



# Creating new worlds inside the computer

COS 116: 2/15/2007

Adam Finkelstein



# Pseudocode

- Simple instructions: involve  $+$ ,  $-$ ,  $\times$ ,  $\div$
- 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?



## Clicker Question:

Did you read the Hayes article?

A=yes

B=no

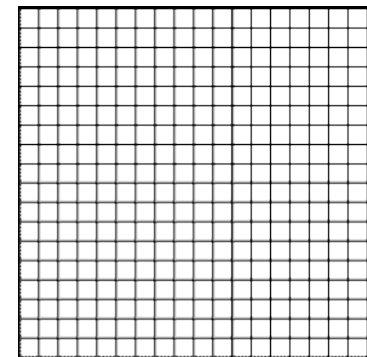
# Conway's Game of life



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

$n \times n$  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  $n$ 
  {
    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 ( neighbors = 2 OR neighbors = 3 ) then
      {  $B[i, j] \leftarrow 1$  }
    else if ( neighbors = 1 ... )
      ...etc. //see handout//
  }
}
Do for  $i = 1$  to  $n$ 
{
  Do for  $j = 1$  to  $n$ 
  {  $A[i, j] \leftarrow B[i, j]$  }
}
```

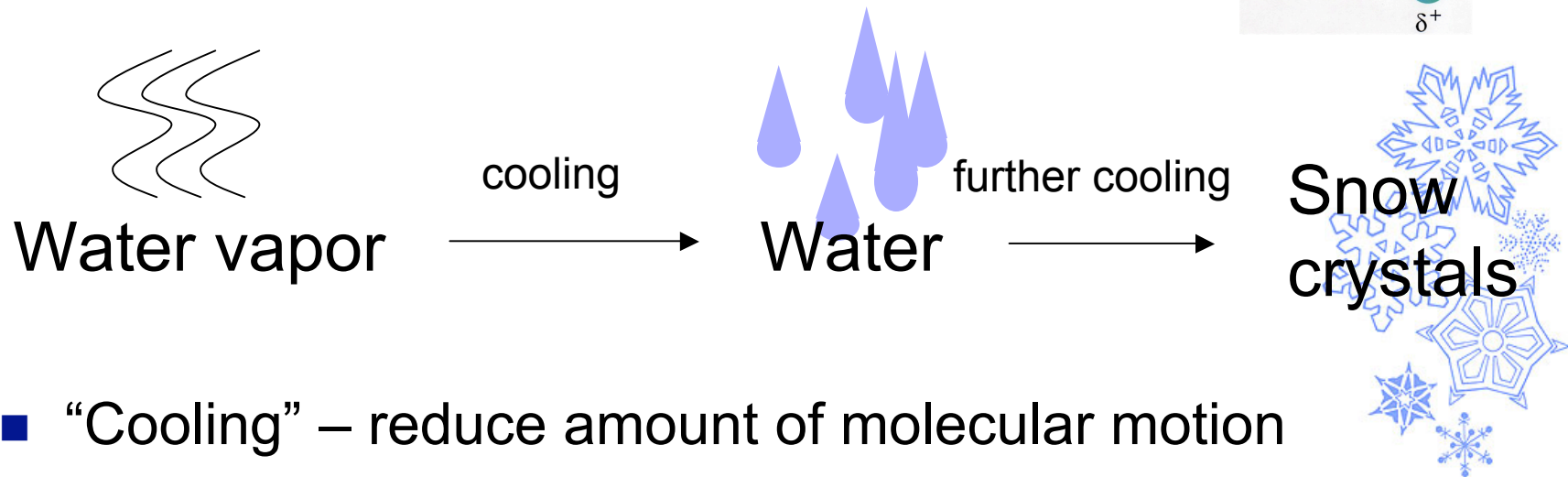
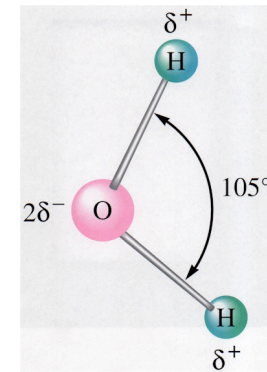


# Moral of the Game of Life?

- 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



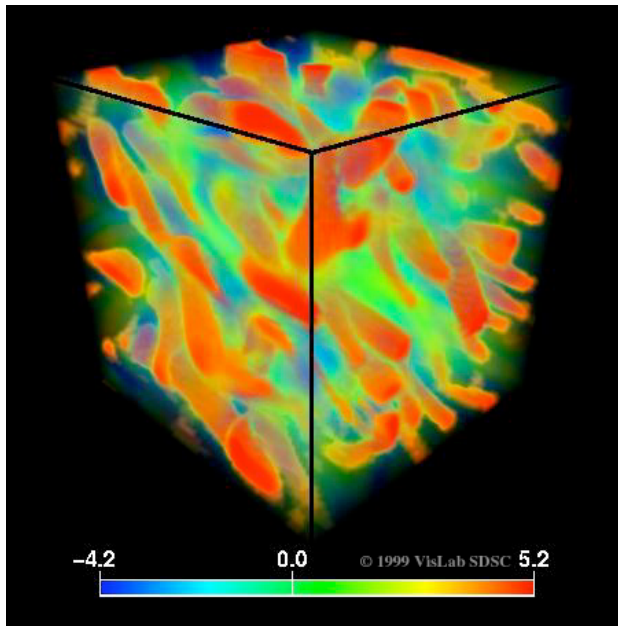
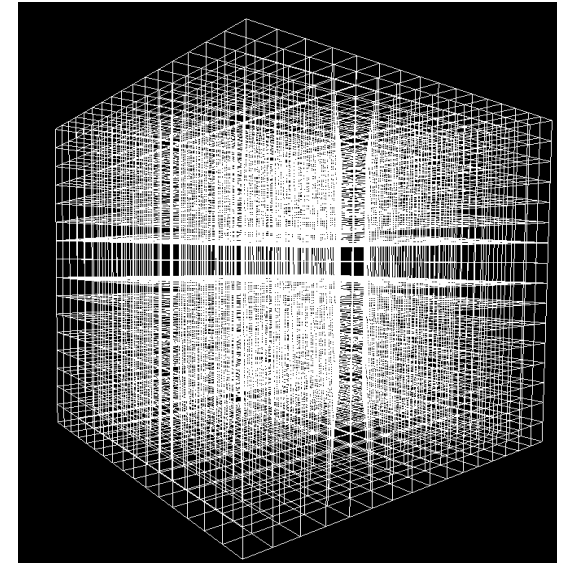


# Movie



# 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[ $i, j, k$ ] }
```

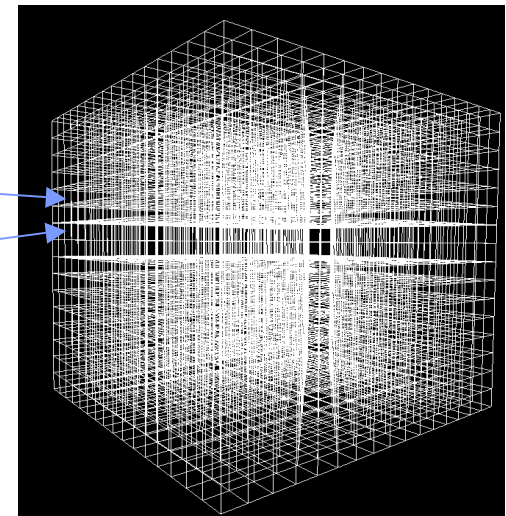
```
  }
```

```
}
```

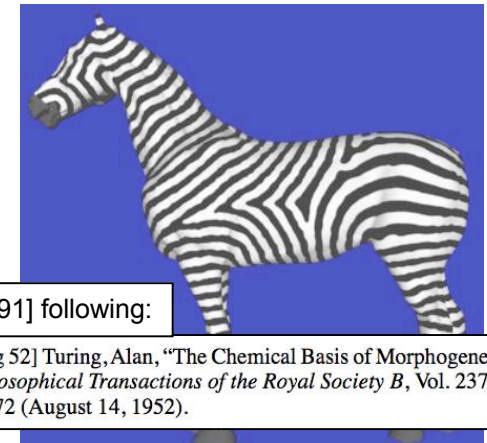
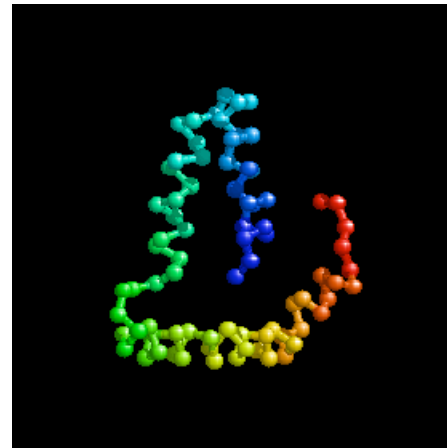
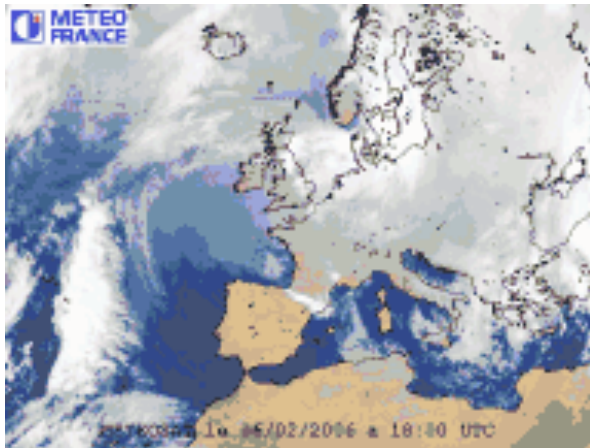
10°C, 15 psi, 20% humidity

11°C, 15 psi, 23% humidity

etc.

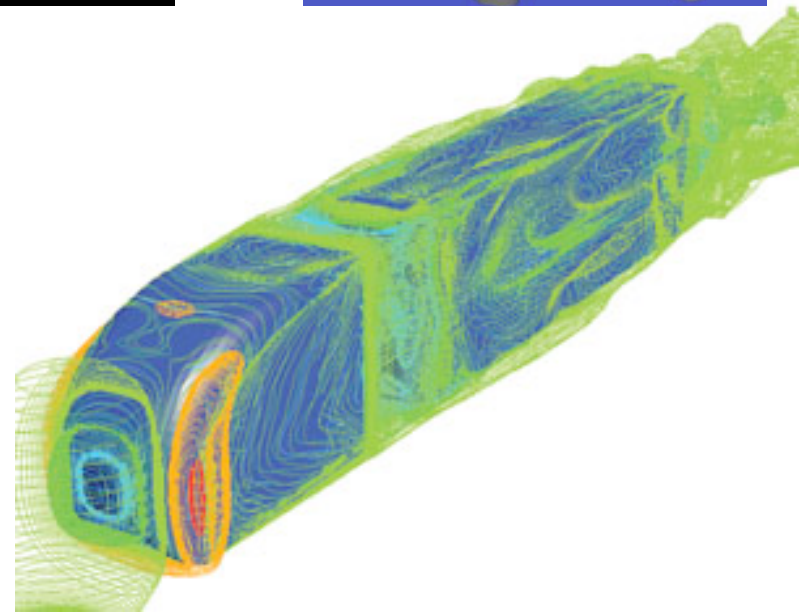


# Other examples of simulation



[Turk 91] following:

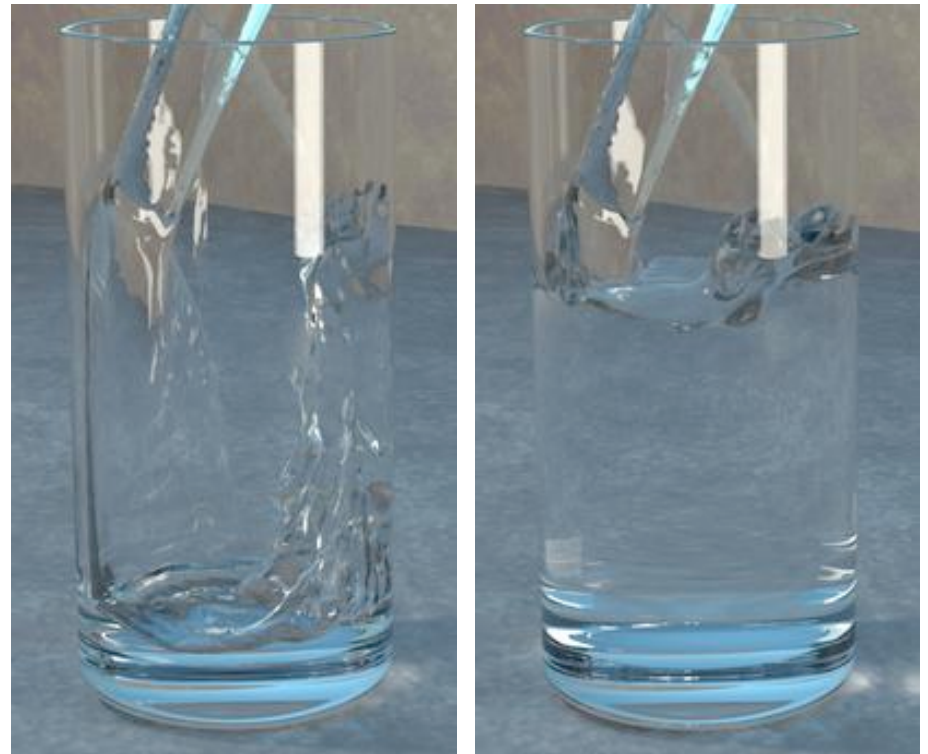
[Turing 52] Turing, Alan, "The Chemical Basis of Morphogenesis," *Philosophical Transactions of the Royal Society B*, Vol. 237, pp. 37–72 (August 14, 1952).



# Display

Q: How to display result of simulation?

A: Computer graphics  
(later in course)



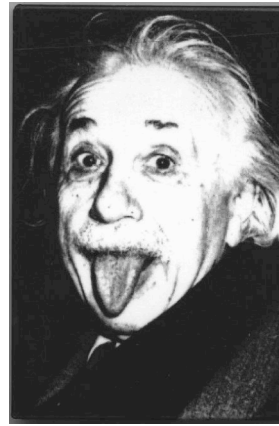
[Enright and Fedkiw 02]



# Bigger questions



Alan Turing



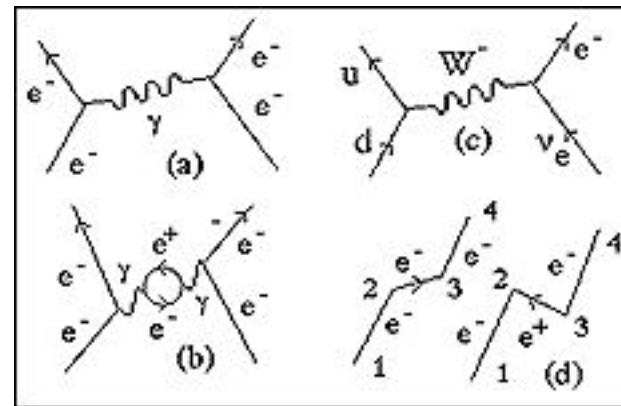
Albert Einstein

- Can computer simulation be replaced by a “theory of weather”? A “theory of tornadoes”?
- Is there a “theory” that answers this 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

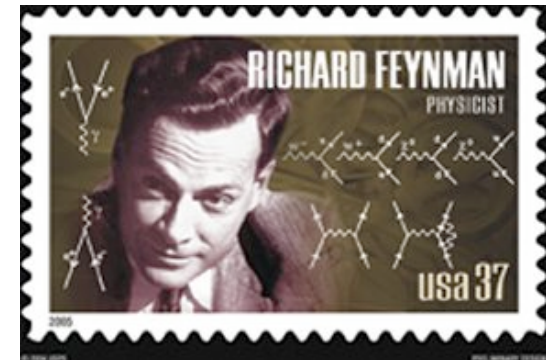
Actually, reverse trend: “theory of matter”  
(particle physics) is becoming computational.



1670  $F = ma$



Today



Hayes: The universe as a “cellular automaton”



Another startling fact:

Game of life is actually a “computer.”