**CSC 590 – Machine Learning**

**Syllabus**

**Mrs. Haider**

**2020-2021**

**Location:** PSC 127

**Web Page:** The course web page is available through the Exeter Canvas Page.

https://canvas.exeter.edu

**Meeting Times:** A, B or F (course DOES NOT meet during reserves)

**Instructor:** Ranila Haider

rhaider@exeter.edu

**Software:**

PyCharm

**Other Materials:** Every student should have a flash drive or other means of storing digital assignments/classwork.

**Office Hours:** I am either in my classroom (PSC 127) or in PSC 124 or hours. I have an open door policy when I am not meeting with classes.

**Grading Guidelines:**

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|  |  | Final Grade |
| Quizzes | 30% | A = [93.33%, ∞) A- = [90%, 93.33%)  B+ = [86.67%, 90%)  B = [83.33%, 86.67%)  B- = [80%, 83.33%)  C+ = [76.67%, 80%)  C = [73.33%, 76.67%)  C- = [70%, 73.33%)  D+ = [66.67%, 70%)  D = [63.33%, 66.67%)  D- = [60%, 63.33%) E = [0%, 60%) |
| Assignments | 50% |
| Design Project | 20% |
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In many cases, homework will require use of a computer. The software we use in class is free and can be downloaded. Be sure to make arrangements to use a lab computer or other machine to complete these assignments. Please let me know if this is a concern.

**Communication**  
I stay in contact with students via email and use the course Canvas page extensively. Make sure to check both on a regular basis (at least 1-2 times daily). I will generally also alert students in class of an important announcement.

**Quizzes**  
Quizzes are scheduled roughly once every week, under special circumstances I will make any necessary changes. Due to the nature of the course, quizzes will be comprehensive though each one will emphasize the topics most recently covered. You can expect a quiz as your third touchpoint for each week.

**Late Submissions**

Unless there are extenuating circumstances, assignments are penalized 10% for each school day they are late.  After 5 days, late work will not be accepted.  Quiz/test corrections will be allowed to the entire class at the discretion of the teacher.

**Assignments**  
Assignments will be all classwork and homework. Most of these assignments will be designed by the instructor with some opportunity for students to design in whole or in part. Some assignments will be individual assignments and some will be group assignments. Individual assignments are intended to assess your abilities as an individual, you are restricted from asking for help from students not currently in the course or teachers other than the instructor. Each assignment will also consider your citizenship (participation, contribution, and attitude) as part of the project. Group assignments will be done in pairs or small groups. These are similar in scope to the individual assignments and will be designed by the instructor. For these assignments, you may seek help from students outside of class but must cite instances where you received help.

**Design Project**   
This is a long-term assignment where a student or small group of students will complete a coding project to be graded by the instructor as well as one another and present their work to the class. Unlike the individual and group endeavors, students have the freedom to choose their own project. Full details will be given later in the term.

**Plagiarism**  
Standard rules follow those commonly used in a humanities course. Also, review the Science Department Academic Honesty Statement. If you have questions about whether what you are doing is plagiarism or collaboration, then ASK! If you do receive help, then cite this fact inside your code. Please also see the department Dishonesty Policy. Penalties are laid out in the handbook.

**Absences**  
If you miss class, you will be marked absent, and it is your responsibility to get missed assignments, notes, etc. from a fellow classmate or, if one is not available, from the instructor. Three tardiness will be considered an absence, and a single tardy of greater than 15 minutes will also be considered an absence.

**Technology**  
The technology in the room along with what you bring to class is for learning purposes. Do not use it for personal reasons that could be a distraction (texting, Facebook, games, etc.) and that do not pertain to the discussion or assignments. (DON NOT use Snapchat in the classroom).