

Scientific and Technical Computing

Impact of
'Teaching Online'

Let's make the best of it

Grading is not a give away (anymore). Not like last semester ...

Participation is key. Here are some ways to do that

- Video on
- Speak up, ask questions, interrupt me during class (unmute and go)
- I will not grade what you say, but I will count 'no participation' against your grade
- '*I do not know*' is a valid answer, '*No answer*' is not
- We will have polls in class, but I will also call on you directly

Components of the class: To help your understanding the material

- In the evening, on the days when I teach, I will have another zoom session
 - Short recap of the class. Additional chance to talk to me, to ask questions (specific to the class or otherwise)
 - Share your screen, let's discuss what you are doing on Frontera, etc. Anything goes ...
- 1-on-1, or maybe 2-on-1 meetings
 - I'd like to talk to all of you in individual sessions at least once. May start after my 4th lecture. Suggestions?

This applies to my section of the class
Section 1 in the syllabus: Architecture
Instructor: Lars Koesterke

Which is really

**How to exploit CPU architecture in
high performing and fast code**

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Structure of the class

- My goal is to help you find a rhythm and structure
 - Do not let the recordings pile up
 - Start asking questions before you get lost
 - If you are struggling, then we have a 1-on-1 and will try to sort this out
- The following elements will (hopefully) prevent you from falling behind
 - Pass/fail quiz after each class
 - E.g, today's quiz with 4 simple questions
 - Ample of time to complete, but you have to start by the end of Wednesday
 - Extra recap after each of my classes
 - 1-on-1 sessions (office hours)

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Grading of my segment (about 1/3 of the total grade)

- Homework (1/2)
- Quizzes (1/2)
 - Pass/fail for now, but I am considering having more extensive quizzes
- Participation
 - Participation in class is expected
 - Extra points if you go 'above-and-beyond'
 - I will subtract points, if I never hear from you

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One additional activity

Coding online

- We meet in the evening online and write code together

Goal

- Writing simple, yet good, code
- Gaining some experience
- Learn how to answer this question:

Is my code fast?

We'll discuss details next time (next Tuesday)

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