

Homework Submission Rules**1 Submission Rules for Spring 2014**

1. Where. <https://nuonline.neu.edu>
2. No Handwriting. It is strongly suggested that you submit your homework in typeset form. Good tools to use are Latex and Word, converted into PDF. Some algorithm classes successfully used <https://www.writelatex.com/>. Do not take pictures of your handwritten solutions because they tend to be hard to read. An exception might be if you have drawn manually a nice picture of some data structure or graph.
3. Naming. You should always submit one file with the name

`FirstName.LastName.HWx{.pdf/.zip}`,

where x is the homework number. If your solution consists of multiple files (e.g., code, pictures, pdf files, etc.) zip them into one file.

4. Code submission. Write instructions to run your program. You may use the PL of your choice although we provide supporting software in Java. Test cases should be included as part of the program.
5. Answer expectation. When a question asks for giving an algorithm, we expect your answer including both pseudocode and enough explanation in plain English.
6. Academic Honesty. List the student or outside collaborators you got information from to find your answers. List other works you used (except text books or class materials).
7. Lateness. Every student can use one late pass (up to 7 days) for no penalty. After that we deduct 25% per business day.
8. What to submit for a debate? A debate has a debate tree associated with it which describes all paths that might be taken by the debate. Turn in your debate tree because it gives a good overview of a debate. Develop your debate tree before you start the debate. The debate tree has at the top the initial claim and as you go down the tree, the claims get simpler and simpler.

The purpose of a debate is to test your solution. We want to know what your strategy was in approaching the debate. Which algorithm did you use? Do you know why you were brought into a contradiction by your partner? Do you think that that your strategy is a winning strategy? How can you improve your strategy to avoid contradictions in the future? Answers to those questions are useful. For each debate in your group

submit the links to the debates on Piazza in which you participated, also as admin. The links consist of URLs or numbers (cids). Submit how often you won/lost and in which role. How many losses in non-forced position did you have? Submit your game results as a table with the following columns: PW, PL, Forced, Side PW, Fault PL. PW gives the winner, PL the loser, Forced the forced player, Side PW is the side played by the winner. Fault PL is the fault count (0 or 1) for the loser.

9. Claim checking, Proof submission. Write the claim you prove using the logic notation (predicate logic) we introduced in the first lecture and which we use to define algorithmic problems. Test cases should be included to show how the proof works. Those test cases are semantic games you have played within your group.

This has several advantages: (1) you engage the skills of your team members to find faults in your reasoning. The earlier we can find those faults, the better. (2) You get very concrete feedback through the debates why your solution does not work. (3) You have not only the opportunity to learn from others, you also have the opportunity to teach them! (4) You engage in experiential learning which has a long tradition at Northeastern: you experience your winning strategy in a dialog with other students. (5) You learn a very useful technique to convince others that your problem solution works *in practice*. You invite them to challenge you and if they don't drive you into a contradiction, they start believing that your ideas work.