

Math 152 Calculus
Spring 2016 Course Syllabus

Updated 3/30/2016

Course: Math 152 **Title:** Appl. Math. & Comp. **Credit Hours:** 4

Prerequisites: Math 20D and either Math 20F or Math 31AH.

Catalog Description: This course will give students experience in applying theory to real world applications such as Internet and wireless communication problems. The course will incorporate talks by experts from industry and students will be helped to carry out independent projects. Topics include graph visualization, labelling, and embeddings, random graphs and randomized algorithms. May be taken 3 times for credit.

Textbook: *Game Theory*, by Thomas Ferguson.

Subject Material: This course will cover all four units of the text: Impartial Combinatorial Games, Two-Person Zero-Sum Games, Two-Person General-Sum Games, and Games in Coalitional Form.

Calculators: Students will not need a calculator for this class. Calculators will not be allowed during exams.

Homework: Homework will be assigned and collected using WebWork. Your homework grade will be based on your best five (5) of six (6) homework assignments. *Late homework will not be accepted.* You should make every effort to complete the homework assignments and seek help with problems you have not been able to solve.

Unit Exams: There will be three (3) unit exams given during lecture on the dates specified in the course calendar. *There will be no makeup exams**. Each exam will cover a separate unit of the textbook. You may bring one page (front and back) of handwritten notes.

Final Exam: The final examination will be held at **3:00pm – 5:59pm** on **Tuesday, June 7** (see the course calendar.) Please note: It is your responsibility to ensure that you do not have a schedule conflict involving the final examination. You should not enroll in this class if you cannot sit for the final examination at its scheduled time. This exam will cover all four units of the textbook. You may bring one page (front and back) of handwritten notes.

***Projects:** At the instructor's discretion, students may complete an independent project to make up for a low exam grade. The topic must relate to the unit whose exam you are replacing and must be approved by the instructor beforehand.

Regrades: Midterm exams will be returned in the discussion sections. If you wish to have your exam regraded, you must observe the following rules:

- Return your exam immediately to your TA. Regrade requests will not be considered once the exam leaves the room.
- If you disagree with the TA's answer to your regrade request, you may ask for the instructor to review it. To do this, you must return your exam to your TA immediately and ask that they forward it to the instructor. Instructor review requests will not be considered once the exam leaves the room.
- If you do not retrieve your exam during discussion section, you must arrange to pick it up from your TA within one week after it was returned in order for any regrade request to be considered.

Grading: Your course grade will be determined by your cumulative average at the end of the term. Your cumulative average will be computed as follows:

- 10% Homework, 60% Unit Exams (20% each), 30% Final Exam

If you complete a project, it will replace the corresponding Unit Exam grade.

Academic Dishonesty: Academic dishonesty is considered a serious offense at UCSD. Students caught cheating will face an administrative sanction, which may include suspension or expulsion from the university. It is in your best interest to maintain your integrity.

Students with Disabilities: If you need special accommodation, you must send a request to esergel@ucsd.edu at least one week in advance.