Computational Thinking

Jackson State University Workshop
Kate Cahill (kcahill@osc.edu)
Step 1: Get the presentation slides

http://hpcuniversity.org/trainingMaterials/238/
Computational Science Skills

• Computational science provides skills needed in the present and future workforce
  – Understanding of modeling techniques that are used in research and business
  – Data management skills
  – Analytical skills
  – Teamwork skills
  – Communications skills

• Inquiry-based education approach engages students in learning
Acquiring the Appropriate Skills

• Begin with basic modeling skills
  – What is a model?
    • Models of physical systems
    • Models of social systems
  – How do you create a model?
    • Understanding cause and effect
    • Representing the relationships in mathematical terms
  – How do you implement the model on the computer
  – How do you know if the model is “right”
Steps Toward Competency

• Investigate how models have been used to gain insights about complex systems
  – Observe and manipulate built models on personal computers
• Use modeling tools to add new components to existing models
• Build new models of interesting systems
• Use the model to explore the system
• Present results in writing and orally
Progression of Technical Skills

• Using modeling tools on a personal computer
• Learning programming skills
• Advancing applied math skills
• Applying skills to the student’s academic major
  – Starting with simple models on personal computers
  – Expanding to large-scale applications on supercomputers
Integrating Materials into the Curriculum

• Model competencies

http://hpcuniversity.org/educators/competencies/
Goals for this Session

• Demonstrate the pedagogy for computational science education

• Progression of possible activities
  – Using complete models to demonstrate principles
  – Running models to gain insights into system behavior
  – Modifying models to relax assumptions
  – Building new models
What We Will Cover

• Introduce materials and models that can be incorporated for classroom use
• Introduce simple tools that can be used to build and demonstrate modeling techniques
• Provide a list of resources you can explore in detail later
Step 2: Reference Materials

• [https://www.osc.edu/~kcahill](https://www.osc.edu/~kcahill)
  – Choose Computational Thinking Workshop Materials
Simple Models with Excel

• Open datasets folder
• Open simplepopulation.xlsx
  – Principle – HAVE=HAD+Change
• Open saltdiffusion.xlsx
  – Principle – “I am the average of my neighbors”
More Examples

• Examples from several of the tools we will be using in this workshop along with lesson plans

• http://www.shodor.org/talks-new/
Starting with Simple Models and Tools

• Can use simple models to illustrate modeling principles and definitions
• Models of change in space and/or time: HAVE = HAD + CHANGE
• Which phenomena employ this basic concept?
• Example – go to datasets folder
• Open SimplePopulation.xls
Mostly hidden Excel Capabilities

• Slider bar
  – Access via Developer menu
  – File/options/customize ribbon
  – Choose All tabs – move Developer and turn it on

• Insert Scroll Bar

• Associate its value with a cell D11

• Value of 50

• Value of D8 is D11/100

• Close this spreadsheet
Another simple model

- I am the average of my neighbors
- Representation of a space by a matrix of values representing location and adjacency
  - 2D or 3D
- What is modeled in this way?
More Excel tricks

• Open saltdiffusion.xlsx
  – Note the matrix of numbers
  – Each cell is calculated as the average of its neighbors
  – In D5 insert 50 or = B5
  – Note the change of color
  – Now use the F9 key to incrementally calculate the results

• Turned calculation to manual

• Added formatting to cells based on value
Built Models You Can Use in Classroom

• Go to workshop website referred to earlier
• Scroll down the list to Java Applets
  – Choose histogram
  – Ability to examine the impact of categorization on the description of a distribution
• Now scroll to Resources for Computational Modeling
  – Find Shared science instructional modules - PHET
Explore Other Relevant Examples

• Look at sites relevant to your discipline
  – Computational physics
  – Computational chemistry
  – More Shodor examples
  – Engineering
  – Economics
  – And so on
There are several systems modeling packages that can provide similar learning experiences:

- iThink;
- Berkeley Madonna;
- Stella
- Vensim
  - Free education version
  - Graphical user interface to modeling
- Open bunnycomparison.mdl
Some Sketch Tools

- Auxiliary Variable (constant)
- Box Variable (Level)
- Arrow (connects cause and effect)
- Rate
More Vensim Examples

• Other examples
  – Advanced SIR
  – Pharma model

• Can save runs under different names

• Compare runs on the same graph

• Interactively change parameters to find a target
Explore Other Built Models

Not So Secret Agent

• What is an agent?
  – An autonomous entity that acts according to a set of rules or constraints
  – Multiple agents are involved in complex systems, each acting in a particular way
  – Agents that “meet” then interact to produce another set of outcomes
  – The resulting outcomes are often different than one would expect due to the complexity of the interactions
  – Most agent-based models introduce the idea of randomness in the interaction rules – i.e. Monte Carlo simulations
Some Modeling Conveniences

• Agents can act both in space and in time
  – Explicit spatial movement is often important to accurately represent some phenomena
  – More difficult to do with other approaches
  – More realistic representations of spatial phenomena are possible
Some Examples

• Spatially explicit models of the spread of disease
• Growth of urban areas
• Supply chain optimization
• Human cell and immune system models
• Biochemical processes
• Consumer behavior and economics models
Tools

- AgentSheets
- Netlogo
- StarLogo
- Repast (with a supercomputer version)
- Swarm
Agent Models Tell A Story

• Should describe the behaviors before model building

• Example of simple disease model
  – Agents: People
  – People are either healthy or sick
  – For a contagious disease, what is the story of the interaction of healthy and sick people?
Defining Agent Behavior

- Login to www.agentcubesonline.com
  - Username shodor0
  - Password: sh0d0r1f1c
- Click on AgentCubes logo at top
- Type rpanoff in the search box at bottom
- Choose CLASS_SIR on the bottom
Story behind this model

• Agents with two states
• If they “meet” there is some probability that a healthy person will become sick
• Examine the program syntax
• Click on Person Agent
Second Example

- Go back and to rpanoff models list
- Select Flat_fire
- Note there are trees with three states
- Story behind this model
Running the Model

• Click on the finger in the pallet on the Worksheet window then a tree and Run
  – Observe the behavior – what is the result?
  – Click Stop then Reset
  – Now change the burnprob on Simulation Properties to 5.0
  – How do the results compare?
Agents and Behavior

• Agents can have several states
  – E.G. Tree – green, on fire, burnt over
  – Each state has an editable depiction

• Right click on the tree or click the tree and use the Gallery – Edit Behavior
  – Simple graphical programming environment
Moving to Supercomputer Scale

• Once students understand the basic principles of a particular type of model – can scale models to run on supercomputers
• Use community codes or science gateways
• Approach the problems in a similar way
  – Make multiple runs to understand system behavior
  – Pose problems that change a finite set of model parameters to answer specific questions
HPCUniversity.org

• Repository of materials
  – Workshop slides
  – Links to videos
  – Exercises

• Events calendar – conferences, deadlines

• Fellowships, Internships & Job Postings
Questions and Discussion

Reference Materials Reminder

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Our reach will forever exceed our grasp, but, in stretching our horizon, we forever improve our world.