

Principles and Practice of Problem Solving: Lecture 0-Part 2

Lecturer: Haiming Jin

Short Biography



June 2018-Present

Assistant Professor

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Advisors: Prof. R. Srikant and Prof. Klara Nahrstedt

Research Interests

Urban Computing
AI&Internet of Things

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Ph.D.

Computer Science@UIUC
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Course Information

Office hours

Friday, 4PM-5PM or by appointment, Software 1-1082

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Updated Schedule

Week	Topic	Date (Monday)	Content	Date (Thursday)	Content
1	Programming and Numerical Analysis	9.9	Course Introduction, Review on C++(1): Programs, Computation, and Errors	9.12	Review on C++(2): Classes, Templates, and RAII
2		9.16	Numerical Analysis (1): Number-Theoretic Problems, Polynomial Arithmetic, Solving Nonlinear Equations	9.19	Numerical Analysis (2): Solving Linear Systems, Polynomial Interpolation
3		9.23	Writing a Program	9.26	Completing a Program
4	Data Structures and Libraries	9.30	Data Structures Recap (1): Lists, Stacks, Queues	10.3	/
5		10.7	/	10.10	Container and Algorithms
6	Searching and Optimization	10.14	Data Structures Recap (2): Binary Trees, Huffman Tree, Graph Implementations and Traversals	10.17	FLTK & GUI Programming (1)
7		10.21	Greedy Algorithms (1): Activity-Selection Problem	10.24	Greedy Algorithms (2): Knight's Tour Problem
8		10.28	Dynamic Programming (1): Gold Mine Problem	10.31	Dynamic Programming (2): Longest Common Subsequence Problem
9		11.4	Genetic Algorithm (1)	11.7	Genetic Algorithm (2)
10		11.11	Artificial Intelligence and Neural Networks (1)	11.14	Artificial Intelligence and Neural Networks (2)
11	Graphic User Interface	11.18	GUI Programming (2)	11.21	GUI Programming (3)
12		11.25	GUI Programming (4)	11.28	Introductions To OpenGL
13-16			Project		

Lectures that I will Give

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2		9.16	Numerical Analysis (1): Number-Theoretic Problems, Polynomial Arithmetic, Polynomial Interpolation	9.19	Numerical Analysis (2): Solving Nonlinear Equations, Solving Linear Systems
3		9.23	Writing a Program	9.26	Completing a Program
4	Data Structures and Libraries	9.30	Data Structures Recap (1): Lists, Stacks, Queues	10.3	/
5		10.7	/	10.10	Container and Algorithms
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