

# Creating new worlds inside the computer

2/15/2006

COS 116

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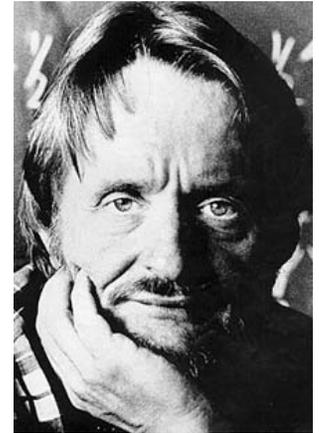
# Recap: Pseudocode

- 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?

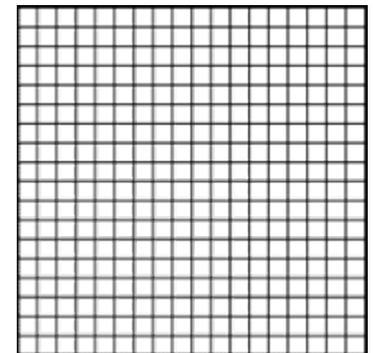
# Conway's Game of life



- 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  $n$ 
  { $A[i, j] \leftarrow B[i, j]$  }
  }
}
```

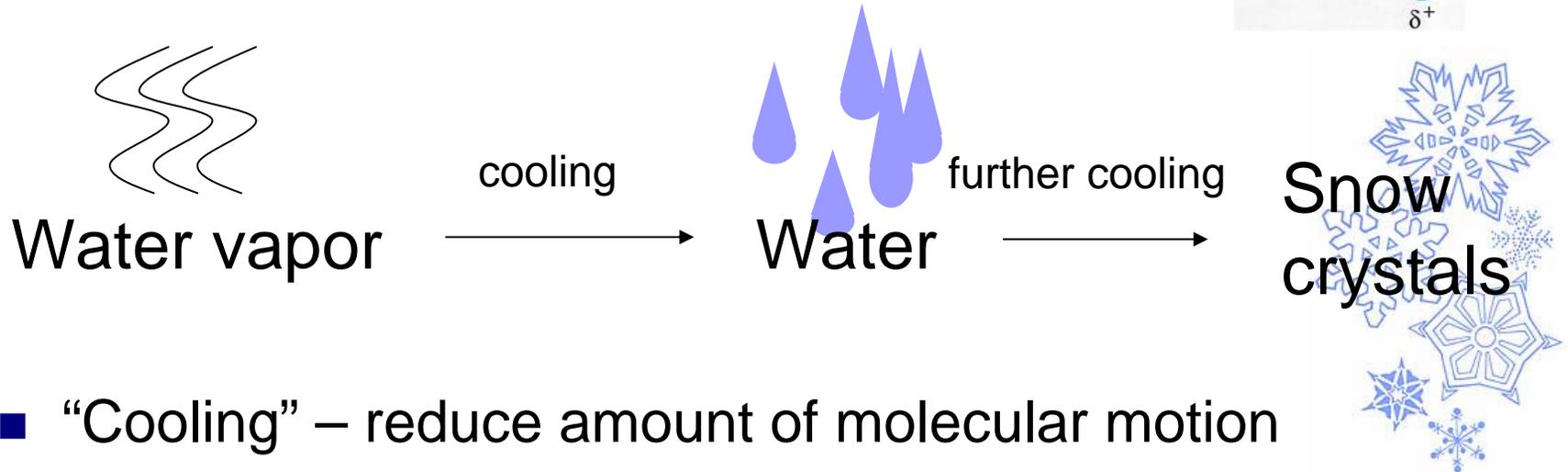
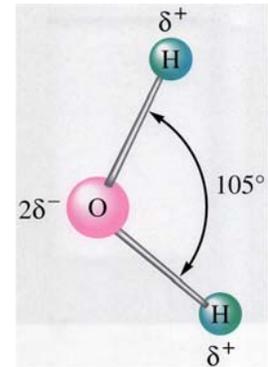


# Moral of the Game of Life?

- Simple local behavior can lead to complex global behavior

(cf. Brian Hayes article)

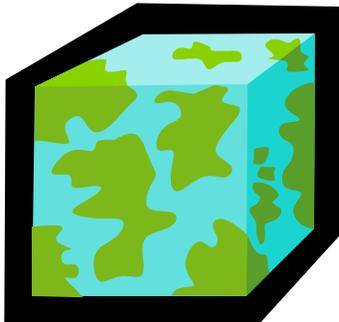
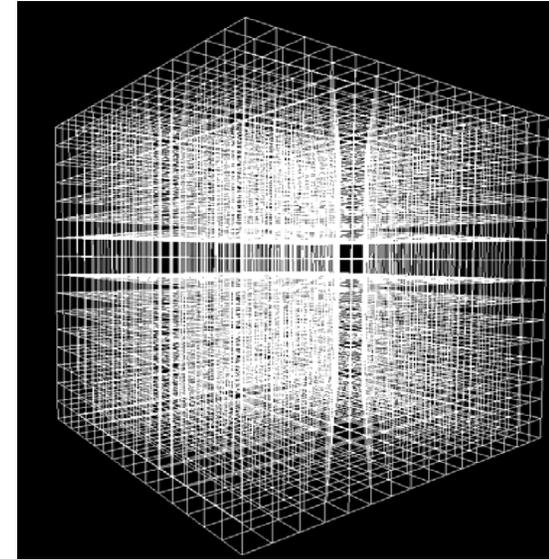
# Physics of snow crystals



- “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[ $i, j, k$ ] }
```

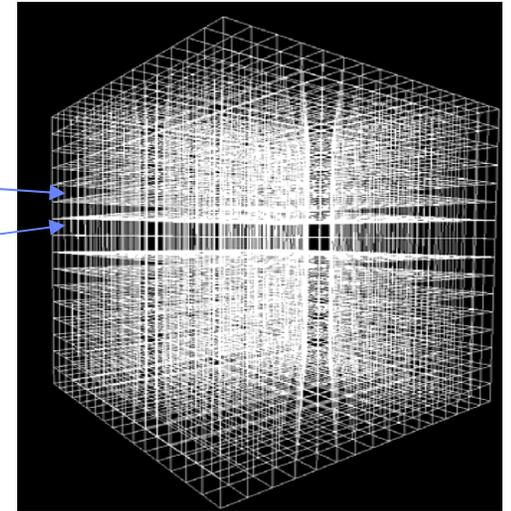
```
  }
```

```
}
```

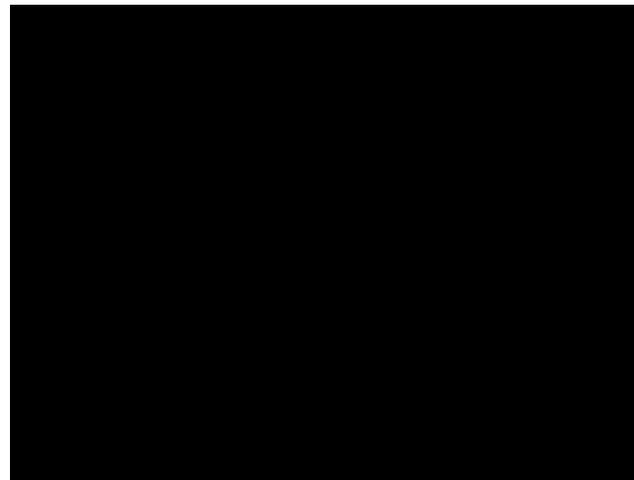
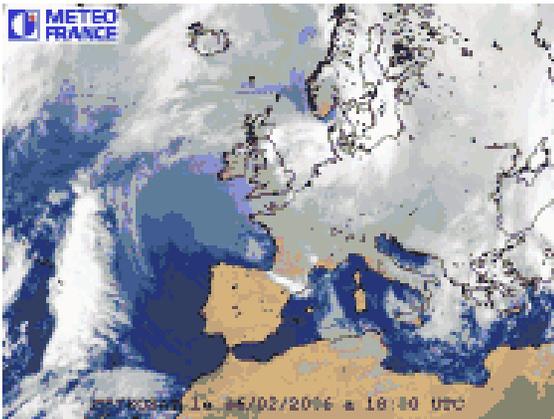
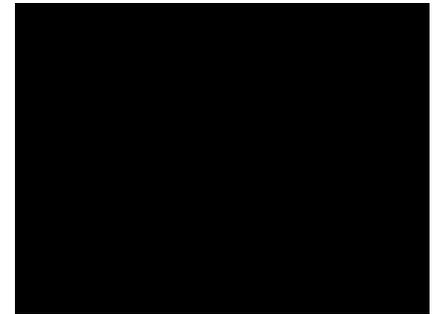
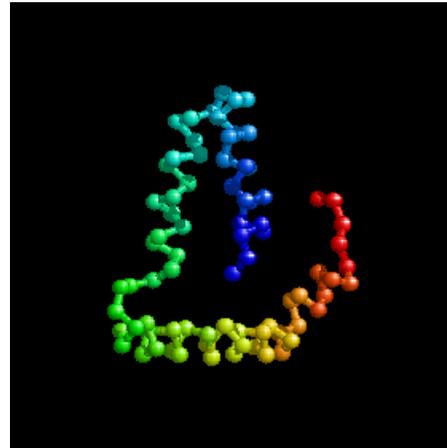
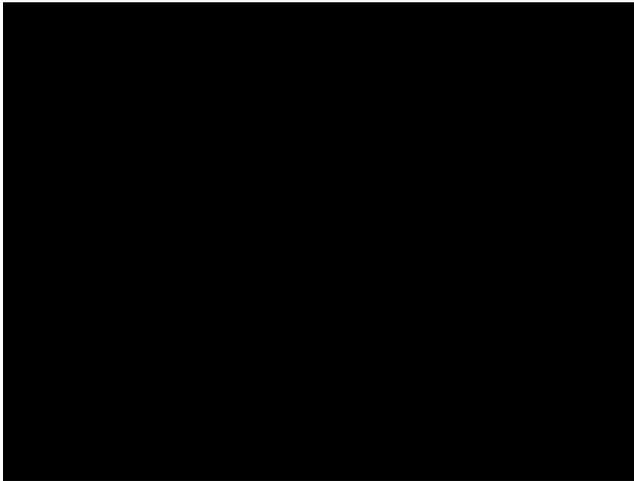
10°C, 15 psi, 20% humidity

11°C, 15 psi, 23% humidity

etc.



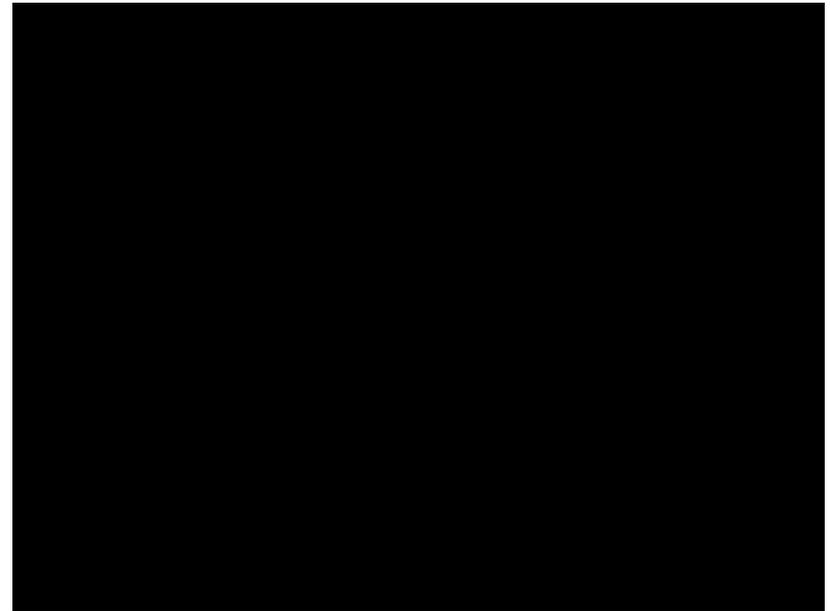
# Other examples of simulation



# Question

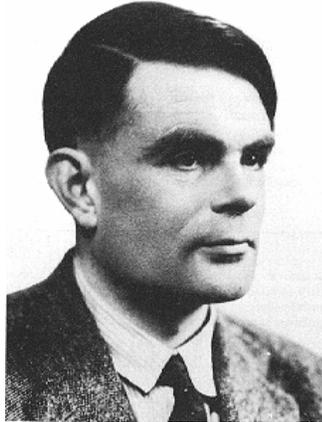
- How does result of simulation get displayed?

Computer graphics (will discuss in future lecture)

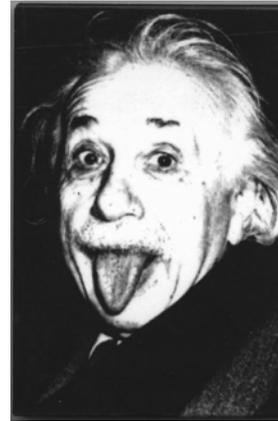


[Burns 05] (Princeton grad student)

# Bigger questions



Alan Turing



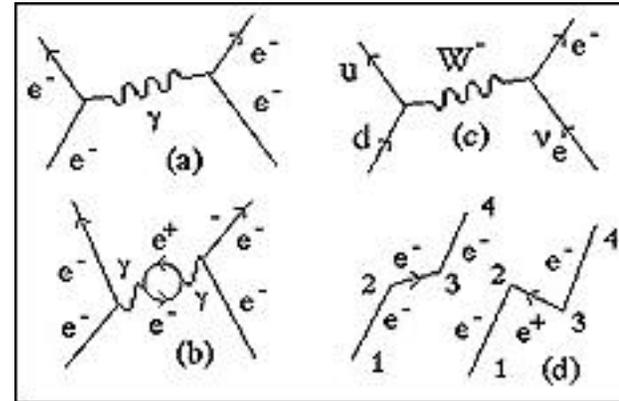
Albert Einstein

- 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.

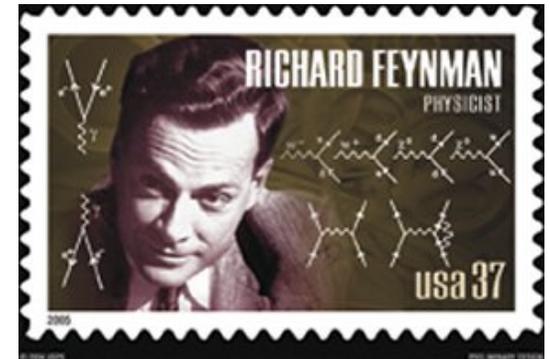


1670  $F = ma$  etc.



QED

Today



Hayes: The universe as a “cellular automaton”



Another startling fact:

Game of life is actually a “computer.”