

Informatics 1A
Introduction to Computation
Lecture 0

Introduction

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Who

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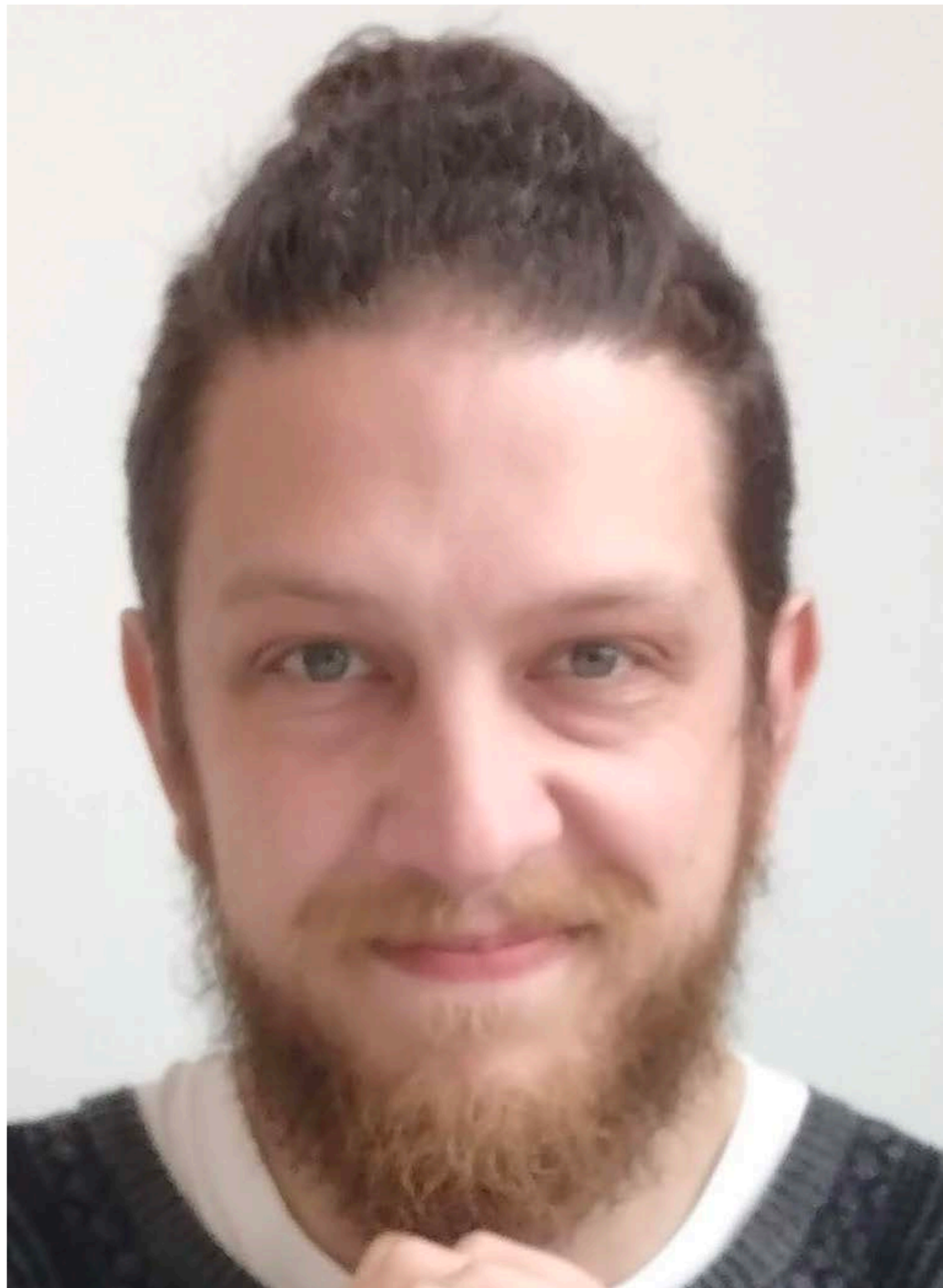


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AT 8.12A

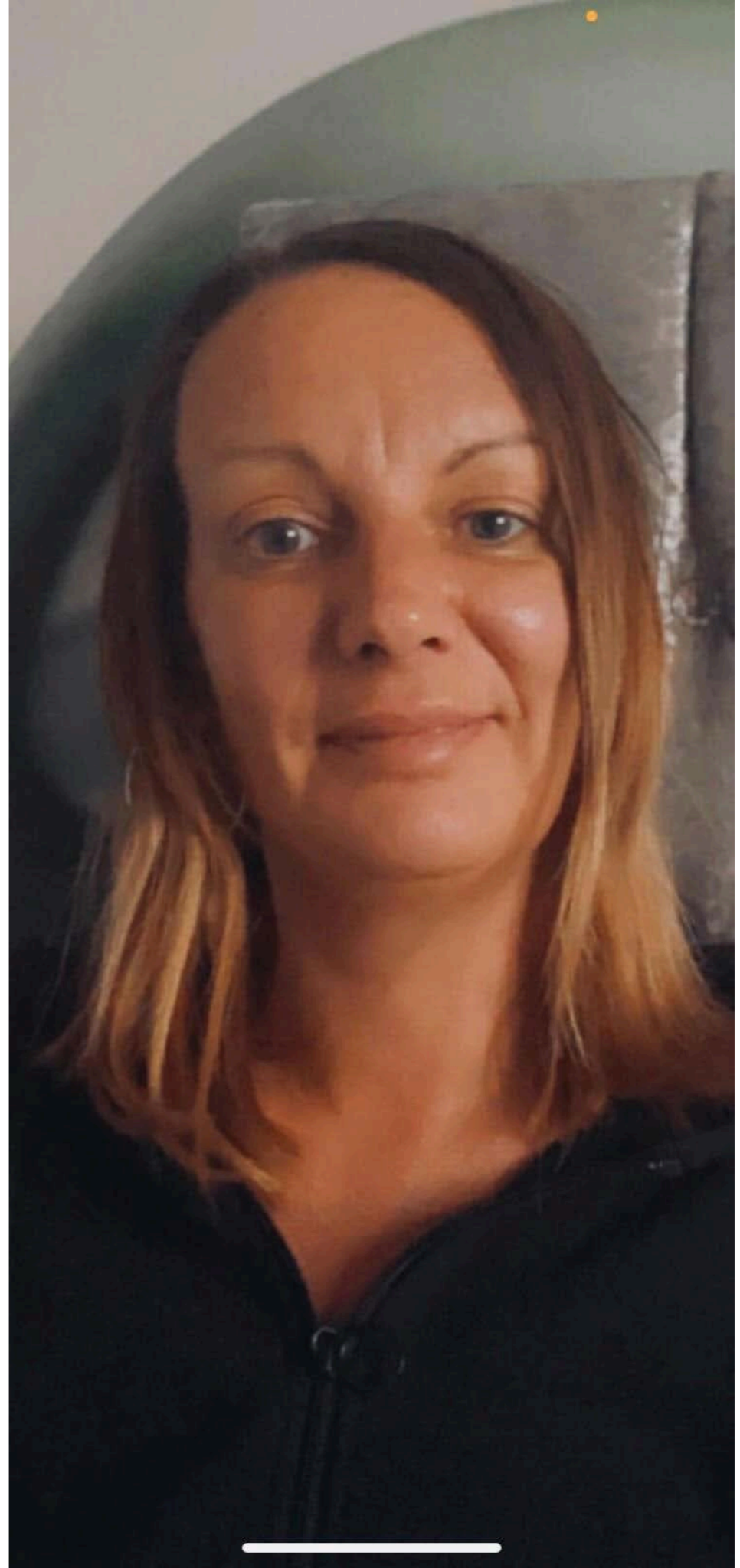


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AT 8.06



What

Functional Programming

- *Haskell*: Computing based on calculation using data structures, without states.
- An introduction to programming and algorithmic thinking.

Logic and Computation

- *Symbolic logic*: Describing and reasoning about information, where everything is either true or false.
- *Finite Automata*: Computing based on moving between states in response to input.

Why

Foundations for Informatics

- *A solid basis* for study of other topics
- Interesting *connections* between FP and CL, and *practical applications*
- Accessible to all students, *regardless of previous background*
- Demonstrates the *intellectual depth* of Informatics: not just technical skills

When & Where

Lectures

FP 2:10–3:00 Monday, Oak LT

FP 2:10–3:00 Tuesday, Oak LT

CL 11:10–12:00 Thursday, Oak LT

CL 2:10–3:00 Friday, Oak LT

*Oak LT = Oak Lecture Theatre,
Nucleus Building, King's Buildings*

Lectures

FP 2:10–3:00 Monday, Oak LT

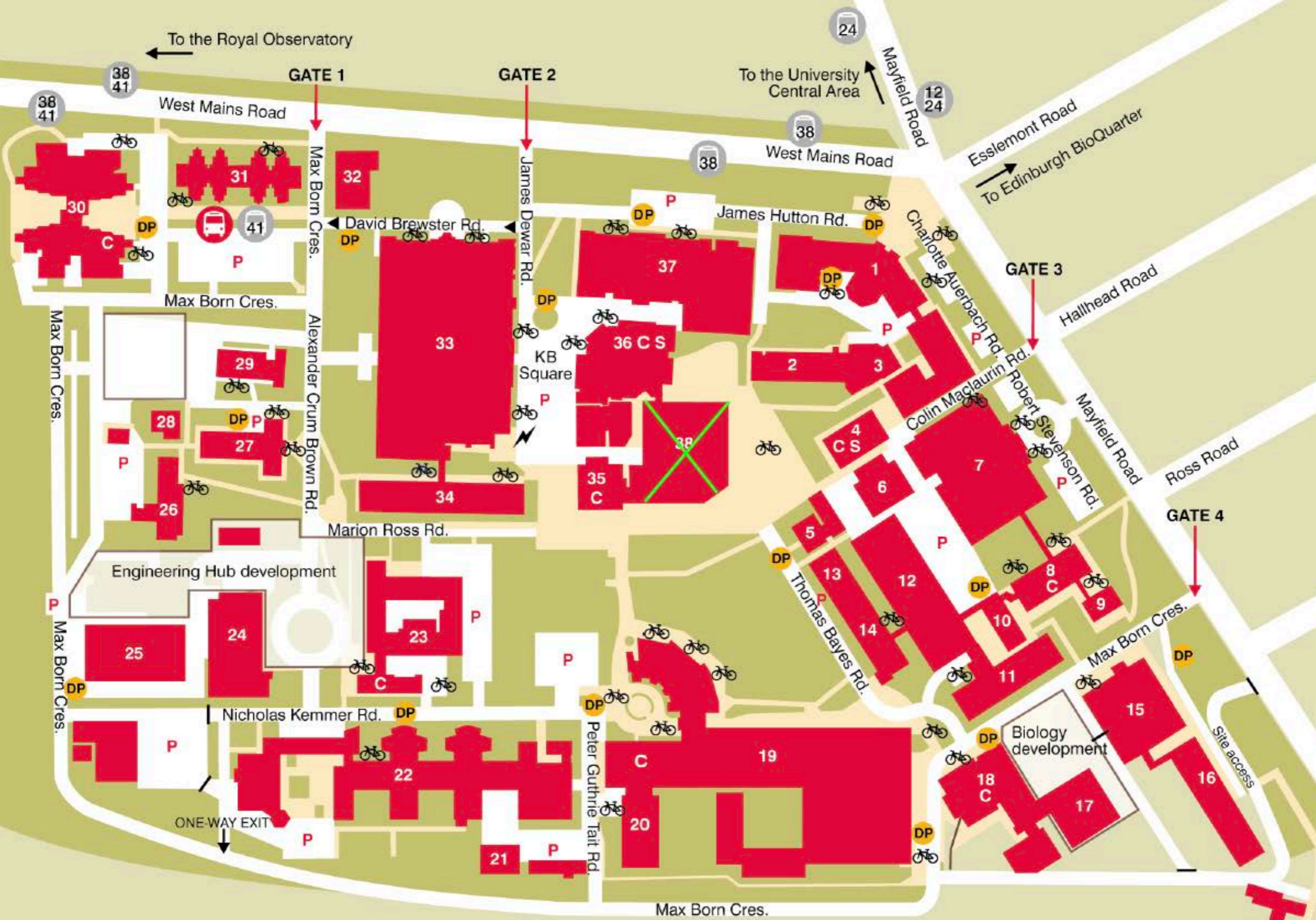
FP 2:10–3:00 Tuesday, Oak LT

CL 11:10–12:00 Thursday, Oak LT

CL 2:10–3:00 Friday, Oak LT

except for weeks 1-2, some FP \Leftrightarrow CL

*Oak LT = Oak Lecture Theatre,
Nucleus Building, King's Buildings*



The King's Buildings Campus

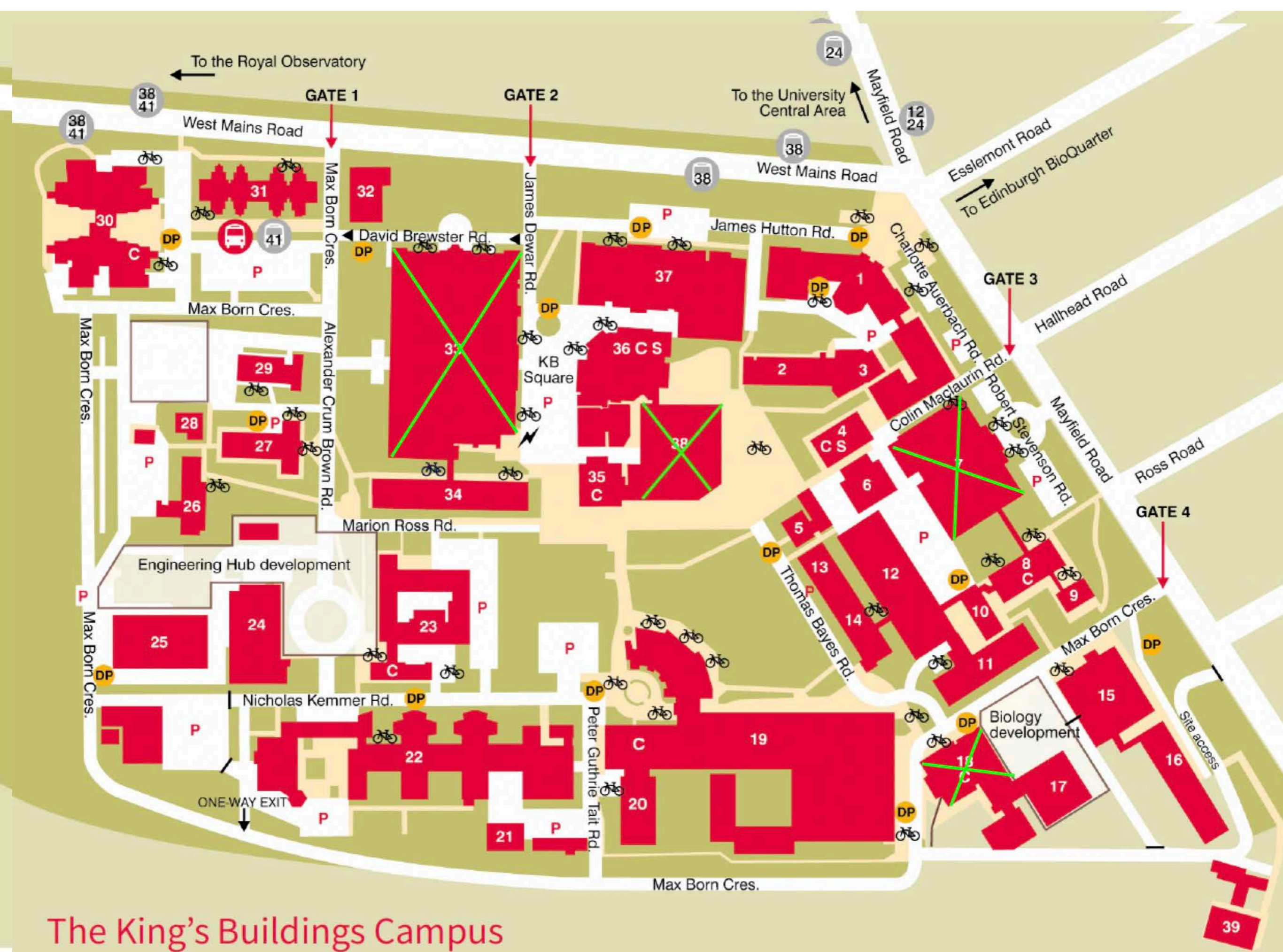
Lectures

FP 2:10–3:00 Monday, Oak LT
overflow Elm LT

FP 2:10–3:00 Tuesday, Oak LT
overflow Larch LT

CL 11:10–12:00 Thursday, Oak LT
overflow Swann LT

CL 2:10–3:00 Friday, Oak LT
overflow Sanderson LT1 (Week 1)
+ Joseph Black LT250 (Weeks 2-11)



The King's Buildings Campus

Tutorials

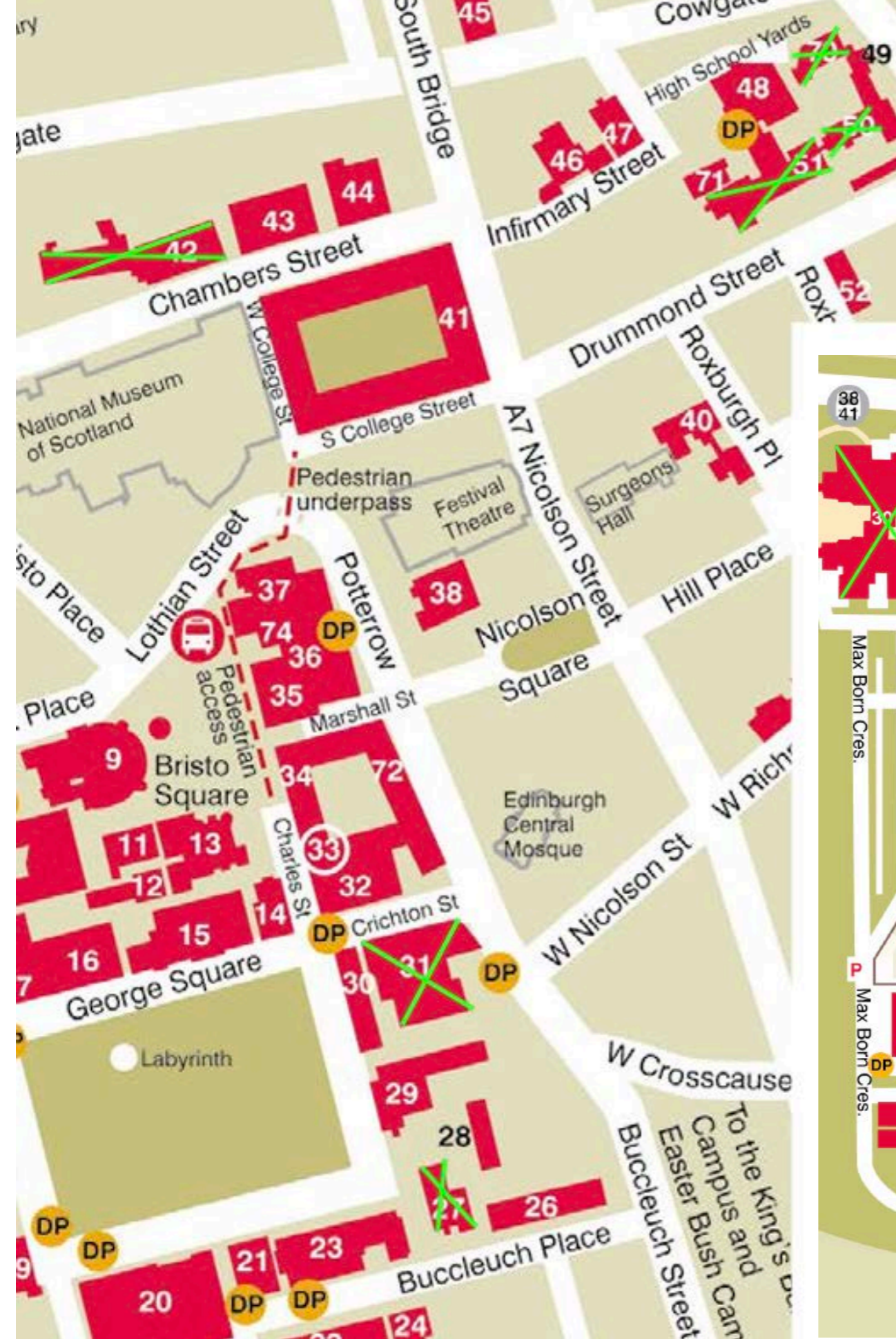
exercises issued: noon Tuesday (week n)

due in: noon Tuesday (week $n+1$)

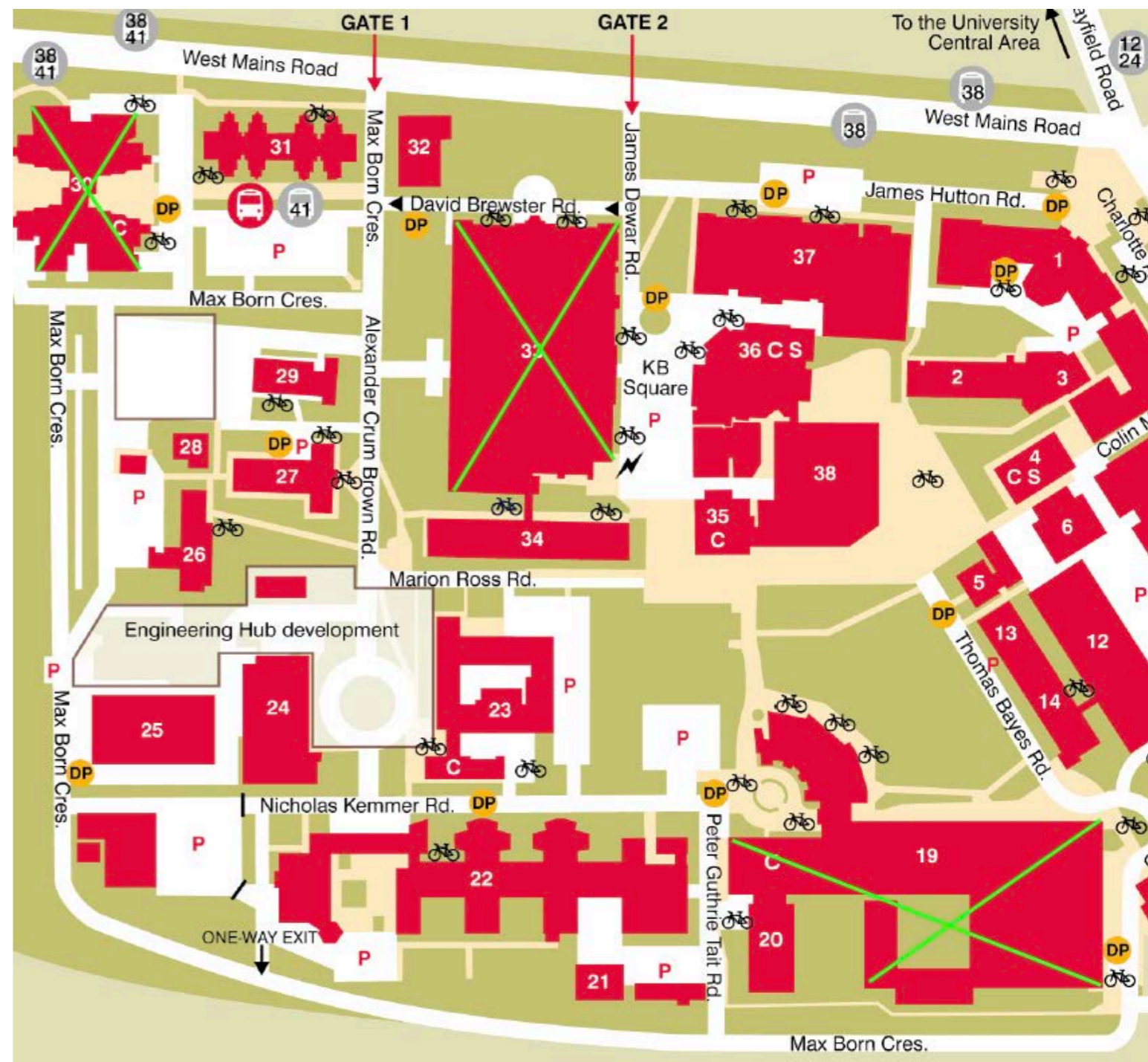
separate exercises for FP and for CL

meeting: 90 minutes in small groups

Thursday and Friday, starting in week 2



6 locations in Central Area



3 locations in King's Buildings

Drop-in Labs

optional, good place to get help in person
every weekday

16:10–18:00 Monday-Friday, AT 6.06

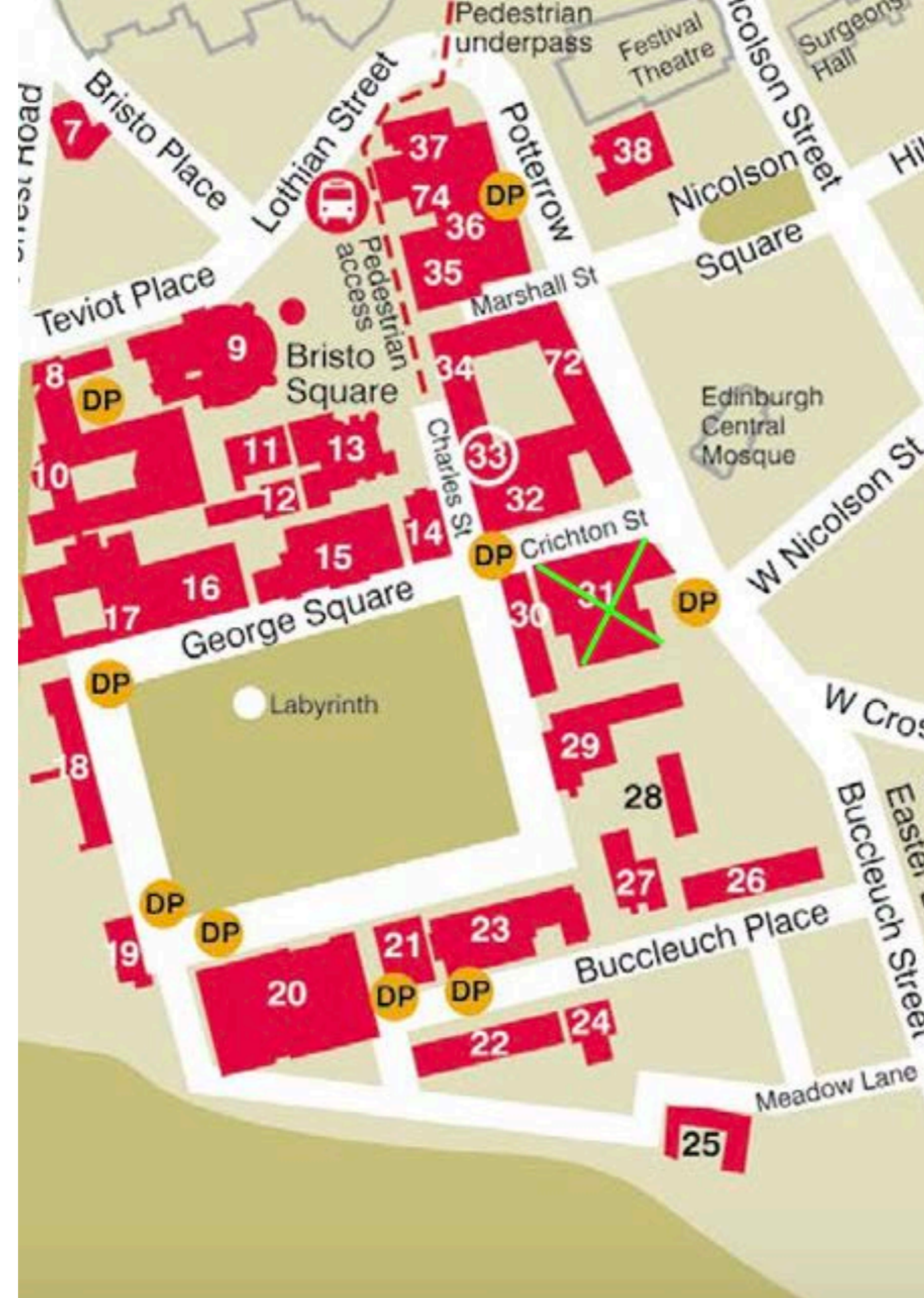
15:10–16:00 Monday, HBB Classroom 4

16:00–17:00 Monday, ALR Classroom 10

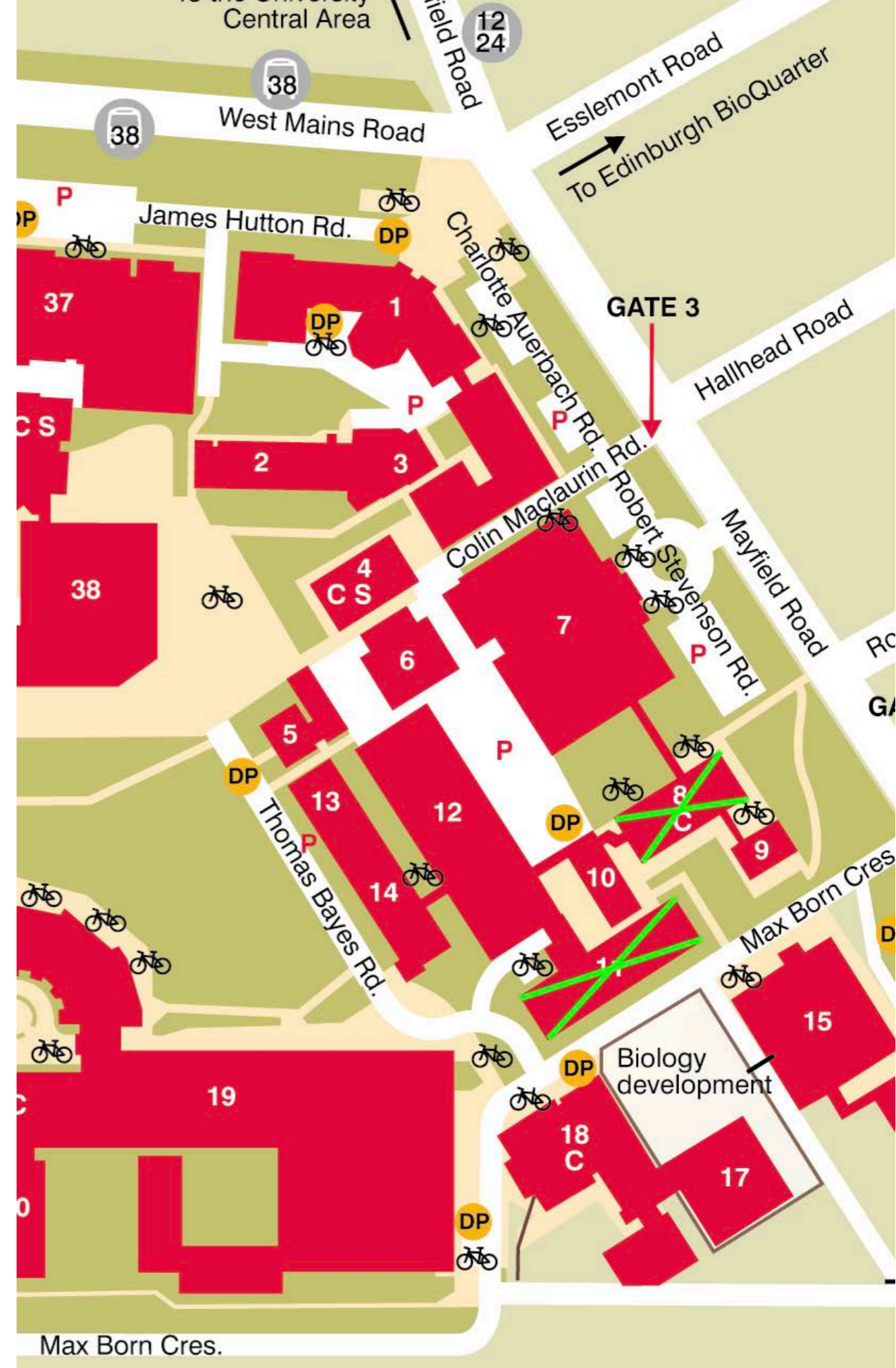
AT = Appleton Tower

HBB = Hudson Beare Building

ALR = Alrick Building



Central Area



King's Buildings

Learn + Course Webpage

Everything about the course will be published on the course's Learn page and course webpage

- Organisational information: when & where
- Lecture slides, reading assignment, tutorial exercises, solutions
- Programming competition
- Other resources

How

Donald Sannella · Michael Fourman
Haoran Peng · Philip Wadler

Introduction to Computation

Haskell, Logic and Automata

- Electronic copy
The university library
(Learn > Library Resources)
PDF, not EPUB!
- Springer: £29.99
- Blackwells: £25.49
using 15% student discount
- Amazon: £26.50

Assessment

FP *quiz*, due 12.00 Wednesday

CL *quiz*, due 12.00 Saturday

FP & CL *tutorial*, due 12.00 Tuesday

tutorial meeting Thursday or Friday

each week, starting week 2

Assessment

FP *quiz*, 1 point each

CL *quiz*, 1 point each

FP *tutorial*, 4 points each

CL *tutorial*, 4 points each

each best 8 of 10

Any questions?

Please ask questions!

- Ask in lectures
- Ask other students
- Ask demonstrators during labs
- Ask your tutor during tutorials
- *Ask in the Piazza online forum*

Do the work

You *must* listen to the lectures each week *before* the tutorial!

You *must* do the assigned reading each week *before* the tutorial!

You *must* do the tutorial exercises each week *before* the tutorial!

You will only receive marks for coursework if you *attend* the tutorial.

You will fail the course if you don't do the work!

Common Marking Scheme

A1 90-100 Excellent

A2 80-89 Excellent

A3 70-79 Excellent

B 60-69 Very Good

C 50-59 Good

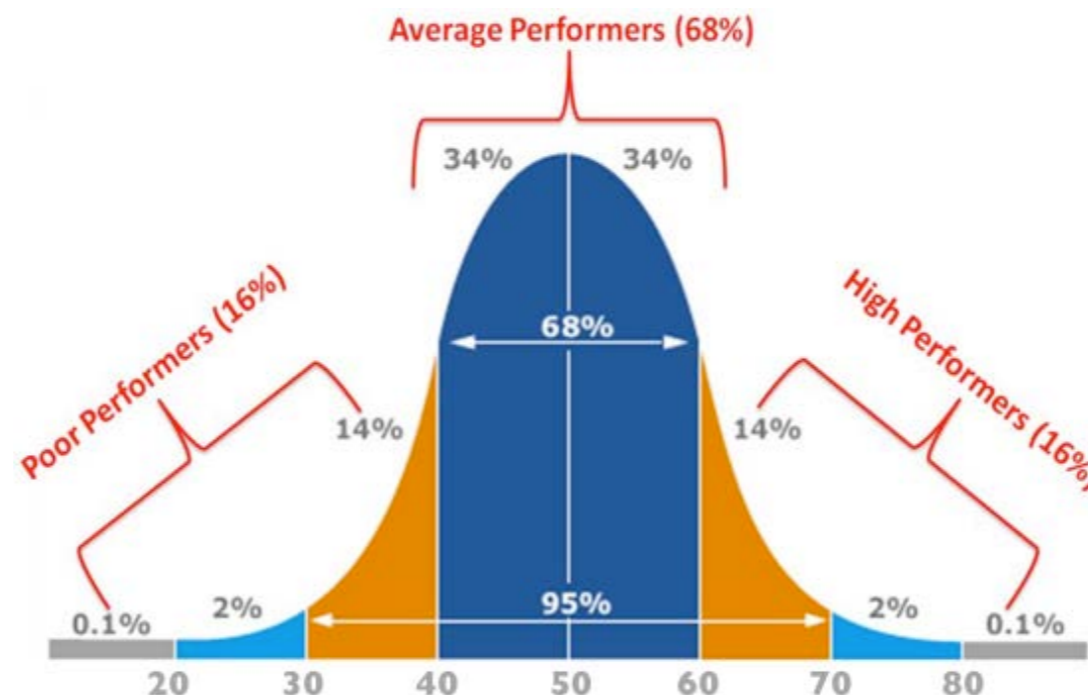
D 40-49 Pass

E 30-39 Marginal Fail

F 20-29 Clear Fail

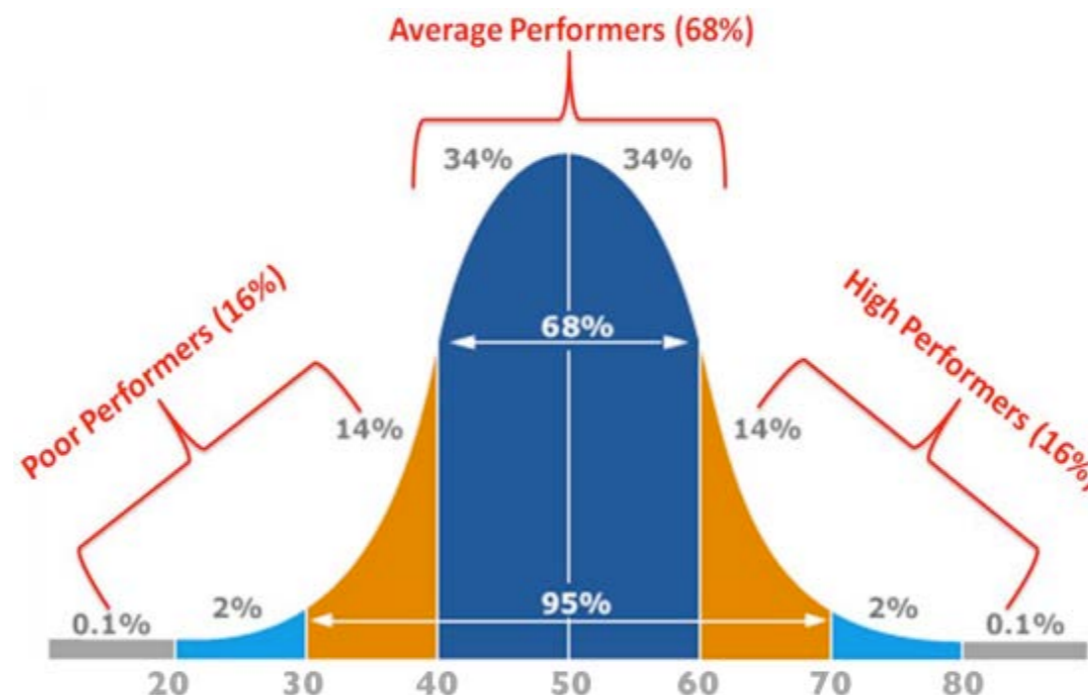
F 10-19 Bad Fail

G 0-9 Bad Fail



Common Marking Scheme

You are expected to get 3/4 on tutorials
Optional questions are optional!



Good Scholarly Practice

You may *collaborate*, but you are responsible for knowing the material.

You must *pass* Inf1A to progress.

The *School Academic Misconduct Officer* will contact you if you break the rules. It will go into your record.

Good Scholarly Practice

Your *mark* in Inf1a has *no* effect on your final degree classification.

What you *learn* in Inf1a has a *huge* effect on your final degree classification.