

You're invited...

SPECIAL EVENT

Thursday, November 13, 12 p.m.

Harvard Innovation Lab

125 Western Avenue, Allston, MA 02134

Join us for an exciting event featuring **President Drew Faust**,
Dean Cherry Murray, and **Steve Ballmer '77** at
Harvard University's Innovation Lab.
Food and swag for everyone!

Solve the attached puzzle and submit your solution by 11:45 a.m. for a chance to win any of **5 Xbox Ones** plus a **pair of Clippers v. Celtics tickets!**

Registration required (limited availability):
tinyurl.com/specialevent1113

Doors open and solutions due at 11:45 a.m.

Students are reminded to bring their Harvard IDs.

Shuttle Information

A chartered event shuttle will be available to transport guests from Maxwell Dworkin to the Harvard Innovation Lab at 11:30 a.m. The event shuttle will return to Maxwell Dworkin following the event, with loops beginning at 12:40 p.m.

In addition to the event shuttle, the Allston Campus Express loops between Maxwell Dworkin and the Harvard Innovation Lab. Stops at Maxwell Dworkin will be made at 11:14 a.m. and 11:29 a.m.

All Around Me Are Familiar Faces



1 - An introduction to key design principles and techniques for visualizing data. Covers design practices, data and image models, visual perception, interaction principles, visualization tools, and applications. Introduces programming of web-based interactive visualizations.

8 - Abstraction and design in computation. Topics include functional and object-oriented styles of programming, software engineering in the small, and models of computation. Our main goal is to understand how to design large programs to make them readable, maintainable, elegant, and efficient. Exercises in OCaml.

1 - General introduction to the theory of computation, teaching how to reason precisely about computation and prove mathematical theorems about its capabilities and limitations. Finite automata, Turing machines, formal languages, computability, uncomputability, computational complexity, and the P vs. NP question.

6 - Design and analysis of efficient algorithms and data structures. Algorithm design methods, graph algorithms, approximation algorithms, and randomized algorithms are covered.

2 - Introduction to the intellectual enterprises of computer science and the art of programming. This course teaches students how to think algorithmically and solve problems efficiently. Topics include abstraction, algorithms, data structures, encapsulation, resource management, security, software engineering, and web development. Languages include C, PHP, and JavaScript plus SQL, CSS, and HTML. Problem sets inspired by real-world domains of biology, cryptography, finance, forensics, and gaming. Designed for concentrators and non-concentrators alike, with or without prior programming experience.

5 - What is privacy, and how is it affected by recent developments in technology? This course critically examines popular concepts of privacy and uses a rigorous analysis of technologies to understand the policy and ethical issues at play. Case studies: database anonymity, research ethics, wiretapping, surveillance, and others. Course relies on some technical material, but is open and accessible to all students, especially those with interest in economics, engineering, political science, computer science, sociology, biology, law, government, philosophy.

5 - Introduction to machine learning, providing a probabilistic view on artificial intelligence and reasoning under uncertainty. Topics include: supervised learning, ensemble methods and boosting, neural networks, support vector machines, kernel methods, clustering and unsupervised learning, maximum likelihood, graphical models, hidden Markov models, inference methods, and computational learning theory. Students should feel comfortable with multivariate calculus, linear algebra, probability theory, and complexity theory. Students will be required to produce non-trivial programs in Python.

SUBMISSION FORM

Forms due in person by 11:45 a.m. at i-lab.

A friend may submit on your behalf but you or friend must be present to win.
Winners to be drawn randomly from correct submissions. One entry per person.

Name

Harvard Email

Year

Solution to Puzzle
one word

Name of Friend
who may claim prize on your behalf in your absence