

CS773 (Non-technicalities)

- No exams/tests/quizzes
- No individual (only group-based) assignment
- No conventional (one-sided) lectures
- No textbooks
- No rat-race for grades as each group can have different, unique, and yet correct answers. So, no race and anyways we are humans ©
- Producer of knowledge instead of passive/active consumer ©

CS773 (Non-technicalities Contd.)

Why?

Who said this?

"You can know the name of a bird in all the languages of the world, but when you're finished, you'll know absolutely nothing whatever about the bird... So let's look at the bird and see what it's doing—that's what counts. I learned very early the difference between knowing the name of something and knowing something."

So What?

After first few weeks on basics, we will jump into one topic and

- 1. Debate/discuss/brainstorm about it.
- 2. Critically review existing ideas.
- 3. Propose new ideas/insights.
- 4. Make our hands dirty to defend our ideas/insights. Awesome insights with new results: AA grade. Period.
- 5. May succeed and fail, and it will have no impact on so-called grade.

Ideal students

- Who are good with the basics of computer architecture or OS.
- Who have no idea about computer architecture or OS. In the past, students who had no idea have done exceedingly well in these kinds of courses. Why? As there is nothing to unlearn ©
- Good with programming in C++/Python or ready to learn
- Curious and passionate about learning by doing and questioning.
- Lesser the number of students, the better for the course.

What Will You Learn?

How to ask questions (not answers)?

How to work in a group and be a team player?

How to fail?

How to deal with failure?

How to persist?

Provided you are ready to learn with an open mind ©

Suggestions/queries

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