*. Addison Wesley Iberoamericana.

6.5. AI263. Introducción al Aprendizaje de Máquina

- [Bishop, 2006] Bishop, C. M. (2006). *Pattern Recognition and Machine Learning*. Springer.
- [Chollet, 2021] Chollet, F. (2021). *Deep Learning with Python*. Manning, 2nd edition.
- [Goodfellow et al., 2016] Goodfellow, I., Bengio, Y., and Courville, A. (2016). *Deep Learning*. MIT Press.
- [Géron, 2022] Géron, A. (2022). *Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow*. O'Reilly, 3rd edition.

[Hastie et al., 2009] Hastie, T., Tibshirani, R., and Friedman, J. (2009). *The Elements of Statistical Learning*. Springer, 2nd edition.

[Murphy, 2012] Murphy, K. P. (2012). *Machine Learning: A Probabilistic Perspective*. MIT Press.

6.6. FI201. Física Computacional

[Hecht, 2017] Hecht, E. (2017). *Optics*. Pearson.

[Taylor, 2005] Taylor, J. R. (2005). *Classical Mechanics*. University Science Books.

[Young and Freedman, 2018] Young, H. D. and Freedman, R. A. (2018). *University Physics with Modern Physics*. Pearson.

Capítulo 7

Séptimo Semestre

7.1. CS251. Computación Gráfica

- [Hearn and Baker, 1990] Hearn, D. and Baker, P. (1990). *Computer Graphics in C*. Prentice Hall.
- [Hughes et al., 2013] Hughes, J. F., Dam, A. V., McGuire, M., Sklar, D. F., Foley, J. D., Feiner, S. K., and Akeley, K. (2013). *Computer Graphics - Principles and Practice 3rd Edition*. Addison-Wesley.
- [Shreiner et al., 2013] Shreiner, D., Sellers, G., Kessenich, J., and Licea-Kane, B. (2013). *OpenGL, Programming Guide, Eighth Edition*. Addison-Wesley.
- [Wolff, 2011] Wolff, D. (2011). *OpenGL 4.0 Shading Language Cookbook*. Packt Publishing.

7.2. CS292. Ingeniería de Software II

- [Allspaw and Robbins, 2012] Allspaw, J. and Robbins, J. (2012). *Web Operations: Keeping the Data On Time*. O'Reilly Media.
- [Beyer et al., 2016] Beyer, B., Jones, C., Petoff, J., and Murphy, N. R. (2016). *Site Reliability Engineering: How Google Runs Production Systems*. O'Reilly Media.
- [Beyer et al., 2018] Beyer, B., Murphy, N. R., Rensin, D. K., Kawahara, K., and Thorne, S. (2018). *The Site Reliability Workbook: Practical Ways to Implement SRE*. O'Reilly Media.
- [Burns, 2018] Burns, B. (2018). *Designing Distributed Systems: Patterns and Paradigms for Scalable, Reliable Services*. O'Reilly Media.
- [Butcher and Farina, 2016] Butcher, M. and Farina, M. (2016). *Docker in Practice*. Manning Publications, 2nd edition.
- [Forsgren et al., 2021] Forsgren, N., Humble, J., and Kim, G. (2021). *Accelerate: The Science of Lean Software and DevOps: Building and Scaling High Performing Technology Organizations*. IT Revolution Press.

-
- [Fowler, 2012] Fowler, M. (2012). *Patterns of Enterprise Application Architecture*. Addison-Wesley.
- [Hightower et al., 2017] Hightower, K., Burns, B., and Beda, J. (2017). *Kubernetes: Up and Running*. O'Reilly Media.
- [Howard and LeBlanc, 2006] Howard, M. and LeBlanc, D. (2006). *Writing Secure Code*. Microsoft Press, 2nd edition.
- [Kerrisk, 2010] Kerrisk, M. (2010). *The Linux Programming Interface*. No Starch Press.
- [Kim et al., 2016] Kim, G., Humble, J., Debois, P., and Willis, J. (2016). *The DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in Technology Organizations*. IT Revolution Press.
- [Kleppmann, 2017] Kleppmann, M. (2017). *Designing Data-Intensive Applications*. O'Reilly Media.
- [Lewis and Fowler, 2020] Lewis, J. and Fowler, M. (2020). *Microservices: A Definition of This New Architectural Term*. ThoughtWorks. Available online.
- [Love, 2010] Love, R. (2010). *Linux System Programming: Talking Directly to the Kernel and C Library*. O'Reilly Media, 2nd edition.
- [Matthias and Kane, 2018] Matthias, K. and Kane, S. (2018). *Docker: Up and Running*. O'Reilly Media, 2nd edition.
- [Morris, 2020] Morris, K. (2020). *Infrastructure as Code: Dynamic Systems for the Cloud Age*. O'Reilly Media, 2nd edition.
- [Sadalage and Fowler, 2013] Sadalage, P. and Fowler, M. (2013). *NoSQL Distilled: A Brief Guide to the Emerging World of Polyglot Persistence*. Addison-Wesley.
- [Shostack, 2014] Shostack, A. (2014). *Threat Modeling: Designing for Security*. Wiley.
- [Smith, 2021] Smith, R. (2021). *DevSecOps: A Leader's Guide to Producing Secure Software without Compromising Speed, Agility, and Innovation*. Apress.
- [Tanenbaum and Bos, 2015] Tanenbaum, A. and Bos, H. (2015). *Modern Operating Systems*. Pearson, 4th edition.

7.3. CS2H1. Experiencia de Usuario (UX)

- [Buxton, 2007] Buxton, B. (2007). *Sketching User Experiences: Getting the Design Right and the Right Design*. Morgan Kaufmann Publishers Inc.
- [Dix et al., 2004] Dix, A., Finlay, J., Abowd, G., and Beale, R. (2004). *Human-computer Interaction*. Prentice-Hall, Inc, 3 ed. edition.
- [Johnson, 2010] Johnson, J. (2010). *Designing with the Mind in Mind: Simple Guide to Understanding User Interface Design Rules*. Morgan Kaufmann Publishers Inc., 3 ed. edition.

-
- [Leavitt and Shneiderman, 2006] Leavitt, M. and Shneiderman, B. (2006). *Research-Based Web Design & Usability Guidelines*. Health and Human Services Dept.
- [Mathis, 2011] Mathis, L. (2011). *Designed for Use: Create Usable Interfaces for Applications and the Web*. Pragmatic Bookshelf.
- [Norman, 2004] Norman, D. A. (2004). *Emotional Design: Why We Love (or Hate) Everyday Things*. Basic Book.
- [Rogers and Sharp, 2011] Rogers, Y. and Sharp, H. & Preece, J. (2011). *Interaction Design: Beyond Human-Computer Interaction*. John Wiley and Sons Ltd, 3 ed. edition.
- [Stone et al., 2005] Stone, D., Jarrett, C., Woodroffe, M., and Minocha, S. (2005). *User Interface Design and Evaluation*. Morgan Kaufmann Series in Interactive Technologies.
- [Wigdor and Wixon, 2011] Wigdor, D. and Wixon, D. (2011). *Brave NUI World: Designing Natural User Interfaces for Touch and Gesture*. Morgan Kaufmann Publishers Inc.

7.4. AI264. Aprendizaje Profundo

- [Goodfellow et al., 2016] Goodfellow, I., Bengio, Y., and Courville, A. (2016). *Deep Learning*. MIT Press.
- [He et al., 2016] He, K., Zhang, X., Ren, S., and Sun, J. (2016). Deep residual learning for image recognition. *CVPR*, pages 770–778.
- [Vaswani et al., 2017] Vaswani, A., Shazeer, N., Parmar, N., Uszkoreit, J., Jones, L., Gomez, A., Kaiser, L., and Polosukhin, I. (2017). Attention is all you need. *Advances in Neural Information Processing Systems*, 30.

7.5. BBI101. Biología

- [Raven et al., 2017] Raven, P. H., Johnson, G. B., Mason, K. A., Losos, J. B., and Singer, S. R. (2017). *Biology*. McGraw-Hill Education.
- [Urry et al., 2017] Urry, L. A., Cain, M. L., Wasserman, S. A., Minorsky, P. V., and Reece, J. B. (2017). *Campbell Biology*. Pearson.

7.6. FG211. Ética Profesional

- [ACM, 2018] ACM (2018). Acm code of ethics and professional conduct. Technical report.
- [Bostrom, 2014] Bostrom, N. (2014). *Superintelligence: Paths, Dangers, Strategies*. Oxford University Press.
- [Committee, 2019] Committee, I. E. (2019). Ethical dilemmas in engineering. Technical report.

- [Force, 2020] Force, A. E. T. (2020). Case studies in computing and society. Technical report.
- [IEEE, 2020] IEEE (2020). Ieee code of ethics. Technical report.
- [Mehrabi et al., 2021] Mehrabi, N., Morstatter, F., Saxena, N., Lerman, K., and Galstyan, A. (2021). A survey on bias and fairness in machine learning. *ACM Computing Surveys*, 54(6).
- [Müller, 2021] Müller, V. C. (2021). *Ethics of Artificial Intelligence and Robotics*. Cambridge University Press.
- [Voigt and von dem Bussche, 2018] Voigt, P. and von dem Bussche, A. (2018). *The EU General Data Protection Regulation (GDPR): A Practical Guide*. Springer.

Capítulo 8

Octavo Semestre

8.1. CS281. Computación en la Sociedad

[Ediciones, 2009a] Ediciones, D., editor (2009a). *Revista Datamation MC Ediciones*.

[Ediciones, 2009b] Ediciones, D., editor (2009b). *Understanding the Digital Economy*.

[Ediciones, 2010] Ediciones, D., editor (2010). *Financial Times Mastering Information Management*.

[Jr, 2000] Jr, R. M. (2000). *Sistemas de Información Gerencial*. Prentice Hall.

[Laudon and Laudon, 2004] Laudon, K. C. and Laudon, J. P. (2004). *Sistemas de Información Gerencial*. Prentice Hall.

8.2. CS3I1. Seguridad en Computación

8.3. CS3P1. Computación Paralela y Distribuida

[Hager and Wellein, 2010] Hager, G. and Wellein, G. (2010). *Introduction to High Performance Computing for Scientists and Engineers (Chapman and Hall/CRC Computational Science)*. 1st edition.

[Kirk and mei W. Hwu, 2013] Kirk, D. B. and mei W. Hwu, W. (2013). *Programming Massively Parallel Processors: A Hands-on Approach*. Morgan Kaufmann, 2nd edition.

[Matloff, 2014] Matloff, N. (2014). *Programming on Parallel Machines*. University of California, Davis.

[Pacheco, 2011] Pacheco, P. S. (2011). *An Introduction to Parallel Programming*. Morgan Kaufmann, 1st edition.

[Quinn, 2003] Quinn, M. J. (2003). *Parallel Programming in C with MPI and OpenMP*. McGraw-Hill Education Group, 1st edition.

[Sanders and Kandrot, 2010] Sanders, J. and Kandrot, E. (2010). *CUDA by Example: An Introduction to General-Purpose GPU Programming*. Addison-Wesley Professional, 1st edition.

8.4. CS402. Proyecto de tesis 1

[ACM, 2008] ACM (2008). *Digital Library*. Association for Computing Machinery. <http://portal.acm.org/dl.cfm>.

[CiteSeer.IST, 2008] CiteSeer.IST (2008). *Scientific Literature Digital Library*. College of Information Sciences and Technology, Penn State University. <http://citeseer.ist.psu.edu>.

[IEEE-Computer Society, 2008] IEEE-Computer Society (2008). *Digital Library*. IEEE-Computer Society. <http://www.computer.org/publications/dlib>.

8.5. FG106. Teatro

[Majorana, 1958] Majorana, A. (1958). *El arte de hablar en publico*. La España Moderna.

[Pavis, 1998] Pavis, P. (1998). *Diccionario del Teatro*. Edit. Piados BA.

8.6. EX301. Actividades Extracurriculares

[ACM, 2019] ACM (2019). Guidelines for extracurricular activities in computing. Technical report.

[Commission, 2022] Commission, A. C. A. (2022). Abet criteria for student professional development. Technical report.

8.7. AI268. Visión Computacional

[Gonzalez and Woods, 2018] Gonzalez, R. and Woods, R. (2018). *Digital Image Processing*. Pearson, 4th edition.

[Hartley and Zisserman, 2004] Hartley, R. and Zisserman, A. (2004). *Multiple View Geometry in Computer Vision*. Cambridge University Press.

[He et al., 2017] He, K., Gkioxari, G., Dollár, P., and Girshick, R. (2017). Mask r-cnn. *IEEE ICCV*.

[Szeliski, 2010] Szeliski, R. (2010). *Computer Vision: Algorithms and Applications*. Springer.

8.8. CS391. Ingeniería de Software III

- [Amazon AWS AI, 2024] Amazon AWS AI (2024). *Building Reliable AI Systems on AWS*. Amazon Press.
- [Beyer et al., 2018] Beyer, B., Murphy, N. R., Rensin, D. K., Kawahara, K., and Thorne, S. (2018). *The Site Reliability Workbook: Practical Ways to Implement SRE*. O'Reilly Media.
- [Bommasani et al., 2021] Bommasani, R., Hudson, D. A., Adeli, E., Altman, R., Arora, S., von Arx, S., Bernstein, M. S., Bohg, J., Bosselut, A., Brunskill, E., et al. (2021). On the opportunities and risks of foundation models. *arXiv preprint*, arXiv:2108.07258.
- [Chase, 2024] Chase, H. (2024). *LangChain for LLM Application Development: From Prompt Engineering to Agent Orchestration*. O'Reilly Media.
- [Engineering, 2024] Engineering, S. (2024). *Backstage: Building an Internal Developer Portal*. O'Reilly Media.
- [Foundation, 2024] Foundation, L. (2024). *SLSA Framework v1.0: Supply-chain Levels for Software Artifacts*. Linux Foundation.
- [Google AI Research, 2024] Google AI Research (2024). *Evaluating AI-Generated Code: Benchmarks and Methodologies*. Google Press.
- [Kim et al., 2023] Kim, G., Spear, S., and Forsgren, N. (2023). *The Platform Engineering Playbook: Building Internal Developer Platforms*. IT Revolution Press.
- [Meta AI Research, 2024] Meta AI Research (2024). *Quality Assurance for AI-Native Systems*. Meta Press.
- [Microsoft Research, 2024] Microsoft Research (2024). *AI Software Development: From Copilot to Autonomous Agents*. Microsoft Press.
- [Ng and Chase, 2024] Ng, A. and Chase, H. (2024). *AI-Native Software Engineering: Building Systems with Autonomous Agents*. DeepLearning.AI Press.
- [of Standards and Technology, 2024] of Standards, N. I. and Technology (2024). *AI Risk Management Framework and Secure AI Supply Chain*. NIST.
- [Team, 2025] Team, A. R. (2025). *Building AI-Native Applications: Principles and Practices*. Anthropic.
- [Team, 2024] Team, O. R. (2024). *GPT Engineering: Best Practices for Production Systems*. OpenAI.
- [Weidinger et al., 2021] Weidinger, L., Mellor, J., Rauh, M., Griffin, C., Uesato, J., Huang, P.-S., Cheng, M., Glaese, M., Balle, B., Kasirzadeh, A., et al. (2021). Ethical and social risks of harm from language models. *arXiv preprint*, arXiv:2112.04359.

- [Wu et al., 2023] Wu, Q., Bansal, G., Zhang, J., Wu, Y., Zhang, S., Zhu, E., Li, B., Jiang, L., Zhang, X., and Wang, C. (2023). Autogen: Enabling next-gen llm applications via multi-agent conversation. *arXiv preprint*, arXiv:2308.08155.
- [Yao et al., 2022] Yao, S., Zhao, J., Yu, D., Du, N., Shafran, I., Narasimhan, K., and Cao, Y. (2022). React: Synergizing reasoning and acting in language models. *arXiv preprint*, arXiv:2210.03629.

8.9. CS393. Sistemas de Infomación

- [Laudon and Laudon, 2017] Laudon, K. C. and Laudon, J. P. (2017). *Management Information Systems: Managing the Digital Firm*. Pearson, 15th edition.
- [Pressman and Maxim, 2015] Pressman, R. S. and Maxim, B. (2015). *Software Engineering: A Practitioner's Approach*. McGraw-Hill, 8th edition.
- [Sommerville, 2017] Sommerville, I. (2017). *Software Engineering*. Pearson, 10th edition.

Capítulo 9

Noveno Semestre

9.1. CS370. Big Data

[Damji et al., 2023] Damji, J., Wenig, B., Das, T., and Lee, D. (2023). *Learning Spark: Lightning-Fast Data Analytics*. O'Reilly, 2nd edition. Spark 3.5 with Python/SQL examples.

[Kleppmann, 2017] Kleppmann, M. (2017). *Designing Data-Intensive Applications*. O'Reilly. Architecture patterns for Big Data.

[Marz and Warren, 2015] Marz, N. and Warren, J. (2015). *Big Data: Principles and Best Practices*. Manning. Lambda architecture deep dive.

[Perrin, 2023] Perrin, J.-G. (2023). *Spark in Action*. Manning, 2nd edition. Practical Spark applications.

[Robinson et al., 2015] Robinson, I., Webber, J., and Eifrem, E. (2015). *Graph Databases*. O'Reilly. Graph processing fundamentals.

[White, 2021] White, T. (2021). *Hadoop: The Definitive Guide*. O'Reilly, 5th edition. Covers Hadoop 3 and YARN.

[Zaharia et al., 2016] Zaharia, M., Xin, R. S., Wendell, P., Das, T., Armbrust, M., Dave, A., Meng, X., Rosen, J., Venkataraman, S., Franklin, M. J., Ghodsi, A., Gonzalez, J., Shenker, S., and Stoica, I. (2016). Apache spark: A unified engine for big data processing. *Communications of the ACM*, 59(11):56–65.

9.2. CS400. Prácticas Pre-profesionales

[de Educación de la ACM, 2022] de Educación de la ACM, C. (2022). Guía para prácticas pre-profesionales exitosas en ciencia de la computación. Technical report, Association for Computing Machinery. Documento oficial con estándares para prácticas en computación.

[Society, 2021] Society, I. C. (2021). *Prácticas Profesionales en Computación: Ética y Gestión*. IEEE Press. Manual de buenas prácticas para entornos laborales en TI.

9.3. CS403. Proyecto de tesis 2

[ACM, 2008] ACM (2008). *Digital Library*. Association for Computing Machinery. <http://portal.acm.org/dl.cfm>.

[CiteSeer.IST, 2008] CiteSeer.IST (2008). *Scientific Literature Digital Library*. College of Information Sciences and Technology, Penn State University. <http://citeseer.ist.psu.edu>.

[IEEE-Computer Society, 2008] IEEE-Computer Society (2008). *Digital Library*. IEEE-Computer Society. <http://www.computer.org/publications/dlib>.

9.4. AI365. Modelos Generativos Avanzados en IA

[Goodfellow et al., 2014] Goodfellow, I., Pouget-Abadie, J., Mirza, M., Xu, B., Warde-Farley, D., Ozair, S., Courville, A., and Bengio, Y. (2014). Generative adversarial networks. In *NeurIPS*.

[Rombach et al., 2022] Rombach, R., Blattmann, A., Lorenz, D., Esser, P., and Ommer, B. (2022). High-resolution image synthesis with latent diffusion models. *CVPR*.

[Sohl-Dickstein et al., 2023] Sohl-Dickstein, J., Song, Y., and Ermon, S. (2023). *Diffusion Models: A Comprehensive Practical Guide*. AI Press.

9.5. CB309. Bioinformática

[Aluru, 2006] Aluru, S., editor (2006). *Handbook of Computational Molecular Biology*. Computer and Information Science Series. Chapman & Hall, CRC, Boca Raton, FL.

[Clote and Backofen, 2000] Clote, P. and Backofen, R. (2000). *Computational Molecular Biology: An Introduction*. John Wiley & Sons Ltd. 279 pages.

[Durbin et al., 1998] Durbin, R., Eddy, S., Krogh, A., and Mitchison, G. (1998). *Biological Sequence Analysis: Probabilistic Models of Proteins and Nucleic Acids*. Cambridge University Press.

[Krogh et al., 1994] Krogh, A., Brown, M., Mian, I. S., Sjölander, K., and Haussler, D. (1994). Hidden markov models in computational biology, applications to protein modeling. *J Mol. Biol*, 235:1501–1531.

[Pevzner, 2000] Pevzner, P. A. (2000). *Computational Molecular Biology: an Algorithmic Approach*. The MIT Press, Cambridge, Massachusetts.

[Setubal and Meidanis, 1997] Setubal, J. C. and Meidanis, J. (1997). *Introduction to computational molecular biology*. Boston: PWS Publishing Company.

9.6. CS351. Tópicos en Computación Gráfica

- [Haines and Akenine-Möller, 2023] Haines, E. and Akenine-Möller, T. (2023). The state of ray tracing in 2023. *Journal of Computer Graphics Techniques*, 11(2).
- [Karis and Games, 2023] Karis, B. and Games, E. (2023). Nanite and lumen technical deep dive. *Unreal Engine Whitepapers*. Virtualized geometry and global illumination in UE5.
- [Lottes and NVIDIA, 2022] Lottes, T. and NVIDIA (2022). Rtx accelerated wavelet noise. In *SIGGRAPH Advances in Real-Time Rendering*. Procedural texturing with RT cores.
- [Marrs et al., 2021] Marrs, A., Shirley, P., and Wald, I. (2021). *Ray Tracing Gems II*. Apress. Advanced RT techniques with DLSS and hybrid rendering.
- [Pereira and Microsoft, 2023] Pereira, N. and Microsoft (2023). DirectX raytracing documentation. Technical report, Microsoft. Official DXR programming guide.
- [Yan and Research, 2023] Yan, L. and Research, G. (2023). Neural radiance fields for real-time view synthesis. *ACM Transactions on Graphics*, 42(4). Real-time NeRF optimizations.

9.7. CS353. Computación Cuántica

- [IBM, 2023] (2023). Ibm quantum hardware roadmap. Technical report, IBM Research.
- [Möttönen and Vartiainen, 2023] Möttönen, M. and Vartiainen, J. (2023). *Quantum Computing: From Qubits to Quantum Machines*. Springer.
- [Nielsen and Chuang, 2010] Nielsen, M. A. and Chuang, I. L. (2010). *Quantum Computation and Quantum Information*. Cambridge University Press. Texto clásico para fundamentos teóricos.
- [Preskill, 2018] Preskill, J. (2018). Lecture notes on quantum computation.
- [Team, 2019] Team, G. A. Q. (2019). Quantum supremacy using a programmable superconducting processor. *Nature*, 574.
- [Team, 2023] Team, I. Q. (2023). *Qiskit Textbook*. Guía práctica con ejemplos en Qiskit.

9.8. AI369. Robótica

- [LaValle, 2006] LaValle, S. M. (2006). *Planning Algorithms*. Cambridge University Press.
- [Murphy, 2000] Murphy, R. R. (2000). *Introduction to AI Robotics*. MIT Press.

[Siciliano et al., 2009] Siciliano, B., Sciavicco, L., Villani, L., and Oriolo, G. (2009). *Robotics: Modelling, Planning and Control*. Springer.

[Thrun et al., 2005] Thrun, S., Burgard, W., and Fox, D. (2005). *Probabilistic Robotics*. MIT Press.

9.9. CS392. Tópicos en Ingeniería de Software

[Pressman and Maxim, 2015] Pressman, R. S. and Maxim, B. (2015). *Software Engineering: A Practitioner's Approach*. McGraw-Hill, 8th edition.

[Sommerville, 2017] Sommerville, I. (2017). *Software Engineering*. Pearson, 10th edition.

9.10. CS3P3. Internet de las Cosas

[Kirk and mei W. Hwu, 2013] Kirk, D. B. and mei W. Hwu, W. (2013). *Programming Massively Parallel Processors: A Hands-on Approach*. Morgan Kaufmann, 2nd edition.

[Matloff, 2014] Matloff, N. (2014). *Programming on Parallel Machines*. University of California, Davis.

[Pacheco, 2011] Pacheco, P. S. (2011). *An Introduction to Parallel Programming*. Morgan Kaufmann, 1st edition.

[Quinn, 2003] Quinn, M. J. (2003). *Parallel Programming in C with MPI and OpenMP*. McGraw-Hill Education Group, 1st edition.

[Sanders and Kandrot, 2010] Sanders, J. and Kandrot, E. (2010). *CUDA by Example: An Introduction to General-Purpose GPU Programming*. Addison-Wesley Professional, 1st edition.

Capítulo 10

Décimo Semestre

10.1. CS3P2. Cloud Computing

[Burns and Beda, 2023] Burns, B. and Beda, J. (2023). *Kubernetes: Up and Running*. O'Reilly, 3rd edition.

[Center, 2023] Center, I. C. A. (2023). Hybrid cloud strategies. Technical report, IBM.

[Cloud, 2023] Cloud, G. (2023). Serverless architectures with cloud functions. Technical report, Google Cloud.

[Coulouris et al., 2011] Coulouris, G., Dollimore, J., Kindberg, T., and Blair, G. (2011). *Distributed Systems: Concepts and Design*. Addison-Wesley, 5th edition.

[Damji et al., 2023] Damji, J., Wenig, B., Das, T., and Lee, D. (2023). *Learning Spark: Lightning-Fast Data Analytics*. O'Reilly, 2nd edition.

[Karau and Konwinski, 2018] Karau, H. and Konwinski, A. (2018). *Learning Spark*. O'Reilly.

[Microsoft, 2023] Microsoft (2023). Containerized applications on azure. Technical report, Microsoft Docs.

[Services, 2023] Services, A. W. (2023). Aws well-architected framework. Technical report, AWS. Official cloud best practices guide.

[Villegas and Cresswell, 2023] Villegas, D. and Cresswell, M. (2023). *Cloud Native Architectures*. Packt. Covers multi-cloud patterns with case studies.

10.2. CS404. Taller de Investigación

[ACM, 2008] ACM (2008). *Digital Library*. Association for Computing Machinery. <http://portal.acm.org/dl.cfm>.

[CiteSeer.IST, 2008] CiteSeer.IST (2008). *Scientific Literature Digital Library*. College of Information Sciences and Technology, Penn State University. <http://citeseer.ist.psu.edu>.

[IEEE-Computer Society, 2008] IEEE-Computer Society (2008). *Digital Library*. IEEE-Computer Society. <http://www.computer.org/publications/dlib>.

10.3. AI367. Tópicos en Inteligencia Artificial

[Goldberg, 1989] Goldberg, D. E. (1989). *Genetic Algorithms in Search, Optimization and Machine Learning*. Addison-Wesley Publishing Co., Reading, Massachusetts.

10.4. AI368. Computación Evolutiva

[Authors, 2022] Authors, V. (2022). Evolutionary computation in industry. *Nature Reviews*, 3. Aplicaciones industriales modernas.

[Beyer, 2001] Beyer, H.-G. (2001). *The Theory of Evolution Strategies*. Springer. Fundamentos matemáticos.

[Eiben and Smith, 2015] Eiben, A. and Smith, J. (2015). *Introduction to Evolutionary Computing*. Springer. Visión general actualizada.

[Goldberg, 2018] Goldberg, D. E. (2018). *Algoritmos Genéticos*. Addison-Wesley. Clásico en algoritmos genéticos.

[Team, 2023] Team, D. (2023). Documentación de deap. Framework para computación evolutiva en Python.

10.5. FG350. Liderazgo y Desempeño

[Anthony D' Souza,] Anthony D' Souza, S. *Descubre tu Liderazgo*. Editorial Sal Terrae.

[Cardona and Lombardi, 2002] Cardona, P. and Lombardi, P. G. (2002). *Cómo desarrollar las Competencias de Liderazgo*. PAD Lima- Perú, Tercera Edición.

[Cardona and Peña,] Cardona, P. and Peña, C. R. *Dirección por misiones: Cómo generar empresas de alto rendimiento*.

[Cardona and Wilkinson, 2009] Cardona, P. and Wilkinson, H. (2009). *Creciendo como Líder*. Ediciones Universidad de Navarra S.A (EUNSA), Primera Edición.

[Chinchilla and Moragas, 2007] Chinchilla, N. and Moragas, M. (2007). *Dueños de Nuestro Destino*. Editorial Ariel.

[Dianine-Havard, 2009] Dianine-Havard, A. (2009). *Perfil del Líder. Hacia un Liderazgo Virtuoso*. Ediciones Urano S.A.

[Ferreiro and Alcázar, 2009] Ferreiro, P. and Alcázar, M. (2009). *Gobierno de Personas en la Empresa*. Ediciones Universidad de Navarra EUNSA.

[Ginebra and Serrabou, 2010] Ginebra, G. and Serrabou, G. G. (2010). *Gestión de incompetentes. Libros de Cabecera*.

-
- [Goleman, 2012] Goleman, D. (2012). *Inteligencia emocional*. Editorial Kairós.
- [Hawkins, 2012] Hawkins, P. (2012). *Coaching y liderazgo de equipos: coaching para un liderazgo con capacidad de transformación*. Ediciones Granica.
- [Hersey et al., 1998] Hersey, P., Blanchard, K. H., and Johnson, D. E. (1998). *Administración del comportamiento organizacional: liderazgo situacional*.
- [Huete, 2008] Huete, L. (2008). *Construye tu Sueño*. LID Editorial Empresarial.
- [Hunsaker, 2010] Hunsaker, P. (2010). *El nuevo arte de gestionar equipos: Un enfoque actual para guiar y motivar con éxito*.