

Us

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You

Research master psychology / behavioural data science / cognition in society

English / Dutch

Prior programming experience

Motivation

Course

Refresh and improve your programming skills while independently developing a software program, over the course of four weeks.

What to expect from course

Write a software program from start to finish

Document your software

Present your software and plans along the way

Workload of 21 hours per week

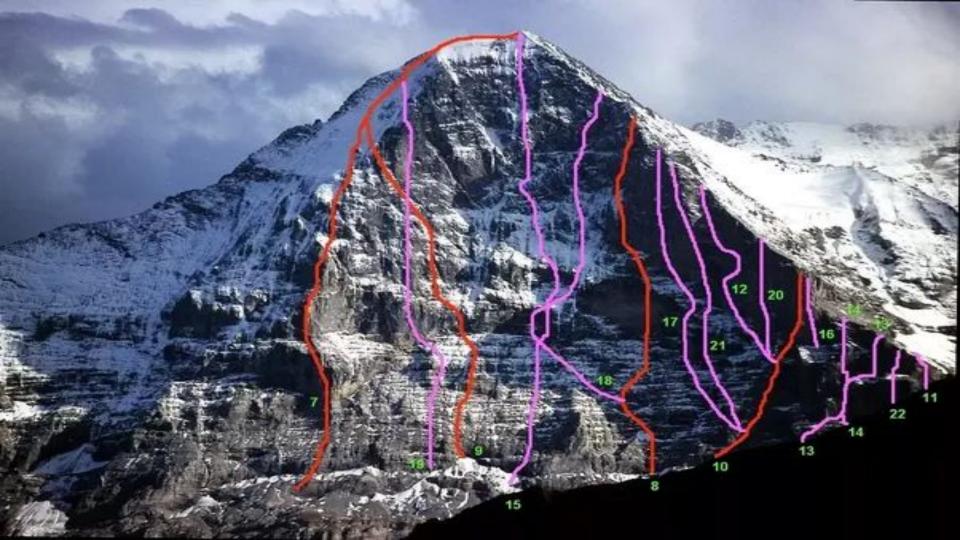
What to expect from us

2 hours of personal supervision

Programming superpower tips

No language instruction





Languages

R + Shiny: statistical computing + interactive web applications

<u>Presentation</u> + <u>Mobile</u>: experimentation

MATLAB: numerical computing

Python: general purpose

JavaScript: web programming

C: general purpose

NetLogo: multi-agent modeling (tutorial)

. . .

Topics: simulation & statistical software

Stable marriage problem / college admission problem (Gale & Shapley, 1962)

Elo algorithm simulation (Klinkenberg et al., 2011)

Regression (tree) boosting (Drucker, 1997)

Boltzmann machine simulation

Suggested: R + Shiny, Python

Pólya's urn model simulation

Suggested: R + Shiny, Python, NetLogo

Network model of intelligence simulation (van der Maas et al., 2017)

Suggested: NetLogo

Topics: experimentation software

```
Visual search task ...
Simon task ...
Flanker task ...
Sternberg task ...
Attentional blink task ...
Balloon analogue risk task ...
Random dot motion task ...
Wisconsin card sorting task ...
... with e.g., task switching, adaptivity, gamification, Al opponent
Suggested: Presentation, Python
```

Topics

Propose your own topic

Make sure:

- you haven't worked on it before / it's not part of different graded project
- it can be done in 4 half-time weeks: make it scalable
- you'll create experimentation/simulation/statistical software



Schedule

| | In class | At home |
|-------|--------------------------------------|--|
| Tu 1 | - | Language and topic selection, concept design |
| Tu 8 | Present concept design (3m) | Implementation, update presentation |
| Tu 15 | Present implementation (2m) | Implementation, update presentation |
| Tu 22 | Present status and verification (2m) | Final report / manual |
| Th 31 | Final presentation (5m) | - |
| | | |
| | Time 11:00-13:00; location G2.01 | Slides on www.alexandersavi.nl/teaching/ |

Grading

60% software

- Functionality
- Coding style
- Within code documentation
- Version control
- Testing (verification) procedure

20% documentation

 Manual incl. task/technique description (requirements), flowchart of design, how-to for users

20% presentation & discussion

- Final 5-minute presentation
- Active participation during discussions: everyone benefits from questions and tips

NB. Your chosen topics will not be equally difficult, so effort will too be taken into account.

This Week: Concept Design



Concept: User Perspective

1. Narrative / description

 Describe in plain words who will be using it, how, and for what.

2. Graphical interface

Draw an impression of the user interface.

3. Flowchart

 Create a flowchart of the options and actions of the user.

Concept: Software Perspective

4. Flowchart

 Create a flowchart of the input, output, and internal functions of the program.

5. Pseudocode / Structured English

 Write the main functions in plain, structured language.

```
IF customer has a Bank Account THEN

IF Customer has no dues from previous account THEN

Allow loan facility

ELSE

IF Management Approval is obtained THEN

Allow loan facility

ELSE

Reject

ENDIF

ELSE

Reject

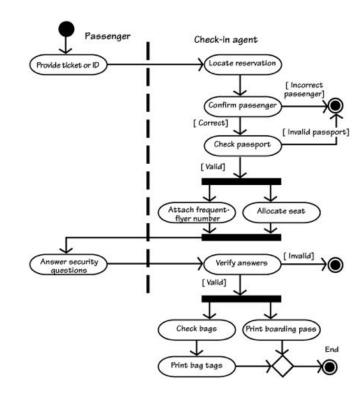
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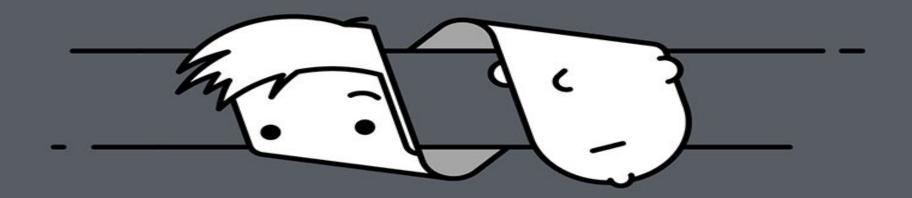
ELSE

Reject

ENDIF

EXIT
```





"LET ME WRAP MY HEAD AROUND IT..."

Presentation

Create with Google Slides

Use 4 slides:

- 1. title page with your name, topic, language, supervisor
- 2. user perspective (minimal version)
- 3. software perspective (minimal version)
- 4. possible extensions / features

Share with o.a.savi@gmail.com

Present next week in 3 minutes

Prepare: Version Control

Sign up for GitHub

Apply for <u>unlimited private repositories</u> (student email required)

Install <u>GitHub Desktop</u> (Linux users try <u>pre-release</u> version)

Already familiar with Git and using it? You can skip this!

Deadlines

Choose topic and language: Thursday, May 3, 17:00

https://goo.gl/forms/V86SgOfX6KCdZgWH2

Share presentation: Tuesday, May 8, 9:00

Name it, share it



Be prepared for GitHub use: Tuesday, May 8, 11:00

Comments / feedback

We're here to facilitate your learning experience

Any comments or feedback?

Tell us during the course

You can do so anonymously on www.alexandersavi.nl/teaching/

Questions?



Happy designing!

