Four stories: four models of learning.

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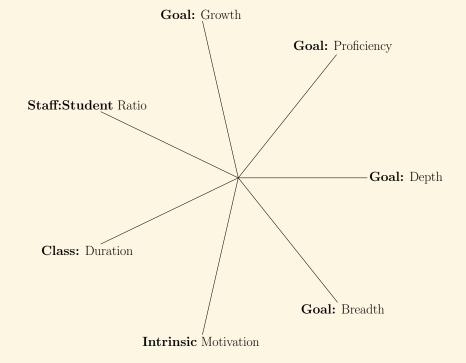


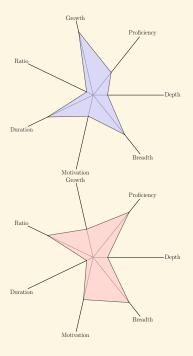


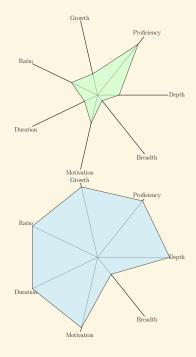


Software Sustainability Institute Active learning increases student performance in science, engineering, and mathematics Freeman et al. 2014 (PNAS)

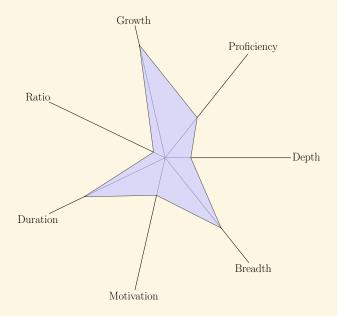
https://vknight.org/tch-phi/

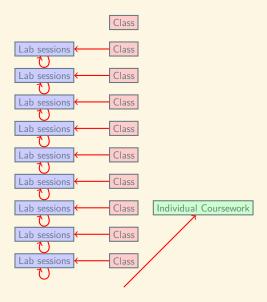






First year undergraduate class





1. Recursion.

A video describing the concept.

A video demo.

It is possible to define functions recursively. This is similar to inductive proofs in mathematics. To do this we need to consider two things:

1. A recursive rule;

2. A base case (that the recursive rule reduces to).

As an example let us code the following function:

$$f(n) = \sum_{i=0}^{n} i$$

We can see the 'recursive rule':

$$f(n) = f(n-1) + n$$

We also know that the 'base case' is:

$$f(0) = 0$$

Now let us program this function using recursion:

```
>>> def sum_of_integers(n):
    """Sum of integers from 0 to n"""
    if n == 0: # Base case
    return 0
    return sum of integers(n - 1) + n # Recursive rule
```

1 Introduction

"Given a 5 x 5 set of lattice points (Figure 1), find a set of five circles which pass through each of the 25 points at least once" is a problem given in [1] (page 208). The aim of this paper aims to ascertain whether this is the minimal number of circles required to intersect every point of the lattice. This will be done by considering all the possible circles that may be drawn and considering all combinations of circles, starting with one circle and increasing circles until a minimum solution is found.



Figure 1: Lattice of 5 x 5 points.

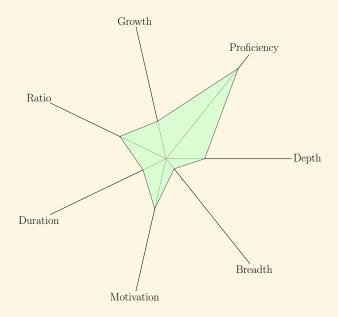
2 Finding every circle and the minimal solution

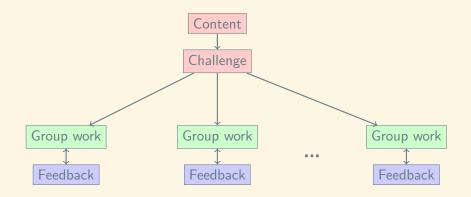
To represent the lattice a set of coordinates is created with each point of the lattice being an element in a list:

```
>>> n = 5
>>> coords = [[x, y] for x in range(1, n + 1) for y in range(1, n + 1)]
```

The function set_of_circles is created to determine the set of non-trivial circles that may be drawn on lattice:

Masters level 2 day hackathon





You need to build a tournament that creates a round robin of players using different strategies playing Rock Paper Scissors. Each match between 2 players will be 21 rounds of Rock Paper Scissors.

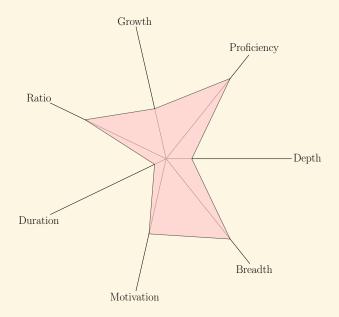
After creating this tournament, create a new strategy that wins the overall tournament.

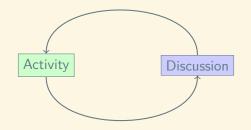
Parameters:

There will be 6 original strategies/players:

- · Always play Rock;
- · Always play Paper;
- · Always play Scissors;
- · Alternate: Rock then Paper then Scissors;
- · Alternate: Rock then Scissors then Paper;
- · Play randomly
- · Mirror: Repeats the 'previous move' made by the oppponent.

PhD level research practice workshop





We will do this by writing software to find the prime factors of an integer.

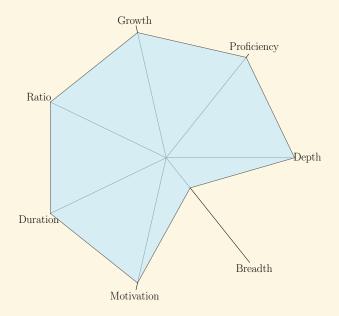
Discussion

Before looking any further there will be a class discussion.

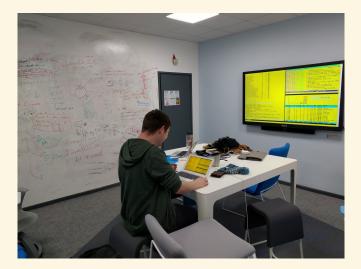
Files from discussion

- find_primes_v1.py.
- find_primes_v2.py.
- find_primes_v3.py.
- is_prime.py
- integer_division
- prime_factors.py
- test_is_prime.py
- test_integer_division.py
- test_prime_factors.py

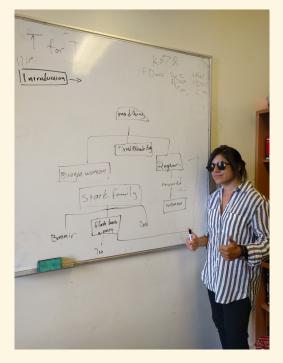
PhD supervision

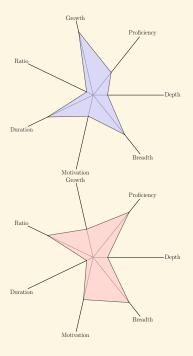


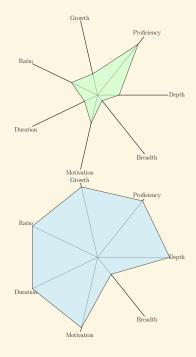












Enthusiasm

Anaconda

- Jupyter notebooks
- pip install --user <package>
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