

## Introduction and assignment times

Welcome to ATMS 502 / CSE 566. Here is some information to get us started.

### **CONTACT INFORMATION**

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### **BASICS**

- Class “books” free as online PDFs from U.I library online. There is no one text.
- Our class will use Stampede2, a supercomputer at the Texas Advanced Computing Center (TACC). Stampede2 runs the Linux operating system.
  - Do not share your TACC/Xsede account or login with anyone.
  - Be *considerate* using the class account. You will be sharing project time.
  - **Rule**: use this account *only for our class projects*. Other uses are prohibited.

### **COURSE GRADE**

- 45% Exams (2 during semester, one during finals week; worth 10,15,15%)
- 45% Computer problems
- 10% Homework problems and reading assignments.

### **MORE ON RULES, GRADING, ETC.**

Homework: you are *encouraged to work with others* on homework. You *must*, however, turn in your own work, and for written assignments they must be submitted in your own handwriting. **Copying** someone else’s homework counts as cheating. One of the goals of homework is to prepare you for the kinds of questions found on exams.

- Homework assignments *may not be typed* – but should be legible!
- You *must show your work*! Only obnoxious textbook authors are allowed to say “it is easy to show that...” Solutions without complete detail on how they were determined will not receive *any* credit. Show your work! (true for exams, too).

Readings: There will be many reading assignments due prior to class. They will take the form of short (typically) multi-choice questions on Compass, designed to make sure you read the material – no derivations, no essay questions. The goal of reading assignments is to make sure you are not getting much material “cold” in class.

Computer problems: You may discuss strategies and problems with others, but you must do your own work – no sharing of code or results! **Anyone sharing code or using shared code or code results will receive a zero.** I will be glad to work with you on strategies and, to some extent, debugging of problems with your code.

You *must follow the coding organization/structure* described in class. A grade of 100% means your code layout was OK, your solutions were correct or very nearly so, and any additional tasks (error statistics, timing or performance values, etc.) were satisfactory. *There will be extra credit problems offered for some of the computer assignments.*

The deadline to hand in each computer problem will appear on the assignment handout. **The late policy on homework and computer problems:** if turned in by 10 am the following day, 25% off; not accepted after 10 am the following day. (discussion)

Come to me with questions – *please*. Copying someone else’s computer code, solution or analysis is cheating. The University takes academic misconduct seriously, and so do I. If you have any concerns and/or feel you are falling behind in class, **please see me**.

Computer test cases: I run the computer problems, with parameters somewhat different (but coding ~ same) for your assignments, and put the results online. You can then run these tests and confirm that your results look OK. The goal is to give you a head start on the problem, to assess *ahead of time* if your code is working correctly, and see me if not.

You need a valid excuse for missed computer or homework/reading problems or exams. Please see me *in advance* if you have a conflict and I will work with you to resolve it.