

Notas de aula

Introdução à Física Computacional

Prof. Gerson – UFU – 2019

Atendimento:

- Sala 1A225
- Email: gersonjferreira@ufu.br
- Webpage: <http://gjferreira.wordpress.com>
- Horário: sextas-feiras 16:00 – 16:50

Exercises to guide the discussions

Factorial

Write a function `my_factorial(n)` to run as:

```
n = 5
x = my_factorial(n)
print("The result is", x)
```

Important:

- notation to define functions
- indentation
- type and scope of variables

Fibonacci

Write a function `my_fibonacci(n)` to run as:

```
n = 7
x = my_fibonacci(n)
print("The result is", x)
```

Bhaskara

Write a function `my_bhaskara(a,b,c)` to run as:

```
a = 1
b = 2
c = 3
x1, x2 = my_bhaskara(a, b, c)
print("The first root is", x1)
print("The second root is", x2)
```

Defining functions in python

General definition:

```
def name_of_the_function(a, b, c, ...):  
    # operations  
    # ...  
    # foo...  
    return object_to_return
```

↑
indentation

Calling the function:

```
x = name_of_the_function(4, 6, 3, ...)
```

Notice the **indentation** →

It defines the beginning and end of the function

Example:

```
def average(a, b, c):  
    avg = a + b + c  
    avg = avg / 3  
    return avg
```

```
x = average(1.5, 3.1, 2.9)
```

```
print("The average is:", x)
```

Compact **lambda** functions:

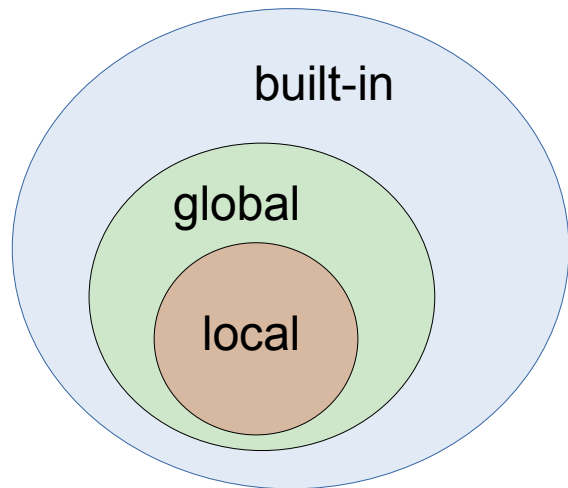
```
average = lambda a,b,c: (a+b+c)/3
```

```
x = average(1.5, 3.1, 2.9)
```

```
print("The average is:", x)
```

Scope of a variable

The visibility of the variable → which parts of the code can access the variable



1) Try to guess the outputs

2) Which variables/constants are global or local?

Built-in: special names defined within the python language

Global: uppermost level of the script

Local: defined within functions/classes/packages

Example:

```
import numpy as np
```

```
def twice(x):  
    y = 2*x  
    return y
```

```
x = np.pi  
y = 2.7
```

```
z = twice(3)  
print('(x,y,z)=', x, y, z)
```

```
z = twice(y)  
print('(x,y,z)=', x, y, z)
```

```
z = twice(x)  
print('(x,y,z)=', x, y, z)
```

Data representation

Real numbers

Example of exact representations:

$$123.456 = 123456 \times 10^{-3} = 1.23456 \times 10^2$$

significand x base^{exponent}

Integers

42 : what is the meaning of all this?

how does the computer store these numbers?

what are the limitations?

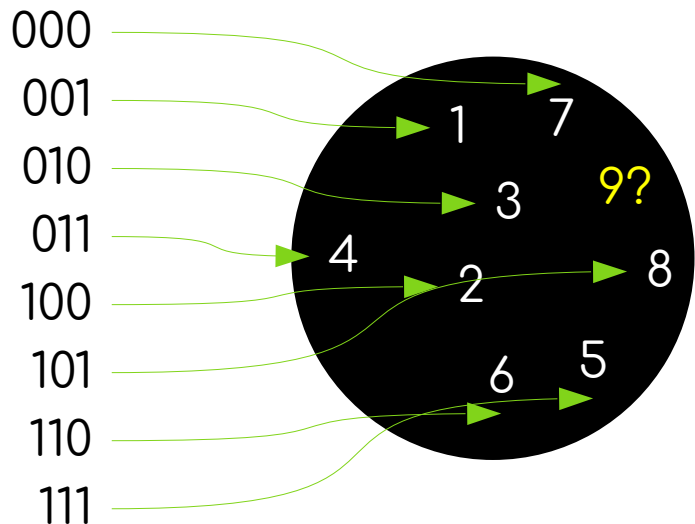
8-bits, 16-bits, 32-bits, 64-bits, 128-bits ... ?

(nes, snes, ps, n64, ps2, xbox, ... ;-)

Each CPU implements native **n-bits operations** [current PCs: 64-bits]

Example: it limits the memory allocation and data representation

A 3-bit memory controller
can only **point** to $2^3 = 8$ addresses



A 3-bit memory bank
can only **represent** 8 abstract entities

000 = apple

001 = avocado

010 = banana

011 = lemon

100 = pineapple

101 = strawberry

110 = kiwi

111 = grape



Integer representation

From the previous slide, a 3-bit computer can only represent 8 integers

3-bit binary memory


$$1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 = 5$$

Min: (000)_b = 0
Max: (111)_b = 7

Signed 32-bit integer standard



Sign +/-

+ 31-bits

$$= (-1)^{b_{31}} \times (b_{30} \times 2^{30} + b_{29} \times 2^{29} + \dots + b_0 \times 2^0)$$

"sign-magnitude representation"

Range 9+ digits

Min: $-2^{31} = -2,147,483,648$

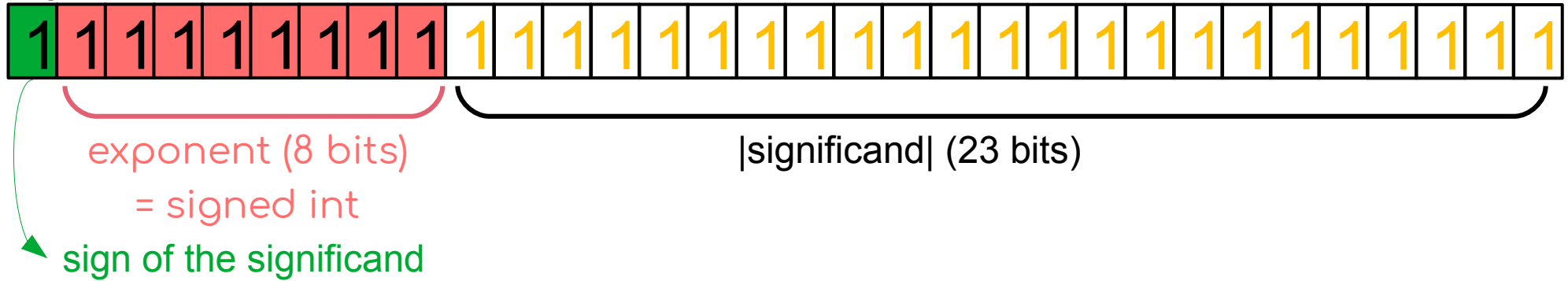
Max: $+2^{31}-1 = +2,147,483,647$

"2's complement representation"

Real numbers : floating point

significand x base^{exponent}

Signed 32-bit float standard



While the set of real numbers is dense / continuous...
only a limited number of entities can be represented on a finite structure

→ loss of precision

Comparing real numbers

Let us try this in Python

1) initialize the variables as

```
x = 0.1  
y = 3*x  
z = 0.3
```

2) check the output of the equality tests

```
z == 0.3  
z == y  
z == 3*0.1
```

3) What is happening? Let us print x, y, z with many digits

```
print('x = ', format(x, '0.30f'))  
print('y = ', format(y, '0.30f'))  
print('z = ', format(z, '0.30f'))
```

Why is $0.1 = 0.100000000000000000005551115123126$?

If a float is simply stored as **significand** x **base** ^{exponent}

shouldn't we have $0.1 = 1 \times 10^{-1}$?

... but computers use **base 2**

Examples

→ the fraction $1/10$ in base 10 is 0.1 (exact)

→ the fraction $1/3$ in base 10 is $0.3 = 0.333333... \sim 0.333334$

→ the fraction $1/10$ in base 2 is $0.0011 = 0.00011001100110011...$

An exact fraction in base 10 might be a repeating fraction in base 2

Truncation yields: $(0.0001100110011)_2 = (0.0999755859375)_{10}$

Types of variables

The commands `type(...)` returns the type of the variable, let's try it

```
type(3)
type(3.0)
```

<class 'int'> : integer of arbitrary size

<class 'float'> : 64bits floating-point 'real' number

```
x = 2.5
type(x)
```

<class 'complex'> : floating-point complex (real) + i(imag)
→ it uses j to represent the imaginary (math)

```
z = 1 + 2.0j
type(z)
```

<class 'str'> : a string

```
s = 'what am I?'
type(s)
```

To check the size in bytes

```
import sys
x = 5.4
sys.getsizeof(x)
```

Function parameters and default values

It is possible to assign default values for parameters.

Once a function is called, if the parameter is omitted, the default value is used.

Example:

→ this function compares two floats within a default precision (eps)

```
import numpy as np
```

```
def compare_floats(x, y, eps=0.01):
```

```
    if np.abs(x-y) < eps:
```

```
        return 'equal'
```

```
    else:
```

```
        return 'different'
```

a) calling it with the default precision:

```
print( compare_floats( 3.15, 3.18 ) )
```

output: different

b) calling it with a reduced precision:

```
print( compare_floats( 3.15, 3.18, eps=0.1 ) )
```

output: equal