Introduction

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1 Introductions

1.1 Errata

- Lectures are recorded and posted after class (you can earn bonus points for participating live though)
- Slides are also posted afterwards
- Communication
    1. Start with piazza
    2. TAs have zoom office hours
    3. Canvas conversations/inbox thingy

1.2 Course intro

1. What are numerical algorithms
2. Work with floating point systems
3. Improve algorithms
4. Balance trade offs (accuracy, efficiency, robustness)
5. Use iterative methods for linear systems

Try to solve $f(x) = b$ numerically for some b

Course material

- Textbook: A first course in numerical methods
- Code: MATLAB

Flex points

- You can adjust the weighting of the grading scheme (to improve grades)

- Get them from answering clicker questions and questions on piazza
- Completing in class activities

Assignments

- Submit the matlab live script and a pdf export
- 7 assignments, one every 2-3 weeks
- Lowest one is dropped
- Gradescope

Lectures

1. Q/A on piazza questions
2. Individual/small group worksheets
3. Assignments when they're soon due