

# CE 311K: Introduction to Computer Methods

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Q What would you like to learn from the course?

## ① Simulations

## ② Aspects of languages

## ③ Python

## ④ Numerical solution

- Numerical solution of a sliding block

## On computable numbers



Alan Turing



3-Rotor Enigma



The Bombe

Enigma has 150,738,274,937,250 possible states. (credit: Rutherford journal)

# The Prophet and the Pioneer Computer Scientists



Ada Lovelace, circa 1838 (credit:  
Science Museum, California)



Grace Hopper (credit: unknown)

## To infinity and beyond...



Margaret Hamilton next to a stack of the Apollo Guidance Computer source code (1969, credit: MIT Museum) and Katie Bouman who developed the algorithm for creating the first-ever image of black hole (2019, credits: PBS).

② Could you guess the storage size requirements?



## 1 Simulations

2 Aspects of languages

3 Python

4 Numerical solution

# Disney's Frozen: Modeling snow



## How to bury Anna under the snow?

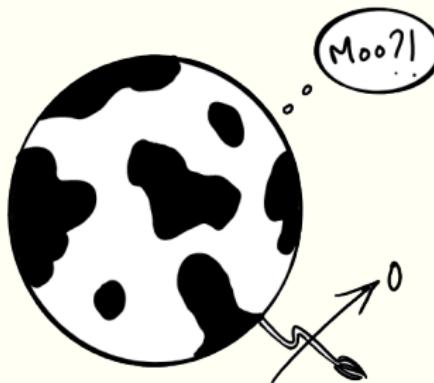


# How to animate like Disney?



⌚ How to achieve the snow simulation?

## Modeling the real world: Spherical Cow



Consider a spherical cow of radius ' $R$ '  
and a uniform density ' $\rho$ '....



## How to animate like Disney: Effect of snow quantity



# What type of snow?



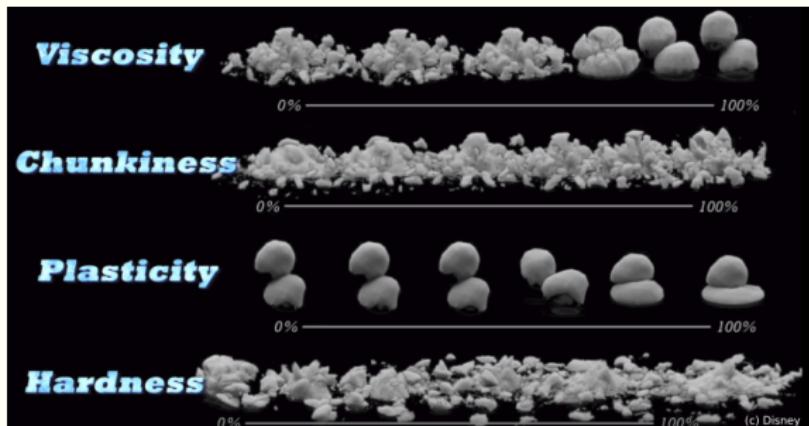
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## Snow properties



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## Snow material parameters

$$\begin{aligned}E_0 &= 1.4 \times 10^5 \\ \theta_c &= 2.5 \times 10^{-2} \\ \theta_s &= 5.0 \times 10^{-3} \\ \xi &= 10\end{aligned}$$



$$\begin{aligned}E_0 &= 1.4 \times 10^5 \\ \theta_c &= 2.5 \times 10^{-2} \\ \theta_s &= 7.5 \times 10^{-3} \\ \xi &= 10\end{aligned}$$



(c) Disney

$$\begin{aligned}E_0 &= 1.4 \times 10^5 \\ \theta_c &= 1.9 \times 10^{-2} \\ \theta_s &= 5.0 \times 10^{-3} \\ \xi &= 10\end{aligned}$$



$$\begin{aligned}E_0 &= 1.4 \times 10^5 \\ \theta_c &= 1.9 \times 10^{-2} \\ \theta_s &= 7.5 \times 10^{-3} \\ \xi &= 10\end{aligned}$$



## How to model snow?

(c) Disney



1 Simulations

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## Q What does a computer do?



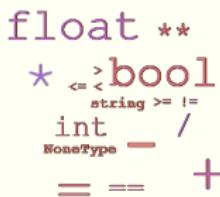
IBM Bluegene/P supercomputer (credit: unknown)

What are the primary aspects of a language?

## Aspects of languages: Primitive constructs



English word cloud (credit: Michael Twardos)



Python word cloud  
(credit: unknown)

### Syntax

**Static semantics** is when syntactically valid strings have meaning:

Semantics is the meaning associated with a syntactically correct string of symbols with no static semantic errors:

- *English*: can have many meanings "Flying planes can be dangerous".
- *programming languages*: have only one meaning but may not be what programmer intended

## 1 Simulations

## 2 Aspects of languages

## 3 Python

## 4 Numerical solution

- We'll be using Python 3.x
- a program is a sequence of definitions and commands

- programs manipulate **data objects**
- objects are

## Scalar objects

```
In [1]: type(5)
Out[1]: int
In [2]: type(3.0)
Out[2]: float
```

## Printing to console

To show the output from code to a user print command:

In [1]: `3+2`

Out[1]: 5 "out": interactive shell

In [2]: `print(3+2)`

5 "No out": Shown to user

## Expressions and operations

- Operations on 'ints' and 'floats':
  - $i + j$ : *sum* (int || float)
  - $i - j$ : *difference* (int || float)
  - $i * j$ : *product* (int || float)
  - $i / j$ : *division* (float)
  - $i \% j$ : *remainder* of  $i$  divided by  $j$
  - $i ** j$ :  $i$  to the *power* of  $j$

- equal sign is an **assignment** of a value to a variable name.

```
pi = 3.14159  
pi_approx = 22/7
```

## Changing bindings

- can *re-bind* variable names using new assignment statements
- previous value may still stored in memory but lost the handle for it
- value for area does not change until you tell the computer to do the calculation again

```
pi = 3  
radius = 11  
area = 363  
radius = 14
```

$\pi$ : 3.141592653589793

e: 2.7182818284590452

Engineers:



## Naming matters

② What's wrong with the following code segment?

```
a = 3.14159  
b = 11.2  
c = a*(b**2)  
print(c)
```

```
pi = 3.14159  
diameter = 11.2  
area = pi*(diameter**2)  
print(area)
```

1 Simulations

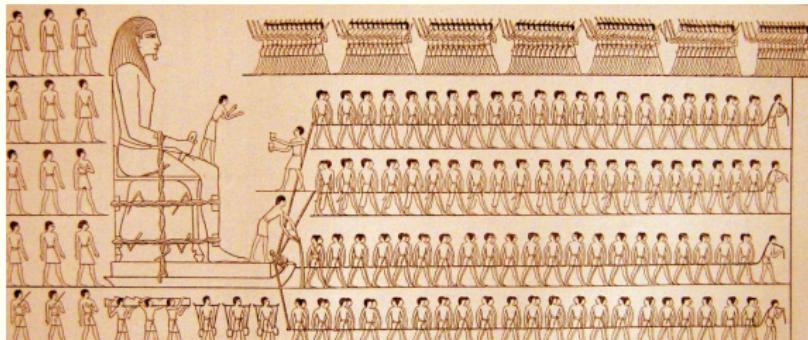
2 Aspects of languages

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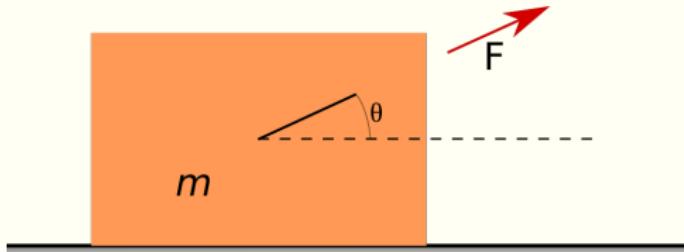
- Numerical solution of a sliding block

What is the optimal angle to pull the statue?



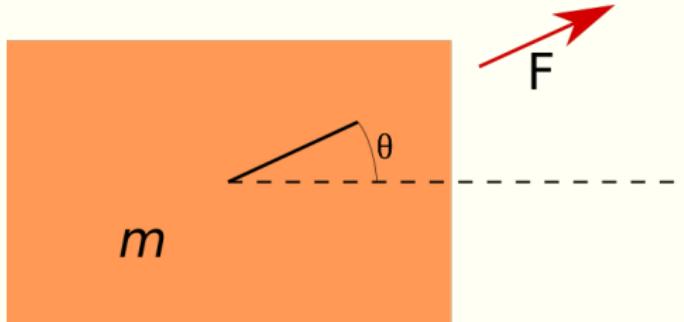
A wall painting from the tomb of Djehutihotep (credit: [martinhumanities.com](http://martinhumanities.com))

## Numerical solution of a sliding block: Approximation

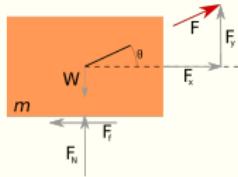


What is the optimal angle to pull the block applying the least amount of force?

## Numerical solution of a sliding block: Forces



## Numerical solution of a sliding block: Forces



$$F = \frac{\mu \cdot mg}{(\cos \theta + \mu \sin \theta)}$$

## Numerical solution of a sliding block: Compute force

- Given  $W = 25kN(2500 \text{ kg})$ ,  $\theta = 45^\circ$  and  $\mu = 0.75$  ( $35^\circ$ ):
- Given  $F = 17.5kN(2500 \text{ kg})$  and  $\mu = 0.75$ , what's  $\theta$ ?

## Numerical solution of a sliding block: Friction angles

