

CE 311K: Introduction to Computer Methods

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⌚ What would you like to learn from the course?

Overview

1 Simulations

2 Aspects of languages

3 Python variables and bindings

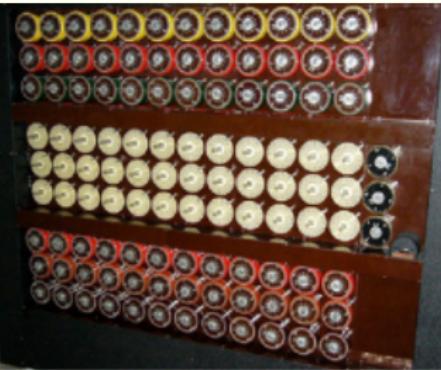
On computable numbers



Alan Turing



3-Rotor Enigma



The Bombe

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

Decipher this text from an Engima machine:

KLDP AXKR MIMS VNUK M



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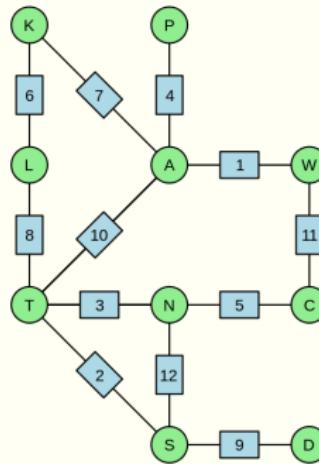
└ On computable numbers

Turing began to consider whether a method or process could be devised that could decide whether a given mathematical assertion was provable. Turing analyzed the methodical process, focusing on logical instructions, the action of the mind, and a machine that could be embodied as a physical form. Turing developed the proof that automatic computation cannot solve all mathematical problems. This concept became known as the Turing machine, which has become the foundation of the modern theory of computation and computability.

KLDP AXKR MIMS VNUK M is Welcome to UT Austin

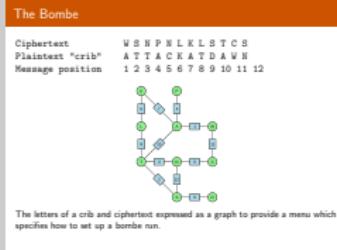
The Bombe

Ciphertext	W S N P N L K L S T C S
Plaintext "crib"	A T T A C K A T D A W N
Message position	1 2 3 4 5 6 7 8 9 10 11 12



The letters of a crib and ciphertext expressed as a graph to provide a menu which specifies how to set up a bombe run.

└ The Bombe



Aspects of numerical technique in the Bombe:

- Initial guess (the better the guess, the better is the solution)
- Error quantifying
- Algorithm
- Identify divergence from a solution
- Verification

The Prophet and the Pioneer Computer Scientists



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



Grace Hopper (credit: unknown)

└ The Prophet and the Pioneer Computer Scientists



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Grace Hopper (credit: unknown)

Lovelace speculated that the Engine ‘might act upon other things besides number... the Engine might compose elaborate and scientific pieces of music of any degree of complexity or extent’. The idea of a machine that could manipulate symbols in accordance with rules and that number could represent entities other than quantity mark the fundamental transition from calculation to computation.

Hopper is the pioneer computer scientist, known for creating COBOL – the first computing language. There are over 220 billion lines of COBOL in existence, a figure which equates to around 80% of the world’s actively used code. There are estimated to be over a million COBOL programmers in the world today. Most impressive perhaps, is that 200 times as many COBOL transactions take place each day than Google searches, which is 5.6 billion queries/day.

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...



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).

ⓘ Could you guess the storage size requirements?

Margaret Hamilton next to a stack of the Apollo Guidance Computer source code (1969, with 11,000 lines of code running on **72 kilobytes** of computer memory, credits: MIT Museum) and Katie Bouman who developed the algorithm for creating the first-ever image of black hole (2019, credits: PBS) and the HDD of **5 petabytes** of data.

If we assume a typical MP3 song as 4MB, we can fit 56 Apollo guidance code in a song, while the 5 PetaBytes of data can hold 250 million songs (there are roughly 97 million songs in the world.)

To infinity and beyond...



M87 galaxy black hole (JPL)



Gargantua black hole, Interstellar (Warner Bros)

└ To infinity and beyond...



Scientists have obtained the first image of a black hole, using Event Horizon Telescope observations of the center of the galaxy M87. The image shows a bright ring formed as light bends in the intense gravity around a black hole that is 6.5 billion times more massive than the Sun. The task of observing this super massive black hole is extremely hard, the size ratio is same as observing an orange on the surface of moon from the Earth.

1 Simulations

2 Aspects of languages

3 Python variables and bindings

Disney's Frozen: Modeling snow



How to bury Anna under the snow?

(c) Disney



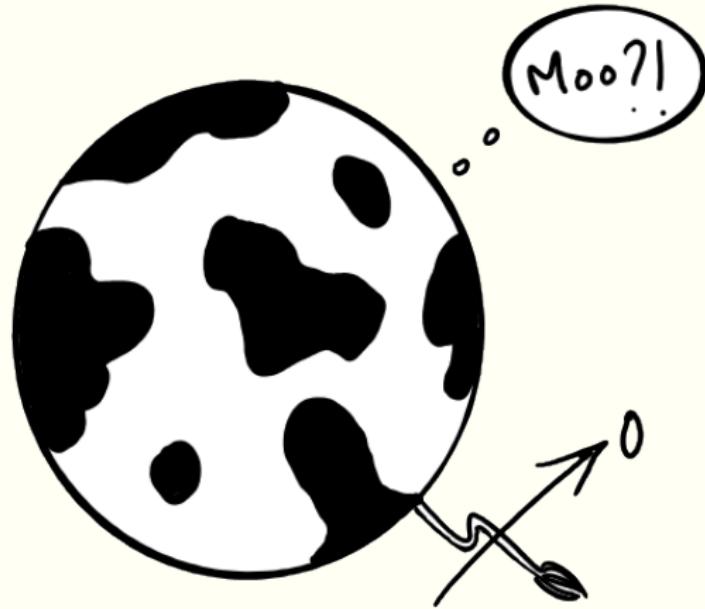
How to animate like Disney?



(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

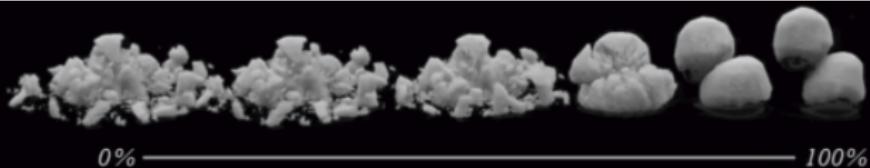


What type of snow?

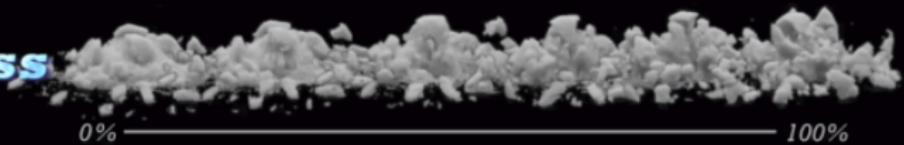


Snow properties

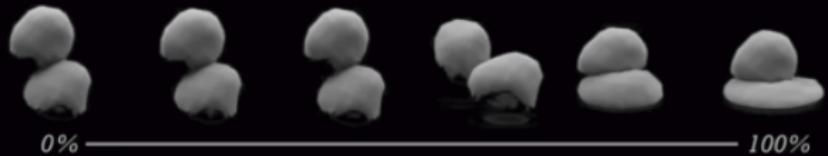
Viscosity



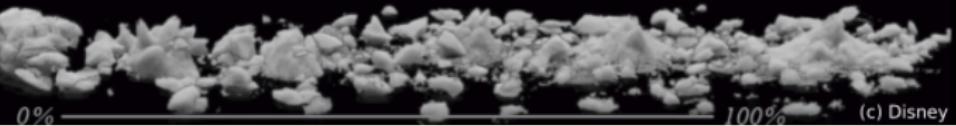
Chunkiness



Plasticity



Hardness



Snow material parameters

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



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



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How to model snow?

- Representation of snow: Each snow flake is modeled as a particle
- Physics: our model or parameters of how the snow behaves
- Solver: How the snow would move and interact with the objects in the scene.
- Algorithm: A sequence of logical steps required to perform a specific task.
- Implementation and verification of our snow model.

💡 This is a **simulation**.



└ Simulations

└ How to model snow?

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⌚ This is a simulation.



A simulation is an approximate imitation of the operation of a process or system. The first step is to create model, which represents the system's key characteristics, such as its behavior, functions and abstract or physical properties. The model represents the system itself, whereas the simulation represents its operation over time.

There are several numerical techniques that can be used to solve a mathematical problem. They differ in accuracy, length of calculations, and difficulty in programming.

Since numerical solutions are an approximation and the computer program that executes the numerical method might have errors (or bugs), a numerical solution needs to be examined closely.

1 Simulations

2 Aspects of languages

3 Python variables and bindings

Q What does a computer do?

- Fundamentally:
 - performs *calculations* - a billion calculations per second.
 - Remembers results 100s of gigabytes of storage.
- Computers only know and do what you tell them!
- **Fixed program** computer (calculator)
- **Stored program** computer - machine stores and executes instructions



IBM Bluegene/P supercomputer (credit: unknown)

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└ Aspects of languages

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IBM BlueGene/P supercomputer (credit: unknown)

A single rack of IBM Bluegene/P in 2007 could do 5Terra flops as fast as the current iPhones X.

UT Austin's Frontera can do 38 PetaFlops. In contrast a human brain can do 1,000 petaflops or 10 quadrillion operations per second (i.e., 1 exaflop or a billion - billion calculations).

Companies using python

The popular YouTube video sharing system is largely written in Python

Google makes extensive use of Python in its web search system

Dropbox storage service codes both its server and client software primarily in Python

The Raspberry Pi single-board computer promotes Python as its educational language



RaspberryPi

COMPANIES USING PYTHON



BitTorrent



NETFLIX

BitTorrent peer-to-peer file sharing system began its life as a Python Program

NASA uses Python for specific Programming Task

The NSA uses Python for cryptography and intelligence analysis

Netflix and Yelp have both documented the role of Python in their software infrastructures

What are the primary aspects of a language?

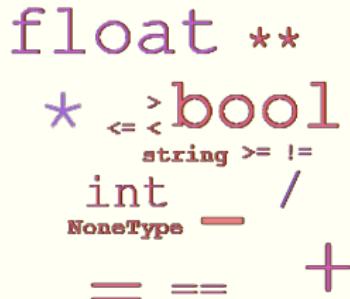
- Primitive constructs (objects and operators)
- Syntax
- Static semantics

Aspects of languages: Primitive constructs

- Turing showed that you can compute anything using **6 primitives**.
- Anything computable in one language is computable in any other programming language.
- English:* words
- Programming languages:* numbers, strings, simple operators



English word cloud (credit: Michael Twardos)



Python word cloud
(credit: unknown)

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└ Aspects of languages

└ Aspects of languages: Primitive constructs

Aspects of languages: Primitive constructs

- Turing showed that you can compute anything using **6 primitives**.
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- English: words
- Programming languages: numbers, strings, simple operators



English word cloud (credit: Michael Twarodek)

```

float **
* as :bool
int
= =
-
```

Python word cloud (credit: unknown)

In fact, Alan Turing, who was a really great computer scientist, he showed that you can compute anything using the six primitives. And the six primitives are move left, move right, read, write, scan, and do nothing. Using those six instructions and the piece of tape, he showed that you can compute anything. And using those six instructions, programming languages came about that created a moreconvenient set of primitives. You don't have to program in only these six commands.

Python program

- We'll be using Python 3.x
 - a program is a sequence of definitions and commands
 - **definitions** evaluated
 - **commands (statements)** instructs Python interpreter (program) to *execute* something
 - programs manipulate **data objects**
 - objects are
 - **scalar** (cannot be subdivided)
 - *non-scalar* (have internal structure that can be accessed)
- objects have a **type** that defines the kinds of things programs can do to them. For example matrices.

Scalar objects

- int: represent integers, e.g., 5
- float: represent real numbers, e.g., 3.27
- bool: represent Boolean values True and False
- str: A sequence of characters (can contain unicode characters). e.g., "Hi!" "θ"
- NoneType: special and has one value, None
- can use type() to see the type of an object

```
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
```

Aspects of languages: Syntax and Static semantics

Syntax

- *English*
 - “boy dog cat”: syntactically invalid
 - “boy hugs cat”: syntactically valid
- *Python*
 - 5 "Hi": syntactically invalid
 - 3.2 * 7: syntactically valid

Static semantics is when syntactically valid strings have meaning:

- English: “I are hungry”: syntactically valid, but static semantic error
- Python: 5 + "Hi": syntactically valid, but static semantic error

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

Expressions and operations

- **combine objects and operators** to form *expressions*
- an expression has a value, which has a type
- syntax for a simple expression: <*object*><*operator*><*object*>
- 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

Operator precedence

()	Parantheses (grouping)
**	Exponential
+x, -x	Positive, negative
*, /, %	Multiplication, division, remainder
+, -	Addition, subtraction

If at equal level terms are evaluated from left to right.

Where things can go wrong

- **syntactic errors:** - common and easily caught
- **static semantic errors:**
 - some languages check for these before running program
 - can cause unpredictable behavior
- no semantic errors **but different meaning than what programmer intended**
 - program crashes, stops running
 - program runs forever
 - program gives an answer but different than expected

1 Simulations

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3 Python variables and bindings

Binding variables and values

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

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

- value stored in computer memory
- an assignment binds name to value
- retrieve value associated with name or variable by invoking the name, by typing *pi*
- Why give names to values of expressions?
 - to reuse names instead of values
 - easier to change code later
- Programming vs math: in programming, you do not “*solve for x*”. An assignment expression on the right, evaluated to a value. A variable name defined on the left stores the value(s).

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└ Python variables and bindings

└ Binding variables and values

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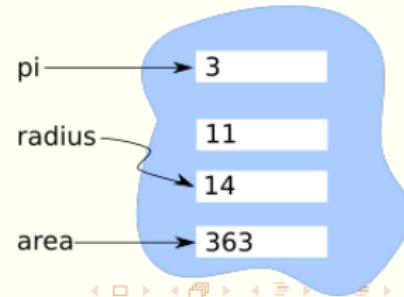
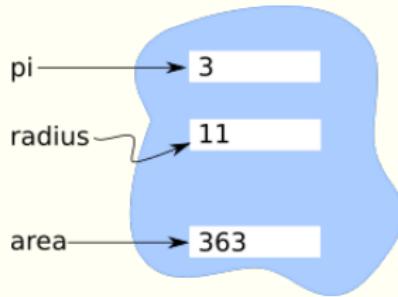
pi is the variable

3.14159 is the value

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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└ Python variables and bindings

└ Naming matters

What's wrong with the following code segment?

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

As far as Python is concerned, they are not different. When executed, they will do the same thing. To a human reader, however, they are quite different. When we read the fragment on the left, there is no *a priori* reason to suspect that anything is amiss. However, a quick glance at the code on the right could prompt us to be suspicious that something is wrong. Either the variable should have been named `radius` rather than `diameter` or `diameter` should have been divided by 2.0 in the area calculation.