

# 550.400: Mathematical Modeling and Consulting

## Lecture Notes

**Instructor:**  
Dr. N. H. Lee

JHU AMS 2012 FALL

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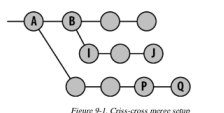
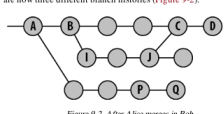
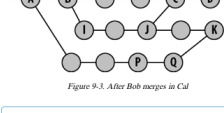
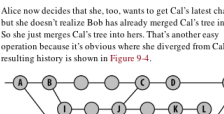
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<b>Intro. to Using Git for Off-Line Teamwork I</b>					
Places to set up a git for your group work:					
• Git Hub					
• Dropbox					
Why does it matter?					
• It allows you to collaborate with others off-line					
• You leave a trail of your contributions to the project					
In-Class Activities for setting up a github account					
• go to github.com					
• initiate a git project from github					
• set up your local folder					
• populate the folder with new contents					
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<b>Intro. to Using Git for Off-Line Teamwork II</b>					
as shown in Figure 9-1.					
					
Figure 9-1. Criss-cross merge setup					
Imagine that Cal started the project and Alice joined in. Alice worked on it for a while, then Bob joined in. In the meantime, Cal has been working away on his own version.					
Eventually, Alice merged in Bob's changes, and Bob kept on working without merging Alice's changes back into his tree. There are now three different branch histories (Figure 9-2).					
					
Figure 9-2. After Alice merges in Bob					
Let's imagine that Bob wants to get Cal's latest changes. The diagram is looking pretty complicated now, but this part is still relatively easy. Trace up the tree from Bob, through Alice, until					
					
Figure 9-3. After Bob merges in Cal					
<b>TIP</b>					
You can always find the merge base between two or more branches by using <i>git merge-base</i> . It is possible for there to be more than one equally valid merge base for a set of branches.					
So far, so good.					
Alice now decides that she, too, wants to get Cal's latest changes, but she doesn't realize Bob has already merged Cal's tree into his. So she just merges Cal's tree into hers. That's another easy operation because it's obvious where she diverged from Cal. The resulting history is shown in Figure 9-4.					
					
Figure 9-4. After Alice merges in Cal					
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```
1 git branch alice
2 git checkout alice
```

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### Focus Problem

- Objective: your own copy of the poem
- Rule 1: You write one stanza of the poem into the `main.tex` file
- Rule 2: You can collect all the others only by using the following commands:

```
1 git remote
2 git pull
3 git push
4 git fetch
5 git merge
```

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### Adv. Git Mehod for Off-Line Teamwork I

```
1 git format-patch master~2..master
```

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### Adv. Git Mehod for Off-Line Teamwork II

<i>Revision</i>	master~2	master~1	master
<i>Commit</i>			
<i>Diff</i>	diff between B and C		diff between C and D
<i>Patch</i>	0001-C.patch		0002-D.patch

*Figure 14-1. git format-patch with a commit range*

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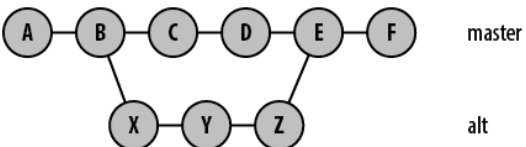
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### Git Exercise I



*Figure 14-3. History of two branches*

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Git Exercise II

Create a git folder with the following history

- Each node's label signifies the commit
- The folder contains only one single file `main.txt` throughout the history
- KISS (See WMA for its meaning)

Class Exercise

Collect all 8 stanzas together with your neighbor.

- You do four of them
- Your teammate do four of them
- Then, you combine yours with your teammate's

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Introduction to beamer I

Basic Body Layer

```
1 \begin{document}
2 \section{Hello World}
3 \subsection{hello world}
4 \begin{frame}
5 \frametitle{hi world}
6 \begin{columns}
7 \begin{column}{0.5\textwidth}
8 \begin{itemize}
9 \item Alice!
10 \end{itemize}
11 \end{column}
12 \begin{column}{0.5\textwidth}
13 \begin{block}{hey world}
14 Bob!
15 \end{block}
16 \end{column}
17 \end{columns}
18 \end{frame}
19 \end{document}
```

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Introduction to beamer II

Basic Preambles

```
1 \documentclass[hyperref={colorlinks=false},handout,10pt]{beamer}
2 \usetheme{Singapore}
3 \usecolortheme{lily}
4 \usefonttheme[onlymath]{serif} % What does this do?
```

OR

```
1 \documentclass[hyperref={colorlinks=false},handout,10pt]{beamer}
2 \usetheme{Berlin}
3 \usecolortheme{wolverine}
4 \usefonttheme[onlymath]{serif} % What does this do?
```

For a more complete array of themes, go to:

<http://www.hartwork.org/beamer-theme-matrix/>

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Introduction to beamer III

SO, how to put a code in the slide? and it looks like codes?

```
\begin{lstlisting}
require(tikzDevice)
x = rnorm(100)
plot.ts(x)
dev.off()
\end{lstlisting}
```

```
1 require(tikzDevice)
2 x = rnorm(100)
3 plot.ts(x)
4 dev.off()
```

But, this requires the following in the preamble portion of your tex file:

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Introduction to beamer IV

```
\usepackage{listings}
\lstset{
  basicstyle=\footnotesize\ttfamily,
  numbers=left,
  frame=bottomline,
  frametopmargin=50pt,
}
```

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Using R to do System Admin Stuff I

```
1 for(itr in 1:8) {
2   stanzaname = paste("stanza",itr,sep="")
3   gitaddress = paste("git://github.com/nhlee/550400.",
4                     stanzaname, ".git", sep="")
5   bashcommand = paste("git remote add ",
6                       stanzaname, " ", gitaddress, sep="")
7   system(bashcommand)
8 }
```

- 1:8 creates a vector that ...
- X = 1 assigns 1 to X
- X <- 1 also assigns 1 to X
- lots of things are done through function
- paste and system are functions that ...
- functions has none or more arguments

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Using R to do System Admin Stuff II

- arguments are implicitly ordered but the order can be overridden

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A brain-teaser

“To encourage Elmer’s promising tennis career, his father offers him a prize if he wins (at least) two tennis sets in a row in a three-set series to be played with his father”

- What is that you wish to know?
- unimportant, exogenous, and endogenous?
- if the model fits the situation, will we be able to use it?
- Test the model

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Arguments from Scale I

Cost of Packing

Speed of Racing Shells

Size Effect in Animal

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Spurious Causality I

```
1 CBE <- read.table('http://www.massey.ac.nz/~pscowper/ts/cbe.dat')
2 Ets <- ts(CBE[,3], start = 1958, freq=12)
3 Cts <- ts(CBE[,2], start = 1958, freq=12)
4 plot(as.vector(aggregate(Cts)),as.vector(aggregate(Ets)))
```

```
1 set.seed(10)
2 x <- rnorm(100)
3 y <- rnorm(100)
4 for(i in 2:100) {
5   x[i] <- x[i-1] + rnorm(1)
6   y[i] <- y[i-1] + rnorm(1)
7 }
8 plot(x,y)
```

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How to do software documentation using R

```
1 myfun <- function(x) {x^2}
2 package.skeleton(name='MYPAC',
3                 list='myfun',
4                 path='~/')
5 #Do the documentation
6 system('R CMD check ~/MYPAC')
7 system('R CMD build ~/MYPAC')
8 system('R CMD install MYPAC')
```

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Seven Basic Principles

1. Set the context

2. Choose effective examples and analogies

3. Choose vocabulary to suit your readers

4. Decide whether to present #s in text, tables, or figures

5. Report and interpret #s in the text

6. Specify the direction *and* size of an association between variables

7. For many #s, summarize overall pattern

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Models and Reality: “Disclaimer”

*Here we are concerned exclusively with mathematical models, that is, models that mimic reality by using the language of mathematics. Whenever we use “model” without a modifier, we mean “mathematical model.”*

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Models and Reality

*What makes Mathematical models useful? If we “speak in mathematics,”,*

- We must formulate our ideas precisely and so are less likely to let implicit assumptions slip by,*
- We have a concise “language” which encourages manipulation,*
- We have a large number of potential theorems available,*
- We have high speed computers available for carrying out calculations.*

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Properties of Models

*A mathematical model is an abstract, simplified, mathematical construct related to a part of reality and created for a particular purpose.*

*Since a dozen different people are likely to come up with a dozen different definitions, don't take this one too seriously;*

*rather, think of it as a crude starting point around which to build your own understanding of mathematical modeling.*

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Properties of Models

*As far as a model is concerned, the world can be divided into three parts:*

- 1. Things whose effects are neglected,*
- 2. Things that affect the model but whose behavior the model is not designed to study,*
- 3. Things the model is designed to study the behavior of.*

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Building a Model: “Disclaimer”

*Model building involves imagination and skill. Giving rules for doing it is like listing rules for being an artist; at best this provides a framework around which to build skills and develop imagination.*

*It may be impossible to teach imagination. I won't try, but I hope this book provides an opportunity for your skills and imagination to grow. With these warnings, I present an outline of the modeling process.*

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Building a Model

*With these warnings, I present an outline of the modeling process.*

- 1. Formulate a problem*
- 2. Outline the model*
- 3. Is it Useful?*
- 3. Test the model*

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Building a Model

*Some models may require no data. If a model makes the same prediction regardless of the data, we are not getting something for nothing because this prediction is based on the assumptions of the model.*

*To some extent, the distinction between data and assumptions is artificial. In an extreme case, a model may be so specialized that its data are all built into the assumptions.*

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Building a Model

*The manager of a large commercial printing company asks your advice on how many salespeople to employ.*

*Qualitatively, more salespeople will increase sales overhead, while fewer salespeople may mean losing potential customers.*

*Thus there should be some optimum number.*

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IMM Problem: “Disclaimer”

*Some of the problems in this book lead you step by step through the development of a model and thus resemble the mathematics problems you have seen in other courses;*

*however, many problems are closer to real life: They are vaguely stated, have multiple answers (models), or are open ended.*

*I strongly recommend working in small groups on the problems to bring out various ideas and evaluate them critically.*

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Models and Reality

*The ultimate test of a model is how well it performs when it is applied to the problem it was designed to handle.*

*A model is used, it may lead to incorrect predictions. The model is often modified, frequently discarded, and sometimes used anyway because it is better than nothing. This is the way science develops.*

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# More Project Ideas

<http://www.stat.berkeley.edu/>

<http://www.math.msu.edu/>

<http://www.mathgoespop.com/>

<http://www.math.hmc.edu/clinic/>

Prof. Bender's Notes

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# Insurance Redlining

Insurance Redlining

*Insurance redlining* refers to the practice of refusing to issue insurance to certain types of people or within some geographic area.

FAIR

The *FAIR* plan was offered by the city of Chicago as a default policy to homeowner who had been rejected by the voluntary market.

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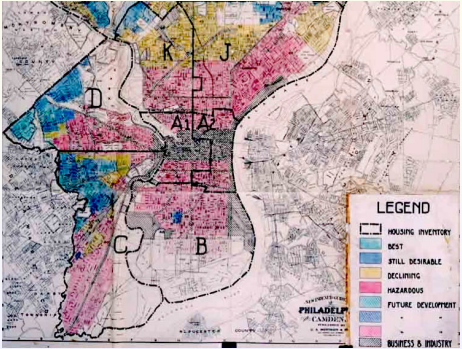
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# Insurance Redlining

Insurance Redlining



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Insurance Redlining

Sponsor

The *U.S. Commission on Civil Rights* examined charges by several Chicago community organizations that insurance companies were redlining their neighborhoods.

Data

The *number of FAIR plan policies* written and renewed in Chicago by zip code for the number of months of December 1977 through May 1978.

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Insurance Redlining

Variables to consider:

race

Racial composition in percentage of minority,

fire

Fire per 100 housing units,

theft

Theft per 1000 population,

age

percent of housing unit built before 1939,

involact

New FAIR plan policies and renewal per 100 housing units,

income

Median family income in thousands of dollars,

side

North or South side of Chicago.

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Insurance Redlining: Ecological Fallacy

Ecological Fallacy

When data are collected at the group level, we may observe a correlation between two variables. The *ecological fallacy* is concluding that the same correlation holds at the individual level.

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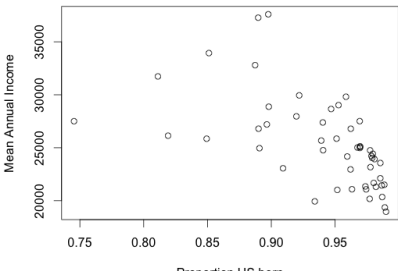
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Insurance Redlining: Ecological Fallacy

1998 annual per capita income and proportion U.S. born for 50 states plus D.C.



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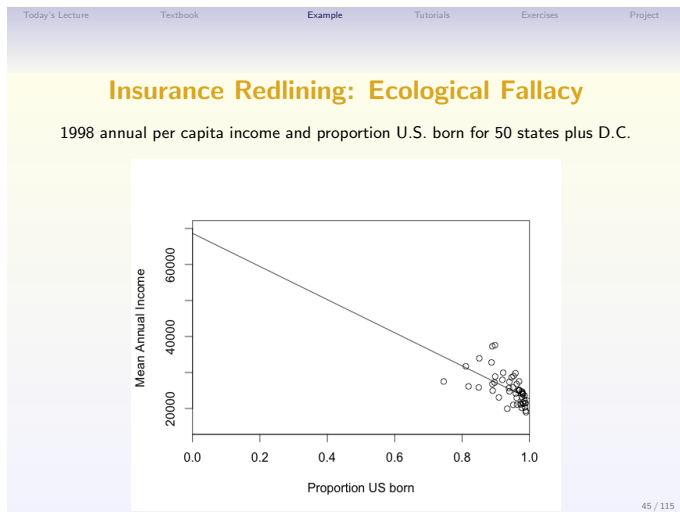
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## Insurance Redlining

*For the ecological fallacy example, the assumption would be that the incomes of the native born do not depend on the proportion of native born within the state (and similarly for naturalized citizens).*

*For the insurance redlining example, we only have aggregate data. We must inform the sponsor that unless more detailed data becomes available, the results for the aggregated data may not hold true at the individual level.*

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## Work Statement: Introduction

The work statement should contain a short description of your sponsor.

For the insurance redlining example, *U.S. Commission on Civil Rights* would be the sponsor.

*Boilerplating* from the sponsor's webpage is often acceptable.

<http://www.usccr.gov>

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## Work Statement: Problem Statement

*Can the insurance companies claim that the discrepancy is due to greater risks in some zip codes?*

*The insurance companies could claim that they were denying insurance in neighborhoods where they had sustained large fire-related losses and any discriminatory effect was a by-product of legitimate business practice.*

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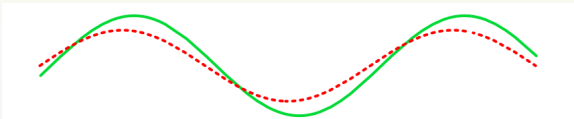
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Sherlock Holmes and the Bicycle Tracks: Problem Statement

Which one is the front wheel?



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Sherlock Holmes and the Bicycle Tracks

*“This track, as you perceive, was made by a rider who was going from the direction of the school.”*

*“Or Toward it?”*

*“No, no, my dear Watson. The more deeply sunk impression is, of course, the hind wheel, upon which the weight rests. You perceive several places where it has passed across and obliterated the more shallow mark of the front one. It was undoubtedly heading away from the school.”*

– *The Adventure of the Priory School* by Arthur Conan Doyle

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Sherlock Holmes and the Bicycle Tracks

$$f_x(t) = r_x(t) + \frac{L}{\sqrt{1 + (r_y'(t)/r_x'(t))^2}}$$
$$f_y(t) = r_y(t) + \frac{Lr_y'(t)/r_x'(t)}{\sqrt{1 + (r_y'(t)/r_x'(t))^2}}$$

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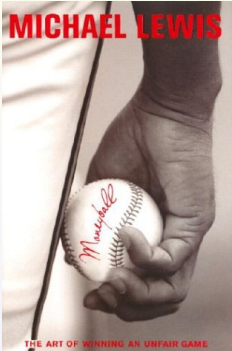
Tutorials

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Is a Sport Game Fair?: Problem Statement

How can we decide if a game with two competitors is fair?



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Is a Tennis Match Fair?

One simple answer is:

*If the roles of the competitors are reversed, their probability of winning does not change.*

Isn't that always true? No. For example, going first may give a player an advantage of disadvantage.

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Is a Tennis Match Fair?: Problem Statement

How can we decide if a game with two competitors is fair?



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Is Tennis Fair?

Review of our work done last time.

- What is tennis (for our mathematical modeling purpose)?
- What was assumed to be ignored?
- How was the server's advantage modeled?
- What did we do to simplify our model?
- Is there a “generalized” rule that models the tennis set winning determination?
- Who could be your sponsor/client? (Try USTA)

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Programmings in this class

- $\text{\LaTeX}$  :
  - moderncv
  - beamer
  - report
  - pgf/TikZ
- Git
  - git gui
- R:
  - lm
  - ggplot2
  - tikzDevice
  - R CMD build

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Where to get some help for  $\text{\LaTeX}$

<http://en.wikibooks.org/wiki/LaTeX/>

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Tutorial:  $\text{\LaTeX}$

$\text{\LaTeX}$  is a computer language for writing a scholarly paper:

Table: HTML vs  $\text{\LaTeX}$

	HTML	$\text{\LaTeX}$
Code		
1	<code>&lt;html&gt;</code>	1 <code>\begin{document}</code>
2	<code>. . .</code>	2 <code>. . .</code>
3	<code>&lt;/html&gt;</code>	3 <code>\end{document}</code>
Compiler	Firefox and etc.	pdflatex and etc.
Output	Web-page	PDF file

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Tutorial:  $\text{\LaTeX}$

TeXworks is:

- an editing tool that is separate from  $\text{\LaTeX}$ ,
- available in Linux, OSX and Windows,
- available in:

<http://code.google.com/p/texworks/>

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Tutorial:  $\text{\LaTeX}$

- Demo on preparing a resume using  $\text{\LaTeX}$  moderncv package:
  - Install  $\text{\LaTeX}$  (MikTeX in Windows and MacTeX in OSX),
  - Download moderncv package files from the course folder,
  - Change file names to reflect you,
  - Edit the TeX file,
  - Compile using your favorite  $\text{\LaTeX}$  editor,
  - Look at the resulting PDF file.

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Tutorial:  $\text{\LaTeX}$

Typing mathematics in  $\text{\LaTeX}$ :

```
1 Hello $\int_0^1 \sin(x) \, dx$ World
2 \vskip0.5in
3 Hello $$\int_0^1 \sin(x) \, dx$$ World
```

Hello  $\int_0^1 \sin(x) dx$  World

Hello  $\int_0^1 \sin(x) dx$  World

World

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Cautions:  $\text{\LaTeX}$

There are numerous quirky  $\text{\LaTeX}$  rules:

- opening quotation is not the same as the closing quotation,
- period yields two blank spaces,
- for %, need to type  $\text{\backslash}%$ ,
- for \, need to type  $\text{\backslashtextbackslashslash}$ ,
- for /, need to type  $\text{\backslash/}$ ,
- for {, need to type  $\text{\backslash{}$ ,
- for \$, need to type  $\text{\backslash$}$ ,
- ~ yields a single blank space,
- and etc.

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## Tutorial: $\LaTeX$

How to make slides with notes:

```
1 \usepackage{handoutWithNotes}
2 \pgfpagesuselayout{4 on 1 with notes}[a4paper,border shrink=5mm]
```

This will

- put four scaled-back slides in one page with ruled-note space on the right
- make the “hyper links” invalid

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## The place to get some Git helps

<http://git-scm.com/doc/>

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## Tutorial: Git

```
1 sudo apt-get install git
```

An alternative: `git gui`

**git** --distributed-is-the-new-centralized

About

Documentation

Downloads

GUI Clients

Logos

Community

### GUI Clients

Git comes with built-in GUI tools for com third-party tools for users looking for plat

Show GUIs for all OSes 7 Mac GUIs a

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## Tutorial: Git

```
1 cd ~/
2 git clone http://cis.jhu.edu/~nhlee/550400.git
```

An alternative: `git gui`



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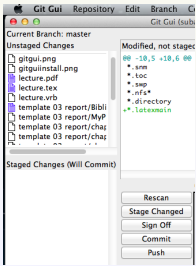
Exercises

Project

### Tutorial: Git

```
1 cd ~/550400
2 git reset --hard HEAD
3 git pull origin master
```

An alternative: git gui



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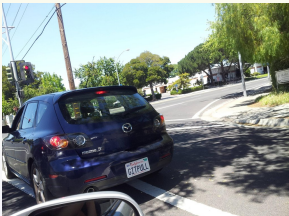
Tutorials

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### Tutorial: Git

After years of using git, you might find this funny:



```
1 git pull origin master
```

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### Tutorial: Git

After years of using git, you might find this funny:



```
1 git push origin master
```

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### Tutorial: Git

For \$19.99, you can also have your own:



```
1 cd ~/
2 mkdir hub.git
3 mkdir computerA.git
4 mkdir computerB.git
5
6 git init --bare hub.git
7
8 cd hub.git
9 cd hooks
10 cp post-update.sample post-update
```

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Tutorial: Git

1cd computerA.git

2git init

3git remote add origin ~/hub.git

4echo 'Hello A' >> commonfile.txt

5git add commonfile.txt

6git commit -am 'from A'

7git pull origin master

8git push origin master

1cd computerB.git

2git init

3git remote add origin ~/hub.git

4echo ' World B' >> commonfile.txt

5git add commonfile.txt

6git commit -am 'from B'

7git pull origin master

8git push origin master

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Tutorial: Git

1cd ~/550400

2

3git gui

4git reset --hard HEAD

5

6git branch personal

7git branch

8git checkout personal

9

10edit some file

11git status

12git add .

13git commit -am 'personal edit'

14

15git checkout master

16git branch -D personal

- checks if there has been any change to the folder
- build and update the master git branch
- create and update a personal git branch

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Tutorial: Git

.gitignore?

- N.B. the course folder already has one
- Use it to let *git* know the files to *ignore* while version controlling
- one particular usage: create .gitignore at the root of your git folder
- files already been list under the git watch list will not be ignored even after creation of .gitignore

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Vim

Vim

*Vim is a highly customizable text editor*

1.  $\text{\LaTeX}$ , R, C/C++, Java, Python, Git and etc.
2. Regular expression, syntax coloring, autocompletion
3. Try Firefox + Wasavi/Vimperator/Vimium
4. <ESC>-mode
  - :-mode, aka., the last line mode
  - i-mode, aka., the insert mode

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## Tutorial: Vi

[illegible]

## Notes

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## Tutorial: Vi

[illegible]

## Notes

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## Tutorial: Vi

[illegible]

## Notes

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## Tutorial: Vi

version 2.1  
April 2nd, 06

vi/vim lesson 4 - searching

```
Esc
```

- learned in previous
- searches the cursor, or defines the range for the operation
- direct action command
- ESC, C, O, c, C, c action insert mode
- operation between cursor & destination
- requires extra input

**Basics:**

- /** is the basic search motion – type the text you are searching for after the slash, and then press return. Being a motion, you can use this after an operator, or in visual mode.
- ?** does the same, backwards.
- n** repeats the last search in the same direction, **N** repeats it in the reverse direction

Be careful, because the search target is interpreted as a regular expression: a**b** means zero or more 'a's followed by a 'b', 'a**b**' means 'ab' at the beginning of a line, [a-**b**] looks for the next digit, etc...

**Extras:**

- The following very useful motions work only in vim:
  - ;** searches forward for the next instance of the identifier under the cursor.
  - ;** does the same backwards.

For the rest of the tutorial & a full cheat sheet, go to [www.viemu.com](http://www.viemu.com) - home of ViEmu, vi/vim emulation for Microsoft Visual Studio

## Notes

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## Tutorial: Vi

[illegible]


For the rest of the tutorial & a full cheat sheet, go to [www.viemu.com](http://www.viemu.com) - home of ViEmu, vi/vim emulation for Microsoft Visual Studio

## Notes

[illegible]


## Tutorial: Vi

version 1.1  
April 1997, 06



## vi/vim lesson 6 – various motions

[end]	jumped to previous column
[enter]	moves the cursor, as defined the range for an operation
[command]	direct action command
[col]	to column index, mode dependent
[operator]	operation between cursor & destination
[extra]	requires extra input



**[S]** jumps between matching pairs of “{”, “}”, “(”, “)”, “[”, “]”, “**[M]** **[E]** jump directly to the top/middle/bottom of the screen.

**[G]** jumps to the end of the line, / the line # typed before it.

**[C]** / **[J]** jump to the previous/next line.

**[K]** not technically a motion, jumps to the help for the word under the cursor: vim help, man page under units, etc...

**[H]** and **[E]** jump to the beginning/end of the current sentence.

**[H]** and **[E]** jump to the previous/next empty line.

**[H]** **[E]** jumps to the previous “**[C]**” in column o.

**[H]** **[E]** jumps to the next “**[C]**” in column o.

For the rest of the tutorial & a full cheat sheet, go to **[www.viemu.com](http://www.viemu.com)** - home of ViEmu, vi/vim emulation for Microsoft Visual Studio

## Notes

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## Tutorial: Vi

version 1.1  
April 1st, 06

# vi/vim lesson 7 - various commands

<b>h</b>	learned to previous
<b>k</b>	moves the cursor up or down the screen for no reason
<b>j</b>	moves the cursor down
<b>w</b>	word at a time command
<b>b</b>	back to white space mode
<b>e</b>	end of word
<b>.</b>	operation between cursor & position
<b>x</b>	delete
<b>r</b>	requires extra input

**Basic:**

- [**E**] joins the current line with the next one, or all the lines in the current visual selection.
- [**F**] followed by any character replaces the current character with that one.
- [**C**] is shorthand for [c]**[E]**, changes to end of line.
- [**D**] is shorthand for [d]**[E]**, deletes to end of line.
- [**Y**] is shorthand for [y]**[E]**, yanks the whole line.
- [**d**] deletes the character under the cursor and enters insert mode.
- [**s**] clears the current line and enters insert mode.

**Extras:**

- [**I**] adds a motion to indent one or more lines.
- [**O**] and a motion to unindent.
- [**R**] and a motion to reformat a range of text.

All of them work in visual mode, can be repeated ([**2**]**[E]**, etc...) to operate on the current line.

- [**t**] toggles the case of the character under the cursor.

Now go grab the full cheat sheet and learn the rest.  
Start with [**V**]**[g]** and [**G**]. Piece of cake!

For the rest of the tutorial & a full cheat sheet, go to [www.viemu.com](http://www.viemu.com) home of ViEmu, vi/vim emulation for Microsoft Visual Studio

For the rest of the tutorial & a full cheat sheet, go to **[www.viemu.com](http://www.viemu.com)** home of ViEmu, vi/vim emulation for Microsoft Visual Studio

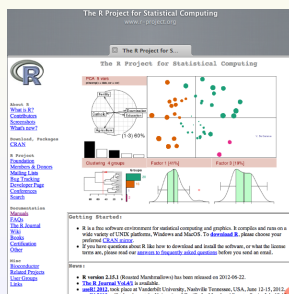
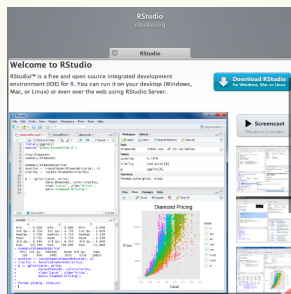
## Notes

[illegible]

# Demo: R + L<sup>A</sup>T<sub>E</sub>X

R Studio

R



## Notes

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Example

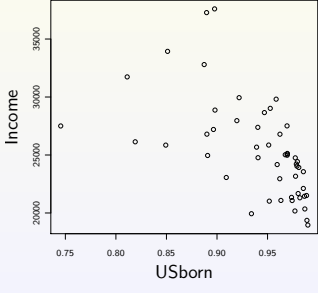
Tutorials

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Demo: R +  $\text{\LaTeX}$

```
1 install.packages(faraway)
2 install.packages(tikzDevice)
3 require(faraway)
4 require(tikzDevice)
5 data(eco)
6 tikz('embeddedfig1.tex',
7     standAlone=F,
8     width=5,height=5)
9 plot(income ~ usborn,
10      data=eco,
11      xlab='Proportion US born',
12      ylab='Mean Annual Income',
13      )
14 dev.off()
```



A scatter plot showing the relationship between the proportion of US-born individuals (x-axis, labeled 'USborn', ranging from 0.75 to 0.95) and the mean annual income (y-axis, labeled 'Income', ranging from 20,000 to 35,000). The data points are scattered, showing a general positive correlation.

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Example

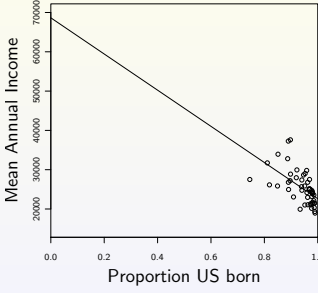
Tutorials

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Demo: R +  $\text{\LaTeX}$

```
1 tikz('embeddedfig2.tex',
2     standAlone=F,
3     width=5,height=5)
4 plot(income ~ usborn,
5      data = eco,
6      xlab='Proportion US born',
7      ylab='Mean Annual Income',
8      xlim=c(0,1),
9      ylim=c(15000,70000),
10     xaxs='i')
11 g<-lm(income~usborn,eco)
12 abline(coef(g))
13 dev.off()
```



A scatter plot showing the relationship between the proportion of US-born individuals (x-axis, labeled 'Proportion US born', ranging from 0.0 to 1.0) and the mean annual income (y-axis, labeled 'Mean Annual Income', ranging from 20,000 to 70,000). A linear regression line is fitted to the data, showing a negative correlation.

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- Writing about Numbers
- Math. Modeling

Example

- Random Bits
- Insurance Redlining
- Sherlock Holmes and the Bicycle Tracks
- Fair Play

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- $\text{\LaTeX}$
- Git
- Vim
- R

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WMA Problem 2.5a & 2.6a

The Williams family's income of \$25,000 falls below 185% of the Federal Poverty Threshold for a family of four, qualifying them for food stamps.

**Problem 2.5a** Identify terms that need to be defined or restated for a nontechnical audience

**Problem 2.6a** Rewrite the sentences in the previous questions for an audience with a fifth-grade education. Convey the main point, not the calculation or the jargon.

**FYI** Off-the-chart

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WMA Problem 2.8a

Rewrite each of these sentences to specify the direction and magnitude of the association:

*In the United States, race is correlated with income.*

**Table: Median income by race and Hispanic origin, United States, 1999**

Race/Hispanic origin	Median Income
White	\$42,504
Black	\$27,910
Asian/Pacific Islander	\$51,205
Hispanic (can be of any race)	\$30,735

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WMA Problem 2.9

Use the GEE approach to describe the patterns in the figure below, including an introductory sentence about the purpose of the chart before summarizing the patterns.

Daily crude oil production, four leading oil producing countries, 1990-1999

Year	Saudi Arabia	Russia	U.S.	Iran
1990	10.0	8.0	7.5	3.0
1991	9.5	7.5	7.0	3.2
1992	9.0	7.0	6.5	3.4
1993	8.8	6.8	6.2	3.6
1994	8.7	6.5	6.0	3.7
1995	8.8	6.2	6.0	3.7
1996	8.8	6.5	6.2	3.7
1997	8.8	6.5	6.2	3.7
1998	8.8	6.2	6.0	3.7
1999	8.5	6.0	6.0	3.5

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IMM Problem 1.1

Suppose people enter the elevators in a skyscraper at random during the morning rush. The result will be several elevators stopping on each floor to discharge one or two passengers each.

- Discuss schemes for improving the situation.
- How could improvement be measured?
- How could you model the situation to decide what scheme to adopt?

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IMM Problem 1.6

Unless you have been extremely lucky, you have had a large class in a poorly designed lecture hall.

(a) What are some criteria to be considered in designing a large lecture hall?

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IMM Problem 1.6

Unless you have been extremely lucky, you have had a large class in a poorly designed lecture hall.

(b) One criterion is legibility of material written on the boards.

- Construct a model of legibility as a function of
  - the distance your seat is from the board
  - the angle at which you look at the board
- What will the curves of constant legibility look like on a floor plan?
- How can you test this prediction? Try it.
- Does this suggest shaping the back of the hall differently than is usually done? How?

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IMM Problem 1.6

Unless you have been extremely lucky, you have had a large class in a poorly designed lecture hall.

(c) Can mathematical modeling help with any other criteria besides the one mentioned in (b)? Try to pick a criterion from among these possibilities and develop a model for it.

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Collect All: L<sup>A</sup>T<sub>E</sub>X + Git

The Blind Men and the Elephant

In-class Group Exercise (Scavenger hunt):

- Start up a git folder,
- Create and edit the .gitignore file,
- Download the template for a beamer file,
- Look up the poem from the book,
- One slide per stanza,
- Use verse environment,
- Compile after each stanza,
- Commit after creating each stanza,
- Repeat until done.

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L<sup>A</sup>T<sub>E</sub>X

Git

Vim

R

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Mission Impossible?: an analogy

Mission Impossible Season 2 Episode (00:00 – 06:25)

You're watching

Mission: Impossible

Season 2: Ep. 1

The Widow

Cinnamon manages to infiltrate the narcotics ring by posing as Walters's widow and Cressie's new partner -- after the "death" of her husband in an elevator accident staged by the IMF.

Created by

BRUCE GELLER

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Today's Lecture

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Example

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Project in Industry: Frequently Recurring Elements

A stylized timeline:

1. Work Statement,

2. Midterm Presentation,

3. Progress Report,

4. Final Presentation,

5. Final Report.

Institute for Pure & Applied Mathematics

I

P

A

M

University of California, Los Angeles

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L<sup>A</sup>T<sub>E</sub>X

Git

Vim

R

Exercises

Project

Work Statement

Glossary

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Project

What is Work Statement

This is the written proposal and definition of the project and constitutes the team's "contract" with the sponsor. It should be approximately 2-5 pages long. It sets forth the nature of the project, the specific objectives of the project, the results expected, and the "deliverables" for the project. The scope of the project must be within the timetable for the program and that the deliverables are reasonable and appropriate; given the nature of research, it should not include promises that the team cannot be certain to achieve. It is ultimately given to the sponsor for review and signature.

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Project

Template 1

1. Abstract
2. Background
3. Problem description
4. Approach ("time permitting" clause for some work)
5. Schedule (dates for completing milestones and tasks and for deliverables)
6. Milestones (major checkpoints your team will use to stay on track)
7. Deliverables (specific work products you will deliver to the sponsor)

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Project

Templates 2

1. Introduction
2. Problem background
3. Mathematical background
4. Computing background
5. Possible solutions and project objectives
6. Deliverables ("time permitting" clause for some work)
7. Timeline

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Project

Template 3

1. Project background
2. Goals (major direction you see the work aimed at, not necessarily what you bid to do)
3. Proposed mathematical approach
4. Objectives (specific aims of your project, and schedule of results you expect to achieve)
5. Optional objectives
6. Deliverables
7. Milestones
8. Work flowchart
9. Schedule

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Template 4

1. Abstract

2. Problem background

3. Problem description

4. Approach

5. Deliverables

6. Timetable

7. Team members

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Project

Work Statement

In the initial segment (“Abstract”, “Introduction”, “Background”)

Brief description of the company

Major product lines(s)

A brief (abstract) description of the project

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Work Statement

Throughout

Spell out terminology – avoid undefined jargon or acronym

When options must be resolved, give dates by which they must be resolved

Give modest objectives, not boastful ones

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Work Statement

List of deliverables should include

Site visits (to be arranged)

Midterm oral presentation

Midterm report

Final presentation

Final report

Software (if appropriate)

Specify sponsor-approved OS, platform

Documentations

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Work Statement

Work Statement Examples

See *Protein Pathways* Project Work Statement

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Glossary I

GOAL

The overall, long range, end result that your research is aimed at, what you are trying to achieve ultimately. Stating a goal does not mean you believe you will get there this time around. It is the grand view towards which you strive. The goal of AIDS research is to find a cure for AIDS.

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OBJECTIVES

The specific things you will try to achieve in your project, the immediate targets of your research. Your objectives spell out how you have parsed the problem of heading towards the goal into smaller pieces that you will work on. The objectives set practical limits on your work. They point to where the project can reasonably expect to wind up. It should be clear that the objectives fit into and work towards the long-range goal.

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TASKS

These are the specific things you will do in order to achieve your objectives. The tasks drive your determination of what skills and other resources (such as data, software, hardware, written materials, work environment) will be needed for your project. If among the resources needed are ones that must be supplied by the sponsor, then you will need to specify these items in your Work Statement.

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## Glossary

### DELIVERABLES

The things you promise to deliver to the sponsor. For a project, these include a mid-term and final report, a mid-term presentation and a final presentation on Projects Day. They may also include site visits to the sponsor (usually one near the beginning of the project to get acquainted with the sponsor, and one after Projects Day to present the work at the sponsor's location), software, perhaps hardware in some cases, written results of literature searches, white papers (i.e., written background information on such things as plans, methods or concepts prepared for internal use), etc. These additional items are to be decided by you in consultation with your sponsors mentor.

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### MILESTONES

A list of specific accomplishments that you may use to mark progress and maintain pace and coordination within your project. They are used to help your team stay on track and to determine the success of a chosen line of attack on your problem. Milestones may or may not be included in your Work Statement, but you should definitely think these through for your own use as you plan your project and Work Statement. They are check-points for you (and for your sponsor, if they are included in the Work Statement), not necessarily deliverables. You may want to specify major milestones in your Work Statements to indicate what you would do if your research leads to the conclusion that some objective cannot be accomplished. For example, "if by such a date we have found it impossible to achieve X, then we will begin Y." Research is exploration of the unknown, so you may encounter an intractable obstacle and need to work around it. You can't know everything ahead of time. Give some thought to this and try to allow for milestones by which you can judge where you are and what you need to do to proceed effectively in the event you don't meet a milestone.

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## Glossary

### SCHEDULE

This specifies when you will finish major parts of your research and provides a timetable for completion of deliverables. Internally, you should maintain as fine-grained a schedule as you need to keep your team coordinated and on track, but in your Work Statement it is best to make the schedule and list of deliverables as modest as the sponsor will allow.

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