

Computational Thinking

Honor 4471 Spring 2021

# Some quick zoom etiquette



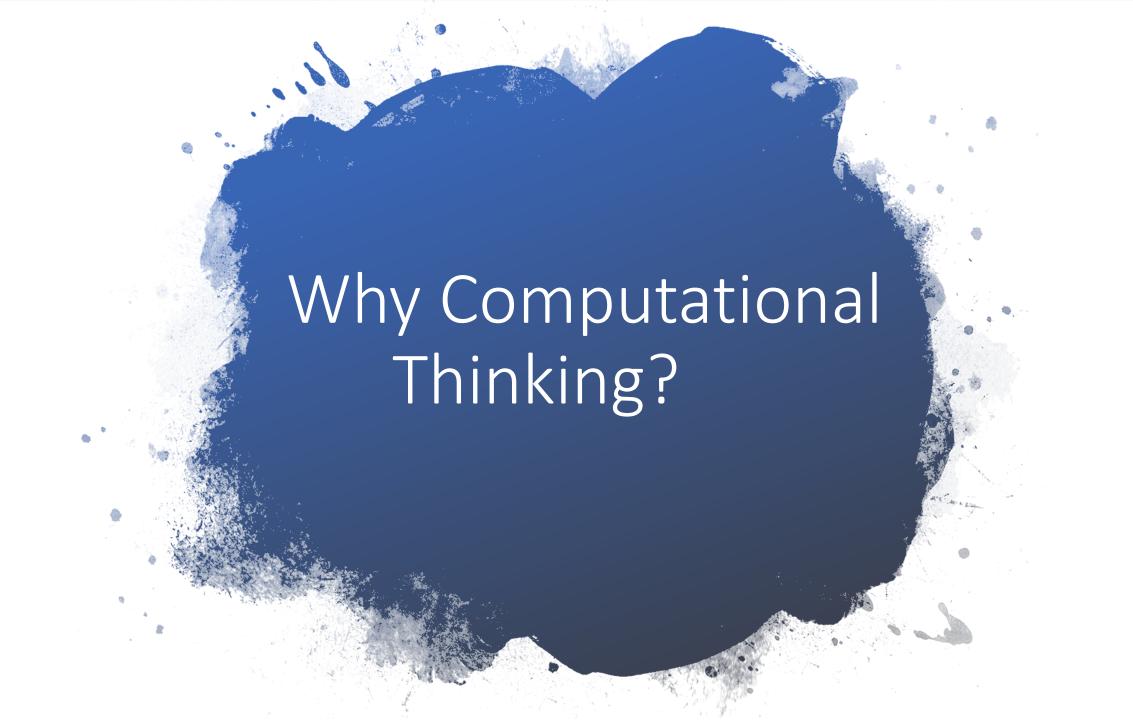
The goal is for the lecture to be interactive, but keep yourself muted unless you need to speak



Use the raise hand feature to ask questions during lectures



Having your video on promotes a better class environment





Solve problems computationally

goals



Help you gain basic programming skills



Work with and process data





Spring 2021

Home

**Announcements** 

Assignments

Discussions

Grades

**People** 

**Pages** 

**Files** 

Syllabus

Outcomes

Ø

**Rubrics** 

Quizzes

Modules

Collaborations

Chat

Media Gallery

Attendance

**New Analytics** 

My Media

## HONOR 4471-001 Spring 2021 Introduction to Computational

Jump to Today



#### **General Introduction**

⚠ Please look under Modules for more information. Or look at the Zoom page under pages on how to connect for the first lecture. ⚠

This course is designed for non-Science/Engineering major students who desire a practical course for gaining basic computer programming skills. The primary objective is to teach students the basics of using an computational approach within their respective majors. The course will use the Python language to develop skills in problem-solving, debugging, acquiring real-world data, processing data, and interacting with and visualizing solutions. The course does not assume any prior experience with computers or programming of any kind. If you have prior experience with programming you should consider COMP 1010 or CS 1030/1410 instead. Although we start by not assuming any previous experience with computers, we will quickly ramp up to advanced computing topics including data analysis and machine learning. The material will be introduced in an informal, hands-on fashion with lots of examples and guided exploration of various computational concepts. The course is roughly divided into four modules,

- 1. Intro to Computational Thinking
- 2. Intro to Programming (in Python)
- 3. Advanced Programming Concepts and Considerations
- 4. Advanced Computations (Data Analysis, Machine Learning, Visualizations, etc.)

#### **Python**

Python is a programming language, and given the intended audience for this course, the focus will be on "language".

We will learn to program similar to how we would learn a new language (like Spanish, French, etc.). Fairly early on we

Course Status



→ Import Existing Content

Import from Commons

Choose Home Page

₩ View Course Stream

? Course Setup Checklist

☆ New Announcement

<	January 2021					>
27	28	29	30	31	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1	2	3	4	5	6

Course assignments are not weighted.

::

**₩** ■ Module 1: Introduction to Computational Thinking

Module 1: Introduction to Computational Thinking



















Spring 2021

Home

**Announcements** 

**Assignments** 

**Discussions** 

**Grades** 

People

**Pages** 

**Files** 

**Syllabus** 

**Outcomes** 

Quizzes

Modules

Collaborations

Chat

Media Gallery

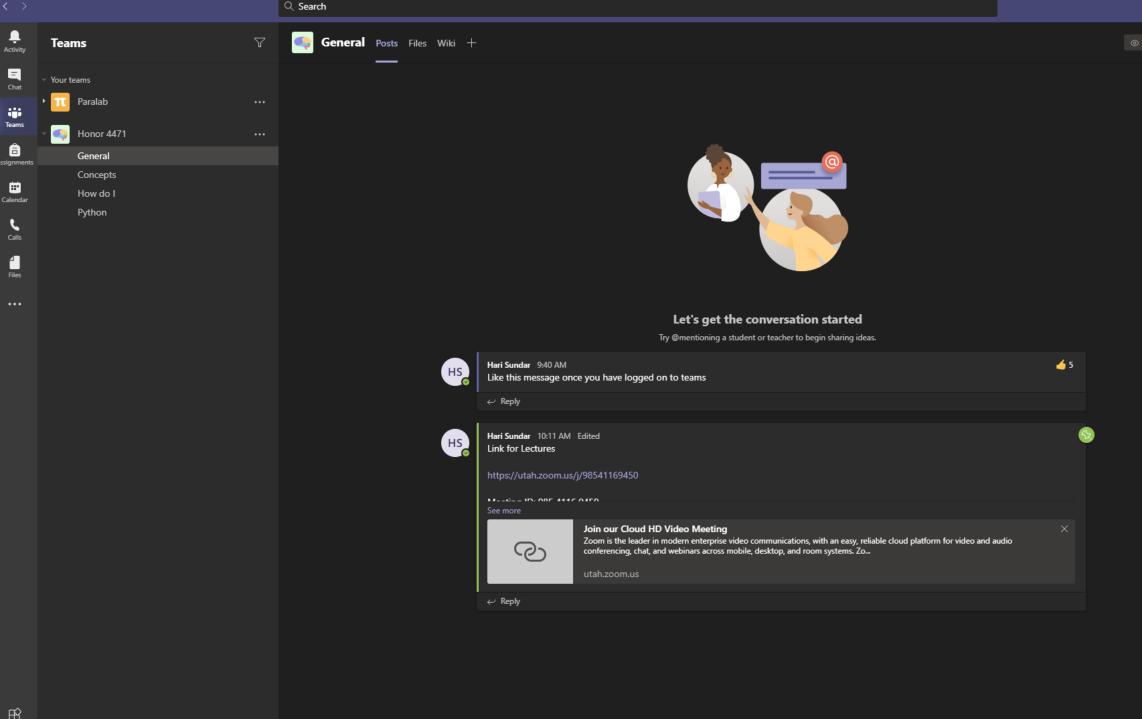
Collapse All

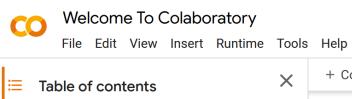
**View Progress** 

Ø

**Rubrics** 

**Zoom Information** Google Colab 2 Notebook @CHPC 2 iii Python tutorial (Optional) ii Reference textbook (Optional)







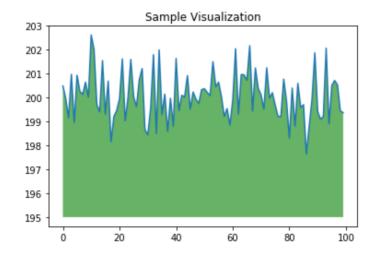
Machine Learning Examples Section

+ Code + Text Copy to Drive

#### ▼ Data science

With Colab you can harness the full power of popular Python libraries to analyze and visualize data. The code cell below uses numpy to generate some random data, and uses matplotlib to visualize it. To edit the code, just click the cell and start editing.

```
[ ] import numpy as np
     from matplotlib import pyplot as plt
     ys = 200 + np.random.randn(100)
     x = [x \text{ for } x \text{ in range(len(ys))}]
     plt.plot(x, ys, '-')
    plt.fill between(x, ys, 195, where=(ys > 195), facecolor='g', alpha=0.6)
     plt.title("Sample Visualization")
    plt.show()
```



# Homework & Projects

#### Simple quizzes on Canvas

- More for exploratory learning
- Bridges gap between informal and formal CS

#### Multiple programming assignments

- Exploratory
- Get help from Instructor/TA on Teams
- Discuss with classmates, no sharing of code

#### One final project

- Teams of two
- Be ambitious, but run it by TA/instructor to assess feasibility

## Spring Break



INFORMAL SPRING BREAK

– WEEK OF MAR 8<sup>TH</sup>



USE TO THINK ABOUT FINAL PROJECT



WE WILL BE AVAILABLE TO HELP

## Getting help



The course is designed to be interactive



Get help on Teams

Ask in channels



Office hours



Schedule 1-1 if needed

### Poll (on Teams)



What is your major?



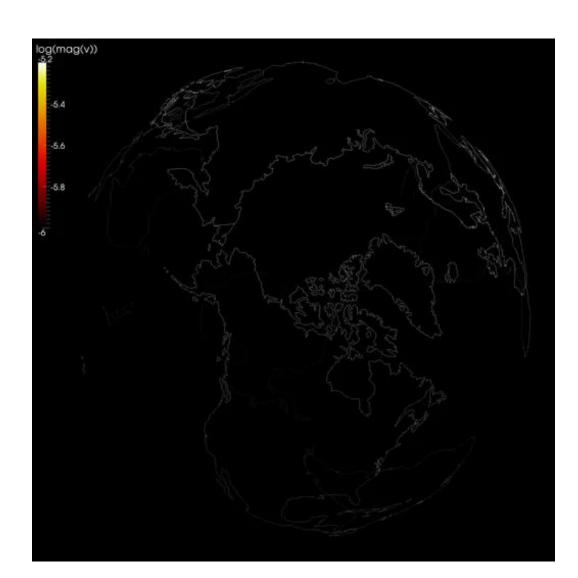
What is your academic standing? Freshman, sophomore, ...



Have you programmed before?

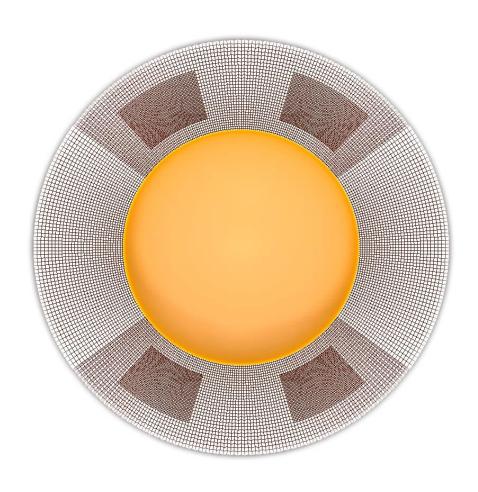


### **Application Domains**



- Biomechanics
- Geosciences
- Computational Relativity
- CFD

## **Application Domains**



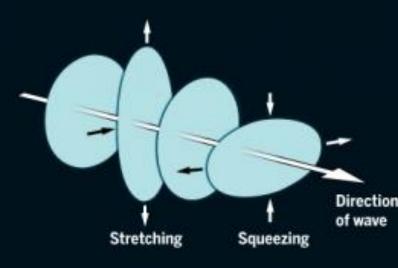
- Biomechanics
- Geosciences
- Computational Relativity
- CFD

#### Catching a wave

As Einstein calculated, a whirling barbell-shaped mass, such as two black holes spiraling together, radiates ripples in spacetime: gravitational waves.



Zipping along at light speed, a wave stretches space in one direction and squeezes in the perpendicular direction, then reverses the distortions.



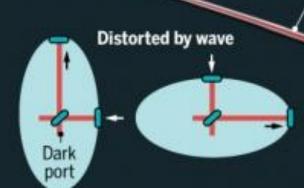
LIGO has detected waves of wavelength roughly equal to the distance between the detectors. The waves stretch each detector by about 1/10,000 the width of a proton.



Earth

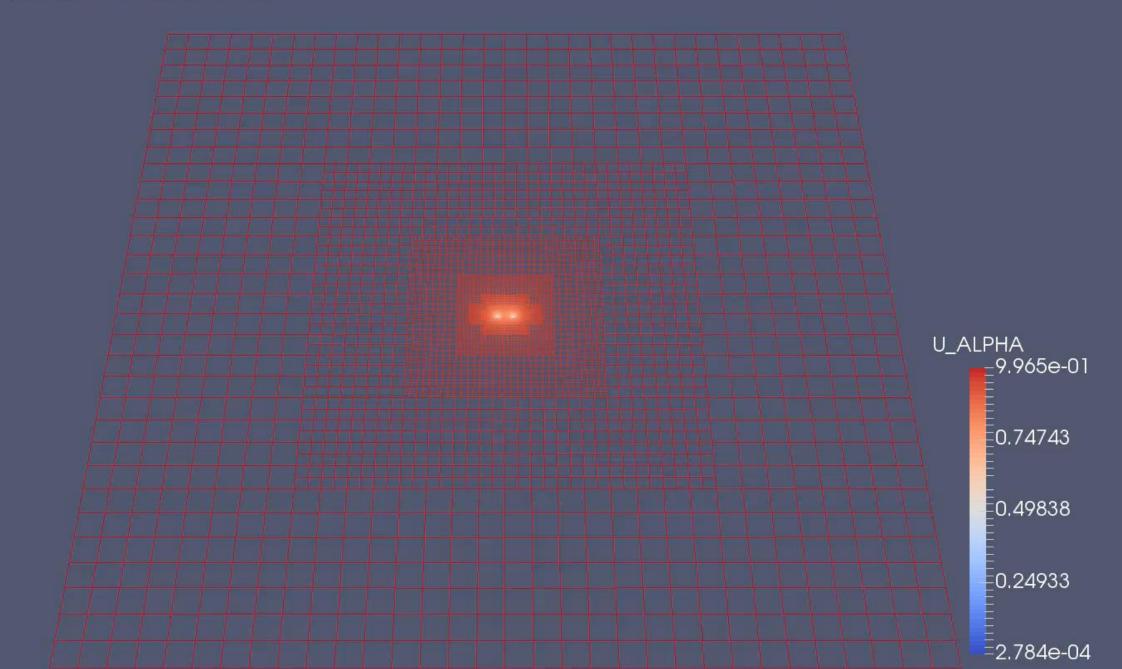
Light bounces back and forth in the 4-kilometer arms of a LIGO interferometer. When a wave makes the arms unequal in length, light leaks out the interferometer's "dark port," revealing the wave.





4 km arms house two laser beams

## Time: 0.000000 s



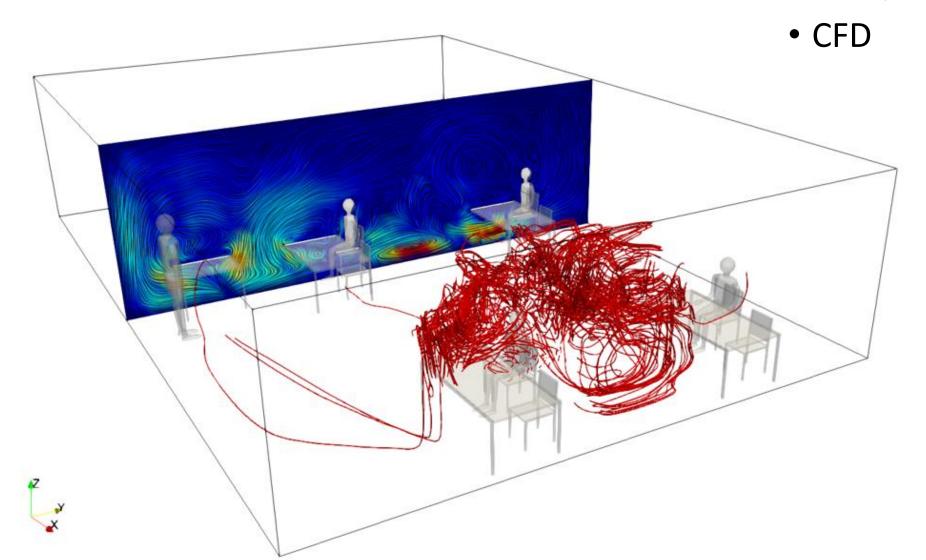
## **Application Domains**

• CFD (c)

- Biomechanics
- Geosciences
- Computational Relativity

## **Application Domains**

- Biomechanics
- Geosciences
- Computational Relativity



#### Course Outline



Intro to Computational Thinking



Intro to Programming (in Python)



Advanced Programming Concepts and Considerations



Advanced Computations (Data Analysis, Machine Learning, Visualizations, etc.)

## Why Computing?





#### Perform tasks

faster more accurately more reliably



Solve larger problems



Solve impractical/impossible problems

### What tools do Computer Scientists use?



#### **Computer Systems**

Hardware

Operating System

**Network & Internet** 

**Programming Language** 



#### **Computational Thinking**

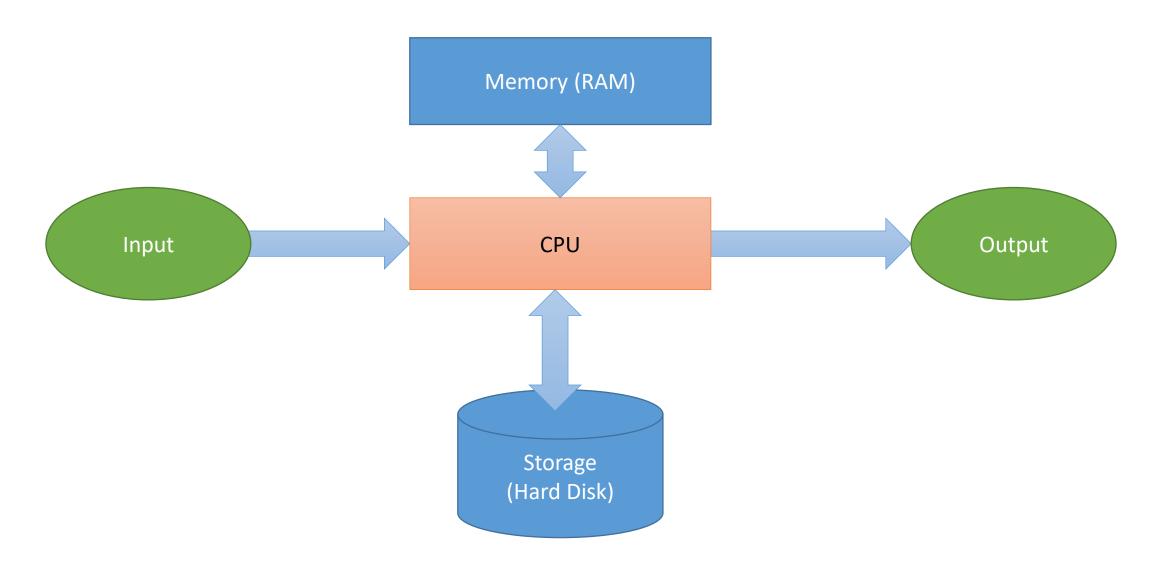
Logic

Reasoning

Data

Algorithms

## Computer Hardware



#### Operating Systems

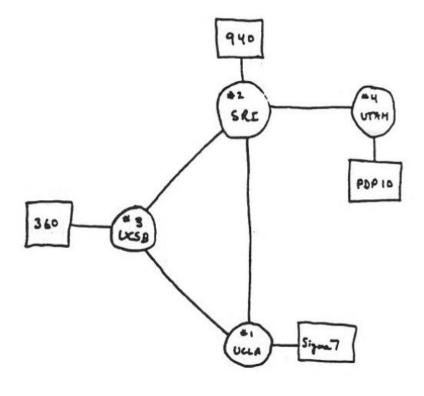
- Protect hardware from misuse
- Facilitate standardized access to hardware



## Networks and Internet

- Essential for most modern applications
  - Email
  - Lectures (during covid)
- We need to connect to other computers that are part of the internet
  - Wireless
  - Wired

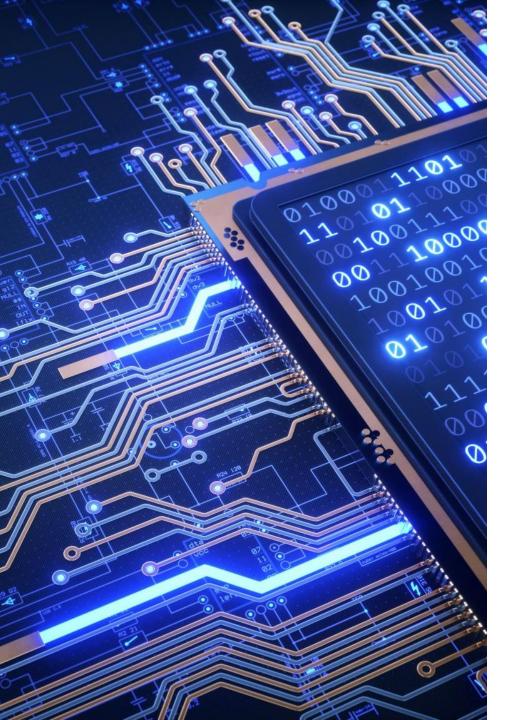
Early sketch of ARPANET's first four nodes



THE ARPA NETWORK

DEC 1969

4 NODES



#### Programming Languages

- Programmability separates computers from other machines
- Needs clear and unambiguous instructions
  - Myopic view, no context
  - Humans by default use a lot of context
- Machine language vs human readable languages
  - Assemblers
  - Compilers
  - Interpreters
- Software Libraries



## Sort some cards

