

MIS285N - Big Data and Distributed Programming

Quick Facts. . .

Classroom: GSB 3.106

Class Time: TTh 9-11am

Pre-requisites:

Programming (in Python) experience is expected

Instructor Office Hours:

TTh 4:00-5:00pm (EER 5.824)

Teaching Assistant: Isha Tarte

Email:

tarteisha@utexas.edu

TA Office Hours on Canvas

Grading Criteria:

Assessment	Percentage
Quizzes	16%
Problem Sets	24%
Projects(3)	60% (20% each)

Important Due Dates:

Quizzes	Weekly
Problem Set 1	Tuesday 9/6
Project 1	Tuesday 9/13
Problem Set 2	Tuesday 9/20
Project 2	Tuesday 9/27
Problem Set 3	Tuesday 10/4
Problem Set 4	Tuesday 10/11
Project 3	Saturday 10/15

Class Website:

<http://canvas.utexas.edu/>

I am pleased to welcome you to this course. I charge you to, ask questions, be curious, have fun learning and, conduct yourself with honor. I will strive to give you my best!

Course Overview

This course covers a range of topics required for developing modern applications that operate over vast data sets that are potentially distributed in nature. The course covers alternative technologies and architectures for working with big data, examining the pros and cons of the different approaches. The course also covers some unifying distributed programming fundamentals that are pervasive across the different technologies. New and emerging trends in Big Data, like Streaming-data analytics, Data Warehousing, Data Lakes and Data Ops are introduced. Students will also get hands on experience through a series of small programming assignments exercising modern concepts and tools. Specifically, the assignments will use open source platforms like Apache Hadoop (MapReduce) and Apache Spark and Storm and a Cloud storage platform (e.g., Amazon AWS, Microsoft Azure, or Google Cloud Platform). The programming projects will be in Python, which is the preferred language for data collection, mining and visualization of big data.

Quizzes

Quizzes serve as a weekly checkpoints to keep you on track with the course flow. They will be administered online through Canvas. Quizzes are posted on Friday at noon to be taken no later than midnight the following Monday. The quiz itself will be timed to be 45-60 minutes.

Problem Sets

The Problem Sets are Jupyter notebooks with a set of short problems that you are asked to solve. They are intended to help you better understand the concepts covered in class. There will be four of these.

Programming Projects

There are three significant programming projects which will be in teams of two. They explore the specific concept by solving a larger problem. The three topics for the projects are i. Solving a large dataset problem using Map-Reduce on Apache Spark, ii. Machine Learning on a large dataset using a local host (CPU) , iii. Deep Learning on a large dataset problem using a Cloud Platform (Google-Codelabs or AWS-EC2 with GPU/TPU).

Late Policy

Problem Sets must be turned in by midnight on due date (usually 10 days). There are no late exceptions for Problem Sets. Programming assignments are due midnight on the due date. You are allowed to submit programming assignments 1 and 2 (not 3) late with a 10% deduction per day up to a maximum of 2 days.

Additional Details

The University of Texas at Austin provides, upon request, appropriate academic adjustments for qualified students with disabilities. For more information, contact the Office of the Dean of Students at 471-6259, 471-4241 TDD, or the College of Engineering Director of Students with Disabilities, 471-4321.

Concept Map



Tentative Schedule:

TUESDAY		THURSDAY	
Aug 23rd Python for Big Data	1	25th Apache Spark	2
30th Machine Learning - Basics	3	Sep 1st Machine Learning	4
6th Machine Learning	5	8th Machine Learning	6
13th Cloud Computing - CPU	7	15th Clustering and Recommender Systems	8
20th Neural Nets	9	22nd Natural Language Processing	10
27th Tensorflow	11	29th Cloud Computing - GPU,TPU	12
Oct 4th Deep Learning I	13	6th Deep Learning II	14
11th Data Lakes	15	13th Buffer	16

Academic Honesty

Integrity is a crucial part of your character and is essential for a successful career. We expect you to demonstrate integrity in this course and elsewhere. In particular, your assignments must represent your own work and understanding. Academic misconduct such as plagiarism is grounds for failing the class. The following guidelines apply unless an assignment specifically states otherwise. If you have any questions about acceptable behavior, please ask the course staff. We are happy to answer your questions! You are encouraged to talk to your classmates about solution ideas, and you may reuse those ideas, but you may not examine nor reuse any other student's code. You are not allowed to copy code from any source — other students, acquaintances, the Web, etc. (Copying is forbidden via cut-and-paste, via dictation or transcription, via viewing and memorizing, etc.) You are encouraged to use books, the Internet, your friends, etc. to get solution ideas, but you may not copy/transcribe/transliterate code: get the idea, close the other resource, and then (after enough time that the idea is in your long-term, not short-term, memory) generate the code based on your own understanding.

Examining other people's code

You may sometimes find it useful to do a web search to find snippets of code that perform some particular operation, and you may subsequently paste this code into your own program. This can be an acceptable short-term strategy if it helps you get past a particular roadblock. However, you must later go back, remove the code you did not write yourself, and write the replacement on your own, from scratch. It is your responsibility to understand everything that you turn in. We reserve the right to ask you to explain any part of your homework assignment. If you are not able to explain what it means and why you chose it, that is presumed evidence of copying/cheating.

Later, when you are writing your own programs after you complete this course and your degree, it's fine to copy others' code if the license associated with the code permits such use. However, in your future career, please remember two things:

1. It is your ethical duty to properly cite the source of any code that you did not write yourself. Give credit where credit is due.
2. You should still understand any code that you copy. Otherwise, if and when the code does not work (for example, if the original author made an assumption that is not true in your program), you will lose more time debugging than you saved by copying.

The key idea is that we want you to understand. Sometimes you can achieve that by examining and understanding other people's code. But you can never achieve that by copying alone.

In summary, we are committed to preserving the reputation of your UT degree. To guarantee that every degree means what it says it means, we must enforce a strict policy on academic honesty: every piece of work that you turn in with your name on it must be yours. As an honest student, you are responsible for enforcing this policy in three ways:

1. You must not turn in work that is not yours, except as expressly permitted by the instructors. Specifically, you are not allowed to copy someone else's program code. This is plagiarism.
2. You must not enable someone else to turn in work that is not his or hers. Do not share your work with anyone else. Make sure that you adequately protect your files. Even after you have finished a class, do not share your work or published answers with students who come after you. They need to do their work on their own.
3. You must not allow someone to openly violate this policy because it diminishes your effort as well as that of your honest classmates.

Students who violate University rules on scholastic dishonesty in assignments or exams are subject to disciplinary penalties, including the possibility of a lowered or 0 grade on an assignment or exam, failure in the course, and/or dismissal from the University. Changing your exam answers after they have been graded, copying answers during exams, or plagiarizing the work of others will be considered academic dishonesty and will not be tolerated. Plagiarism detection software will be used on the programs submitted in this class.

If cheating is discovered, a report will be made to the Dean of Students. Allegations of Scholastic Dishonesty will be dealt with according to the procedures outlined in Appendix C, Chapter 11, of the General Information Bulletin, <http://www.utexas.edu/student/registrar/catalogs/>

Land Acknowledgment

I/we would like to acknowledge that we are meeting on Indigenous land. Moreover, I/we would like to acknowledge and pay our respects to the Carrizo & Comecrudo, Coahuiltecan, Caddo, Tonkawa, Comanche, Lipan Apache, Alabama-Coushatta, Kickapoo, Tigua Pueblo, and all the American Indian and Indigenous Peoples and communities who have been or have become a part of these lands and territories in Texas, here on Turtle Island.

Sharing of Course Materials is Prohibited

No materials used in this class, including, but not limited to, lecture hand-outs, videos, assessments (quizzes, exams, papers, projects, homework assignments), in-class materials, review sheets, and additional problem sets, may be shared online or with anyone outside of the class unless you have my explicit, written permission. Unauthorized sharing of materials promotes cheating. It is a violation of the University's Student Honor Code and an act of academic dishonesty. I am well aware of the sites used for sharing materials, and any materials found online that are associated with you, or any suspected unauthorized sharing of materials, will be reported to Student Conduct and Academic Integrity in the Office of the Dean of Students. These reports can result in sanctions, including failure in the course.

Class Recordings

Class recordings are reserved only for students in this class for educational purposes and are protected under FERPA. The recordings should not be shared outside the class in any form. Violation of this restriction by a student could lead to Student Misconduct proceedings.

COVID Caveats

To help keep everyone at UT and in our community safe, it is critical that students report COVID-19 symptoms and testing, regardless of test results, to University Health Services, and faculty and staff report to the HealthPoint Occupational Health Program (OHP) as soon as possible. Please see this link to understand what needs to be reported. In addition, to help understand what to do if a fellow student in the class (or the instructor or TA) tests positive for COVID, see this University Health Services link.