Organizational Matters



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Modul: IN2003

- Name: "Efficient Algorithms and Data Structures" "Effiziente Algorithmen und Datenstrukturen"
- ECTS: 8 Credit points
- Lectures:
 - ► 4 SWS

Mon 10:30–12:00 (Room Interim2) Fri 10:30–12:00 (Room Interim2)

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- Webpage: http://www14.in.tum.de/lehre/2014WS/ea/

Required knowledge:

- 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)

▶ IN0011

"Basic Theoretic Informatics"

"Einführung in die Theoretische Informatik" (THEO)

- ▶ IN0015
 - "Discrete Structures"

"Diskrete Strukturen" (DS)

IN0018

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 - "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

Tutors:

- Chintan Shah
- chintan.shah@tum.de
- Room: 03.09.059
- Office hours: Wed 11:30–12:30
- Dario Frascaria
- frascari@in.tum.de
- Room: 03.09.035
- Office hours: (by appointment)



Tutorials

- Monday 16-18 (MI 00.08.038)
 Chintan
- Tuesday 14-16 (MI 00.08.038)
 Dario
- Thursday 10-12 (MI 00.08.038)
 Dario
- Friday 12-14 (MI 00.13.009A) Chintan



Assignment sheets

In order to pass the module you need to pass a 3 hour exam.



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- 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 right folder in front of room 03.09.019A.
- Solutions have to be given in English.
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- You can submit solutions in groups of up to **3** people.



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Assignment can be used to improve you grade

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- It will improve by 0.0 or 0.4, respectively. Examples:



Assignment can be used to improve you grade

If you obtain 50% of the points on the first half and 50% on the second half of assignments your grade will improve according to the following function

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

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 - ▶ 3.3 → 3.0
 - ▶ 2.0 → 1.7
 - 3.7 → 3.3
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Marald Räcke

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



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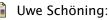
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