Syllabus for CSCI 3104: Algorithms Summer 2018

	Section 300	Section 310
Instructor	Adam Winchell	Josiah Buxton
Lectures	Monday-Friday	Monday-Friday
	2:30–3:50pm in ECCR 135	2:30–3:50pm in ECES 114
Office	ECES 1B16	ECCS 122
\mathbf{Email}	adam.winchell@colorado.edu	josiah.buxton@colorado.edu
Office Hours	Monday and Tuesday 12:00–	Wednesday 12:00–2:00pm in
	2:00pm	ECCS 102 and Thursday 4:00–
		6:00pm in ECCS 122
	or by appointment	or by appointment
Course Page	https://moodle.cs.colorado.edu/course/view.php?id=885	
	Enrollment Key: algorithms	

Prerequisites: Data structures (CSCI 2270), Discrete structures (CSCI 2824), Calculus I & II, plus the ability to program in a language such as C, C++, Python, or Java (Python is preferred because template code for problem sets will be written in Python)

Required Text: Introduction to Algorithms (3rd ed.), by Cormen et al. (a.k.a. "CLRS")

Course Objectives: In this course, students will

- become familiar with "standard" algorithms for abstract problem solving;
- learn how to mathematically prove properties of algorithms, including their correctness;
- analyze the time and space complexity of algorithms;
- understand the relative merits or demerits of different algorithms in practice;
- adapt and combine algorithms to solve problems that may arise in practice; and,
- learn common strategies in the design of new algorithms for emerging applications.

Overview:

- Lectures 4 times a week (M/T/W/Th)
- Weekly recitation section on Friday
- Problem sets throughout the semester (roughly one per week)
- Several problems sets will involve programming problems
- One final exam
- This will be a challenging course; plan accordingly

Schedule

- Week 1 Fundamentals of algorithms
- Week 1 Time and space complexity
- Week 2 Divide & conquer, recurrence relations
- Week 2 Efficient data structures
- Week 3 Greedy algorithms
- Week 3 Dynamic programming
- Week 4 Dynamic programming
- Week 4 Graph algorithms
- Week 5 Graph algorithms
- Week 6 Graph algorithms
- Week 6 Problems in P and NP
- Week 7 Stable matchings
- Week 7 Advanced topics
- Week 8 Final exam

Assignments & Deadlines

There will most likely be 7 problem sets

Deadlines and problem sets files can be found on the class Moodle page

Examinations

Final exam: July 28, 2018

Getting help

Piazza Link

- Attend the lectures, attend your recitation section, and come to office hours. These are provided specifically to help you learn the material. Take advantage of them.
- Use the Piazza forum. For class discussion and Q&A. Rather than emailing questions to the teaching staff, please post your questions on our Piazza forum.
- **Do not abuse email**. Do not ask for help with specific parts of the problem sets via email. If every student in class sent us 1 email a day, and it took only 5 minutes to respond to each, the course staff would be spending over 20 hours a day just responding to email. Email should be reserved for high-priority issues only.

Grading

Grades will be assigned as the weighted sum of scores in three areas:

- Problem sets (60%)
- Recitations (10%)
- Final Exam (30%)

Letter grades will only be calculated and assigned after the final exam is graded. Prior to that, only numerical grades will be tracked.

Problem sets

The course staff will evaluate many homework submissions this semester. For this to run smoothly, we need your help.

- Problem sets will always be due on Friday, by 11:55pm, via the class Moodle page No credit for solutions submitted any other way

 Late submissions will not be accepted

 The lowest problem set grade will be dropped at the end of the semester
- Solutions to mathematical problems should assume a RAM computation model (unless otherwise specified)

- Some topics will only be covered through the problem sets
- Any reasonable imperative language (C/C++, Java, Python, etc.) may be used to complete the programming problems
- Run-able source code must be included at the end of your solutions file No credit on programming questions that are unaccompanied by source code

 Unless specifically allowed, all parts of all algorithms and data structures must be implemented from scratch (that is, no libraries; if you use Python or another modern language, be sure you are not accidentally invoking non-trivial libraries; garbage collection features and static arrays are okay; "dictionary" data structures are not).

 If you are unsure about what counts as "non-trivial," ask for clarification.

Working in teams

- All problem sets must be completed individually.
- Students are *encouraged* to form study groups to discuss the problems with each other.
- However, each student must independently write up their *own* solution—the one they submit for credit for themselves. Working at a whiteboard or on paper together is fine, even if you solve the problem that way, but writing up a joint solution is not.
- Examinations must be completed individually.

Intellectual Honesty and Plagiarism

- Intellectual dishonesty or plagiarism of any form, at any level, will not be tolerated.
- Discussing problems with other students is encouraged, but you must list your collaboration on the page where you give the solution. If you discussed it with 20 other people, then all 20 names should appear in your solution. If someone was particularly helpful, say so. Be generous; if you're not sure whether someone should be included in your list of collaborators, include them. For discussions in class, in section, or in office hours, where collecting names is impractical, it's okay to write something like "discussions in class." There is no penalty for discussing problems with other students.
- Copying from any source in any way is strictly forbidden. This includes both the Web and other students (past or present). If you are unsure about whether something is permitted, please see me before the assignment is due.

There will be a zero-tolerance policy to violations of this policy. Violators will be removed from the class, given a grade of F, and reported to the University Honor Council.

• Write everything in your own words and cite all outside resources. You are strongly encouraged to use outside resources, but you must write your solutions yourself. We are not interested in seeing Wikipedia's or anyone else's solution. The only sources you are not required to cite are the textbook and lecture notes, and the prerequisite material (which we assume you know by heart). As a small bonus for having read the syllabus carefully, I will award some extra credit points on PS1 if you send me an email containing a photo of a dinosaur (any kind is fine).

Formatting and submitting your work

- Rule 0 Moodle rule: All submissions must be made electronically, via the class Moodle page.
- Rule 1 One-file rule: Your solutions to the problem set must be a single PDF file (file 1).
- Rule 2 Filename rule: Name your file as Lastname-Firstname-MMDD-PSX.pdf
 Your Lastname, followed by your Firstname
 followed by the 2-digit month and 2-digit day of your birthday MMDD,
 followed by the number of the problem set you are submitting solutions for X.

For instance, Winchell-Adam-0701-PS1.pdf

Rule 3 First-page rule: Page 1 of file 1 must include the following information:

- CSCI 3104 Summer 2018
- Problem Set X
- Lastname, Firstname
- MM/DD for your birthday
- Failure to follow Rules 0–3 may result in a loss of credit and/or a delay in evaluation.
- Rule 4 **Source-code rule**: For problem sets with programming portions, you must include your source code at the end of the file.

 No credit for programming questions that lack associated source code.
- Rule 5 **Figure rule**: All figures, graphs, charts, and tables must be labeled correctly. *No credit for figures with unlabeled axes or data series.*

- The solution to each numbered problem should start on a fresh page.
- Pages should be numbered in chronological order.
- Solutions must be detailed and clear. The clearer your explanation, the more likely you are to receive full credit for a correct answer. Detailed advice for achieving this is included at the end of this document.
- Exceptional circumstances: Only in exceptional circumstances, e.g., documented illness or injury, assignments may be forgiven. Examples of *unexceptional* circumstances include registering late, travel for job interviews or conferences or fun, forgetting the homework deadline, or simply not finishing on time. Final grades will be computed as if forgiven assignments did not exist; this increases other assignments' weight.

What to write

- Answer the right question.
- Justify your answer. Unless the problem specifically says otherwise, every homework problem requires an explanation. Without one, even a perfectly correct solution is worth nothing. In particular, the sentence "It's obvious!" is not an explanation—"obvious" is often a synonym for "false"!
- Answer the question completely. When a problem says to give an algorithm, you must do several things to receive full credit.
 - If necessary, formally restate the problem to make it clear exactly what problem you are solving.
 - Give a concise pseudocode description of your algorithm.
 - Explain what your pseudocode does.
 - Justify the correctness of your algorithm.
 - Describe the correct algorithm.
 - Analyze your algorithm's running time. This may be as simple as "There are two nested loops from 1 to n, so the running time is $O(n^2)$." Or, it may require setting up and solving a summation or a recurrence, in which case you will need to prove your answer is correct.

Describe the fastest algorithm you can think of, even if the problem does not include the words "fast" or "efficient." Fast algorithms are worth more points, while brute force is usually worth very little. Not every problem will tell you what to aim for (figuring that out is part of what you're learning). But, if your algorithm is incorrect, you won't receive any points, no matter how fast it is.

Some problems may deviate from these default requirements. For example, you may be asked to give an algorithm that uses a particular approach, even though another approach is more efficient. (Answer the right question!) Some problems may ask you to analyze the space used by your algorithm in addition to the running time.

Advice for writing up your solutions

The most important thing you can do is to make it easy for the grading staff to figure out what you mean within the short time they have to grade your solution. Solutions that are difficult to read or understand will cause you to lose points (and the graders will be less sympathetic to your other mistakes).

- Write carefully. You will only be graded on what you write, not what you mean. We cannot read your mind. If your solution is ambiguous, we will choose the interpretation that makes the solution wrong.
- Write clearly. If we cannot decipher your answer quickly, we cannot give you credit for it, even if it is correct. Write your answers clearly. Separate them from other problems. Box your results. Solve problems in the order they are listed. (If you have poor handwriting, try typesetting your solutions with LATEX, and don't submit your first draft.)
- Explain your solution. Unless the problem specifies it, giving pseudocode alone, with no accompanying verbal explanation, is insufficient. A complete solution is a verbal explanation of the algorithm's generic behavior with supporting pseudocode (or something functionally equivalent). Pseudocode provides precision where English does not. English provides context and interpretability where pseudocode does not.
- Give generic solutions, not examples. Solutions that include phrases like "and so on", "etc.", "do this for all X", or ". . ." will receive no credit. Those phrases indicate precisely where you should have used iteration, recursion, or induction but did not. If your solution does not work on *every* valid input, then it is not a correct solution. A complete solution explains why there is no such input on which your algorithm fails.

- Make it understandable. Start by describing the key ideas or insights behind your solution before going into its details. The reader should understand your approach almost immediately without looking at the proofs or pseudocode. A clearly written solution that includes all the main ideas but omits some low-level details is worth more than a complete, correct, detailed, but opaque solution.
- Be succinct. Your solution should be long enough to convey exactly why your answer is correct, yet short enough to be easily understood.
- Numerical experiments: Some programming problems will require you to conduct numerical experiments. For instance, to show that an algorithm takes $O(n \log n)$ time, you will need to measure the number of atomic operation at multiple values of n, plot the measured values versus n, and then plot the asymptotic function showing that the function matches the data. Plotting the average number of operations for a given value of n will almost always improve your results. To get a good trend, I recommend using a dozen or so exponentially spaced values of n, e.g., $n = \{2^4, 2^5, \ldots, 2^{16}, \ldots\}$. When presenting your results, you must explain your experimental design.
- **Source code**: Your source code for all programming problems must be included at the end of your solutions. It should be appropriately commented so that we can understand what you are doing and why, and it must be run-able that is, if we try to compile and run it, it should work as advertised.

Suggestions: Suggestions for improvement are welcome at any time. Any concern about the course should be brought first to my attention. Further recourse is available through the office of the Department Chair or one of the Academic Advisors, all accessible on the 7th floor of the Engineering Center Office Tower.

Honor Code: As members of the CU academic community, we are all bound by the CU Honor Code. I take the Honor Code very seriously, and I expect that you will, too. Any significant violation will result in a failing grade for the course and will be reported. Here is the University's statement about the matter:

All students of the University of Colorado at Boulder are responsible for knowing and adhering to the academic integrity policy of this institution. Violations of this policy may include: cheating, plagiarism, aid of academic dishonesty, fabrication, lying, bribery, and threatening behavior. All incidents of academic misconduct shall be reported to the Honor Code Council (honor@colorado.edu; 303-735-2273). Students who are found to be in violation of the academic integrity policy will be subject to both academic sanctions from the faculty member and non-academic sanctions (including but not limited to university probation, suspension, or expulsion). Other information on the

Honor Code can be found at http://www.colorado.edu/policies/honor.html and at http://www.colorado.edu/academics/honorcode/

Special Accommodations: If you qualify for accommodations because of a disability, please submit to your professor a letter from Disability Services in a timely manner (for exam accommodations provide your letter at least one week prior to the exam) so that your needs can be addressed. Disability Services determines accommodations based on documented disabilities. Contact Disability Services at 303-492-8671 or by e-mail at dsinfo@colorado.edu.

If you have a temporary medical condition or injury, see Temporary Injuries under Quick Links at Disability Services website and discuss your needs with your professor.

Campus policy regarding religious observances requires that faculty make every effort to deal reasonably and fairly with all students who, because of religious obligations, have conflicts with scheduled exams, assignments or required attendance. In this class, I will make reasonable efforts to accommodate such needs if you notify me of their specific nature by the end of the 3rd week of class. See full details at http://www.colorado.edu/policies/fac_relig.html

Classroom Behavior: Students and faculty each have responsibility for maintaining an appropriate learning environment. Those who fail to adhere to such behavioral standards may be subject to discipline. Professional courtesy and sensitivity are especially important with respect to individuals and topics dealing with differences of race, color, culture, religion, creed, politics, veterans status, sexual orientation, gender, gender identity and gender expression, age, disability, and nationalities. Class rosters are provided to the instructor with the student's legal name. I will gladly honor your request to address you by an alternate name or gender pronoun. Please advise me of this preference early in the semester so that I may make appropriate changes to my records. See policies at

http://www.colorado.edu/policies/classbehavior.html and at

http://www.colorado.edu/studentaffairs/judicialaffairs/code.html#student_code

Discrimination and Harassment: The University of Colorado at Boulder Discrimination and Harassment Policy and Procedures, the University of Colorado Sexual Harassment Policy and Procedures, and the University of Colorado Conflict of Interest in Cases of Amorous Relationships policy apply to all students, staff, and faculty. Any student, staff, or faculty member who believes s/he has been the subject of sexual harassment or discrimination or harassment based upon race, color, national origin, sex, age, disability, creed, religion, sexual orientation, or veteran status should contact the Office of Discrimination and Harassment (ODH) at 303-492-2127 or the Office of Student Conduct (OSC) at 303-492-5550. Information about the ODH, the above referenced policies, and the campus resources available to assist individuals regarding discrimination or harassment can be obtained at http://www.colorado.edu/odh