UNIVERSITETET I OSLO

Det matematisk-naturvitenskapelige fakultet

Examination in: INF1100 — Introduction to

programming with scientific

applications

Day of examination: Monday, December 3, 2007

Examination hours: 09.00 - 12.00.

This examination set consists of 13 pages.

Appendices: None.

Permitted aids: 1 handwritten A5 sheet, both sides

can be used.

Make sure that your copy of the examination set is complete before you start solving the problems.

- Read through the complete exercise set before you start solving the individual exercises. If you miss information in an exercise, you can provide your own reasonable assumptions as long as you explain that in detail.
- Your answer <u>must</u> be written on these exercise sheets, and <u>not</u> on separate sheets. In the exercises where you need to write program code we recommend that you first make some notes on a separate sheet of paper before you write down the final solution on these exercise sheets at the marked location. If you, contrary to expectation, cannot fit your code on these exercise sheets, additional sheets can be used. These must be clearly marked with exercise number and stapled to the exercise sheets.
- The maximum possible score on the exam is 75 points. There are 14 exercises, and the number of point for each exercise is given in the heading.
- For the first five exercises, make sure to limit your answer to a single line.

Exercise 1 (3 points)

What will the value of the variable lnx be at the end of the following code?

```
x = 1024; lnx = 0
while x > 1:
    x/=2
    lnx += 1
```

Answer:

Exercise 2 (3 points)

What will the value of the variable result be at the end of the following code?

```
result = 1
for i in range(4):
    result = 2*(i + result)
Answer:
```

Exercise 3 (3 points)

What will the value of the variable result be at the end of the following code?

```
result = 0
for i in range(5):
    for j in range(i, 5):
        result += 1
```

Answer:

Exercise 4 (3 points)

What will the value of the variable result be at the end of the following code?

```
result = 0
for i in range(1, 4):
    prod = 1
    for j in range(1, i+1):
        prod*=i
    result += prod
Answer:
```

Exercise 5 (3 points)

How many times is the text ''INF1100'' printed by the following code?

```
for i in range(10, 100, 10):
    for j in range(i-1, i+3):
        print "INF1100"
```

Answer:

Exercise 6 (6 points)

Write a function position(t, v0) that returns the value of the function

$$y(t) = v_0 t - \frac{1}{2}gt^2$$

and its derivative y'(t). Also write a main program that calls position to compute y(0.1) and y'(0.1) for $v_0 = 2$. Write out the two values that were returned from the function. The parameter g is the acceleration of gravity, which can be set equal to 9.81.

Exercise 7 (6 points)

The trajectory of a ball (neglecting air resistance) is described by the parabola

$$y = f(x) = Y - \frac{1}{2U^2} \frac{gx^2}{\cos^2 \alpha} + x \tan \alpha.$$

In this expression, x is a horizontal coordinate, g is the acceleration of gravity, U is the size of the initial velocity that makes an angle α with the x axis, and (0,Y) is the initial position of the ball.

In a program, first read the input data Y, α , and U from the command line. Then let the program compute where the ball hits the ground, i.e., the value x_g for which $f(x_g) = 0$ (the formula and also the code from Exercise 12 can be used here). Plot the trajectory y = f(x) for x in the interval $[0, x_g]$.

Exercise 8 (6 points)

A difference equation for the daily growth of money in a bank reads

$$x_n = x_{n-1} + \frac{p}{100 \cdot 360} x_{n-1},$$

where p is the annual interest rate and n counts days. Write a function solve(n, p, x0) for computing x_n after n days with annual interest rate p and a start capital x0. The function should return x_n . Do not store the x_n values in a list; use instead as little storage as possible inside the solve function. Write a test program where you compute how much 100 NOK has grown to after 720 days with annual interest rate p = 4.

Exercise 9 (6 points)

Represent the mathematical function

$$f(t; p, q, r) = \sin(\pi t) + p\sin(q\pi t) + r\sin(4q\pi t) \tag{1}$$

by a class SineFunc. The class must be written such that the following program works when the class is stored in the file SineFunc.py:

```
from SineFunc import SineFunc
f = SineFunc(p=0.1, q=4, r=0.05)
for t in [0.2, 0.4, 1, 2]:
    f_value = f(t)
    print 'f(%g)=%g' % (t, f_value)
```

Exercise 10 (6 points)

A file with name mydat.txt contains two columns of numbers, corresponding to x and y coordinates on a curve. The start of the file looks as this:

-1.000000	-0.761594
-0.959184	-0.743913
-0.918367	-0.725124
-0.877551	-0.705190

Make a program that can plot the y coordinates in the second column against the x coordinates in the first column. Assume no empty lines in the file.

Exercise 11 (6 points)

The purpose of this exercise is to write a file like mydat.txt in the previous exercise. Given a function f(x), an interval [a,b], and a number of points n, make a function table(f, a, b, n, filename) that writes out $x_i = a + ih$ and $y_i = f(x_i)$ to a file filename for i = 0, ..., n-1 and h = (b-a)/(n-1). Write a main program that calls table for the function defined in (1) in exercise 9. Choose the interval [a,b] as $[0,\pi]$, set n=31, and let the parameters in f be p=0.5, q=3, and r=0.05.

Exercise 12 (6 points)

In this exercise we shall write and test a class for representing a parabola $f(x; a, b, c) = ax^2 + bx + c$. Make a class Parabola which stores a, b, and c as attributes and which has three methods:

- $_$ init $_$ for storing the coefficients in the parabola: a, b, and c,
- __call__ for computing a value of f at a point x,
- roots for computing the two roots of the parabola:

$$x_1 = \frac{-b + \sqrt{b^2 - 4ac}}{2a}, \quad x_2 = \frac{-b - \sqrt{b^2 - 4ac}}{2a}.$$

You can assume that only real (not complex) roots are of interest. Write a short test program for evaluating the parabola $-1 + x^2$ and computing its roots.

Exercise 13 (6 points)

least) one die with 6 eyes among the three dice, you win 7 NOK, otherwi you lose your 1 NOK investment. Make a program for deciding whether yo should play this game or not.							

Somebody suggests the following game: You pay 1 NOK of money and are

Exercise 14 (12 points)

A class hierarchy Integrator implements different methods for numerical integration of $\int_a^b f(x)dx$. All methods can be written as a sum

$$\int_{a}^{b} f(x)dx \approx \sum_{i=0}^{n-1} w_{i} f(x_{i}). \tag{2}$$

Different integration methods differ in the way the weights w_i and the evaluation points x_i are defined. For example, the Trapezoidal rule has $x_i = a + ih$ for h = (b - a)/(n - 1) for i = 0, ..., n - 1, and $w_0 = w_{n-1} = h/2$ while $w_1 = w_2 = \cdots = w_{n-2} = h$.

The superclass Integrator stores a, b, and the number of function evaluation points n in its constructor, while the method $__call__$ computes the numerical approximation to the integral:

Subclasses implement different integration rules in the Python method set_up_points_and_weights. For example, we can implement the Trapezoidal rule as

```
class Trapezoidal(Integrator):
    def set_up_points_and_weights(self):
        h = (self.b - self.a)/float(self.n - 1)
        x = numpy.zeros(self.n)
        w = numpy.zeros(self.n)
        for i in range(self.n):
            x[i] = a + i*h
        w[0] = h/2
        for i in range(1, self.n-1):
            w[i] = h
        w[-1] = h/2
        return x, w
```

interval [$= \frac{b-a}{n} \text{ (for a } a, b] \text{ (use the points)}$	he uniform	n(a,b) fu	nction in o	one of the	random mo	dule
Monte C	arlo integration integration $(3x)dx$ wi	ation. Als	so write a	short mai			

The task of this exercise is to implement Monte Carlo integration as a subclass in the Integrator hierarchy. The Monte Carlo rule is defined as (2)