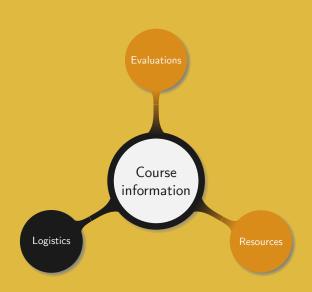
## Introduction to Algorithms

0. Course information

Manuel – Fall 2021





## Teaching team:

- Instructor: Manuel (charlem@sjtu.edu.cn)
- Teaching assistants:
  - Haoxiang (iniesta8@sjtu.edu.cn,)
  - Xinmiao (yuxinmiao@sjtu.edu.cn)

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## Important rules:

- When contacting a TA for an important matter, CC the instructor
- Prepend [VE477] to the subject, e.g. Subject: [VE477] Grades
- Use SJTU jBox service to share large files (> 2 MB)

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Never send large files by email

## Course arrangements:

- Lectures:
  - Tuesday 8:00 9:40
  - Thursday 8:00 9:40
  - Friday 8:00 9:40 (weeks 8 and 12)
- Labs:
  - Wednesday 18:20 20:20
  - Thursday 18:20 20:20
- Manuel's office hours: Appointment (TBD)
- TAs' office hours: TBA

## Main goals of this course:

- Become familiar with the most common problems and paradigms
- Understand how to properly analyse and abstract a problem
- Identify or design clear and efficient algorithms to solve a problem

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Solve a problem, then assess the solution validity, quality, and efficiency

## Learning strategy:

- Course side:
  - 1 Understand the basic concept of algorithmic
  - 2 Know the most common problems and their solutions
  - 3 Get an overview of the wide applications of algorithms

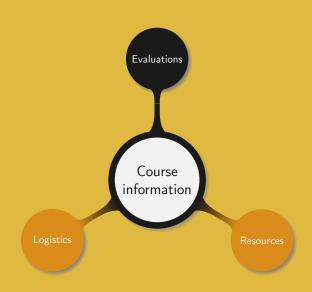
## Learning strategy:

- Course side:
  - 1 Understand the basic concept of algorithmic
  - 2 Know the most common problems and their solutions
  - 3 Get an overview of the wide applications of algorithms
- Personal side:
  - 1 Read and write code
  - 2 Relate known strategies to new problems
  - 3 Perform extra research

#### Detailed goals:

- Be able to write clean and clear pseudocode
- Be proficient at using all the basic algorithm paradigms
- Be able to assess the difficulty of a given problem
- Develop critical thinking abilities
- Know when and how to apply dynamic programming
- Have a precise idea of the pros and cons for common data structures
- Know how to efficiently solve common mathematical problems
- Have a basic idea on how to design multi-threaded algorithms
- Be able to efficiently implement the most common algorithms





#### Homework:

• Total: 8

• Content: basic concepts, critical thinking, prove results

#### Labs:

• Total: 8 + 4

Content: implement common algorithms, learn Python or OCaml

## Project:

Total: 1, split into three phases

Content: write a catalog of the most common algorithms

Challenge: TBA

## Grade weighting:

• Homework: 15%

• Projects: 25%

• Labs: 10%

Midterm exam: 25%

• Final exam: 25%

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## Assignment submissions:

ullet Bonus: +10% for a work fully written in LATEX, bounded to 100%

ullet Penalty: -10% for a work not written in a neat and legible fashion

ullet Late policy: -10% per day, not accepted after three days

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Grades will be curved with the median in the range  $[\![B,B+]\!]$ 

#### General rules:

- Not allowed:
  - Reuse the code or work from other students
  - Reuse the code or work from the internet
  - Give too many details on how to solve an exercise

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- Not allowed:
  - Reuse the code or work from other students
  - Reuse the code or work from the internet
  - Give too many details on how to solve an exercise
- Allowed:
  - Share ideas and understandings on the course
  - Provide general directions on where or how to find information

#### Documents allowed during the exams:

- The lecture slides with **notes on them** (paper or electronic)
- A mono or bilingual dictionary

## Group works:

- Every student in a group is responsible for his group submission
- If a student breaks the Honor Code, the whole group is sent to Honour Council

## Contact us as early as possible when:

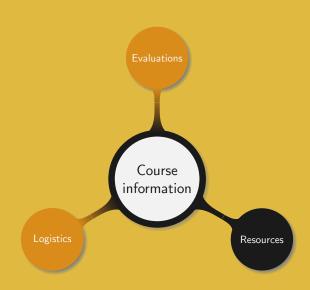
- Facing special circumstances, e.g. full time work, illness, etc.
- Feeling late in the course
- Feeling to work hard without any result

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- Facing special circumstances, e.g. full time work, illness, etc.
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Any late request will be rejected





## On Canvas platform:

- Course materials:
  - Syllabus
  - Lecture slides
  - Homework
- Course information:
  - Announcements
  - Notifications

- Labs
- Projects
- Challenges

- Grades
- Surveys

#### Places to find information:

- Algorithm Design, J. Kleinberg and E. Tardos
- Introduction to Algorithms, H. Cormen, C. Leiserson, R. Rivest, and C. Stein
- The Art of Computer Programming, D. Knuth
- Piazza
- Search information online, i.e.  $\{internet \setminus \{non-English \ websites\}\}$

- Work regularly, do not wait the last minute
- Respect the Honor Code
- Go beyond what is taught
- Do not learn, understand
- Keep in touch with us
- Advice and suggestions are always much appreciated

# Thank you!