High-School Maths

Establish a workflow, get to know our tools, review basic concepts

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sli.do #MathForDevs

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Motivating Examples

Math in real life

Mathematics in Nature

- Honeycomb cells
 - Bees produce wax by consuming some of the honey they've made
 - Wax production takes time and energy (honey)
 - The hexagonal cells leave no unused space, and consume the least amount of wax and energy

Snowflakes

- All snowflakes are unique but they are perfectly symmetrical
 - Each arm (unless damaged) is identical
- This makes them strong enough to stay together

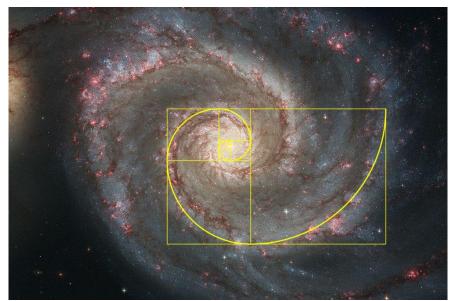




Mathematics in Nature (2)

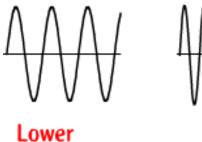
- Romanesco broccoli
 - Each little floret looks exactly like the whole plant
 - This is called a fractal
 - Seen from above, the florets form a spiral
 - This is a Fibonacci spiral
- Fibonacci spirals everywhere
 - Flowers, pinecones
 - Animal shells
 - Hurricanes
 - Galaxies



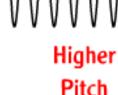


Mathematics in Music

- Sound is a combination of waves travelling through the air
 - Each sound wave has a frequency (pitch)
 - Every note is associated with a certain frequency
 - E.g. <u>A4</u> produces 440 oscillations every second (440 *Hz*)
 - Some combinations of tones sound pleasant, others sound harsh
 - Our ears like simple frequency ratios, e.g. 2:3 is better than 160:231
 - All "good sounding" combinations of tones have simple ratios
 - Example: "A major" chord
 - A4: 440 Hz, C#5: 554,37 Hz, E5: 659,25 Hz
 - $A4: C#5: E5 \approx 4: 5: 6$
 - $A4: E5 \approx 2:3$



Pitch



Methods

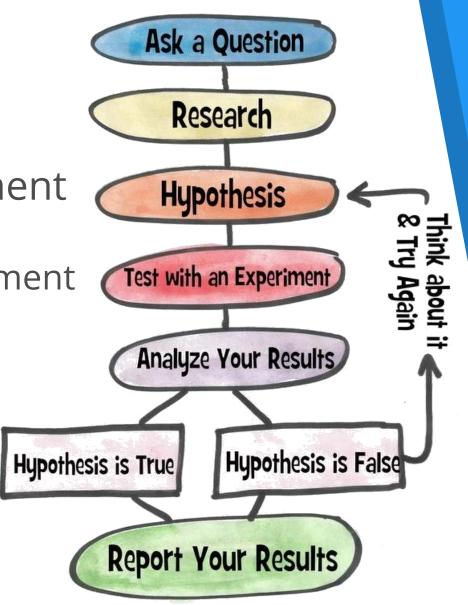
How not to get lost

Divide and conquer

- Useful for any kind of problem
 - Especially in algorithms and debugging
 - ... also when invading countries
- Assumption: Complicated things are a combination of many, very simple things
 - Algorithms: Merge sort, Discrete Fourier transform
 - Software architecture:
 - "I want to build an ecommerce system"
 - ⇒ I want shop owners to add new products
 - \Rightarrow I want to store products in the DB \Rightarrow ...
 - ⇒ def save_product(name, price)
 - Debugging
 - The bug is somewhere in my code ⇒ ...
 ⇒ the bug is ">=" instead of ">" on line 45 in user.py

The Scientific Method Steps

- Ask a question
- Do some research
- Form a hypothesis
- Test the hypothesis with an experiment
 - Experiment works ⇒ Analyze the data
 - Experiment doesn't work ⇒ Fix experiment
- Results align with hypothesis ⇒ OK
- Results don't align with hypothesis⇒ new question, new hypothesis
- Communicate the results



Why use the Scientific Method?

- Useful when we're exploring something new
 - A new algorithm
 - A new codebase we've just been hired to work on
- Based on common logic
- Experiments
- **Example:** performance testing
 - Research: My logs show that this Web page on my server takes too much time to load
 - Hypothesis: This piece of code is too slow. I need to improve it
 - Control: Measure the runtime (in seconds)
 - **Experiment:** Try to fix the problem and repeat the runtime test
 - Did the fix bring a considerable performance gain?
 - Communication: Show the results and implement the fix

Setting Up Our Environment

Getting ready to conquer math, science and programming

Anaconda

- You can install the Python interpreter and all libraries manually
 - Hard, boring and repetitive work
 - Error-prone
- Easy solution: platforms like Anaconda
 - Everything you need to get started with Python for science:
 Python interpreter, packages (720+), package manager, IDE
- Download from https://www.anaconda.com/download/
- Current version (April 2019): Anaconda 2018.12
 - Choose your platform (Windows, Linux, or MacOS)
 - Download the Python 3.7 version
 - Follow the installer



Setting Up an IDE (Optional)

- You can use the built-in IDE called Spyder
 - You can even use Notepad if that's your thing
- If you want to use another IDE, you have to configure it to work with Python
 - Syntax highlighting, autocomplete, etc.
- If you're using Visual Studio
 - Python Tools
 - https://www.visualstudio.com/vs/python/
- Visual Studio Code
 - If you prefer something lightweight, Visual Studio Code is a good alternative
 - https://code.visualstudio.com/docs/languages/python

Python Online

- There are places where you can execute your code online
 - If you don't have access to Anaconda
 - Or you want to test something very quickly
- https://www.python.org/shell/
 - Provides a Python shell
- https://www.pythonanywhere.com/try-ipython/
 - Provides an implementation of IPython (Interactive Python)
 - REPL (Read-Execute-Print Loop)
 - No major difference to the Python shell
- To share your code you can use
 - http://ideone.com
 - http://pythonfiddle.com/
 - http://pastebin.com/

Jupyter Notebook

- A very nice and clean way to document your research
- Included in Anaconda
- Can create documents that contain live code, equations, visualizations and explanatory text
 - HTML / CSS / JavaScript
 - Markdown
 - LATEX
 - Python
- Start use the Anaconda shortcut
 - ...or type into the Command Prompt

jupyter notebook

How to Use Jupyter

- Create a new notebook
 - New > Python 3
- Every piece of text or code is in a cell
 - Text cells just contain text or Markdown



- Code cells contain code (obviously)
- Code can be executed
- Jupyter "remembers" the code
- Execute cell: Ctrl + Enter
 - Or use the menus

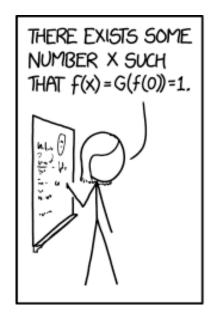
```
In [2]: print("Hello world")
Hello world
```

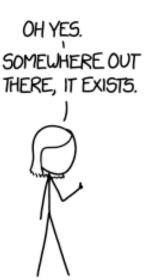
Math Notation

How to write more quickly and concisely

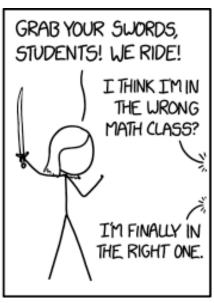
Math Notation

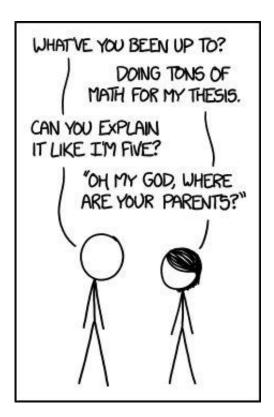
- The basic symbols we use are numbers and letters
 - Usually English or Greek letters
- Special symbols: $=, \geq, \in, \rightarrow, \nabla, \infty, \int$
- Indices: $\sum_{n=0}^{10}, \lim_{x\to 0}$











Other Useful Notations

Scientific notation

- Used for very large or very small numbers
- Numbers are expressed as decimals with exactly one digit before the decimal point
- All other digits are expressed as a power of 10
- $\blacksquare 15\ 000 = 1,5.10^4$
- $-0,000015 = 1,5.10^{-5}$
- Summation notation ("sigma" notation)
 - Used as a shorthand for writing long sums of numbers / symbols
 - Very similar to a for-loop
 - Greek capital "sigma" denotes the sum, the two numbers below and above it denote the start and end points

$$\sum_{i=1}^{5} i = 1 + 2 + 3 + 4 + 5 \qquad \sum_{k=1}^{n} x_k = x_1 + x_2 + \dots + x_n$$

Equality Sign

- Important as it has different meanings
 - Similar to programming: "=", "==" and "==="

Identity

- The two statements around "=" are always equal: $x(x+3) = x^2 + 3x$
 - We can also use the "identity" symbol: $(a+b)^2 \equiv a^2 + 2ab + b^2$
- ... for all "valid" symbols: $\frac{4x^2}{x} = 4x$, $x \neq 0$

Equation

■ The two statements are true only for specific values of the symbols

$$2x + 5 = 4$$
, $x = -0.5$ $x^2 - 1 = 0$, $x = \pm 1$ $\frac{dx}{dt} = 5x - 3$

Definition (we can also use := or $\stackrel{\text{def}}{=}$, or even \equiv)

$$\sum_{i=1}^{n} i := \sum_{i=1}^{n} i := 1 + 2 + 3 + \dots + n$$

Linear Equations Simple, yet very useful

Linear Equations - Review

- Equations of a variable x
- *x* is "on its own"
 - Not inside a function (e.g. sin(x), $\frac{1}{-}$, e^x)
 - No power (e.g. x^3)
- General form: ax + b = 0
 - a and b: fixed numbers (parameters)
- Examples
 - 2x + 3 = 0
 - 2(2x+3) 3x 3(-4+3x) = 12
- Solutions of the parametric equation
 - $a = 0, b = 0 \Rightarrow 0.x = 0, \ \forall x$ (every x is a solution)
 - $a = 0, b \neq 0 \Rightarrow 0.x = -b$ (no solution)
 - $a \neq 0, \Rightarrow x = -b/a$ (one solution, regardless of b)

Exercise: Linear Equations

- Write a Python function which solves a linear equation given the definition from the previous slide
 - The function should accept the **a** and **b** as arguments
 - The function should return
 - The solution, if there is only one
 - nan if there is no solution
 - Empty list [] if all x satisfy the equation

```
import math
def solve_linear_equation(a, b):
    if a == 0:
        if b == 0:
            return []
        else:
            return math.nan
    else:
        return -b / a
```

```
solve_linear_equation(0, 0) # []
solve_linear_equation(0, 5) # nan
solve_linear_equation(5, 0) # 0.0
solve_linear_equation(5, 5) # -1.0
solve_linear_equation(2.5, -5.3) # 2.12
```

Linear Systems of Equations - Review

- Many simultaneous equations
 - To solve the system, we need to find values of the variable(s) which satisfy all equations at once
 - Even if all individual equations have solutions, the system may have no solution

Solution

- Method 1: Solve one equation and substitute
- Method 2: Use sum of equations
- Later, we'll learn a faster way of solving these systems

Example

```
4x + 3y = 7
3x + 5y = 8
x - 2y = -1
```

Solving a Linear System

```
4x + 3y = 7
 3x + 5y = 8x - 2y = -1
(3): x = -1 + 2y
(3) \rightarrow (2) : 3(-1+2y) + 5y = 8
           -3 + 6y + 5y = 8
            11y = 11
            y = 1
(2) \rightarrow (3) : x = -1 + 2.1
            x = 1
(1): 4.1 + 3.1 = 7
\Rightarrow (x,y) = (1,1) is the only solution of the system
```

- Note: The numbers of equations and variables matter
 - E.g. this system is "overdetermined"
 - We'll learn more about this later

Summary

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Questions?