University of Washington

CSE 322: Introduction to Formal Models in Computer Science
Course Organization

Spring 2002 Handout 1

April 1, 2002

Instructor:
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Office Hours:
MWF 11:30-12:00noon
MF 2:00-3:00pm, or by appt.

TAs:
Justin Campbell and Michael Nelson
Office Hours:
To be announced.

Class Time & Place: MWF 10:30–11:20 045 EE1

Prerequisites: The prerequisite for CSE 322 is CSE 321 (and its prerequisites). This course has a mathematical flavor, and you will need the skills acquired in the discrete math course.

Text: *Introduction to the Theory of Computation*, Michael Sipser, PWS Publishing, 1997. A list of errors can be found at

`http://www-math.mit.edu/~sipser/itoc-errs1.2.html .`

Course Announcements and Handouts: You are responsible for checking for new handouts, announcements, homework clarifications, etc. on the mailing list and web site (see the course web page: http://www.cs.washington.edu/education/courses/322/02sp/).

Reading Assignments: Keep up. (We will march through the book pretty much in sequence. We will cover Chapters 1–2, and the first parts of Chapter 3. Skim Chapter 0, reviewing the mathematical tools we will use, and read Section 1.1 by next class, April 3.)

Grading: There will be written homework assignments (six or seven assignments, roughly 50%), two midterms (roughly 10% and 15%), and a final (roughly 25%).

Late homework policy: You may turn in your homework after the deadline and before 5pm on the day it was due, but at a cost of a 20% penalty. No homework will be accepted after 5pm on the due date.

Collaboration on Homework: In this class, homework assignments are designed to reinforce learning and are an important part of the learning process. I know there are many situations where collaborative solution to problems is an effective aid to learning. I encourage you to work with your classmates if you find that helfpul. Some guidelines are necessary, however. Here are mine (collectively, these are called the *Gilligan's Island* rule):

- You may discuss problems with your classmates to your heart's content.
- After you have solved a problem, *discard all written notes* about the solution.
- Go watch TV for an hour. Preferably *Gilligan's Island*.
- *Then* write your solution. (If you can't write your solution at this point, you didn't really understand it.)

In addition, for each problem, you are expected to acknowledge those individuals with whom you discussed the problem (by writing something like "I discussed this problem with XXX").

Whether you collaborate or not, the work you turn in is expected to be *your original work.*

Some Survival Tips: Not all of these tips may work for you, but you may find them helpful.

1. Skim the book before coming to lecture to get an idea of what I will be discussing. After lecture, read the text carefully to get a good grasp of the material. Read the homework assignment when you receive it to get an idea of the kinds of things to look for in the text.

2. Try doing some of the suggested exercises before doing the problems you will turn in. In many cases, the suggested exercises will be easier versions of the regular problems. Try the bonus problem only after doing the regular problems; the bonus problem is generally much harder than the regular problems. Don't spend too much time on one problem. If you get stuck on a problem, move on to another one and come back later. Or discuss it with someone (either your classmates, the TAs, or me in office hours).

3. Don't wait until the last day to start on the homework assignment. Many of the problems require ideas to settle in your mind before being tackled. Read the assignment early to get the creative juices flowing early.

4. Don't expect to be able to write down a complete answer on your first attempt. Many of you will find that a correct answer to a problem comes only after writing and rewriting your solution.