# CSC 369: Distributed Computing I

## Instructional Information

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Course Webpage: `http://www.csc.calpoly.edu/~akeen/courses/csc369`

## Lecture Time and Location

- Lecture: MWF 9:10 am – 10:00 am, 03-201
- Lab: MWF 10:10 am – 11:00 pm, 14-303

## Course Objectives

- Introduction to distributed systems.
- Design and architecture concerns
- Distributed algorithms.
- Classic and modern examples of distributed systems.
- An introduction to some distributed computing technologies.

## Prerequisites: CSC/CPE 103

## Texts

The course textbook is *Distributed Systems: Concepts and Design* by Coulouris, Dollimore, and Kindberg. Additional material will be drawn from `Distributed Systems: Principles and Paradigms` by Tanenbaum and Van Steen.

## Webpage

Clarifications, changes, etc. regarding the class and assignments will be posted to the course webpage (http://www.csc.calpoly.edu/~akeen/courses/csc369). Read it regularly, especially near when assignments are due. You are responsible for any announcements posted on the course website.

## Activities

### Reading

A reading schedule will be provided. This schedule outlines the order in which topics will be covered in lecture and the associated chapters and sections in the textbook that you should read. The lectures may not cover all of the material in the assigned reading, but such material may appear in homework assignments or exams.

**Class Participation**

The lectures are for your benefit. You should ask questions when you have them. I am more than willing to cover, in addition to the required material, topics in which you are specifically interested, but you have to let me know what those topics are.

**Assignments**

There will be six (6) assignments: four (4) programming assignments (projects) and two (2) written problem sets.

**Labs**

There will be three (3) labs. The labs will be of a smaller scope than the assignments. They are meant to introduce concepts and tools that will be used in the larger assignments.

**Exams**

There will be one midterm and one final exam. The exams will be closed book and closed note. Working the exercises at the back of the chapters in the textbook may improve your understanding of the course material and your performance on exams.

## Grading

The percentage breakdown for the course grade is as follows.

| Activity | % per | % total |
|---|---|---|
| Written Assignments | 3 | 3 |
| Labs 1–2 | 3 | 6 |
| Lab 3 | 4 | 4 |
| Projects | 10 | 40 |
| Midterm | 15 | 15 |
| Final | 32 | 32 |
| | **Total** | **100** |

Performance on the exams, especially the final, will weigh more heavily in assigning course grades in *borderline* cases.

Simplicity, presentation, and neatness of your solutions are considered in the grading of assignments and exams.

What you turn in is exactly what will be graded. Be sure to turn in what you intend us to grade, e.g., all required parts and the correct version.

At a **minimum**, your solution to a programming assignment **must** compile to be considered for grading. Those that do not meet this minimum criterion will be returned with a score of zero.

## Regrades

In general, assignments to be considered for regrades must be submitted no later than one week after the graded assignments were made available. However, at the end of the quarter, assignments to be considered for regrades must be turned in earlier, as will be announced. The same is true for misrecorded grades. Scores for each activity will be posted on Blackboard which is accessible from the MyCalPoly web page (http://my.calpoly.edu). Please check them to be sure they agree with your own records.

## Due Dates and Lateness

Written assignments are to be turned in at the *beginning* of lecture on the indicated due date. Programming assignments are to be turned in electronically. Assignments must be turned in ON TIME to receive credit. Except in the most extreme situations, **late assignments will not be accepted.**

Again, be certain that what you submit compiles.

## Missed Exams

Make-up or early exams will not be given except in the most extreme situations. If you must miss an exam due to extreme illness, etc. contact the instructor (by phone or by e-mail) or leave a message with the Department of Computer Science office (805-756-2824) *before* the exam. Be sure to leave both the reason for missing the exam and how to reach you.

## Collaboration and Cheating

### Policy on Collaboration

Each student is to do his or her own work on the labs, assignments, and exams. It is fine to talk with others about general approaches used to solve the assignments, *but* each student is to develop his/her own solution; collaborative efforts are **not** allowed. Students are not to view any other student's program code or exchange program code in any form (hardcopy or electronically). Sharing pseudo-code is not allowed.

In addition, using solutions from any other source is forbidden; in particular, using solutions (either instructors' or other students') from previous offerings of this course is not allowed. Using solutions found on the Internet is not allowed. Referring to previous solutions while developing your solution is not allowed.

Collaboration that goes beyond a high-level discussion of general approaches will be considered cheating. If you are unsure about what constitutes proper or improper collaboration, consult the instructor for guidance.

To summarize: all assignments and exams are to be *individual* and *original* efforts.

### Policy on Cheating

**Don't.** Any instance of cheating or plagiarism will be referred to the campus Office of Student Rights and Responsibilities. The Cal Poly rules and policies are available on the OSRR web site, `http://www.calpoly.edu/~osrr/index.html`. Ask the instructor for clarification *beforehand* if the above rules are not clear.

## Computer Accounts

The software tools that we will use in this course will be made available on the Compueter Science department machines.

You may use other systems but you do so entirely AT YOUR OWN RISK. In particular,

- Some of the programs require data files or pieces of a program. Transferring them is your responsibility.
- Any problems (e.g., machine crashes) with other systems are your responsibility.
- You must first verify that the language implementation you will use provides the necessary language features.
- You are still responsible for any information posted to the website.
- You must be able to load your programs onto the CSC systems because you will be submitting programs via a script run on these systems, and your programs will be graded on these systems.

Be very careful and make your own backups as you work.

# The Last Page

This page is so I can gather a little information about you at the beginning of the class. Please fill it out, tear it off and leave it with me on the way out.

**Who are you?**

Name: _____

Section: _____

Major: _____

Email: _____

Enrollment: ____ Enrolled

____ Enrolled, thinking about dropping

____ Thinking about signing up

**Class Expectations?**

Please take a minute to write out what your goals and expectations are for CSC 369. What do you want to learn? What do you expect to learn? Are these the same thing?