# **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

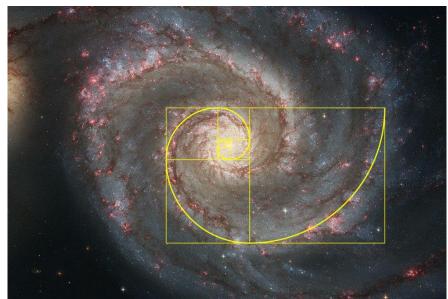




## Mathematics in Nature (2)

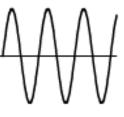
- Romanesco broccoli
  - Each little floret looks exactly like the whole plant
    - This is called a fractal
  - Seen from above, the florets form a spiral
    - This is a Fibonacci spiral
- Fibonacci spirals everywhere
  - Flowers, pinecones
  - Animal shells
  - Hurricanes
  - Galaxies



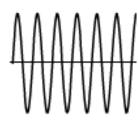


## **Mathematics in Music**

- 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
    - $A4: C#5: E5 \approx 4: 5: 6$
    - $A4: E5 \approx 2:3$







Higher Pitch

# Methods

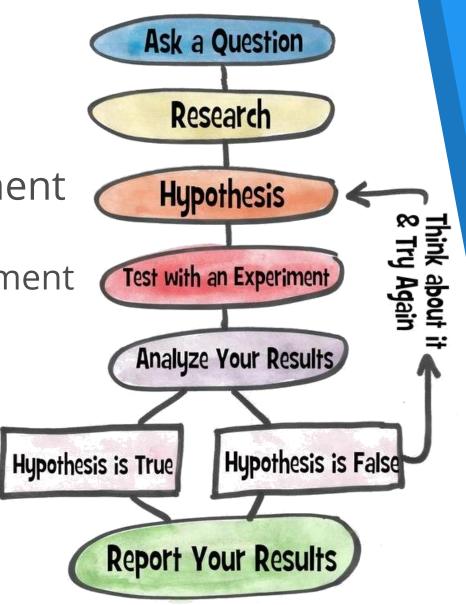
How not to get lost

# 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 the Anaconda website
- Current version (March 2022): Anaconda 2021.11
  - Choose your platform (Windows, Linux, or MacOS)
  - 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.
- Visual Studio Code
  - My preferred editor / IDE
  - Python in VSCode tutorial
  - Python extension
- Visual Studio
  - Python Tools

# **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 (CLI)
- 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
  - https://gist.github.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

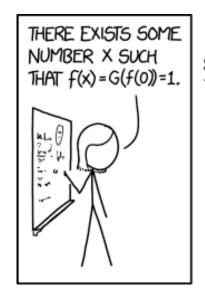
```
In [2]: print("Hello world")
Hello world
```

# **Math Notation**

How to write more quickly and concisely

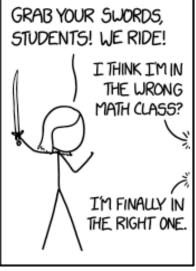
## **Math Notation**

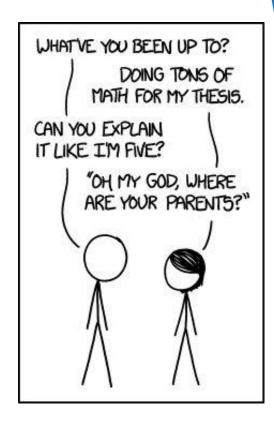
- The basic symbols we use are numbers and letters
  - Usually English or Greek letters
- Special symbols:  $=, \geq, \in, \rightarrow, \nabla, \infty, \int$
- Indices:  $\sum_{n=0}^{10}, \lim_{x\to 0}$











## **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
  - Like 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.  $\sin(x)$ ,  $\frac{1}{x}$ ,  $e^x$ )
  - No powers (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

- Motivating examples
- Methods
  - Divide and conquer
  - Scientific method
- Setting up our environment
  - Python 3.9, Anaconda, Jupyter notebook
- Math notation
  - Scientific notation
  - Summation
- Linear equations and systems of equations

# Questions?