

ENGG1811: Computing For Engineers

2025 Term 3

Simulation and its Application

Week 9: Monday 10th November, 2025

Monday 14:00 - 16:00 | HarpM15570

Today

Housekeeping

More NumPy Functions

Lab Tips

Housekeeping

General Feedback on Assignment 1

- ▶ I am happy with everyone's work.
- ▶ If you would like more feedback , contact me via email or ask in the lab.
- ▶ Please follow the style guide as closely as possible for Assignment 2 — in particular, many people lost marks for not including function comments (see the style guide [here](#)). These should briefly provide black-box information about what inputs the function takes and what it outputs.

General Feedback on Assignment 1 (Cont.)

- ▶ Another big style issue was the `overly deep nesting` in `find_start_end_all_faults`. In the style guide: “Avoid deeply nested loops. If your code is nested more than three levels deep, try to simplify some sections of your code.” Also, many people had repeated code; you should use a function to simplify it.
- ▶ Methods were good, but some were a bit `too technical`. Methods should aim to give a high-level overview and explanation.
- ▶ When marks are released (should be late this week or early next week), see the `Collect Submission` page on the assignment for specific style feedback and to view any failed tests.
- ▶ There should also be a `constant` for the value of the minimum `peak_window_len` as per code layout.

Week 10 Lab Important Info

- ▶ The Week 10 lab is conducted differently from the other labs:
 1. For the first hour, you'll do a **mock exam**.
 2. I will then go over the solutions to the exam for \approx 15–30 minutes.
 3. I will then give tips for the final for \approx 15–30 minutes.
 4. Outstanding marking from Week 9 (with a valid reason) will be done in the remaining time.
- ▶ There is **no MCQ** for Week 10, and you are marked *strictly on attendance*.
- ▶ Remember that Assignment 2 is due next Friday at 5 PM. Please start working on them! The second self-directed lab is due Monday, week 11 at 5 PM.

MyExperience

- ▶ You should all have (or will soon) see the window asking you to complete the "MyExperience" survey when you log into Moodle.
- ▶ Please complete the survey for this course as well as your other courses—it really does help us improve in future terms.
- ▶ Your feedback may also affect your future courses, so it can be beneficial for you too!

More NumPy Functions

NumPy: Arange

- ▶ `np.arange(start, stop, step)`
 - ▶ NumPy equivalent of the `range()` function
 - ▶ `start` is the starting value
 - ▶ `stop` is the 'ending' value — remember it will stop right before this actual value
 - ▶ `step` is the step-size — which is now allowed to be a float
- ▶ Usage:
 - ▶ `np.arange(6) = array([0, 1, 2, 3, 4, 5])`
 - ▶ `np.arange(1, 6) = array([1, 2, 3, 4, 5])`
 - ▶ `np.arange(4, 6, 0.5) = array([4, 4.5, 5, 5.5])`

NumPy: Zeros

- ▶ `np.zeros(shape, dtype = "float")`
 - ▶ Creates an array of a certain shape filled only with zeros
 - ▶ `shape` is the desired # of rows and columns you want for the resulting array
 - ▶ If you only specify one value for `shape`, then the resulting array will be one-dimensional
 - ▶ **Question:** Why would this even be useful?
 - ▶ Usage:
 - ▶ `np.zeros(5) = arr([0., 0., 0., 0., 0.])`
 - ▶ `np.zeros((1, 5)) = arr([[0., 0., 0., 0., 0.]])`.
 - ▶ **Question:** What is the difference between the above two results? Why?
- (N.B. `arr` is shorthand for `array`)

NumPy: Zeros-Like

- ▶ `np.zeros_like(array, dtype=None)`
 - ▶ Creates an array with a shape of the provided array , and then fills it only with zeros
 - ▶ `array` is the reference array; NumPy will copy its shape
 - ▶ **Question:** What does the `dtype=None` mean?
- ▶ Usage:
 - ▶ `array1 = np.array([1, 2, 3, 4, 5])`
 - ▶ `np.zeros_like(array1) = array([0, 0, 0, 0, 0])`
 - ▶ `np.zeros_like(array1, dtype = float) =`
`array([0., 0., 0., 0., 0.])`
- ▶ **Question:** What is the difference between these two outputs?

NumPy: Max-Min & Argmax-Argmin

- ▶ `np.max(array, axis = None)`
`np.min(array, axis = None)`
 - ▶ Finds the maximum or minimum value of an array.
 - ▶ `array` is the given array in which we want to find the maximum/minimum value
- ▶ `np.argmax(array, axis = None)`
`np.argmin(array, axis = None)`
 - ▶ Find the index of the maximum or minimum value
 - ▶ `array` is the given array in which we want to find the maximum/minimum value
- ▶ Let `array2 = np.array([4, 7, -2, 6, 9])`
 - ▶ **Question:** What is `np.max()`, `np.min()`, `np.argmax()`, `np.argmin()` for the above array?

NumPy: Max-Min & Argmax-Argmin (cont)

- ▶ Consider the array below, called `table`

4	10	5	2
6	9	12	3
11	8	7	1

- ▶ Here we would have

- ▶ `np.min(table, axis=0) == array([4, 8, 5, 1])`
- ▶ `np.max(table, axis=1) == array([10, 12, 11])`
- ▶ `np.argmax(table, axis=0) == array([2, 0, 1, 1], dtype=int64)`
- ▶ `np.argmin(table, axis=1) == array([3, 3, 3], dtype=int64)`

NumPy: Where

1	2	3
4	5	6

- ▶ `np.where(boolean_condition, x, y)`
 - ▶ Acts like a search function — finds the indices where a boolean condition is true.
 - ▶ `boolean_condition` is the logical condition we are searching for
 - ▶ `x, y` are *optional* arguments — wherever the `boolean_condition` is true, it will be replaced by `x`, otherwise it will be replaced by `y`
- ▶ Usage:
 - ▶ Let `arr1` be the array at the top-right.
 - ▶ `np.where(arr1 > 3) == (array([1, 1, 1], dtype=int64), array([0, 1, 2], dtype=int64))`
 - ▶ Let `arr2 = np.array([4, 7, -2])`
 - ▶ `np.where(arr2 < 0) == (array([2], dtype=int64))`

Lab Tips

Lab Tips

- ▶ Part A:
 - ▶ If you are not getting the same shaped graph as is shown in the lab-spec, double-check your equations carefully
- ▶ Part B & C:
 - ▶ Part B and C use the same logic, Part B is just to help you understand what you need to do for Part C on a smaller scale , and is directly applicable
- ▶ Part D:
 - ▶ The starter code provides `landing_pos_array` and `landing_time_array` for a range of angles. Recall that the specification allows you to assume a strawberry lands successfully to feed the alien if its distance is between 89.5 and 90.5 metres. Our goal is to find the launch angle that feeds the alien in the shortest time .

Feedback

Feel free to provide anonymous feedback about the lab!



Feedback Form