

CE 311K: Introduction to Computer Methods

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Q What would you like to learn from the course?

Overview

1 Simulations

2 Aspects of languages

3 Python

4 Numerical solution

- Numerical solution of a sliding block

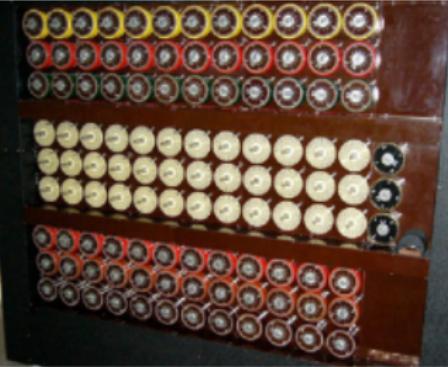
On computable numbers



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?

To infinity and beyond...



M87 galaxy black hole (JPL)



Gargantua black hole, Interstellar (Warner Bros)

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Disney's Frozen: Modeling snow



How to bury Anna under the snow?

(c) Disney



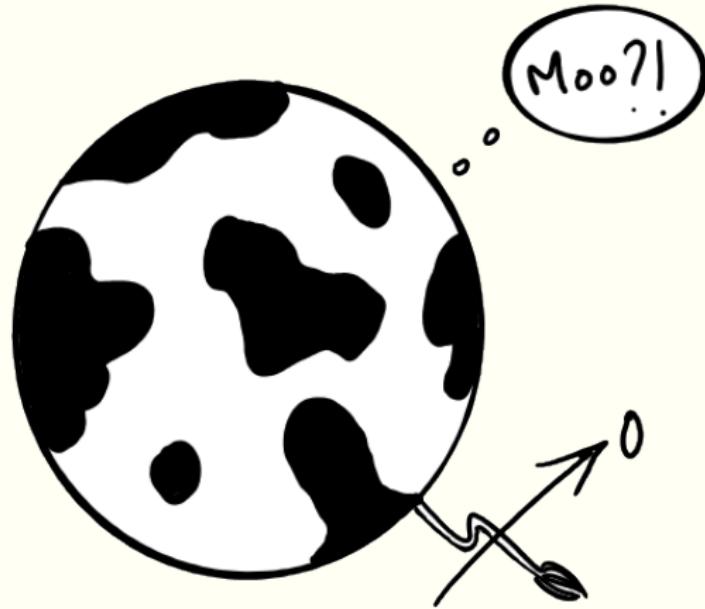
How to animate like Disney?



(c) Disney

⌚ How to achieve the snow simulation?

Modeling the real world: Spherical Cow



Consider a spherical cow of radius ' R '
and a uniform density ' ρ '...

Modeling snow



How to animate like Disney: Effect of snow quantity

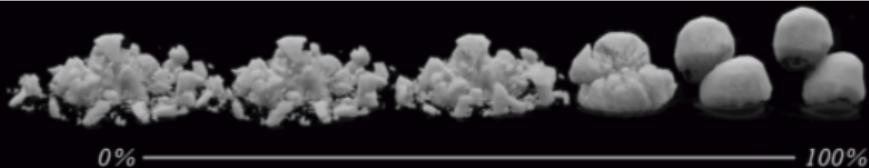


What type of snow?

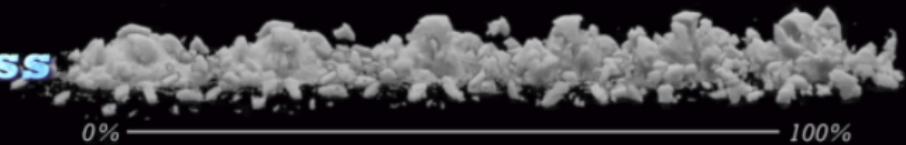


Snow properties

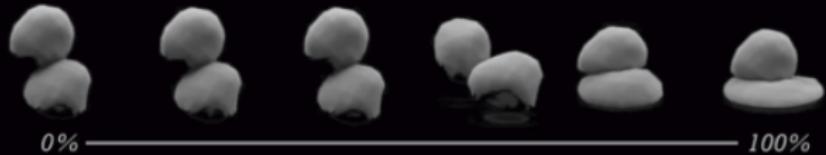
Viscosity



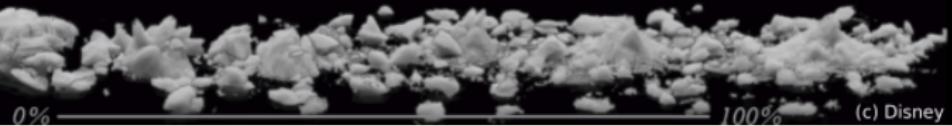
Chunkiness



Plasticity



Hardness



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



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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)

```
float **  
* <= > bool  
string >= !=  
int /  
NoneType -  
- == +
```

Python word cloud (credit: unknown)

Aspects of languages: Syntax and Static semantics

Syntax

Static semantics is when syntactically valid strings have meaning:

Aspects of languages: Semantics

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

Where things can go wrong

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Python program

- 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

Binding variables and values

- 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
```

Engineering approximations

π : 3.141592653589793

e: 2.7182818284590452

Engineers:



Naming matters

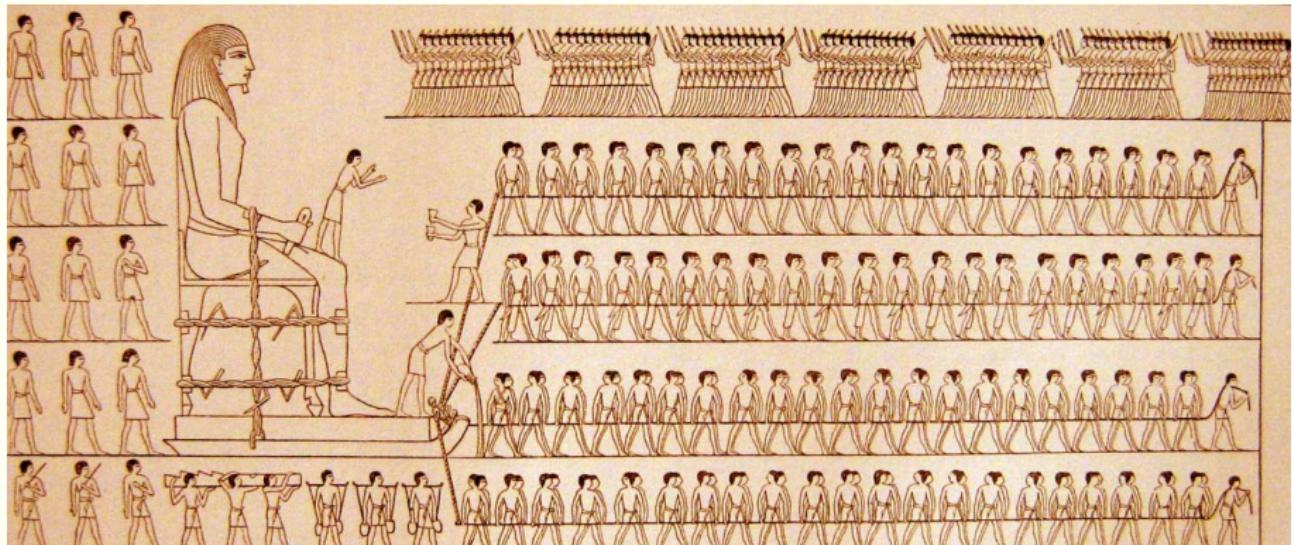
② What's wrong with the following code segment?

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

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

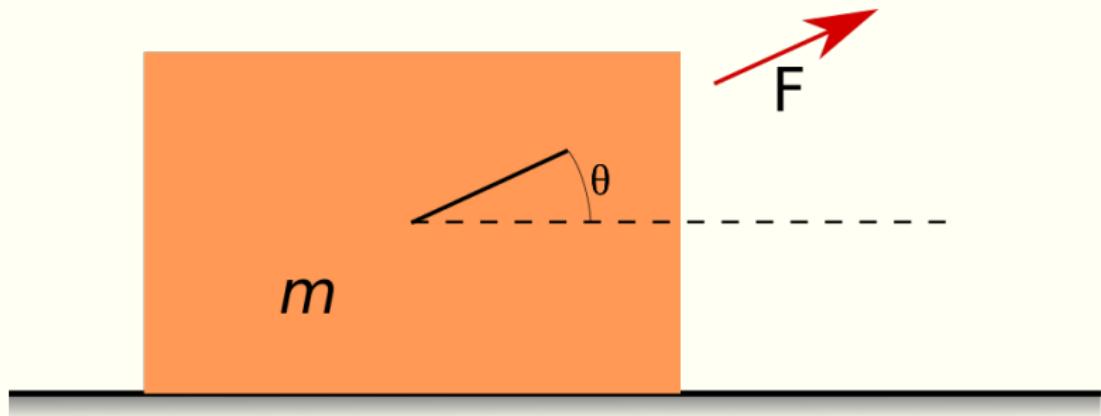
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What is the optimal angle to pull the statue?



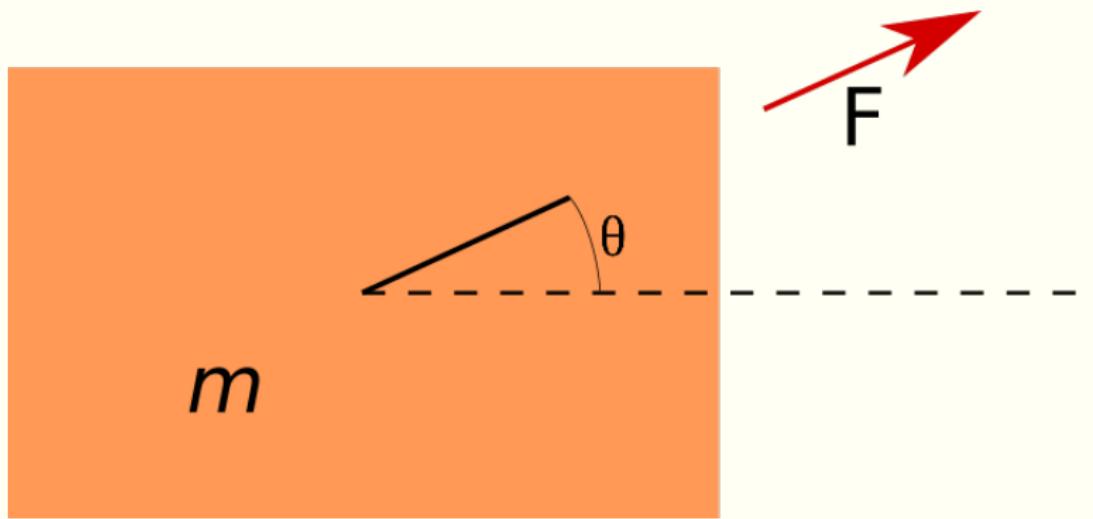
A wall painting from the tomb of Djehutihotep (credit: martinhumanities.com)

Numerical solution of a sliding block: Approximation

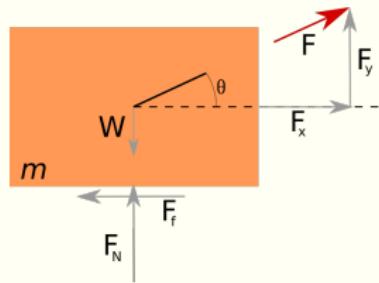


What is the optimal angle to pull the block applying the least amount of force?

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°):
- Given $F = 17.5kN(2500 \text{ kg})$ and $\mu = 0.75$, what's θ ?

Q What are the characteristics of a numerical solution?

Numerical solution of a sliding block: Friction angles

