CS101: Intro to Computing Fall 2015

Lecture 15

Administrivia

- Homework 11 released on today
 - Due in 1 week (Monday)
- On RELATE, not Codelab
- Test your code before submitting it
- Install Anaconda

https://www.continuum.io/downloads

REVIEW

NameError: name 'y' is not defined

What code produces this error?

a)
$$x=1$$
 $y=x*2$

b)
$$x=0$$
 $y+=1$

c)
$$x="ABCD"$$

 $y=x[2]$

IndexError: list index out of range

What code produces this error?

```
a) x="ABCD"+"E" x[5]
```

b)
$$x=[1,2]$$
 $x[2]$

c)
$$x=\{1:2,2:3\}$$

 $y=x[2]$

SyntaxError: invalid syntax

```
What code produces this error?
a) if x < "HAPPY":
    print x.lower()[1]
b) if x in "ABCD":
    print "E"+x[0]
c) if x = (1,2,3):
    print x[2]+1
```

Which of these will correctly display a plot?

- a) import matplotlib.pyplot as plot plot.plt([1,2,3],[4,5,6])
- b) import matplotlib.pyplot as plt plt.plot([1,2,3],[4,5,6])
- c) from matplotlib import pyplot
 pyplot.plt([1,2,3],[4,5,6])
- d) None of the other answers

MODELING AND SIMULATION

Modeling

- Model a program to simulate a real-world process or system over time
- Useful for making predictions or solving problems
- Simulation a run of a computer model
- First "build a model" then "run a simulation"

Example models

- Climate and weather models
- Economic forecasting
- Population modeling
- Video game physics engines
- Earthquakes
- Planetary motion
- Poker hands

Modeling design

- 1. Determine equations governing the system and entities involved.
- 2. Determine state variables, units, initial conditions, and constants.
- 3. Determine how state variables are updated through time (transition.)
- 4. Implement model and begin simulation.
- 5. Validate and refine model.

State variables

- A collection of variables describing the current state of the system.
- Describe all information we are interested in.
- Describe all information needed to determine the future state.

Example

- Model a population of fish in a pond
- What might the state variables be?
- What might the initial conditions be?

What might the state be updated

(transition)?

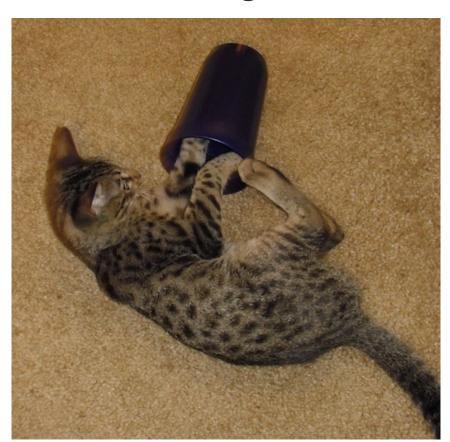


Model pseudocode

```
set constants
state=initial_state
while not simulation_over:
state=update(state)
```

Example

- A kitten knocks a cup off of a 1-meter high table. How long until it hits the ground?
- $g=-9.8 \text{m/s}^2$
- $v_0 = 0 \text{m/s}, y_0 = 1 \text{m}$
- $v_{t+1} = v_t + g^* \Delta t$
- $y_{t+1} = y_t + v_t \Delta t$
- ∆t=?



Time step size

- How much time passes between iterations of our simulation.
- What is ∆t?
- Determines the resolution/fidelity of our model.
- Smaller step size means more accurate reproduction of reality.
- Smaller step size means longer run time.

How accurate?

Can find analytical solution using calculus

$$t = \sqrt{\frac{2d}{g}}$$