

COMPUTER SCIENCE 126

Spring 2017



**PRINCETON
UNIVERSITY**

<http://www.princeton.edu/~cos126>

brought to you by



Kevin Wayne ✉
Faculty
Instructor



Dan Leyzberg ✉
Faculty
Co-Lead Preceptor



Alan Kaplan ✉
Faculty
Co-Lead Preceptor



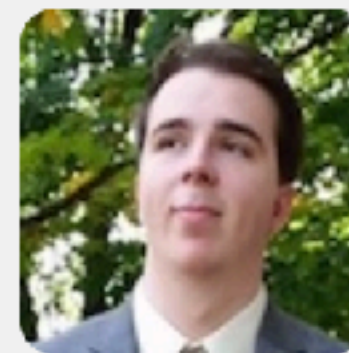
Ibrahim Albluwi ✉
Faculty
Co-Lead Preceptor



Donna Gabai ✉
Faculty
Preceptor



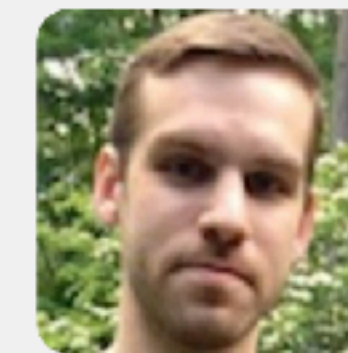
Lawrence Lin ✉
Graduate Student
Preceptor



Kevin Boutarel ✉
Graduate Student
Preceptor



Pranjit Kalita ✉
Graduate Student
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Alex Tarr ✉
Graduate Student
Preceptor



Laura Roberts ✉
Graduate Student
Preceptor



Marc Leef ✉
Graduate Student
Preceptor



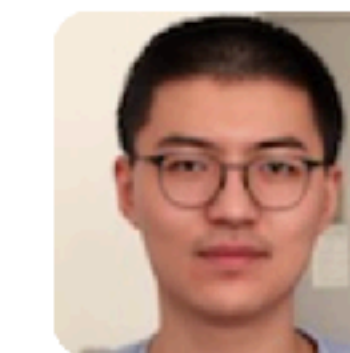
Ashley Kling ✉
Graduate Student
Preceptor



Natalie Wilkinson ✉
Graduate Student
Preceptor



Bridger Hahn ✉
Graduate Student
Preceptor



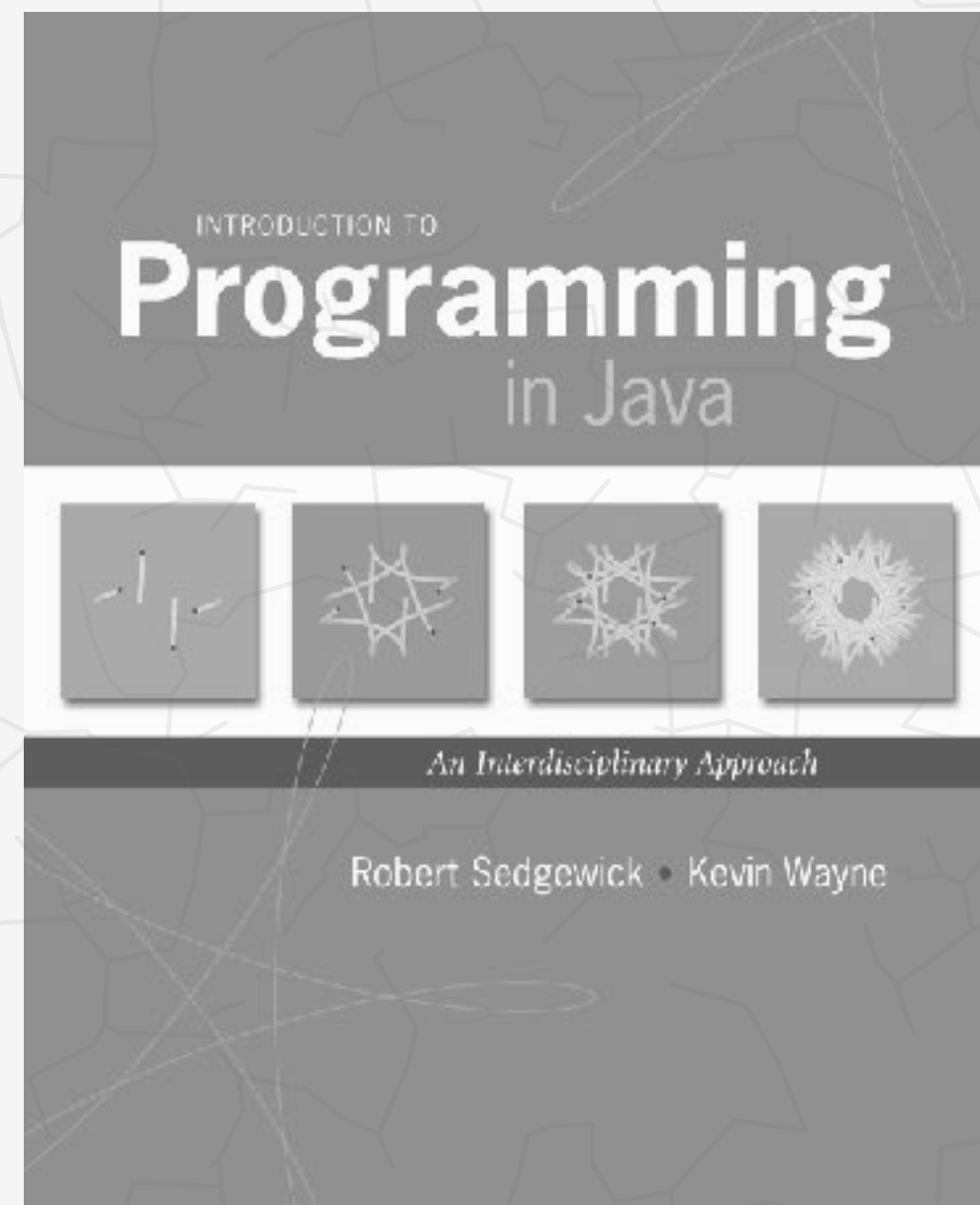
Hansen Zhang ✉
Graduate Student
Preceptor

COS 126 course overview

Goals.

- Empower you to exploit available technology.
- Apply concepts to the sciences, engineering, and beyond.
- Build awareness of substantial intellectual underpinnings.
- Demystify computer systems.

topic	examples
elements of programming	variables, loops, conditionals, arrays, I/O
functions	user-defined functions, modularity, recursion
object-oriented programming	user-defined data types, encapsulation, immutability
algorithms	sorting, binary search, stacks, queues, BSTs
theory of computing	regular expressions, universality, computability, intractability
design of computers	machine language, boolean logic, circuits



<http://introcs.cs.princeton.edu>

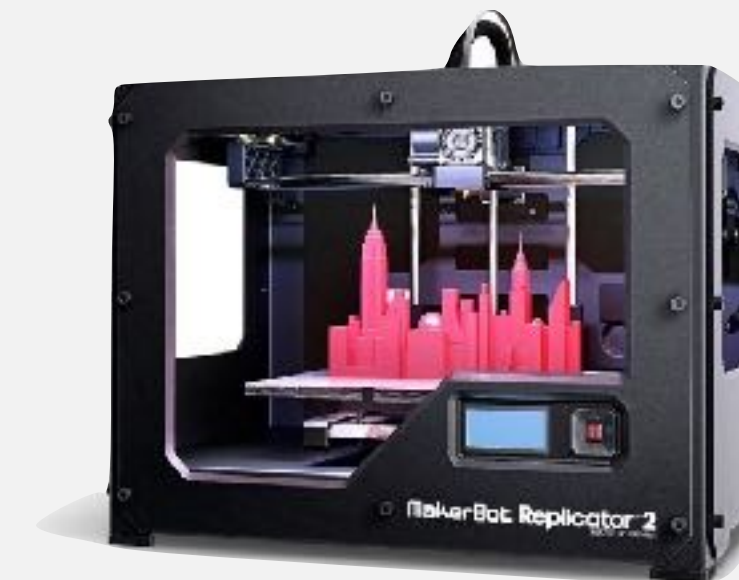
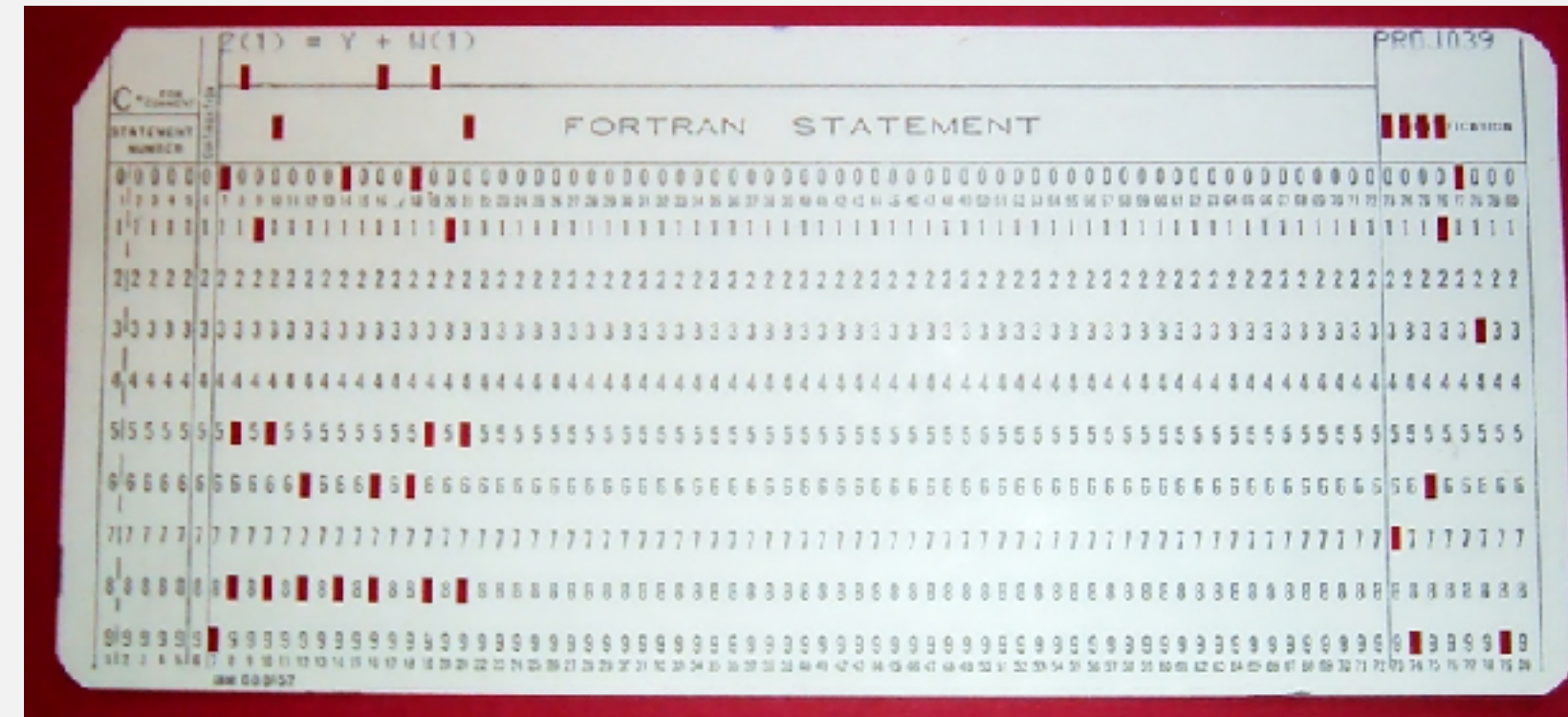
COS 126, SPRING 2017

- ▶ *digital revolution*
- ▶ *course mechanics*
- ▶ *course work*
- ▶ *resources*

The digital revolution

Key idea. “Everything” can be encoded as a sequence of **bits** (0s and 1s).

- Numbers and text.
- Pictures, songs, and movies.
- Your DNA.
- 3D objects.
- Computer programs.
- ...

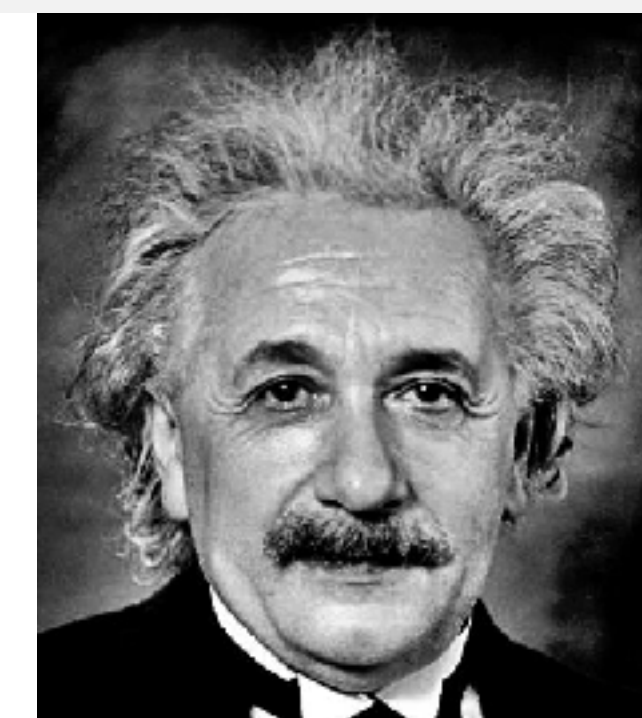


Innovation 1. You can program **computers** to process bits.

Innovation 2. Devices can use the **Internet** to send and receive bits.

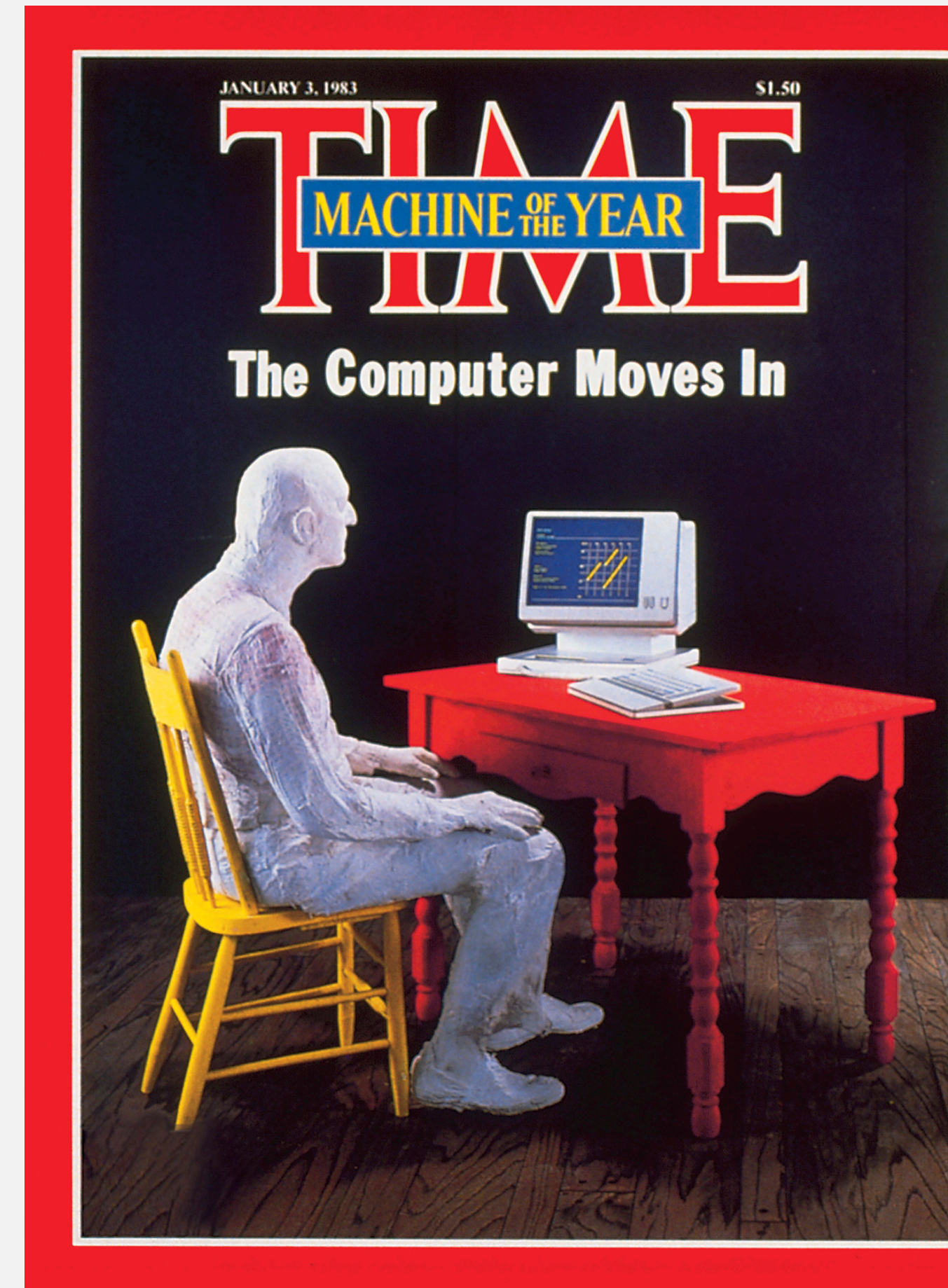
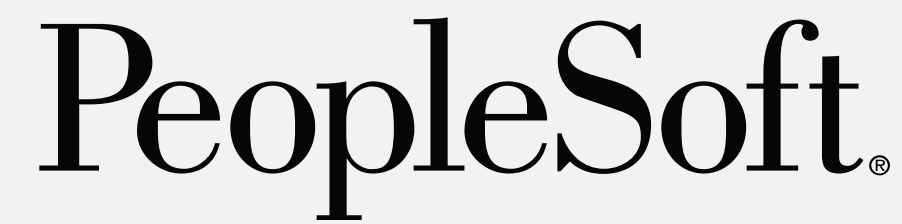
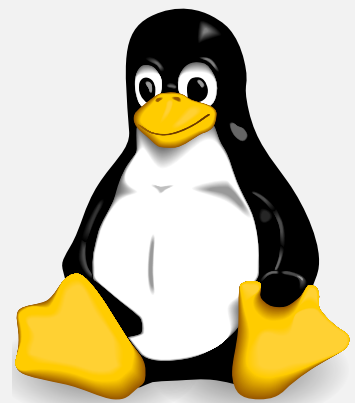
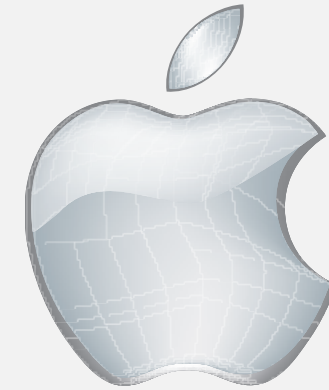
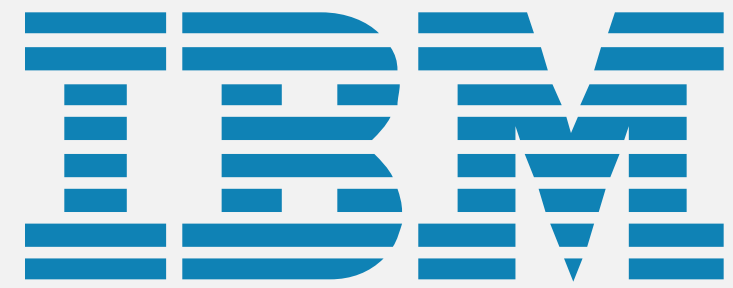
*“Computers are incredibly fast, accurate, and stupid;
humans are incredibly slow, inaccurate, and brilliant;
together they are powerful beyond imagination.”*

— *Albert Einstein*



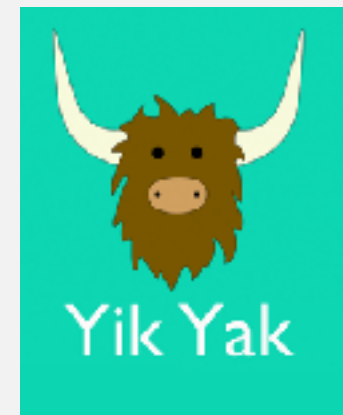
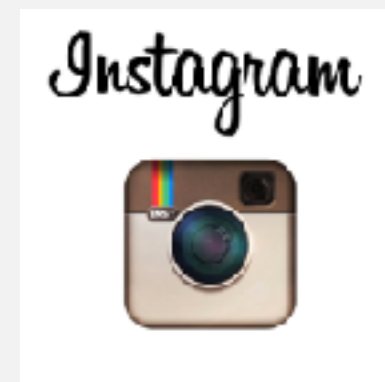
Computers are transforming society

From the way we work ...



Computers are transforming society

... to the way we live.



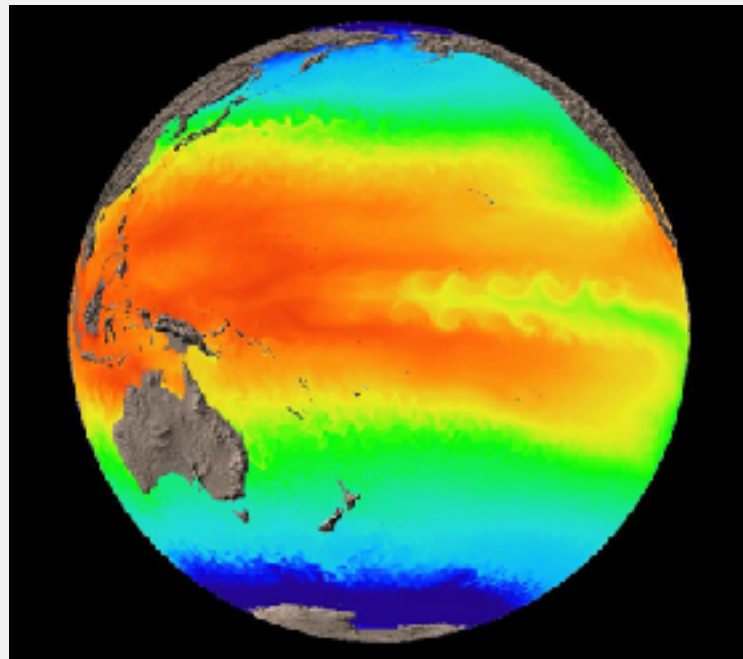
Computers are transforming society

From the “new” economy ...

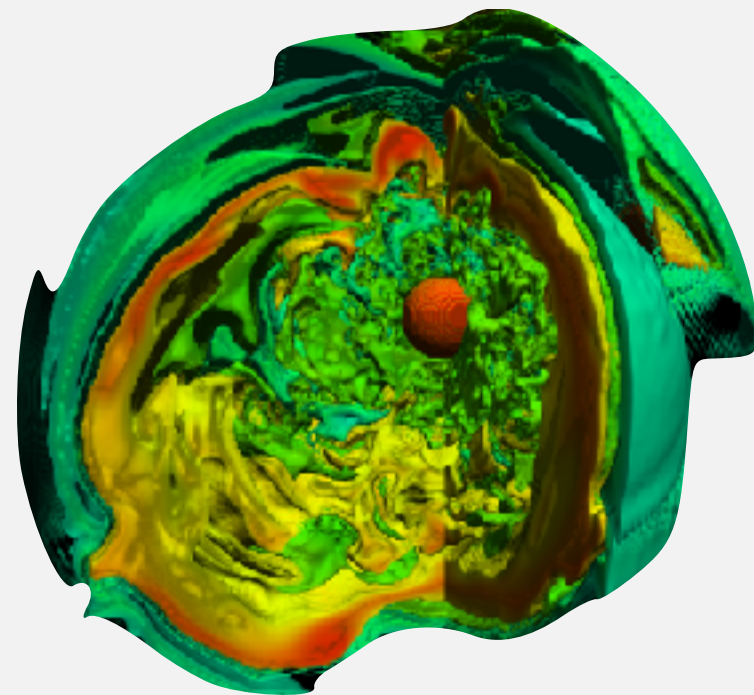


Computers are transforming society

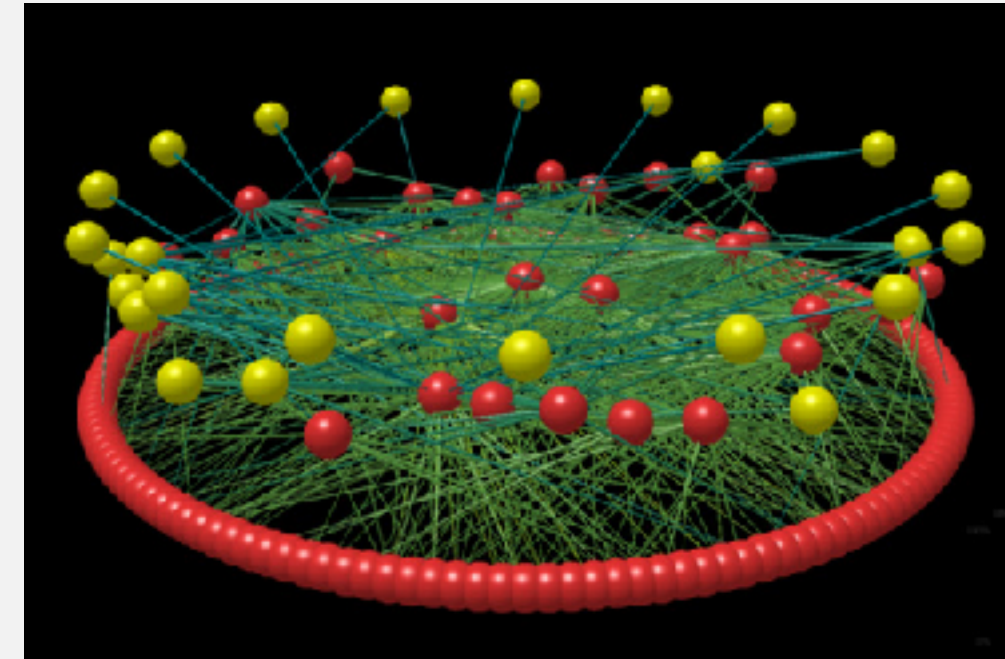
... to the way we do science and engineering.



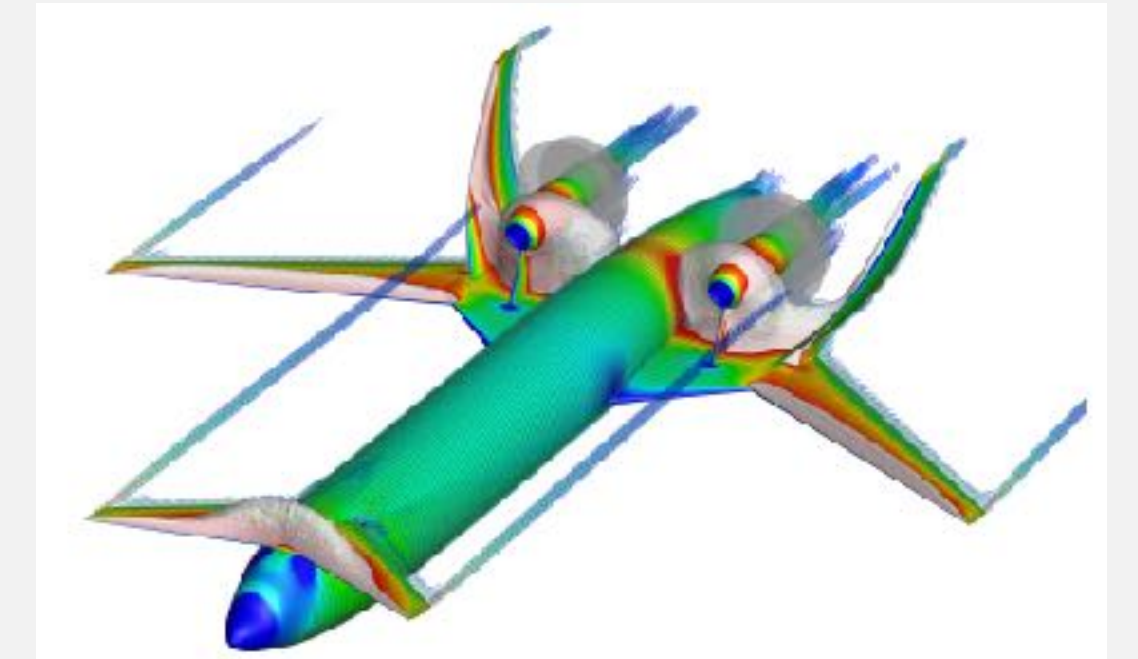
ocean modeling



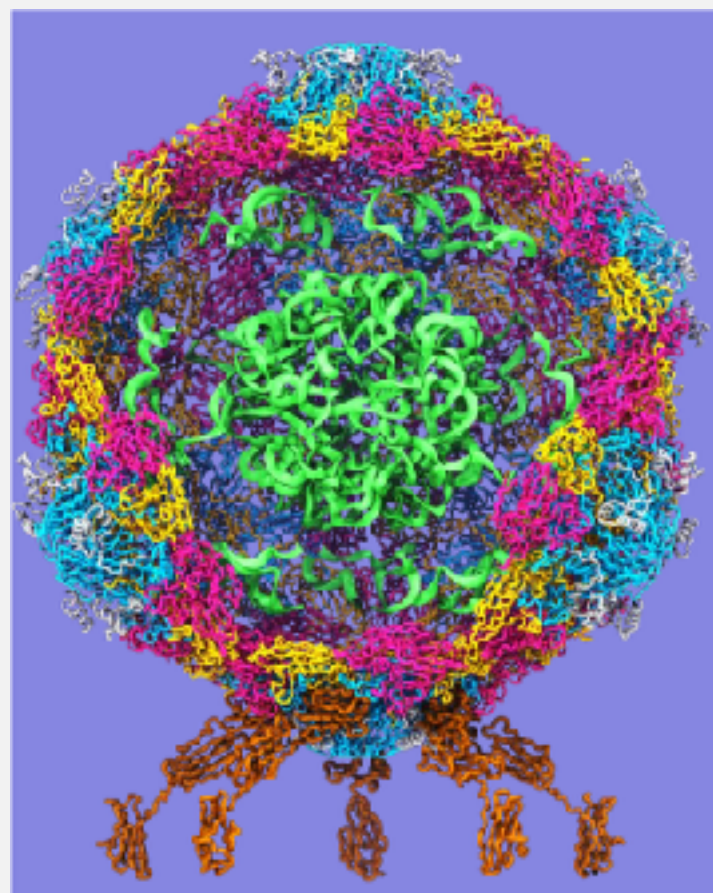
supernova shock wave



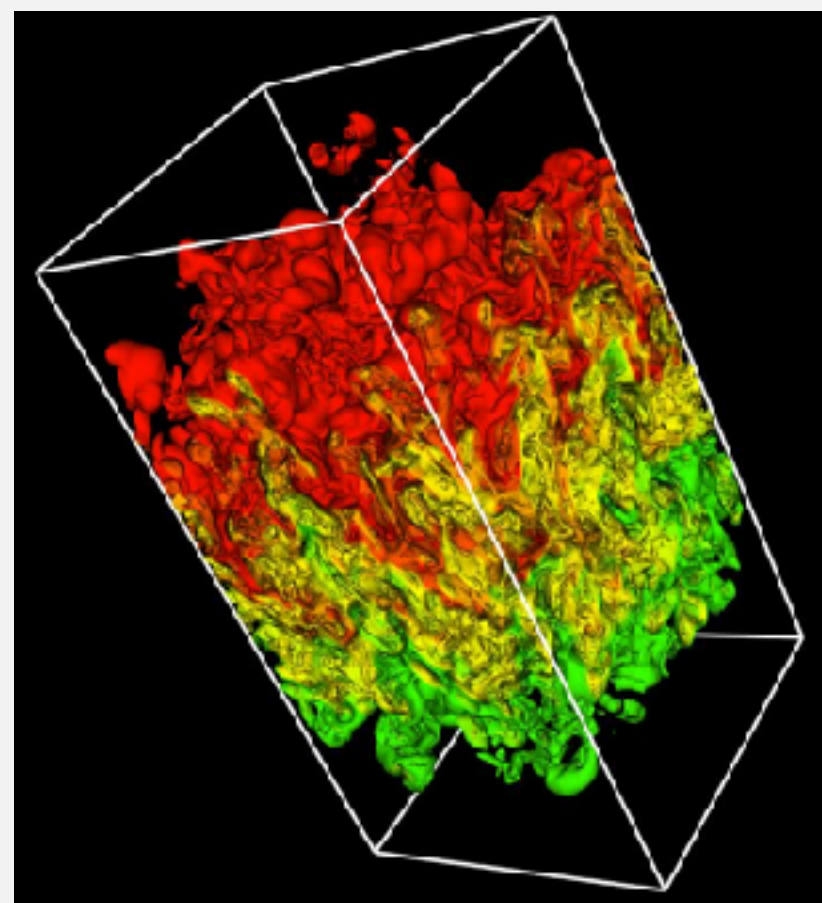
food web in Serengeti



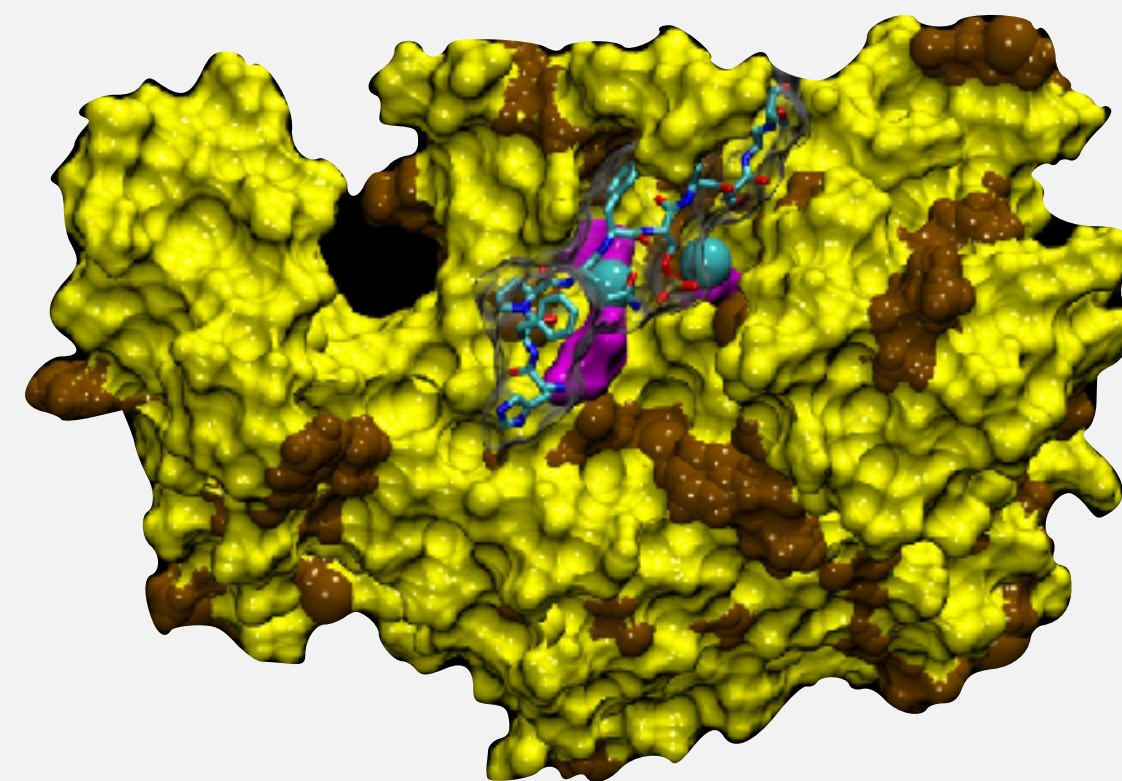
airflow over an aircraft



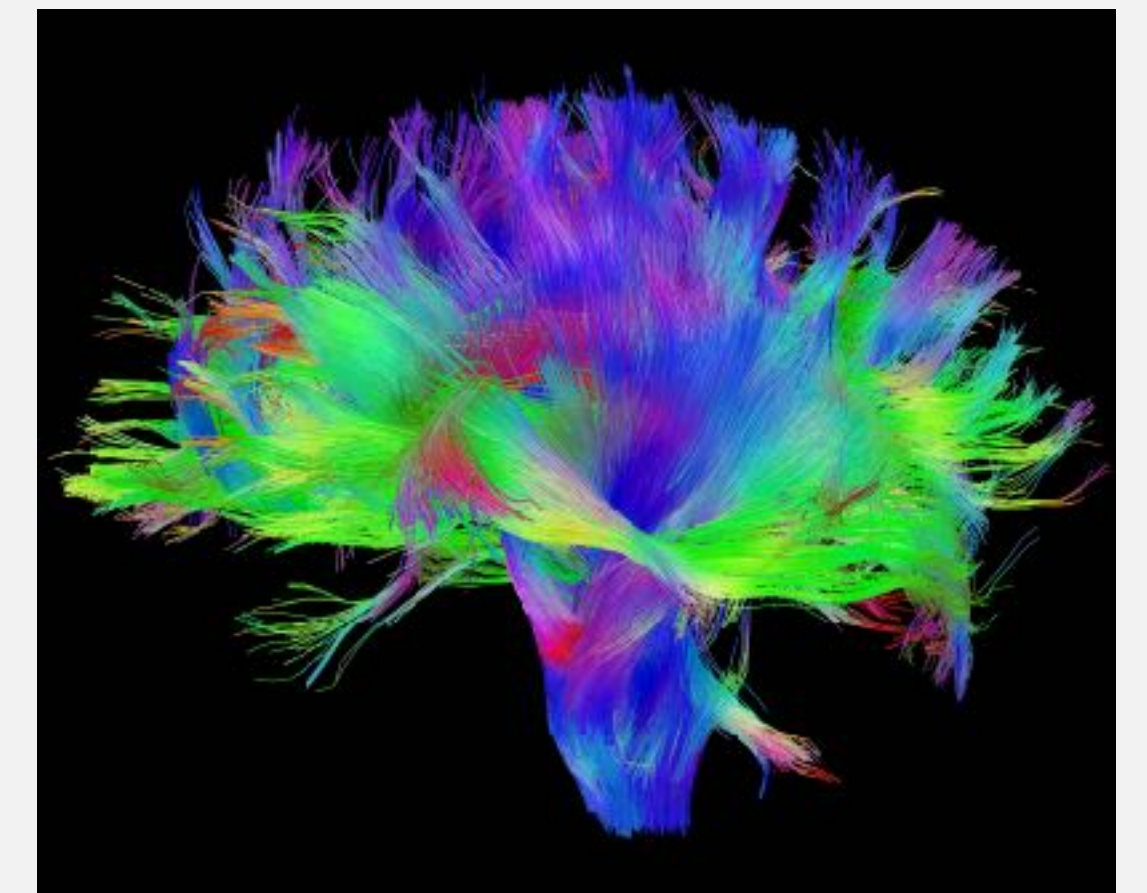
poliovirus



nuclear astrophysics



drug discovery



diffusion MRI of brain

The digital revolution has only just begun

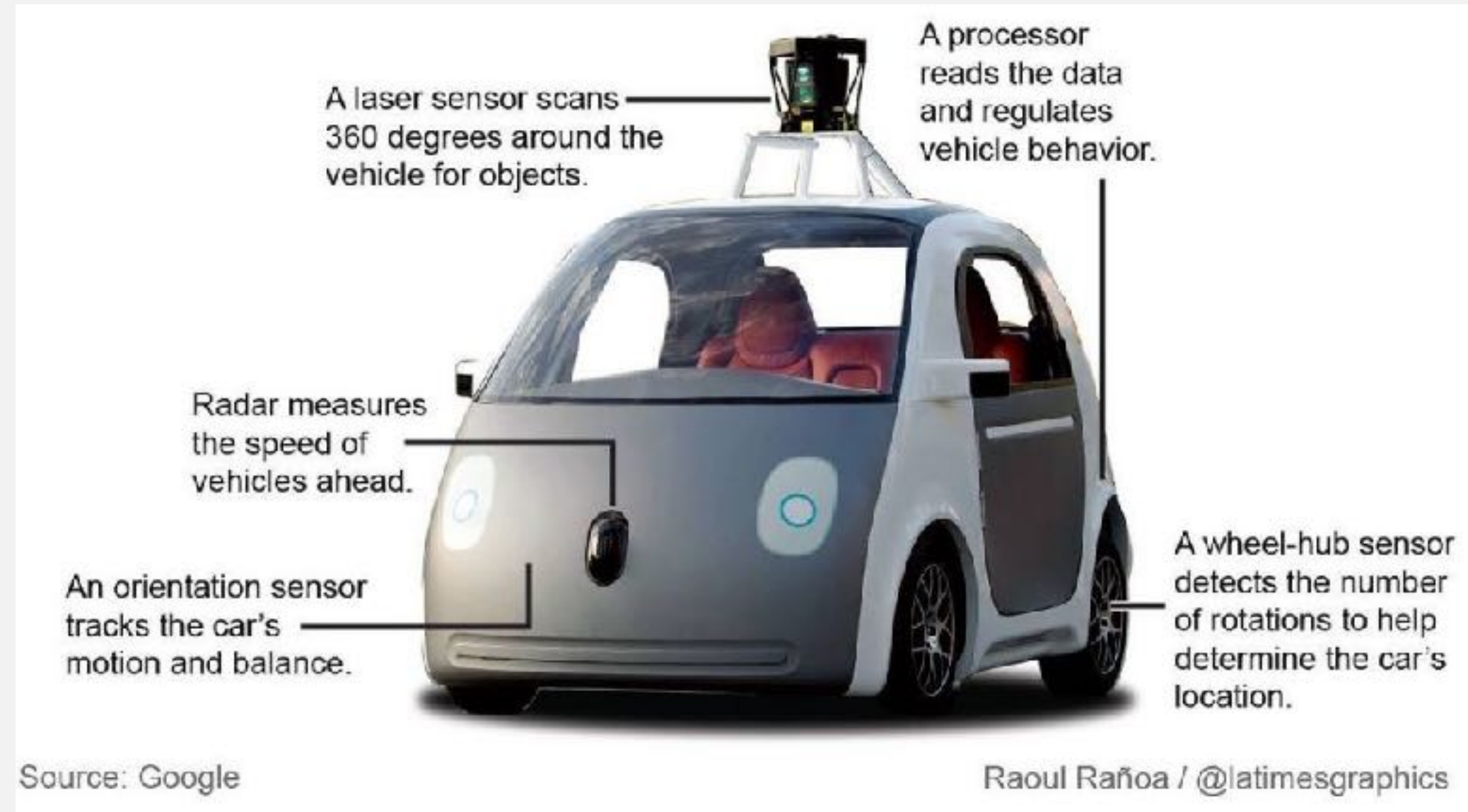
In 2015, Humans created over 4 zettabytes of data (but only 0.5% analyzed).

1 trillion GB



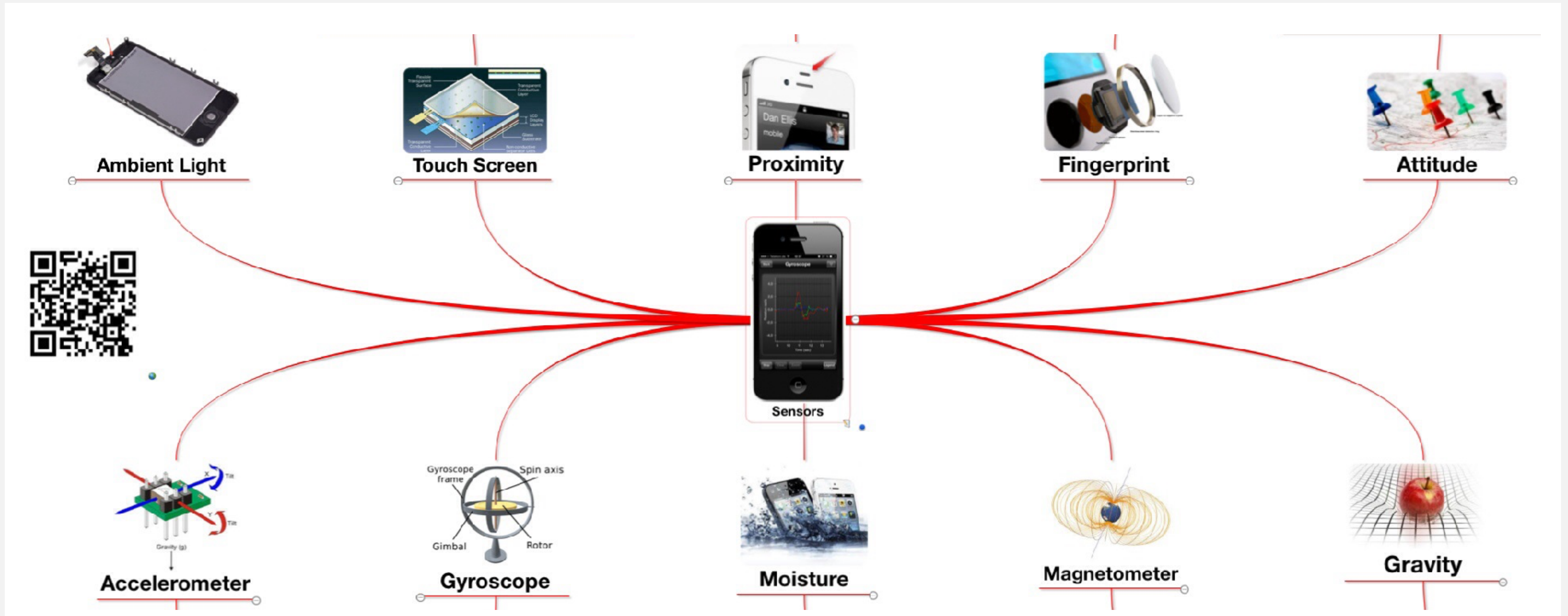
The digital revolution has only just begun

In 2020, 50 billion+ smart connected devices in the world, all developed to collect, analyze, and share data.



The digital revolution has only just begun

Welcome aboard. You are already a consumer.

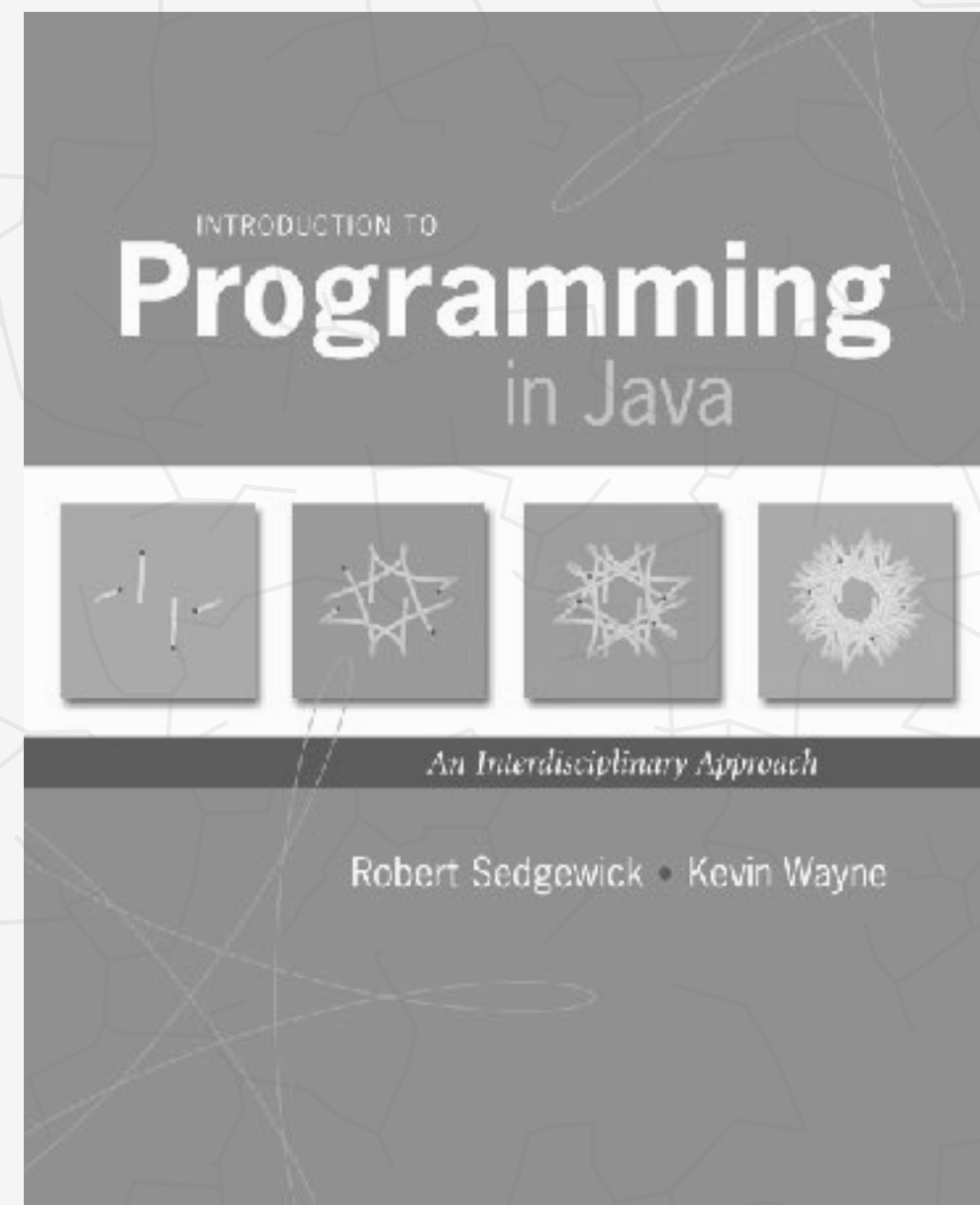


The digital revolution has only just begun

Welcome aboard. Now, become a creator!



[99% of politicians agree]



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- ▶ *digital revolution*
- ▶ *course mechanics*
- ▶ *course work*
- ▶ *resources*

- Syllabus and course policies.
- Class meetings.
- Lecture videos and slides.
- Precept worksheets.
- Programming assignments.
- Exam archive.
- Help!

SYLLABUS

Description. This course is an introduction to computer science in the context of scientific, engineering, and commercial applications. The goal of the course is to teach basic principles and practical issues, while at the same time preparing students to use computers effectively for applications in computer science, physics, biology, chemistry, engineering, and other disciplines. Topics include: programming in Java; hardware and software systems; algorithms and data structures; fundamental principles of computation; and scientific computing, including simulation, optimization, and data analysis.

Prerequisites. None.

Video lectures. Available [online](#).

Class meetings. Class meetings are held twice per week, on Tuesdays & Thursdays.

Precepts. Precepts meet twice a week, on either Tuesdays & Thursdays or Wednesdays & Fridays.



Required reading. R. Sedgewick and K. Wayne, *Computer Science: An Interdisciplinary Approach*, Addison–Wesley Professional, 2016. ISBN 978-0134076423. We will be referencing this text all semester. The lectures are based on its contents. ([Labyrinth](#))

Class meetings (not lecture!)

Watch videos lectures online **before** class meeting/precept.

Do interactive activities in class meetings.

- Assignment tips and tricks, bug hunts, command-line tutorial, ...
- Exams, exam reviews, exam retrospectives, ...

previously done outside of class time

What	When	Where	Who	Office Hours
L01	TTh 12:30–1:20pm	McCosh 50 (here)	Kevin Wayne	see web

Beginning ones primarily for novices.

Why flipped lectures?



One-size-fits-all lecture not optimal.



Salman Khan (founder of Khan Academy)

Why flipped lectures?

Active learning increases student performance in STEM.



CrossMark
← click for updates

Active learning increases student performance in science, engineering, and mathematics

Scott Freeman^{a,1}, Sarah L. Eddy^a, Miles McDonough^a, Michelle K. Smith^b, Nnadozie Okoroafor^a, Hannah Jordt^a, and Mary Pat Wenderoth^a

^aDepartment of Biology, University of Washington, Seattle, WA 98195; and ^bSchool of Biology and Ecology, University of Maine, Orono, ME 04469

Edited* by Bruce Alberts, University of California, San Francisco, CA, and approved April 15, 2014 (received for review October 8, 2013)

To test the hypothesis that lecturing maximizes learning and course performance, we metaanalyzed 225 studies that reported 225 studies in the published and unpublished literature. The active learning interventions varied widely in intensity and implementa-

Proceedings of the National Academy of Sciences

Precepts

Active learning. Discussion, problem solving, pair programming, ...



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Alan Kaplan ✉
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Co-Lead Preceptor



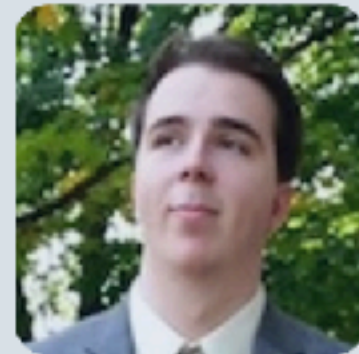
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Donna Gabai ✉
Faculty
Preceptor



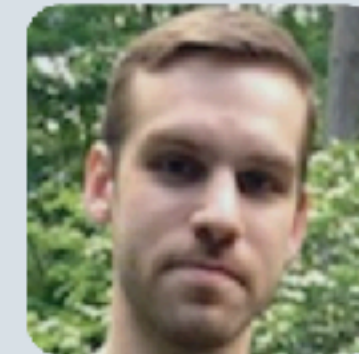
Lawrence Lin ✉
Graduate Student
Preceptor



Kevin Boutarel ✉
Graduate Student
Preceptor



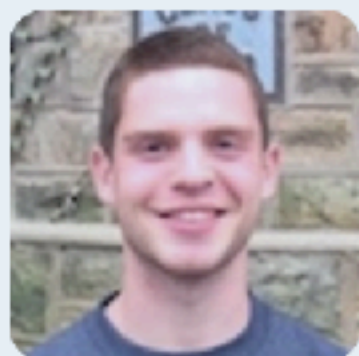
Pranjit Kalita ✉
Graduate Student
Preceptor



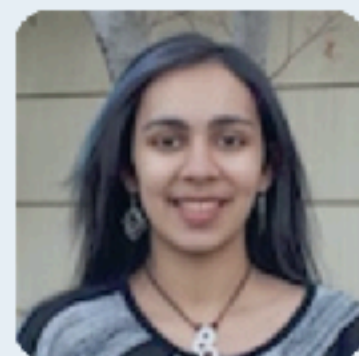
Alex Tarr ✉
Graduate Student
Preceptor



Laura Roberts ✉
Graduate Student
Preceptor



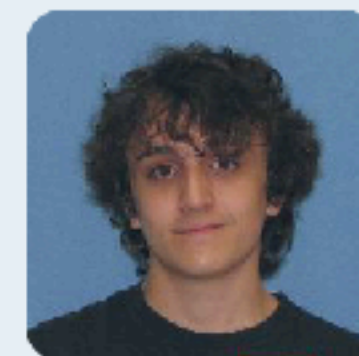
Marc Leef ✉
Graduate Student
Preceptor



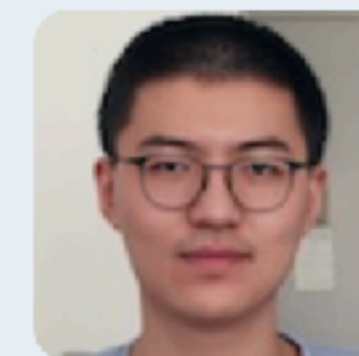
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Bridger Hahn ✉
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Hansen Zhang ✉
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Preceptor

Precepts

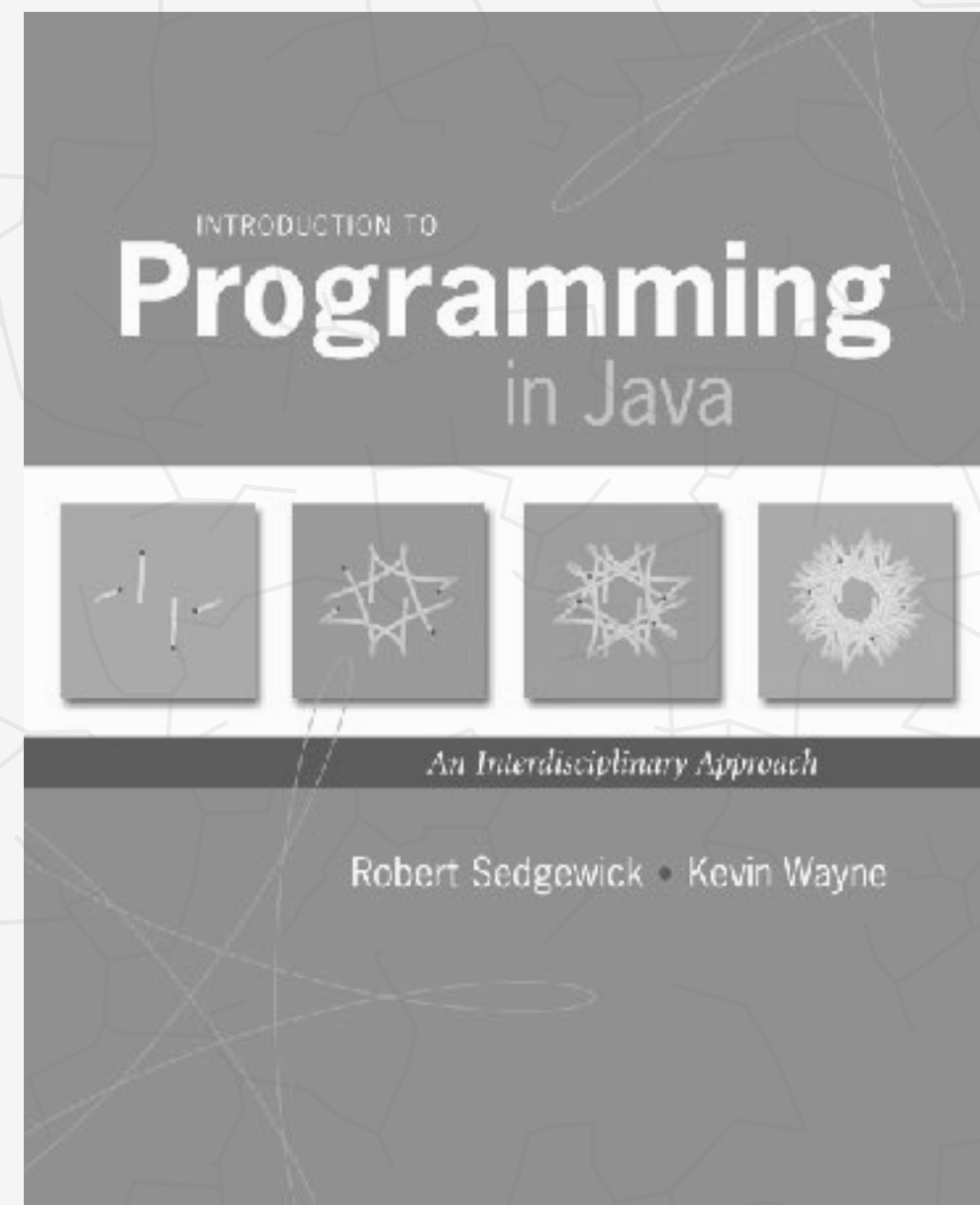
Active learning. Discussion, problem solving, pair programming, ...

<u>P01A</u>	Tuesdays & Thursdays	2:30-3:20pm	with Lawrence Lin	in Friend 111
<u>P01B</u>	Tuesdays & Thursdays	2:30-3:20pm	with Hansen Zhang	in Friend 009
<u>P02</u>	Tuesdays & Thursdays	3:30-4:20pm	with Bridger Hahn	in Friend 110
<u>P02A</u>	Tuesdays & Thursdays	3:30-4:20pm	with Lawrence Lin	in Friend 111
<u>P03</u>	Tuesdays & Thursdays	4:30-5:20pm	with Marc Leef	in Friend 110
<u>P03A</u>	Tuesdays & Thursdays	4:30-5:20pm	with Kevin Boutarel	in Friend 111
<u>P05</u>	Tuesdays & Thursdays	7:30-8:20pm	with Marc Leef	in Friend 108
<u>P06</u>	Wednesdays & Fridays	10:00-10:50am	with Laura Roberts	in Friend 110
<u>P07</u>	Wednesdays & Fridays	11:00-11:50am	with Natalie Wilkinson	in Friend 110
<u>P08</u>	Wednesdays & Fridays	12:30-1:20pm	with Alex Tarr	in Friend 110
<u>P08A</u>	Wednesdays & Fridays	12:30-1:20pm	with Pranjit Kalita	in Friend 111
<u>P09</u>	Wednesdays & Fridays	1:30-2:20pm	with Ashley Kling	in Friend 110

Novice precepts

Same great content; longer precepts with reduced pace. ← students with strong quantitative skills will likely be bored

<u>P11</u>	Tuesdays & Thursdays	3:00-4:20pm	with Alan Kaplan	in Friend 108
<u>P11A</u>	Tuesdays & Thursdays	3:00-4:20pm	with Ibrahim Albluwi	in Friend 109
<u>P12</u>	Tuesdays & Thursdays	4:30-5:50pm	with Alan Kaplan	in Friend 108
<u>P13</u>	Wednesdays & Fridays	11:00-12:20pm	with Donna Gabai	in Friend 108
<u>P13A</u>	Wednesdays & Fridays	11:00-12:20pm	with Dan Leyzberg	in Friend 109
<u>P14</u>	Wednesdays & Fridays	1:30-2:50pm	with Donna Gabai	in Friend 108
<u>P14A</u>	Wednesdays & Fridays	1:30-2:50pm	with Kevin Boutarel	in Friend 109
<u>P15</u>	Wednesdays & Fridays	3:00-4:20pm	with Ibrahim Albluwi	in Friend 108



<http://introcs.cs.princeton.edu>

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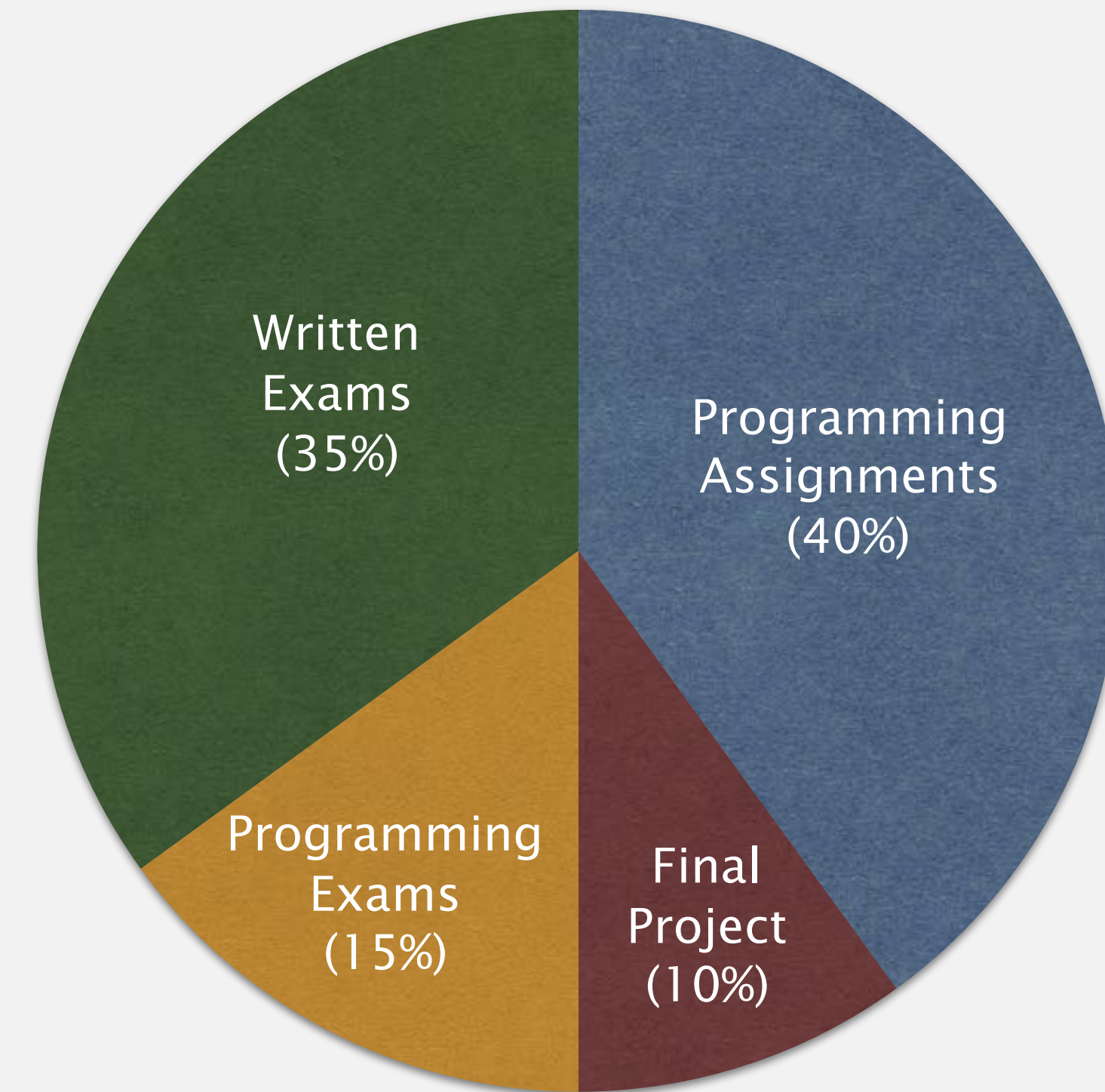
- ▶ *digital revolution*
- ▶ *course mechanics*
- ▶ *course work*
- ▶ *resources*

Coursework and grading

Grades are based on achievement.

- Programming assignments. ← due Mondays at 11:59pm
- Final programming project. ← due Dean's date
- Programming exams (March 2, April 27).
- Written exams (March 9, May 4).

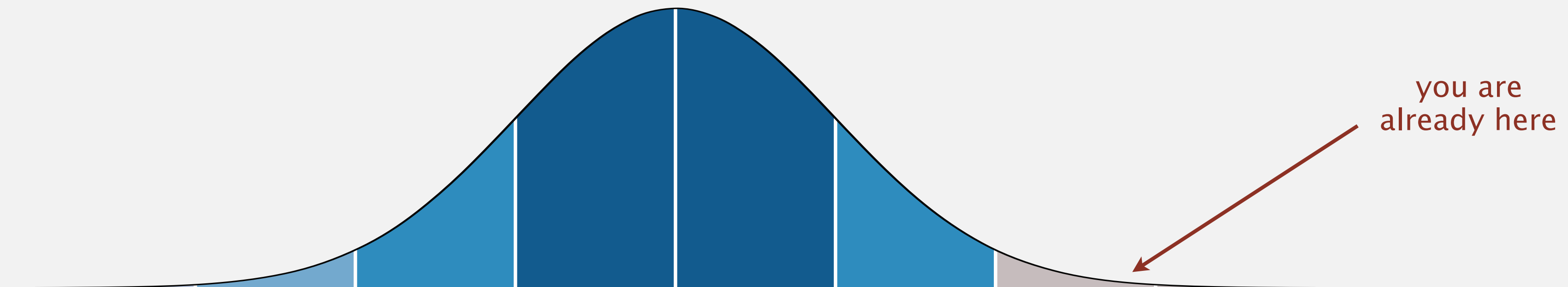
in class



There is no “curve.”

- 93.0% ⇒ A.
- 90.0% ⇒ A-.
- 87.0% ⇒ B+.

...

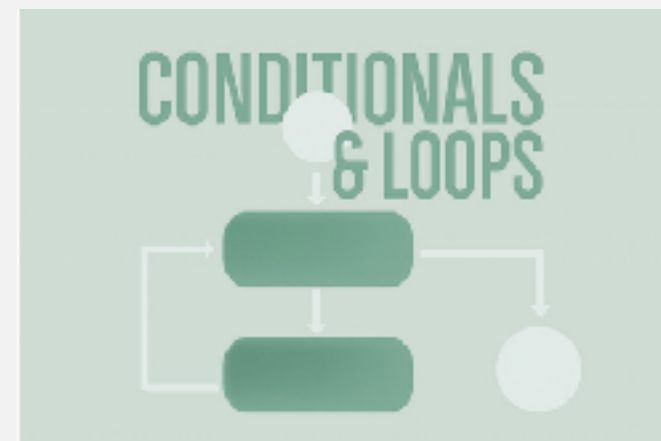


Programming assignments

are an essential part of the experience in learning CS.

Desiderata.

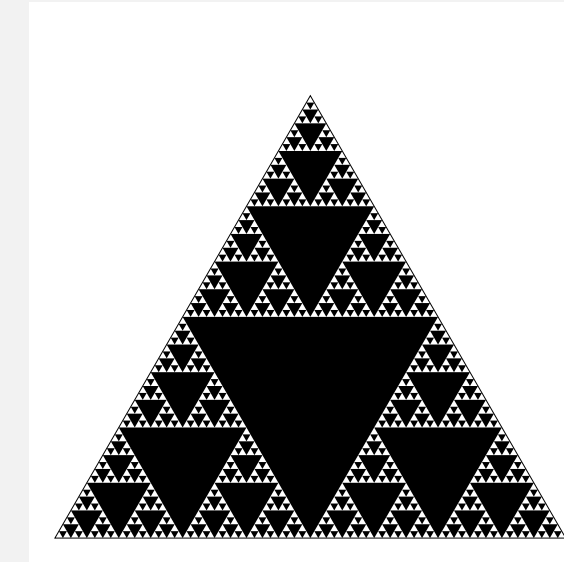
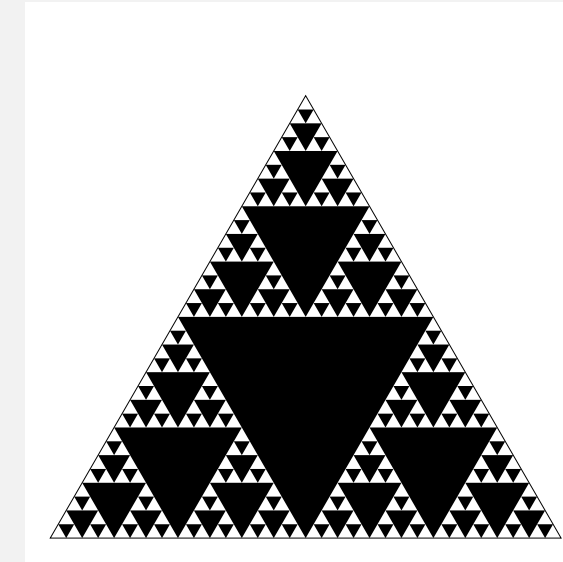
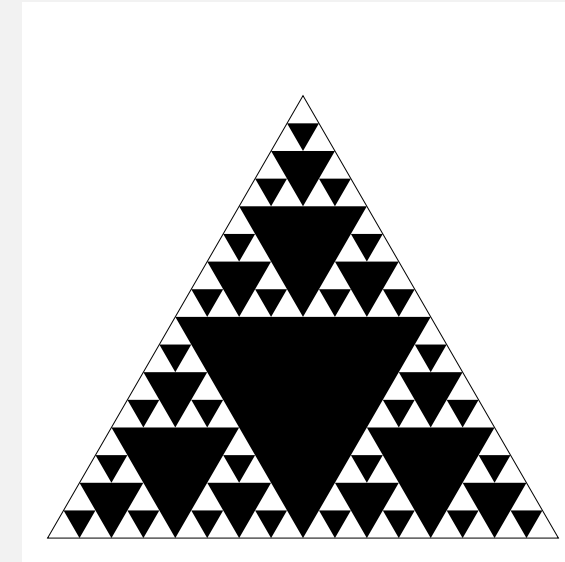
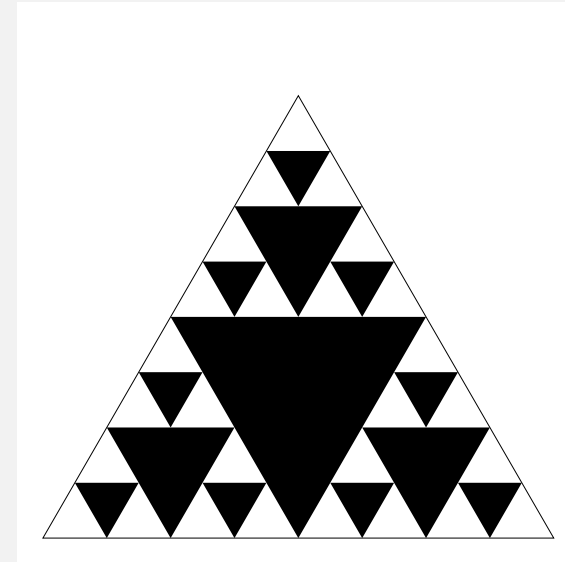
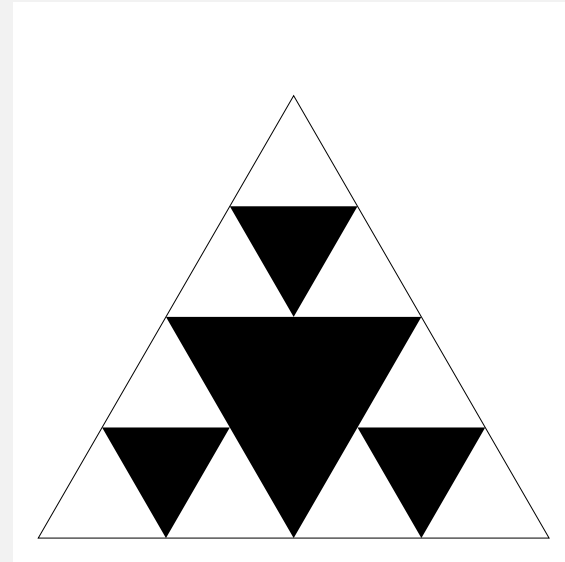
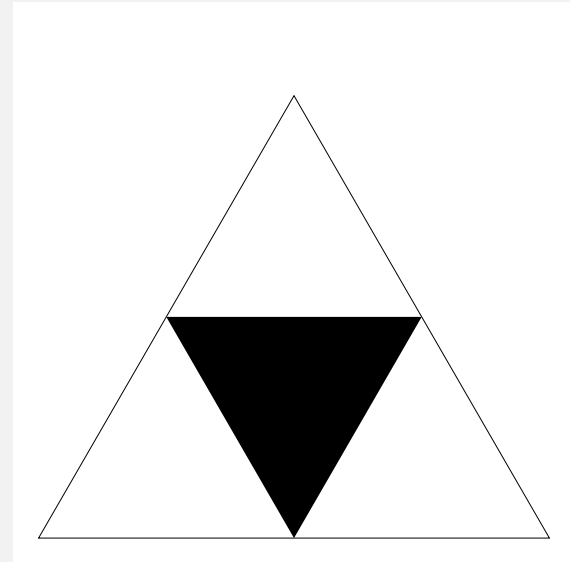
- Illustrate a programming or CS concept.
- Highlight the role of computation in an important application.
- You solve the problem from scratch, on your own computer!



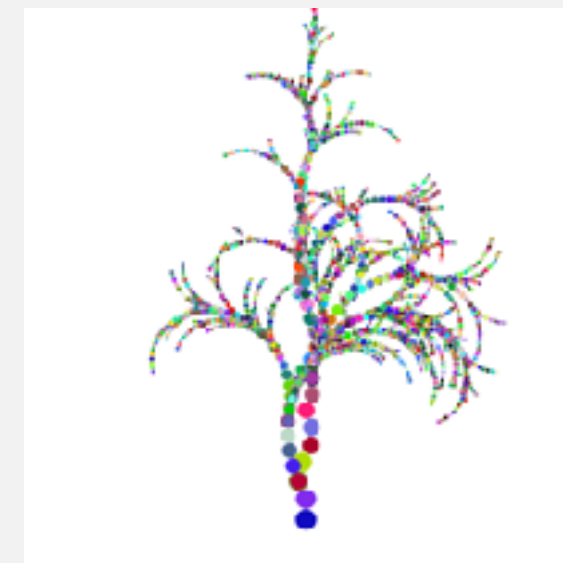
[assignment logos by Kathleen Ma '18]

Recursive graphics

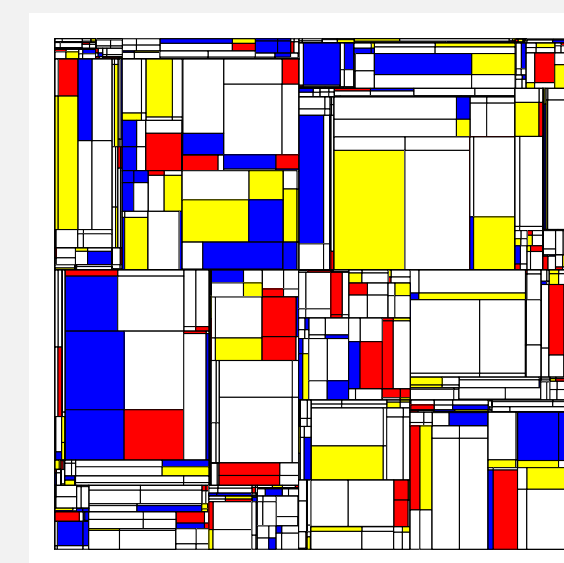
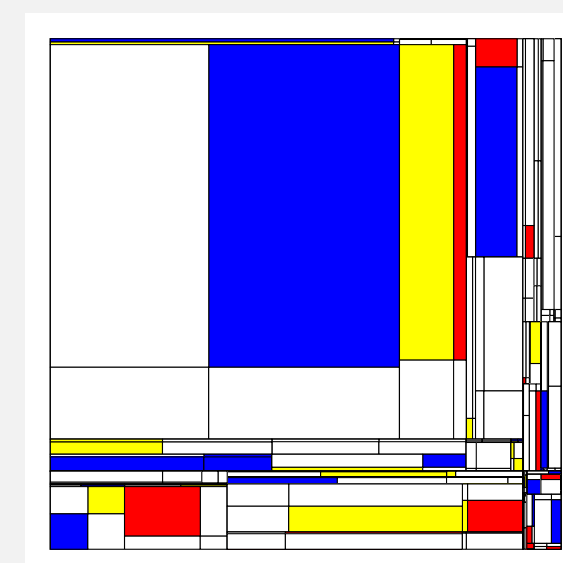
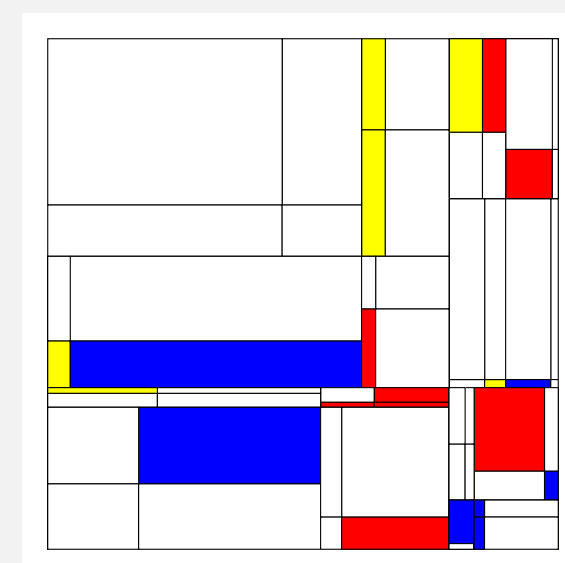
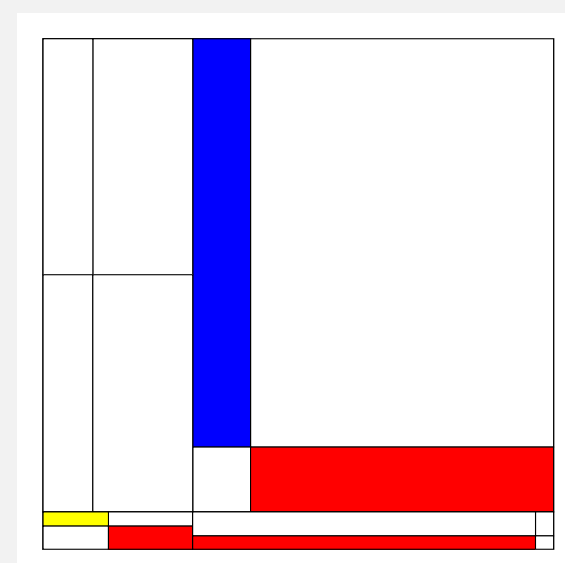
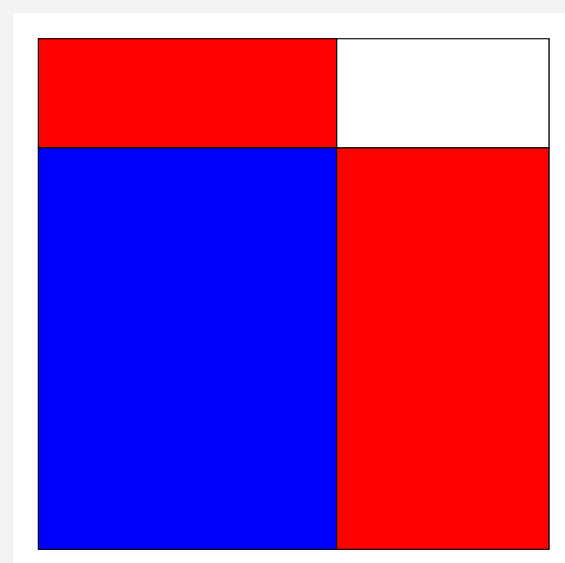
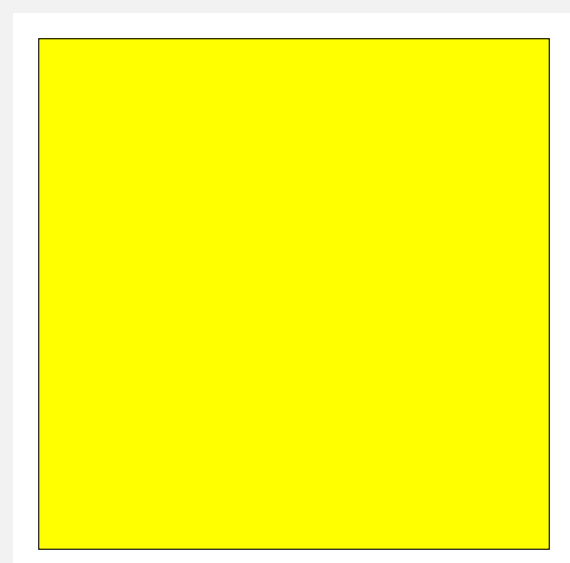
"Sierpinski Triangles"



"Lorax Trees" by Jonathan Zhang (Fall 2014)



"Piet Mondrian Rectangles" by Laura Herman (Fall 2015)



Guitar hero

Simulate plucking a guitar string using the Karplus–Strong algorithm.

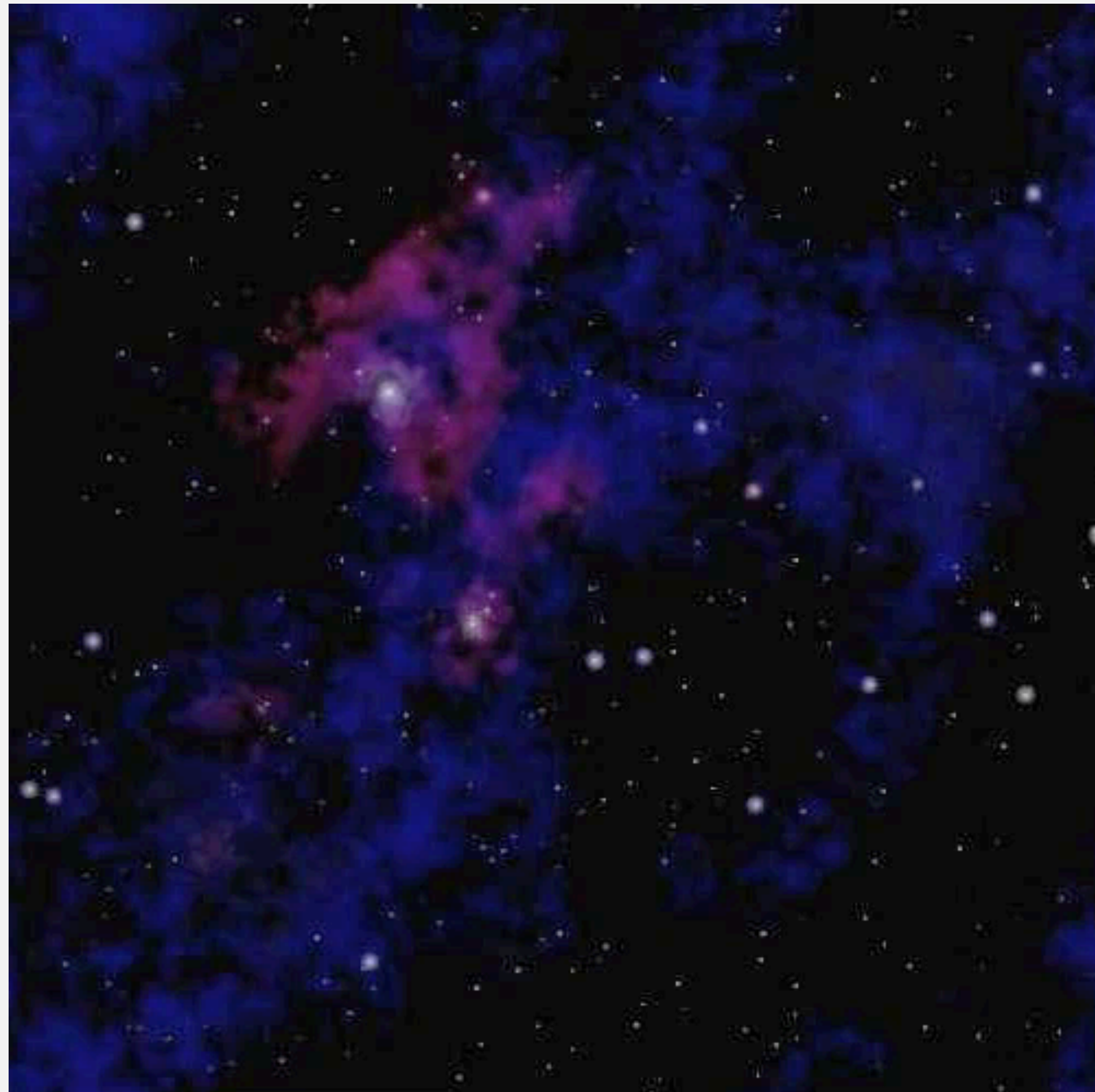


[performed by Kevin Wayne in 2013 on a MacBook Pro]

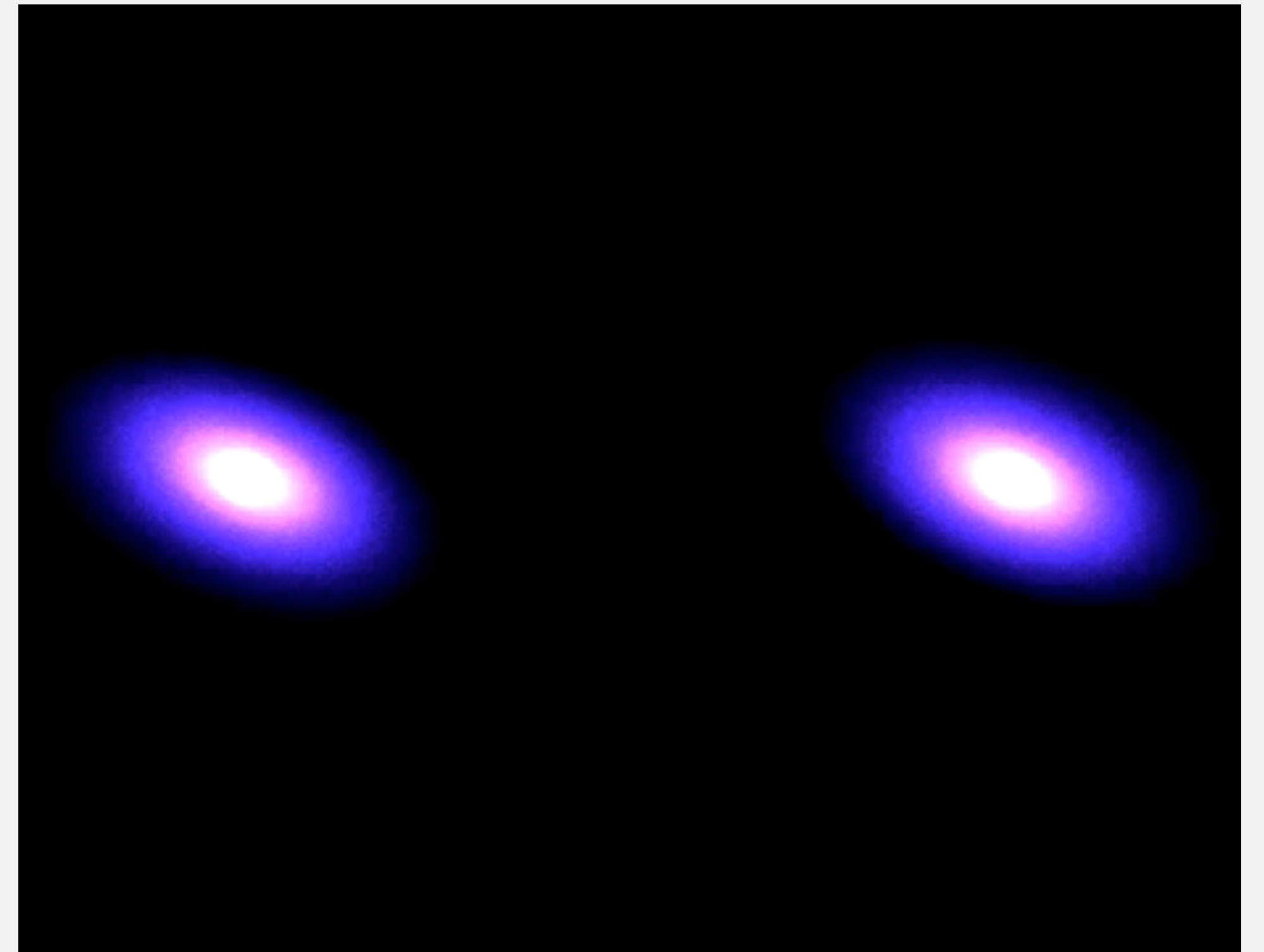


N-body simulation

Simulate the motion of n particles, subject to Newton's laws of gravity.



our Solar System (5 bodies)



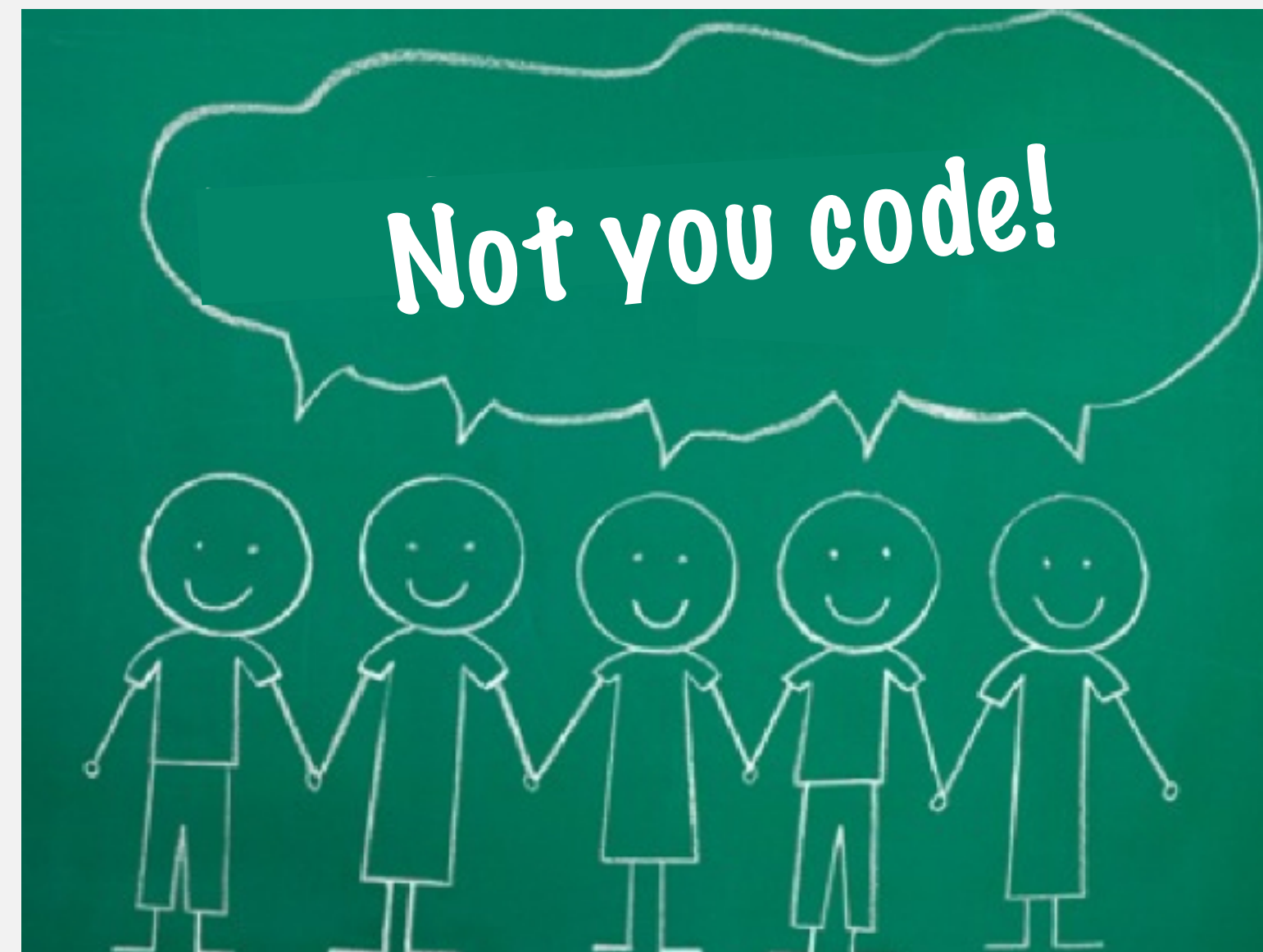
two colliding galaxies (30M bodies)

Collaboration policy

Executive summary.

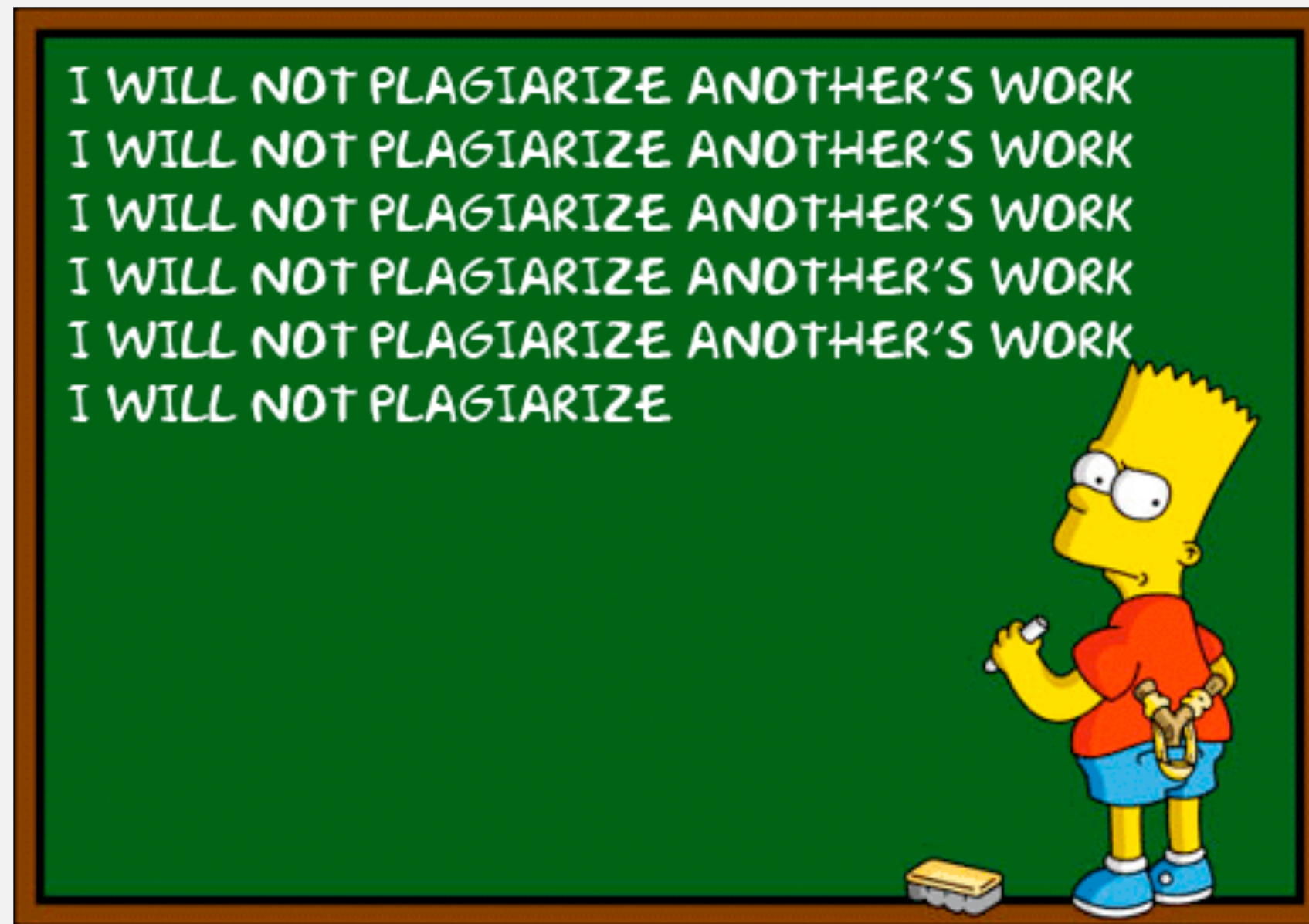
- **Do** discuss concepts with others.
- **Do** acknowledge any collaboration with others.
- **Do not** copy code from others.
- **Do not** view the code of others.

Full details. See course website.



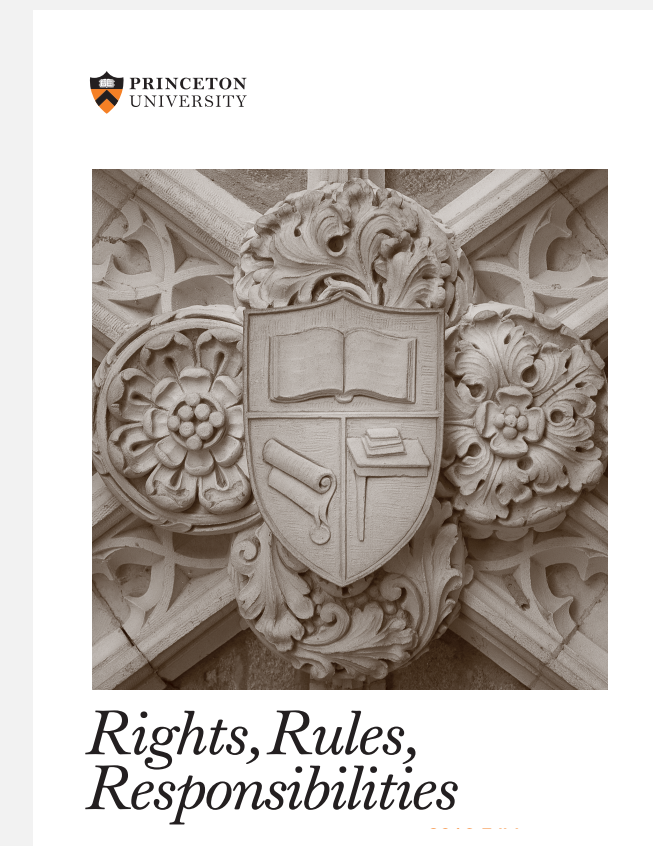
Plagiarism policy

Executive summary.

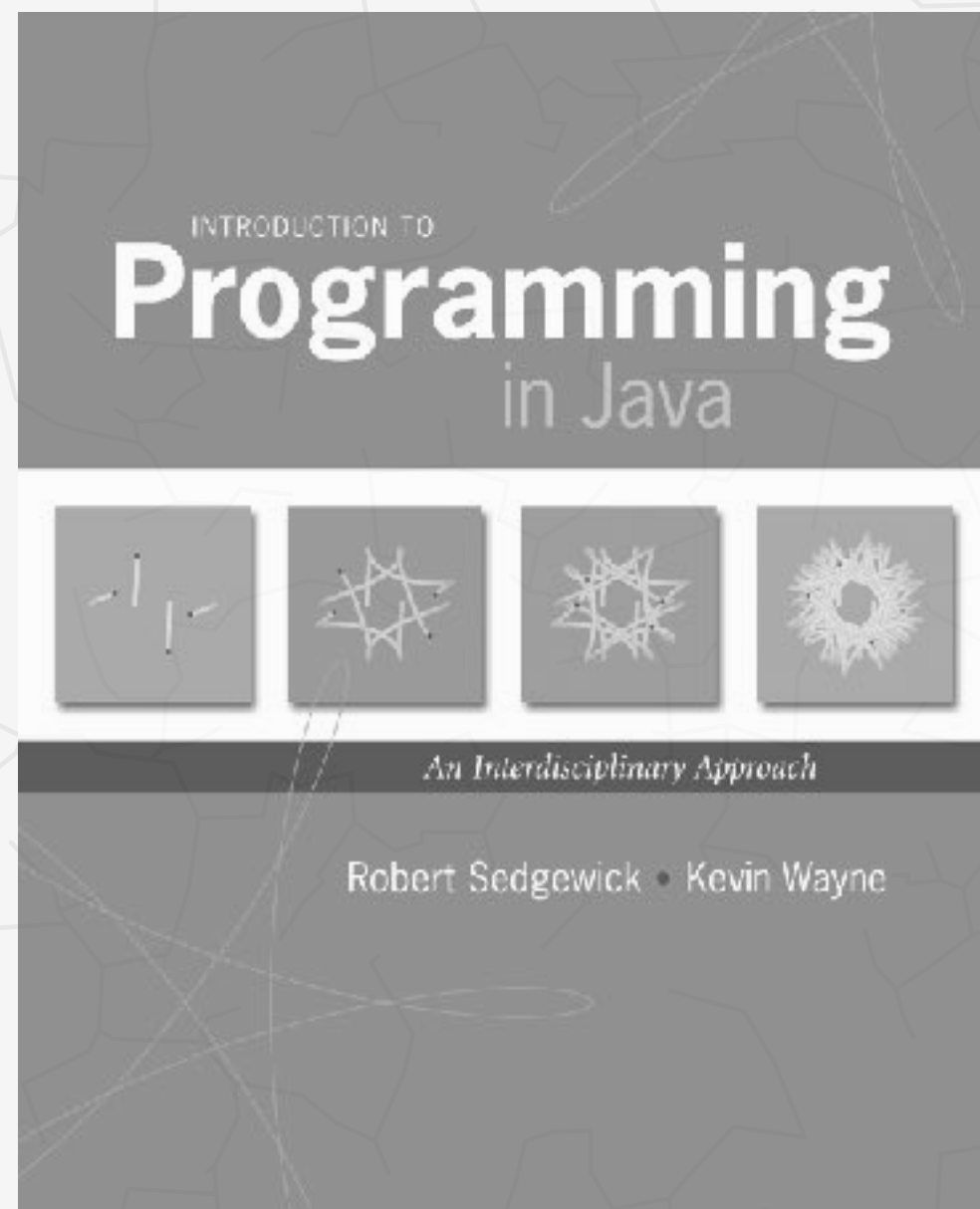


<http://world.edu/academic-plagiarism>

Full details. See course website.



CoD warning. Plagiarizing code is treated the same as plagiarizing prose (but is much easier to catch).



<http://introcs.cs.princeton.edu>

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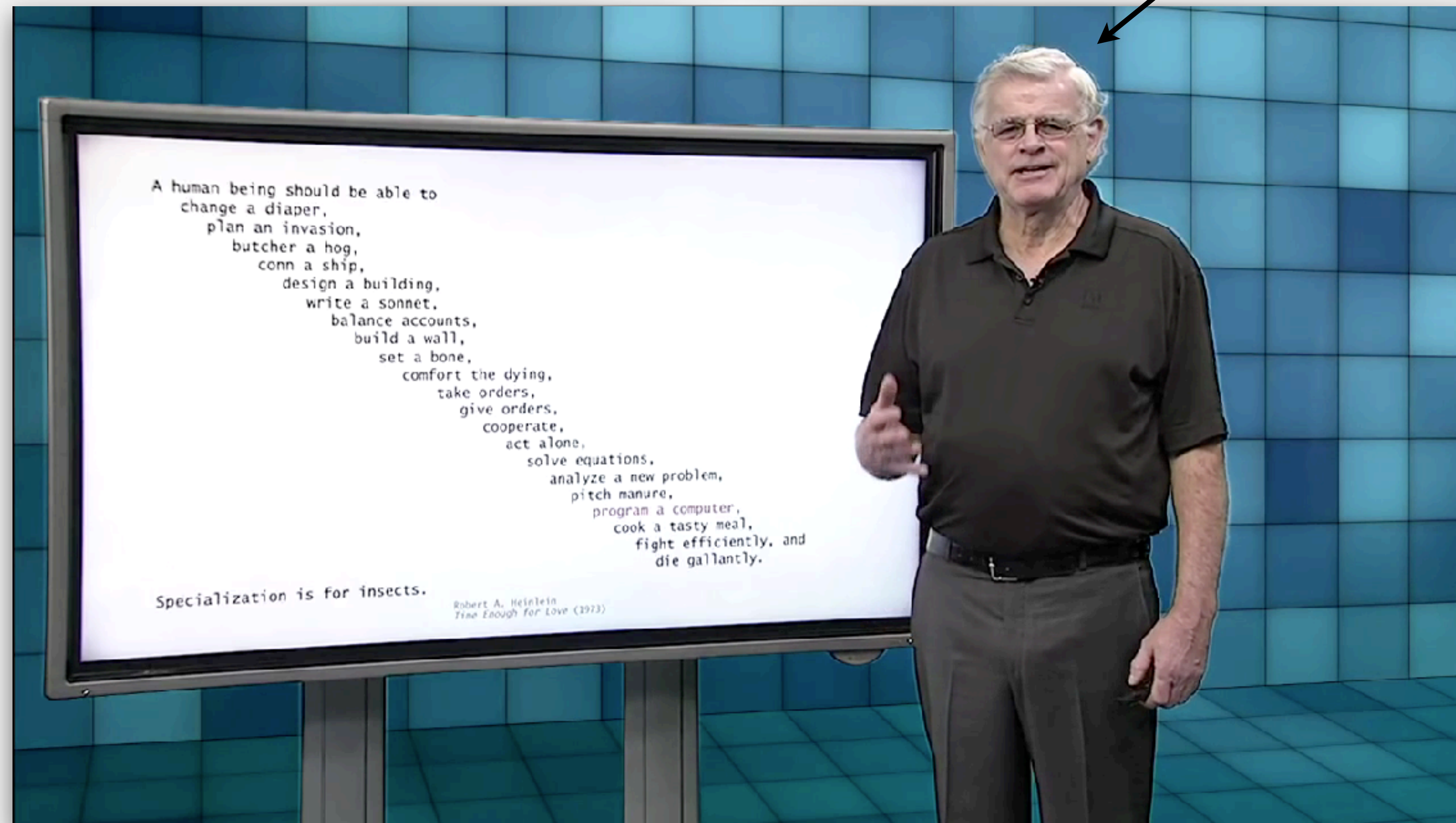
- ▶ *digital revolution*
- ▶ *course mechanics*
- ▶ *course work*
- ▶ ***resources***

Resources (lecture videos)

Lecture videos (required). ← some exam questions taken from lecture videos

- Watch before corresponding class/precept meeting.
- Watch at your own pace (pause, rewind, 1.5× speed).

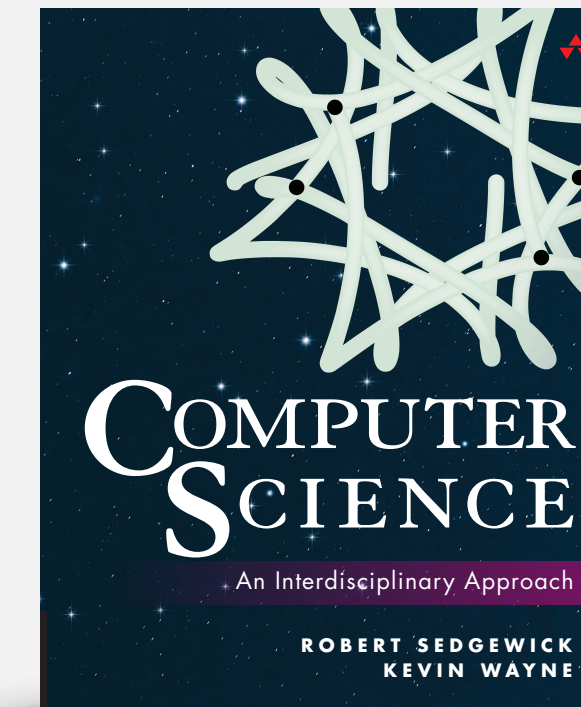
Bob Sedgewick



Resources (textbook and booksite)

Textbook (required).

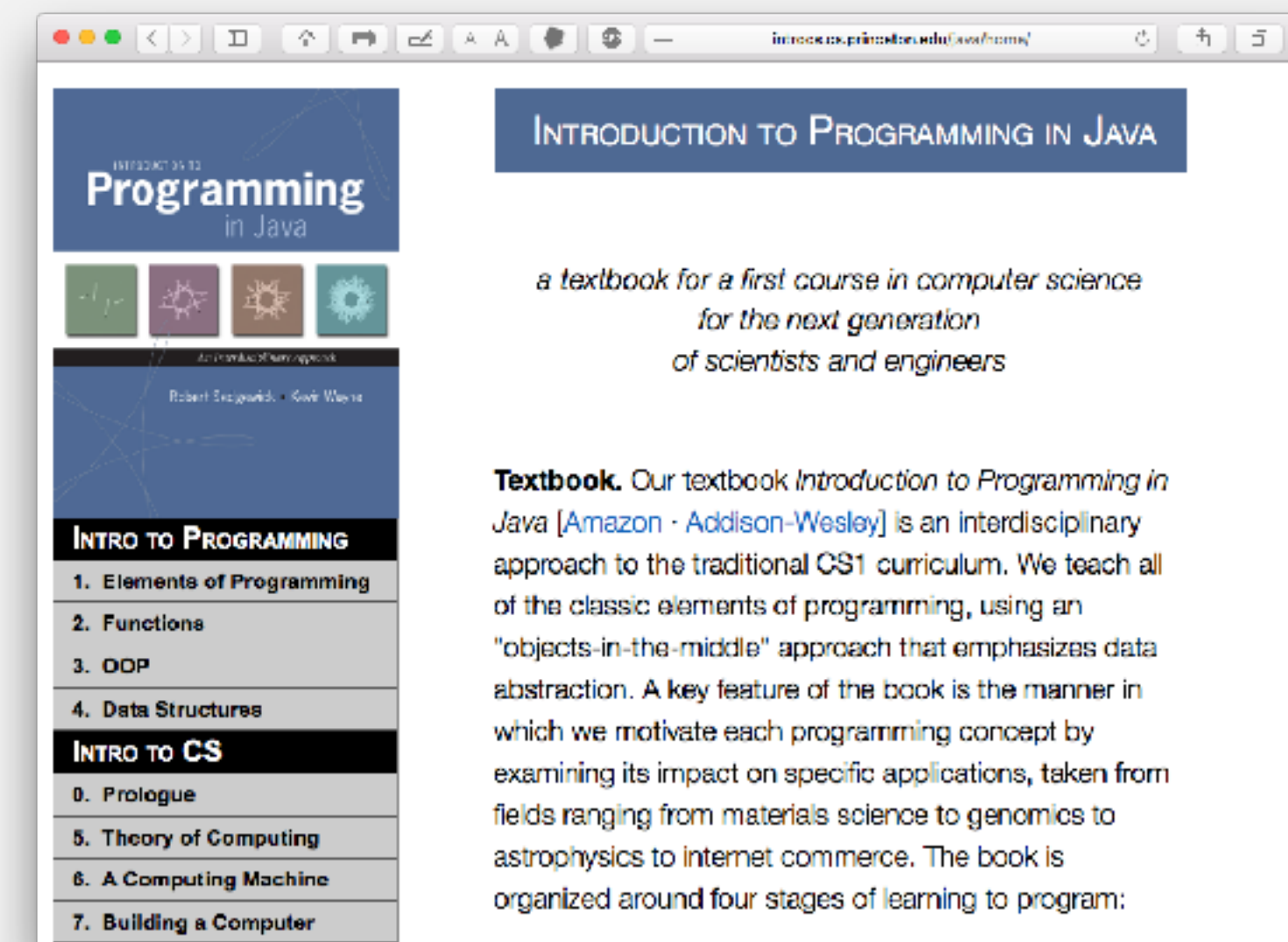
- Developed for this course.
- Full introduction to course material.
- For use while learning and studying.



ISBN 978-0134076423

Booksite.

- Download code from book.
- Brief summary of content.
- For use while online.



<http://introc.cs.princeton.edu>

Resources (communication)

Piazza discussion forum.

- Low latency, low bandwidth.
- Mark solution-revealing questions as private.

PIAZZA

<http://piazza.com/princeton/spring2017/cos126>

Office hours. ← protip: attend

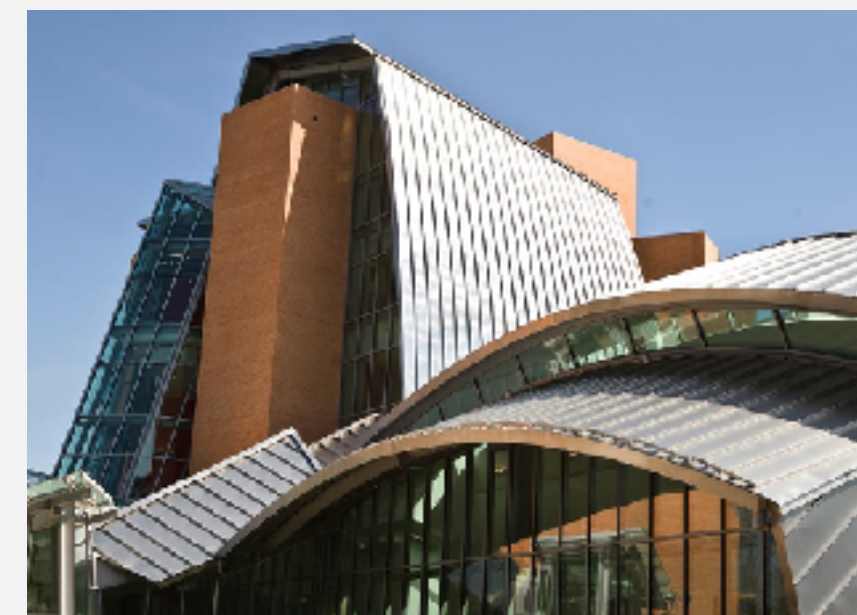
- High bandwidth, high latency.
- See web for schedule.



<http://www.princeton.edu/~cos126>

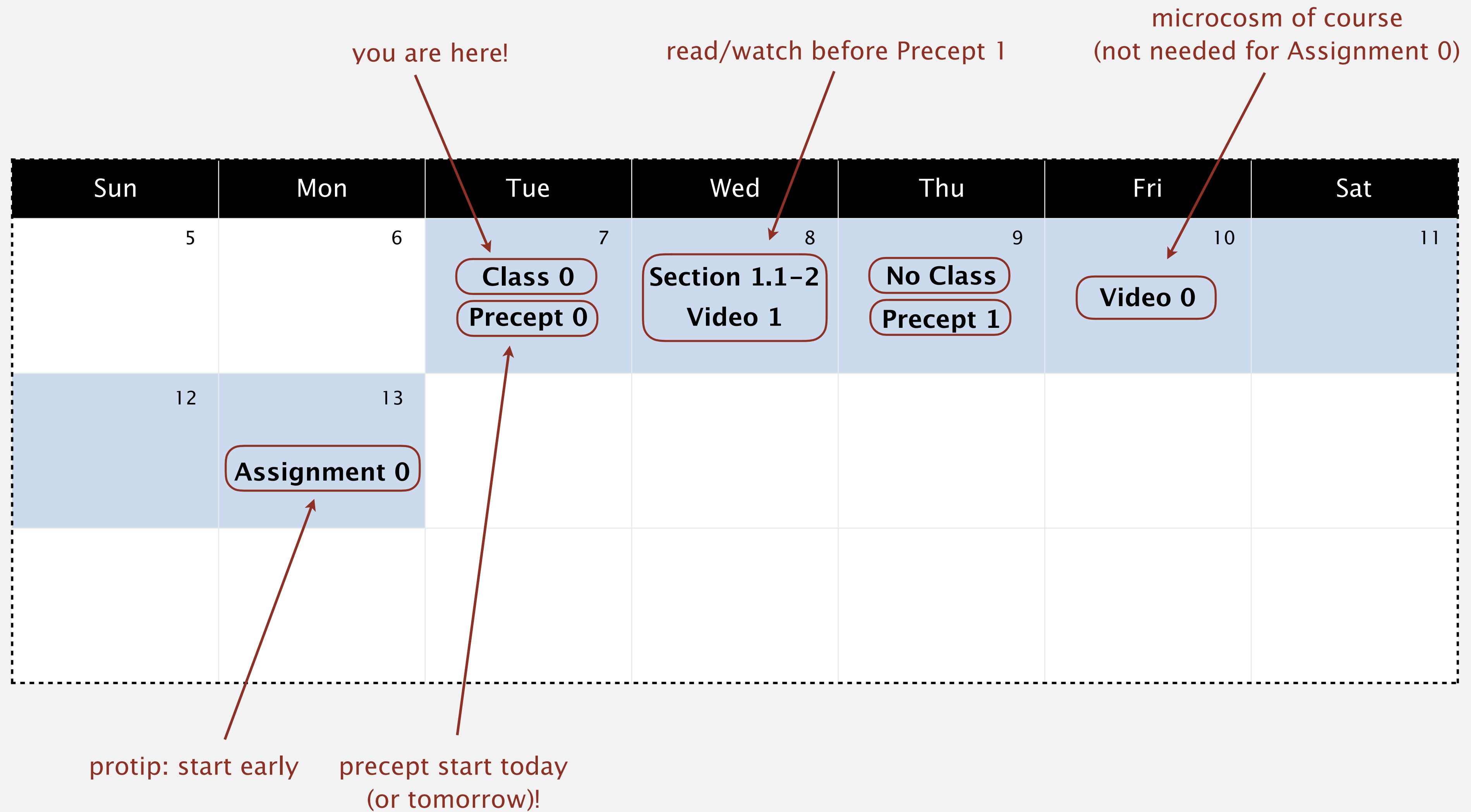
Computing laboratory (Lewis 121).

- Undergrad lab TAs.
- For help with debugging.
- See web for schedule.



<http://labta.cs.princeton.edu>

This week



A typical week



read/watch before
corresponding meeting/precept

announce
weekly schedule

Sun	Mon	Tue	Wed	Thu	Fri	Sat
5	6	7	8	9	10	11
12	13	14	15	16	17	18
Email	Section 1.3 Video 2	Class 2 Precept 2	Section 1.4 Video 3	Class 3 Precept 3		
19	20					
	Assignment 1					

content based on
week's material

we will assume that
you have done so

Q&A

Not registered? Register in TigerHub ASAP; attend any precept for now.

Change precept? Use TigerHub.

All feasible precepts are full? Meet with COS undergraduate coordinator (Colleen Kenny–McGinley) in CS 210.

Class number	Section	Time	Days	Room	Enrollment	Status
41353	L01	12:30 pm - 1:20 pm	T Th	McCosh Hall 50	Enrolled:392 Limit:450	
41351	P01	2:30 pm - 3:20 pm	T Th	Friend Center 110	Enrolled:20 Limit:20	Closed
43561	P01A	2:30 pm - 3:20 pm	T Th	Friend Center 111	Enrolled:19 Limit:20	
43562	P01B	2:30 pm - 3:20 pm	T Th	Friend Center 009	Enrolled:16 Limit:20	

Q&A

Not registered? Register in TigerHub ASAP; attend any precept for now.

Change precept? Use TigerHub.

All feasible precepts are full? Meet with COS undergraduate coordinator (Colleen Kenny–McGinley) in CS 210.

How to place out of COS 126? Meet with COS placement officer (Christopher Moretti).

Questions?

