Course Introduction

What (and how) are we going to learn?

Yordan Darakchiev

Technical Trainer iordan93@gmail.com

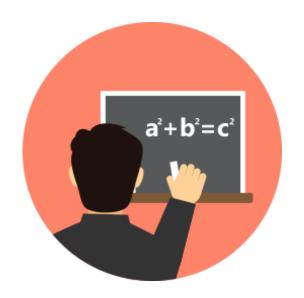


Table of Contents

- Course objectives
- Prerequisites
- Curriculum
- Course schedule
- Trainer
- Lecture format
- Final exam
- Some learning resources

Course Objectives

Mathematical concepts for software developers

Course Objectives

- Learn how math and science can be used in software development
- Develop an intuition about math concepts
- Learn how to implement math concepts in code
- Learn how to solve problems using numerical methods
- Learn how to apply the scientific method to solve everyday (and special) development tasks
- Write your own research, communicate and compare results with the community
- Get excited about mathematics :)

Prerequisites



Programming Basics

- Understand what variables and for-loops are
- Software development experience is a plus but not required



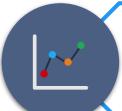
High-School Mathematics

• Have a basic math logic and intuition



Intermediate English

Understand what is written on the slides



Scientific Mindset

• Be open to (and not afraid of) challenges

Course Format Details

Curriculum, schedule, trainer, lecture format, exam

Curriculum

- Course introduction
- High-school math review
- Basic algebra
- Linear algebra
- Calculus
- Probability and combinatorics
- Statistics
- Hypothesis testing
- Final exam

Course Schedule

- Lessons
 - 7 lectures + 7 exercises x 4 hours each
- "Lectures" mostly intuition building, some theoretical stuff, examples
- "Exercises" implementing the concepts we learned
 - Most courses have one but not the other
 - We'll try to combine them while still looking over a broad range of math and applications
- Exercises at home
 - 10 hours+ / week the more, the better
- Practical exam
 - 5-20+ hours

Course Schedule (2)

- Lectures
 - Cover new material, build foundations and understanding of new concepts
 - Bring examples of how math concepts are applied in software
 - Scientific programming
 - Math in day-to-day programming / software engineering
- Exercises
 - "Case studies"
 - Continue to build intuition
 - We'll solve problems together
 - See how the concepts we just learned apply by implementing them
- Time allocation
 - Course: 2 Mar 2023 1 June 2023
 - **Exam:** 4 June 2023 / 11 June 2023
 - Retake: 18 June 2023

Final Exam

- Practical project
 - Work on your own, present your results (documentation, code, etc.) in a limited amount of time
- Find a topic which includes a math-related problem
 - Perform research (scientific papers, community forums, etc.)
 - Document your own findings
 - Implement your idea
- Notes
 - You DO NOT need to create something from scratch; understanding other people's work and implementing it is fine
 - You DO NOT need to have a positive research result
 - "My hypothesis was wrong" is perfectly valid and can give you full score
 - It's better if you connect your project to your work / interests / etc.

Grading Scheme

- Exercises (Labs): up to 20%
 - Due date: at the end of the course
 - Graded on a "passing" / "failing" basis
 - To pass a lab, solve at least two problems correctly
- Final exam: up to 80%
 - Theoretical exam (quiz): 30% (24% of total grade)
 - Practical exam (project): 70% (56% of total grade)
 - Develop at your own pace
 - Upload deadline: Friday before the exam date, 12:00 PM
 - Project defense
 - Online: Sunday, according to schedule
- Discord server / Facebook group activity: bonus up to 10%
- Other bonuses: up to 10%

Grading and Course Certificates

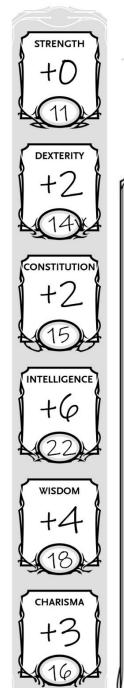
- All students will be graded on a scale from 2,00 to 6,00
 - The same way the standard grading in Bulgaria works
- Everyone who scores ≥ 5,00 (total)
 will get a certificate from SoftUni
- Everyone who scores ≥ 3,00
 (on both theory and practice)
 can get a MoES certificate as well
 - You need to apply explicitly within a limited time





Why bother?

- Starting point for a new career or continuing education in your current field
- Career assistance
 - The SoftUni career center will help you find work
- Official and recognizable
 - Employers value certificates
- Proof of hard work :)
 - Shareable and verifiable
- We make sure that everyone who scores ≥ 5,00 knows what they're doing:)





FEATURES & TRAITS

- Programmer
 - .NET / full-stack Web developer
- Machine learning engineer
 - Multiple projects, mainly image processing
- Trainer
 - Various programming courses
 - Scientific (and popular) lectures
- Scientist / Enthusiast
 - BSc & MSc in Astrophysics
 - Currently pursuing a PhD

PROFICIENCIES & LANGUAGES

- Machine learning
- Research
- Teaching
- Software engineering
- Python
- **C#**
- JavaScript

Learning Resources

Learn more and share your knowledge

SoftUni Resources

- Al module page
- Course page
- Facebook group
- Discord server
- Guidelines
 - Ask and answer questions
 - I will try to answer your questions as well
 - Post what you've learned
 - Links to resources, code snippets, ideas, tips and tricks
 - Share your problems (homework or not) and help solve them
 - Create and maintain a community

Online Resources

- Books
 - "How Not to Be Wrong" Jordan Ellenberg
 - "Numerical Recipes in C" Cambridge University (free download)
 - ... and anything else you can find
- Websites
 - Khan Academy
 - Coding the Matrix
 - Communities: <u>Kaggle</u>, <u>Quora</u>, <u>Stack Exchange</u>
 - Online courses: Coursera, edX, MIT OCW, Stanford, etc.
- YouTube
 - 3Blue1Brown
 - Daniel Shiffman, AsapSCIENCE, Veritasium, Vsauce, Stand-Up Maths, CrashCourse, Numberphile, Computerphile, Vi Hart, blackpenredpen, Mathologer, Tom Rocks Maths

Questions?