Organizational Matters



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Modul: IN2003

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ECTS: 8 Credit points

Lectures:

▶ 4 SWS

Mon 10:00–12:00 (Room Interim2) Fri 10:00–12:00 (Room Interim2)

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- ► IN0001, IN0003
 - "Introduction to Informatics 1/2"
 - "Einführung in die Informatik 1/2"
- ► IN0007
 - "Fundamentals of Algorithms and Data Structures"
 - "Grundlagen: Algorithmen und Datenstrukturen" (GAD)
- ► INO011
 - "Basic Theoretic Informatics"
 - "Einführung in die Theoretische Informatik" (THEO)
- ► IN0015
 - "Discrete Structures"
 - "Diskrete Strukturen" (DS)
- ► IN0018
 - "Discrete Probability Theory"
 - "Diskrete Wahrscheinlichkeitstheorie" (DWT)



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The Lecturer

► Harald Räcke

► Email: raecke@in.tum.de

Room: 03.09.044

Office hours: (by appointment)



Tutorials

- **A01** Monday, 12:00–14:00, 00.08.038 (Stotz)
- A02 Monday, 12:00–14:00, 00.09.038 (Kohler)
- A03 Monday, 14:00-16:00, 03.10.011 (Sperr)
- **B04** Tuesday, 12:00–14:00, 03.11.018 (Kohler)
- B05 Tuesday, 14:00-16:00, 00.08.038 (Matl)
- **B06** Tuesday, 16:00-18:00, 00.08.036 (Sperr)
- C07 Wednesday, 10:00-12:00, 01.13.010 (Stotz)
- **D08** Thursday, 10:00–12:00, 00.08.038 (Kraft)
- E09 Friday, 12:00-14:00, 00.13.009 (Kraft)
- E10 Friday, 14:00-16:00, 00.08.036 (Matl)





Assignment sheets

In order to pass the module you need to pass an exam.

- An assignment sheet is usually made available on Monday on the module webpage.
- Solutions have to be handed in in the following week before the lecture on Monday.
- You can hand in your solutions by putting them in the mailbox "Efficient Algorithms" on the basement floor in the MI-building.
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- Don't forget name and student id number for each group member.



Assignment can be used to improve you grade



Assignment can be used to improve you grade

If you obtain a bonus your grade will improve according to the following function

$$f(x) = \begin{cases} \frac{1}{10} \text{round} \left(10 \left(\frac{\text{round}(3x) - 1}{3} \right) \right) & 1 < x \le 4 \\ x & \text{otw.} \end{cases}$$

► It will improve by 0.3 or 0.4, respectively. Examples:



Assignment can be used to improve you grade

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- It will improve by 0.3 or 0.4, respectively. Examples:
 - **▶** 3.3 → 3.0
 - ≥ 2.0 → 1.7
 - **▶** 3.7 → 3.3
 - ▶ 1.0 → 1.0
 - $\gt 4.0$ no improvement



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 - ► 1.0 → 1.0
 - > 4.0 no improvement



Requirements for Bonus

- ▶ 50% of the points are achieved on submissions 1-7,
- ▶ 50% of the points are achieved on submissions 8-13,
- each group member has written at least 4 solutions.



- Foundations
 - Machine models
 - Efficiency measures
 - Asymptotic notation
 - Recursion
- Higher Data Structures
 - Search trees
 - ▶ Hashing
 - Priority queues
 - Union/Find data structures
- Cuts/Flows
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2 Literatur



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Michael T. Goodrich, Roberto Tamassia: Algorithm design: Foundations, analysis, and internet examples, John Wiley & Sons, 2002



2 Literatur



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🔋 Jon Kleinberg, Eva Tardos:

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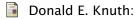
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