



Creating new worlds inside the computer

2/15/2006

COS 116

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Recap: Pseudocode

- Simple instructions: involve +, -, ×, ÷
- Compound instructions
 - Conditionals
 - Loops
- Exact syntax unimportant (unless it changes meaning of program !)

Algorithm

- Pseudocode for turning a set of inputs into outputs in a **finite** amount of time
- Questions to think about:
 - What class of computational tasks can be solved by algorithms?
 - How dependent is this class on the exact definition of pseudocode?

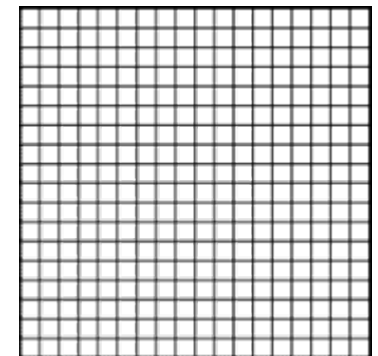
Conway's Game of life



- Rules: At each step, in each cell
 - **Survival**: Critter survives if it has exactly 2 or 3 neighbors
 - **Death**: Critter dies if it has 1 or fewer neighbors, or more than 3.
 - **Birth**: If cell was empty and has 3 critters as neighbors, new critter is born.

$n \times n$ array A

$A[i, j] = 1$ means critter lives in square, 0 means empty square



Pseudocode for each step

```
Do for  $i = 1$  to  $n$ ,
  {Do for  $j = 1$  to  $n$ 
  {
  Num-of-neighbors  $\leftarrow A[i-1, j-1] + A[i-1, j] + A[i-1, j+1] +$ 
     $A[i, j-1] + A[i, j+1] + A[i+1, j-1] +$ 
     $A[i+1, j] + A[i+1, j+1]$ 

  if (Number-of-neighbors = 3) then
    {  $B[i, j] \leftarrow 1$  }
  else {
    if (Number-of-neighbors = 2)
      etc. etc.//see handout//
    }
  }
}

Do for  $i = 1$  to  $n$ ,
  {Do for  $j = 1$  to  $n$ 
  { $A[i, j] \leftarrow B[i, j]$  }
  }
```

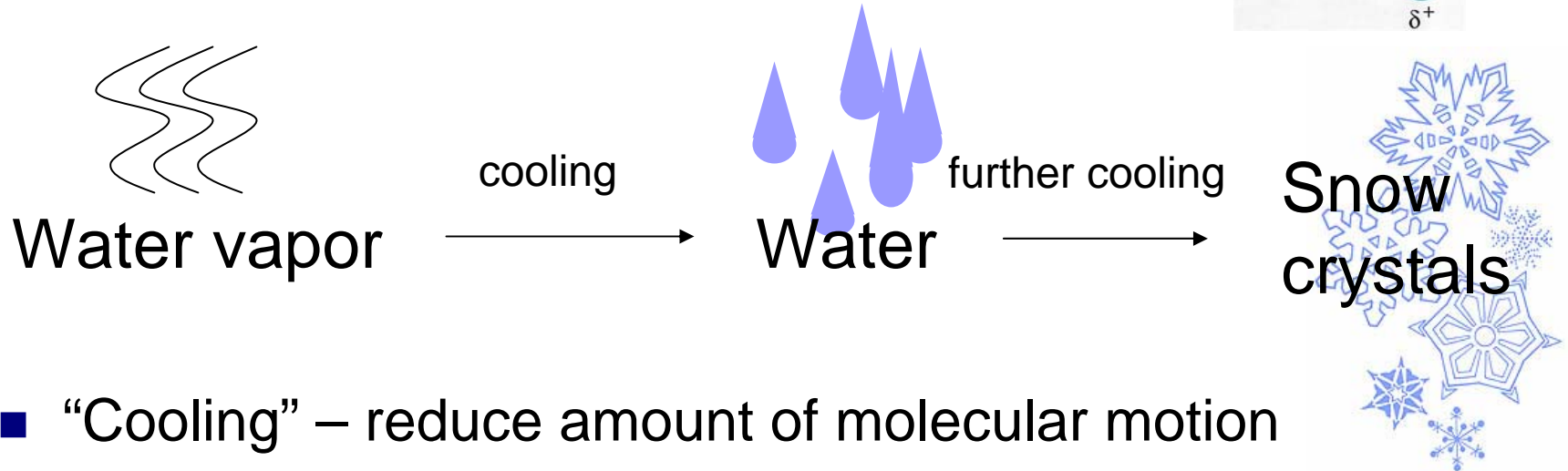
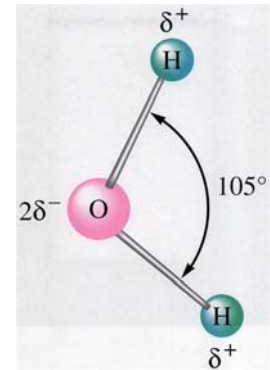


Moral of the Game of Life?

- Simple local behavior can lead to complex global behavior

(cf. Brian Hayes article)

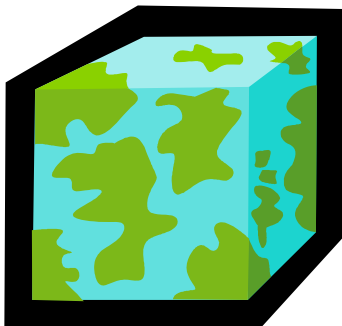
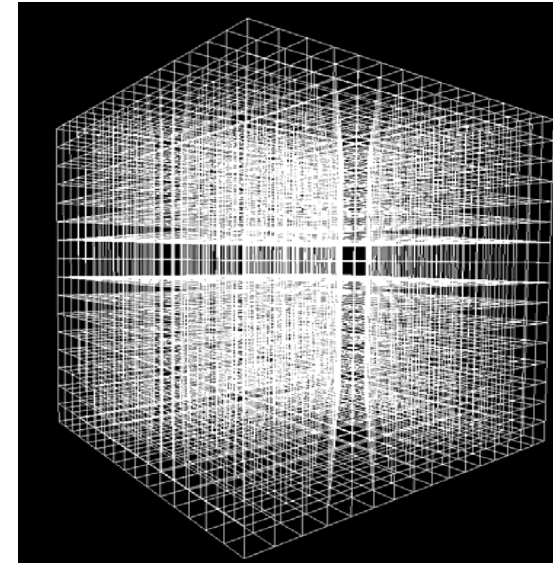
Physics of snow crystals



- “Cooling” – reduce amount of molecular motion
- Crystal growth: capture of nearby floating molecules

Twister simulation

- Divide region into 3D grid
- Identify laws of physics for air



Navier Stokes equations:

How does a block of air move when certain pressure, temperature and velocity differentials exist on its boundary?

Simulator pseudocode

- Initialize Grid using data from observations: surface and aircraft measurements, radar (NEXRAD) readings, etc.

```
Do for  $i = 1$  to  $n$ 
```

```
{
```

```
  Do for  $j = 1$  to  $n$ 
```

```
  {
```

```
    Do for  $k = 1$  to  $n$ 
```

```
    { Update state of Grid[ $i, j, k$ ] }
```

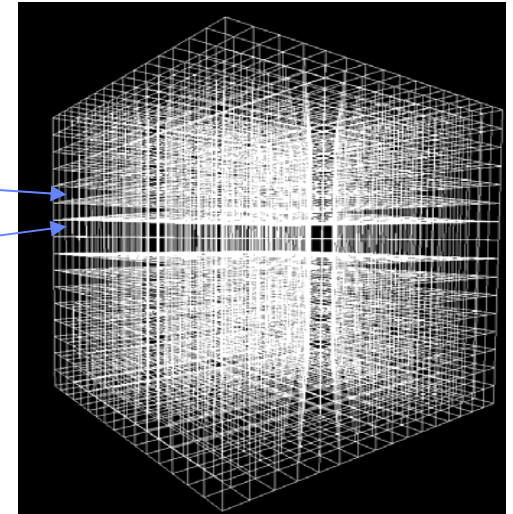
```
  }
```

```
}
```

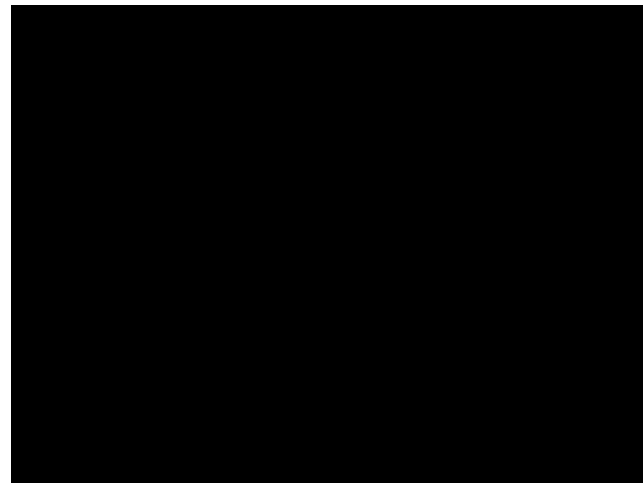
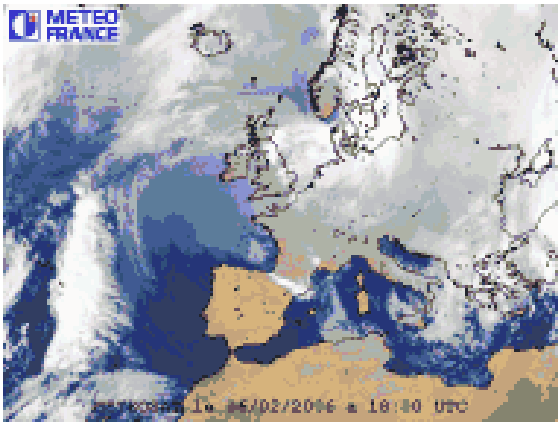
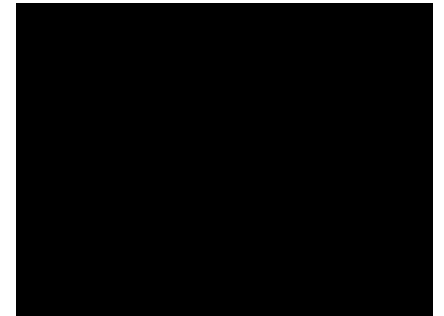
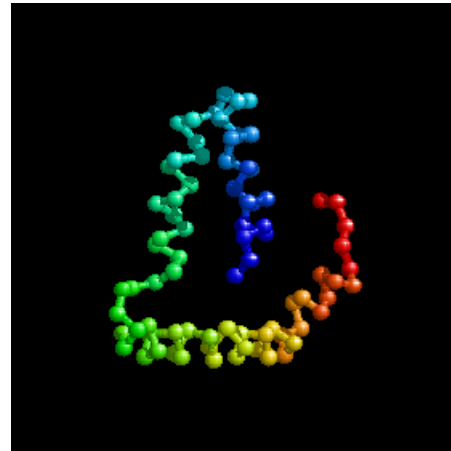
10°C, 15 psi, 20% humidity

11°C, 15 psi, 23% humidity

etc.



Other examples of simulation



Question

- How does result of simulation get displayed?

Computer graphics (will discuss in future lecture)

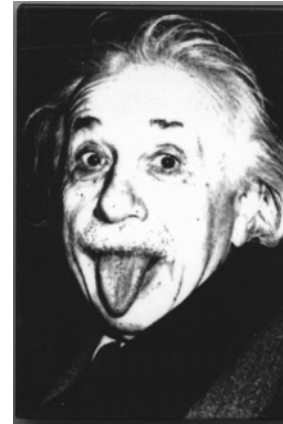


[Burns 05] (Princeton grad student)

Bigger questions



Alan Turing



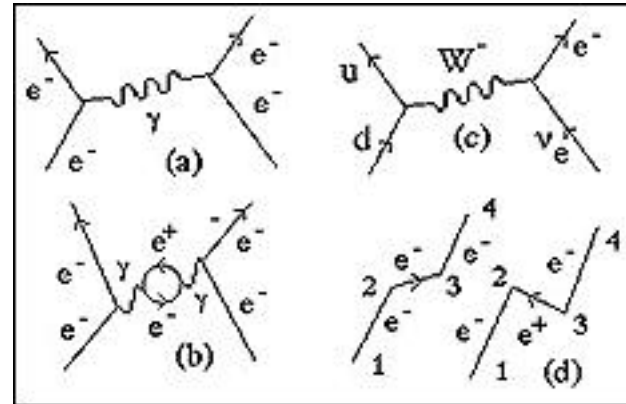
Albert Einstein

- Can computer simulation be replaced by a “theory of weather”? A “theory of tornadoes”?
- Is there a “theory” that answers following type of problem:
 - Given: A starting configuration in the game of life
 - Output: “Yes” if the cell at position (100, 100) is ever occupied, “No” otherwise

Actually, reverse trend: “theory of matter” (particle physics) is becoming computational.

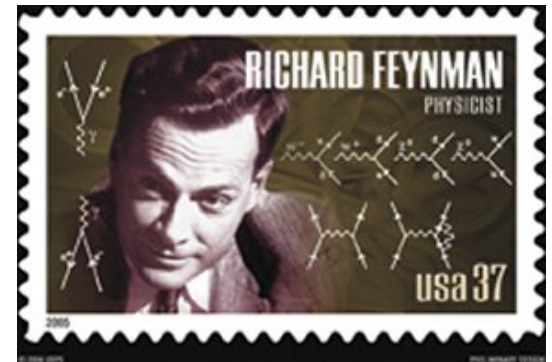


1670 $F = ma$ etc.



QED

Today



Hayes: The universe as a “cellular automaton”



Another startling fact:

Game of life is actually a “computer.”