



# Welcome to CS5 Green



Two handouts today...

- Lecture notes
- Syllabus

Two online surveys...

- [Intro survey](#)
- Lecture [feedback form](#)

The screenshot shows a Google Forms interface for a survey titled "HMC CS5 Green Fall 2021 Feedback". The form includes a "Form description" field, a "Name" field (required, marked with a red asterisk), and a "Lecture" field (required, marked with a red asterisk). The "Lecture" field has a dropdown menu with three options: "1. Lec0 - Intro + Picobot - 8/31", "2. Lec1 - Intro to Python - 9/2", and "3. Lec2 - If, elif, else and for loops - 9/7". The form is displayed in a browser window with a "Send" button in the top right corner.

# Computing in the context of biological problems

Are sex determination systems in birds and mammals related?

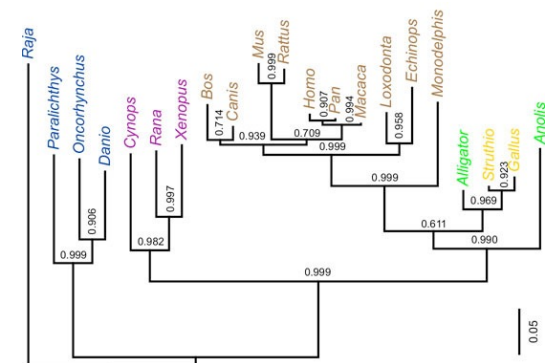
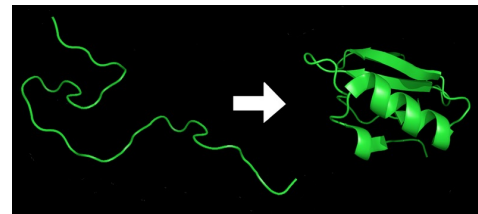
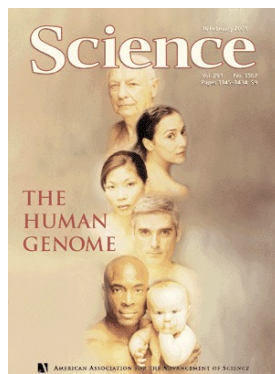
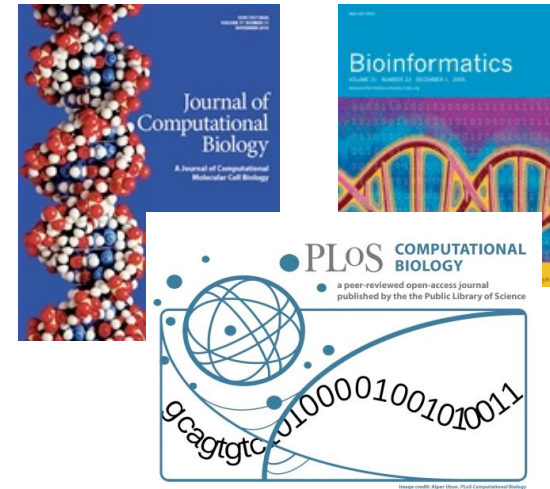
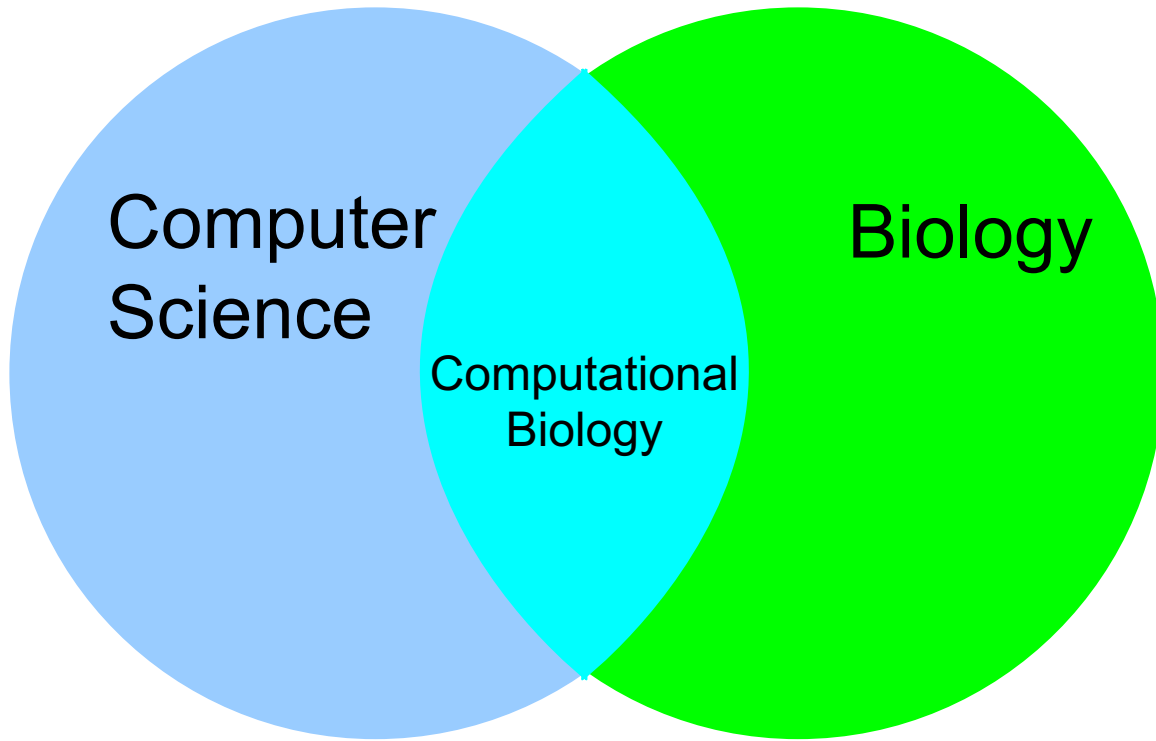


How does salmonella cause disease?



How are Neanderthals related to modern humans?





RESEARCH ARTICLE OPEN

### Identifying the Important HIV-1 Recombination Breakpoints

Article Metrics Related Content Comments: 0

John Archer<sup>1#</sup>, John W. Pinney<sup>1#</sup>, Jun Fan<sup>1</sup>, Etienne Simon-Loriere<sup>2</sup>, Eric J. Arts<sup>3</sup>, Matteo Negroni<sup>2,4</sup>

To add a note some text. [Hide](#)

# Course Website

## [www.cs.hmc.edu/cs5green](http://www.cs.hmc.edu/cs5green)



CS 5 Green

CS5: Introduction to Computer Science at Harvey Mudd College  
CS5Green Web > WebHome  
Submissions: CS submission site

# CS 5 Green: *Welcome!*

[Course Resources](#)

## Lectures, Homework Assignments, and Readings

Week	Tuesday	Thursday	Homework	Reading in CFB
0	08/31/21 - Lec 0: Introduction + picobot (M)	09/02/21 - Lec 1: Intro to Python (M)	Homework 0	0, 1.1-1.5





# Syllabus in a Nutshell

Lectures: Tuesday and Thursday, 9:35-10:50, Shan 2460



Labs: Thursdays 1:15-3:15 PM in Shan B442  
Recommended (and incentivized), but not required



Office hours and tutoring hours on the website!

Piazza Q&A system

Homework

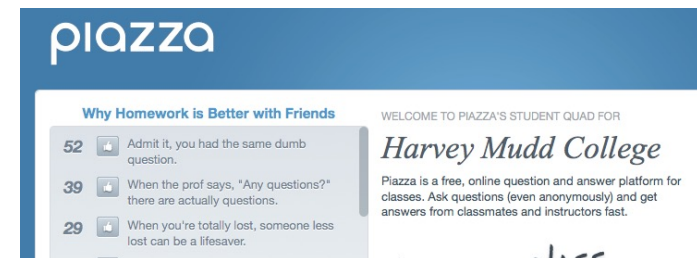
Lab Problem

Several additional homework problems

Pair programming encouraged on some problems

Due Mondays at 11:59 PM (Gradescope)

Three CS 5 Greenbacks (aka "Euros")





# Syllabus in a Nutshell

Pair Programming Policy: For some questions, you are (optionally) allowed to work as a pair. In a pair you should always program together and switch every 30 minutes.

Honor Code Policy: Other than pair programming, discussions OK, sharing or searching for code not permitted.

Grading:

Homework + Final Project: 65%

Midterm: (Thursday, Nov 4 in-class): 10%

Final Exam: (Tuesday, December 14, 2pm-5pm): 20%

Participation/worksheets: 5% (missing up to 3 is OK)

To pass CS 5, one must have a passing grade on all components (Homework, Exams, Participation)

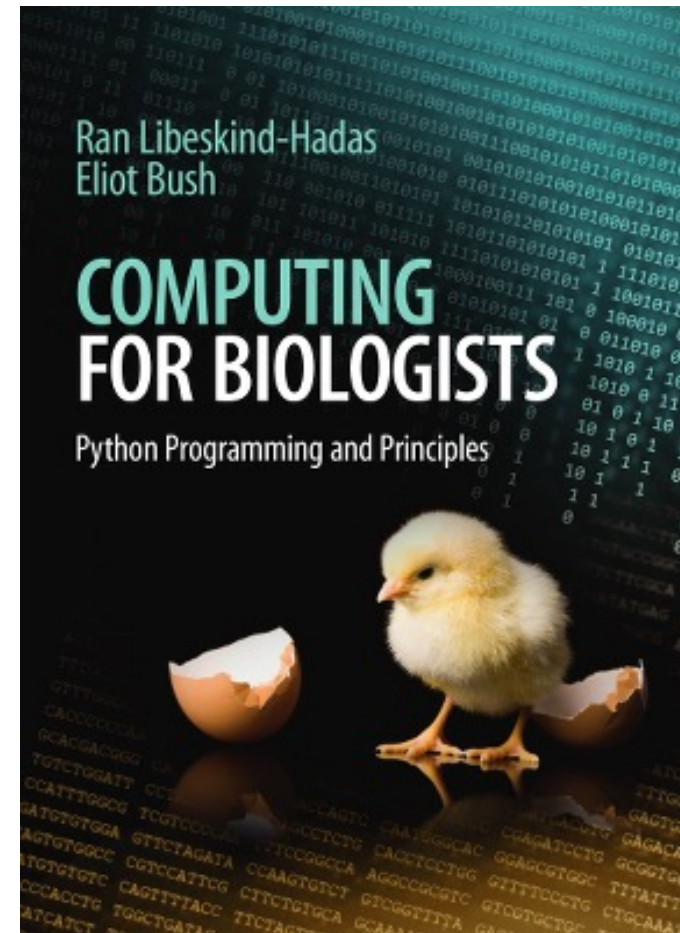
Pass fail vs. graded

# Looking Ahead

[www.cs.hmc.edu/cs5green](http://www.cs.hmc.edu/cs5green)

1	09/07/21 - Lec 2: if-elif-else and for loops (M)	09/09/21 - Lec 3: Loops on Strings and Lists (M)	Homework 1	1.6-1.11, 2
2	09/14/21 - Lec 4: Writing Larger Programs (M)	09/16/21 - Lec 5: While loops (M)	Homework 2	3, 4
3	09/21/21 - Lec 6: Intro to Recursion (J)	09/23/21 - Lec 7: Milk + recursion (J)	Homework 3	5
4	09/28/21 - Lec 8: Use it or Lose it (J)	09/30/21 - Lec 9: Dictionaries (J)	Homework 4	6, 7.1-7.4
5	10/05/21 - Lec 10: Alignment (J)	10/07/21 - Lec 11: Care packages (J)	Homework 5	7.5, 7.6, 8.1-8.7
6	10/12/21 - Lec 12: Hmmm 1 (G)	10/14/21 - Lec 13: Hmmm 2 (G)	No HW over fall break	12
7	10/19/21 - Happy fall break!	10/21/21 - Lec 15: Recursion on Trees (E)	Homework 6/7	9
8	10/26/21 - Lec 16: UPGMA (E)	10/28/21 - Lec 17: More trees! (E)	Homework 8	10, 11
9	11/02/21 - Lec 14: RNA Folding (E)	11/04/21 - <b>Midterm</b>	Homework 9	
10	11/09/21 - Lec 18: Oops (E)	11/11/21 - Lec 19: Oops etc. (E)	Homework 10	CS For All Chapter 6
11	11/16/21 - Lec 20: Shapes! (E)	11/18/21 - Lec 21: Finishing up Oops (E)	Homework 11	CS For All Chapter 6
12	11/23/21 - Lec 22: Projects! (MJE)	11/25/21 - Happy Thanksgiving!	Project Descriptions	
13	11/30/21 - Theory 1 (G)	12/02/21 - Theory 2 (G)	Work on Projects	
14	12/07/21 - Theory 3 (G)	12/09/21 - <b>Finale</b> (MJE)	Work on projects	

# Textbook





# OAK (Occasionally Asked Kweschens)



Q: Will I learn as much CS here as I would in CS 5 Gold?

A: Yes!

Q: Are there other courses combining CS and Bio at Mudd

A: Yes! Bio 52, MCB118b, Bio 188, and a whole major (Mathematical and Computational Biology)

# Our first programming language

Python

*General-purpose language*

you might see 50% by  
the end of the term

*even then, <1% of its libraries!*

Picobot

*Special-purpose language*

you'll see 100% in the next 10  
minutes

Picobot!

**Picobot**

**Rules**

```
# These lines are comments.  
# Remember that rules are formatted as  
# State Surroundings -> Move NewState  
# Picobot starts in state 0.  
# Here, state 0 goes N as far as possible  
0 x*** -> N 0 # if there's nothing to the N, go N  
0 N*** -> X 1 # if N is blocked, switch to state 1  
# and state 1 goes S as far as possible  
1 ***x -> S 1 # if there's nothing to the S, go S  
1 ***S -> X 0 # otherwise, switch to state 0
```

Enter rules for Picobot

Be sure to hit "Enter rules" after making changes.

**Messages**

OK

Go Stop Step Reset <-- MAP -->

0 State xxxxx Surroundings 528 Cells to go

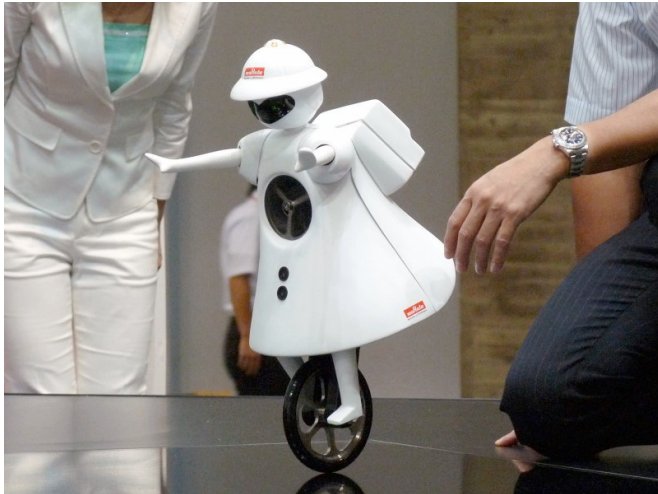
Previous Rule Next Rule

West East - Teleport Robot - North South

The Picobot simulator

[www.cs.hmc.edu/picobot](http://www.cs.hmc.edu/picobot)

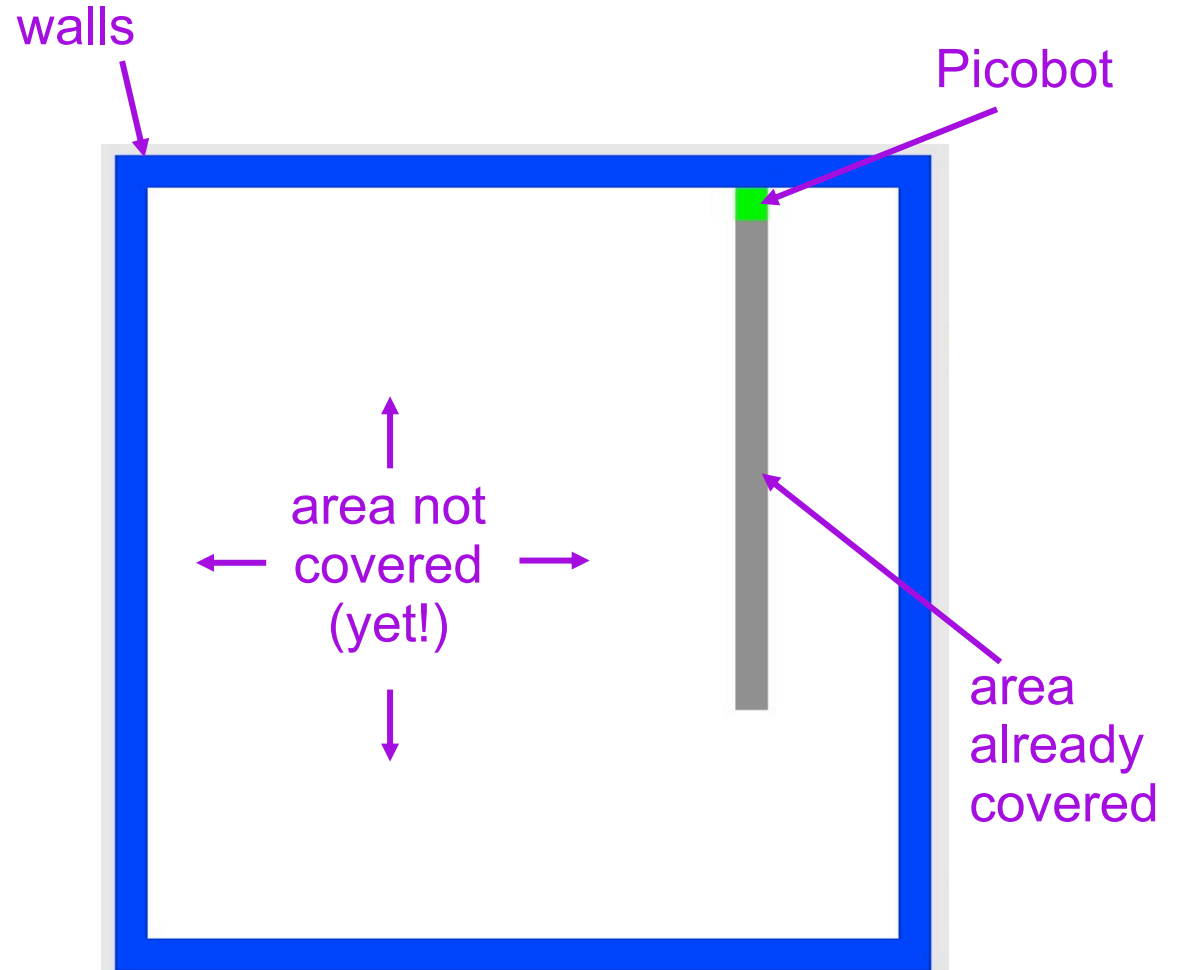
# Introductions: Picobot



Murata Girl

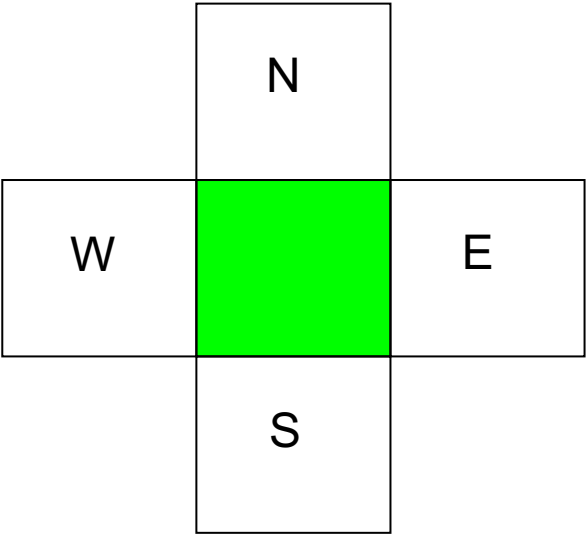


Roomba

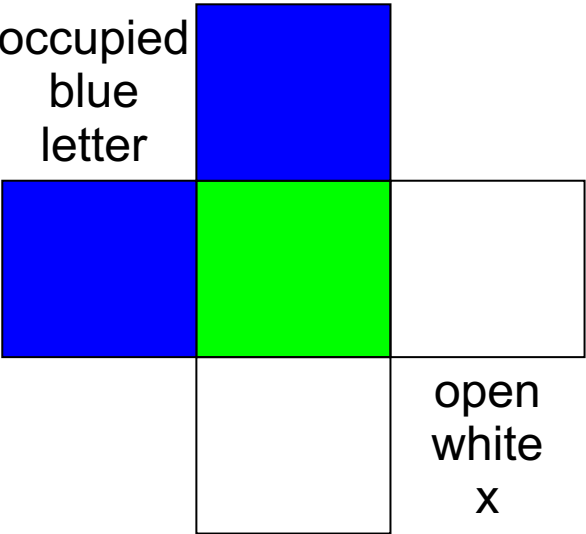


**Goal:** whole-environment coverage with only *local sensing*...

# Environment in the NEWS!



Picobot can only sense things directly to the N, E, W, and S



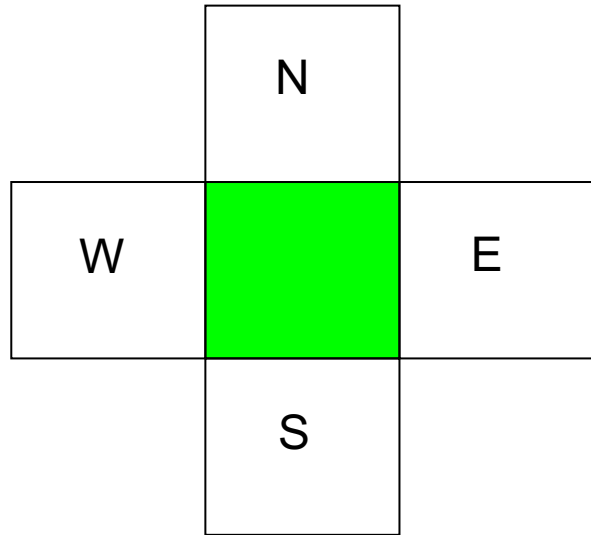
We can represent a particular environment with a text “code”.

**N**x**W**x  
↑ ↑ ↑ ↑  
N E W S

Surroundings are always in NEWS order.

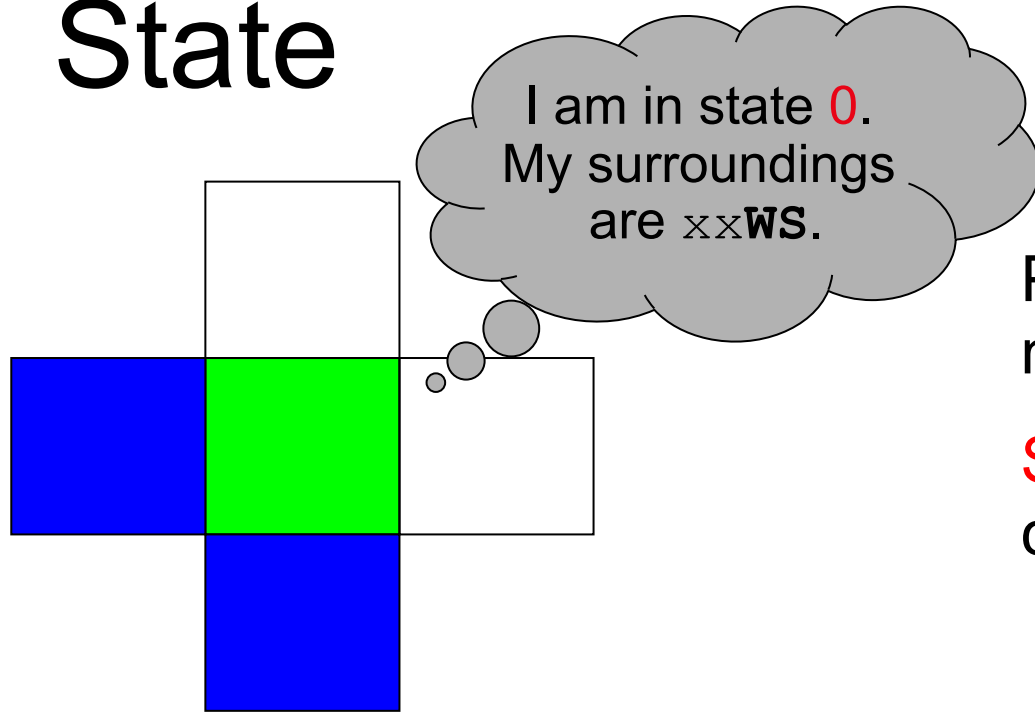


# Surroundings



How many distinct surroundings are there?

# State



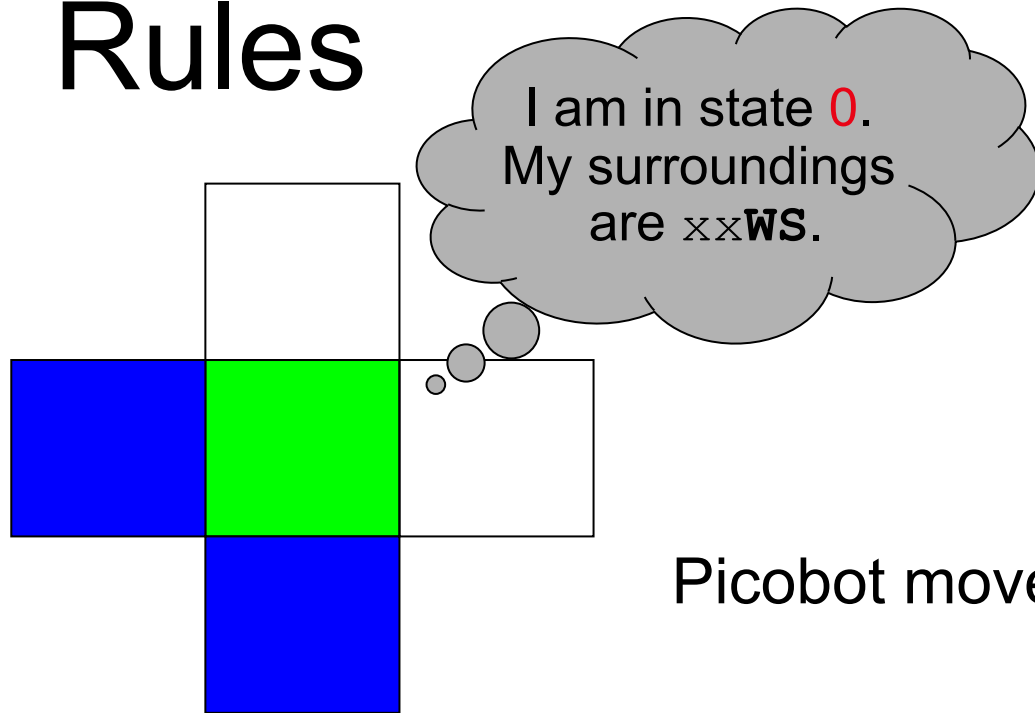
Picobot's memory is a single number, called its **state**.

**State** is the *internal context* of computation.

Picobot always starts in **state 0**.

**State** and **surroundings** represent everything the robot knows about the world

# Rules



Aha!  
I should move N.  
I should enter state 0.

Picobot moves according to a set of rules:

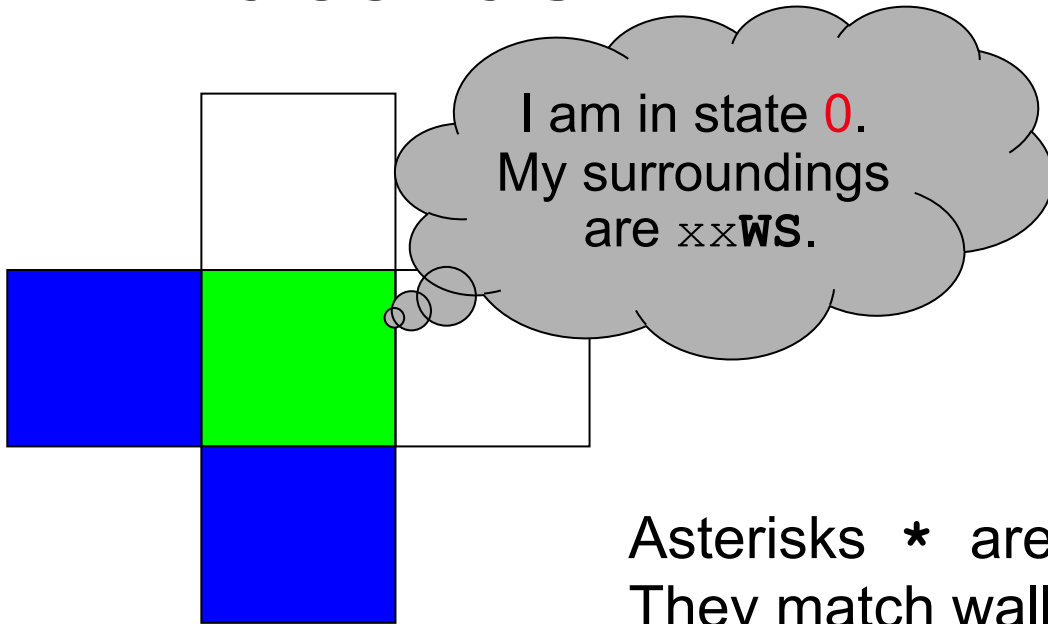
state	surroundings		direction	new state
0	xxWS	→	N	0

A capital "X"  
here means  
"Don't Move"

*If I'm in state 0  
seeing xxWS,*

*Then I move **N**orth, and  
change to state 0.*

# Wildcards



*Aha! This matches  $x***$*

Asterisks \* are wild cards.  
They match walls **or** empty space:

state                      surroundings                      direction                      new state

0                       $x***$                        $\longrightarrow$                       N                      0

*N must be empty*

*and EWS may be wall or empty space*





state	surroundings		direction	new state
0	<b>x***</b>	->	N	0
0	<b>N***</b>	->	X	0

- Picobot checks its rules from the top each time.
- When it finds a matching rule, that rule runs.
- Only one rule is allowed per state and surroundings.

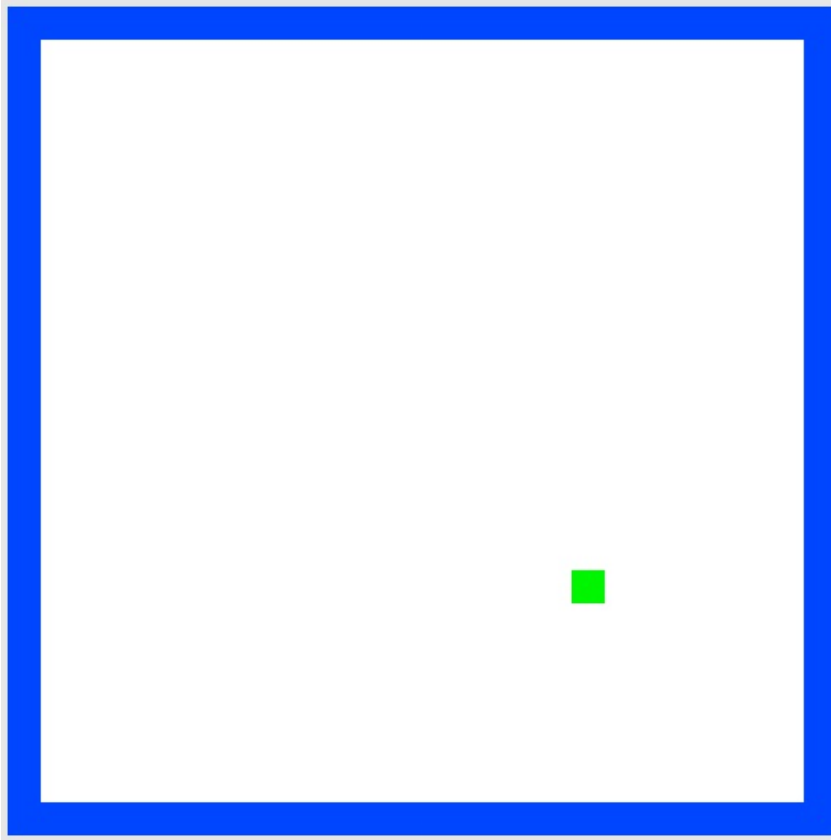
A capital "X" here means "Don't Move"

1. What will this set of rules do to Picobot?
  
  
  
  
  
  
  
  
  
  
2. Try to add some rules so that we go to the bottom now and then back up forever! (Hint: it will require adding a state 1)

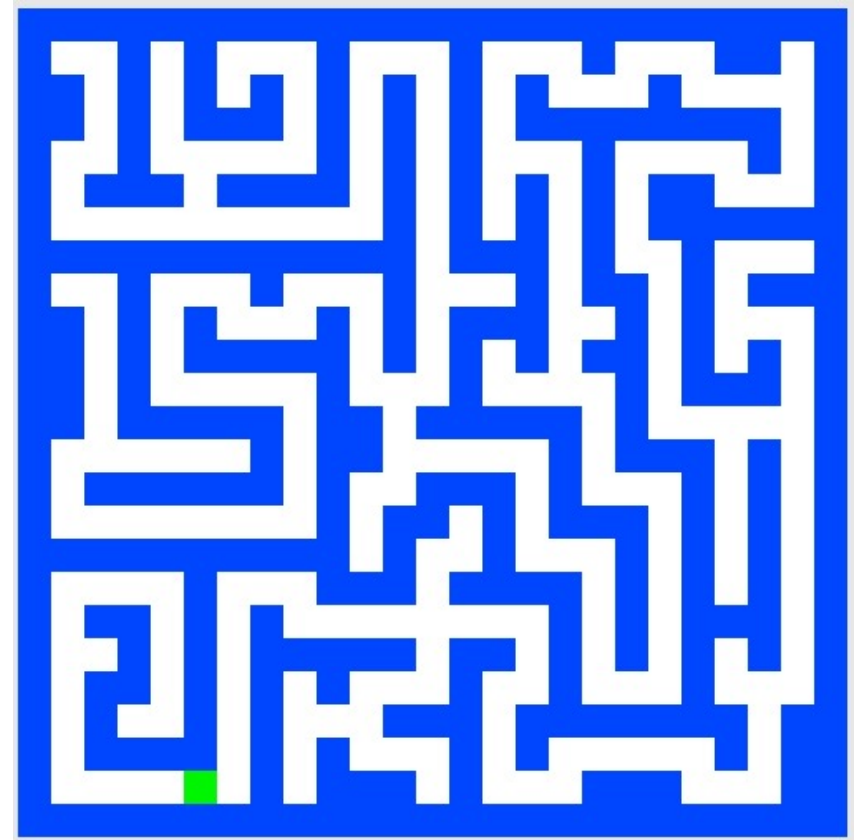
# This week!

Write rules that will always cover these two rooms.  
(*separate* sets of rules are encouraged...)

## Lab Problem 2



## Problem 4



Your “program” can be slow but it should work for any starting location and for any wall-connected maze!

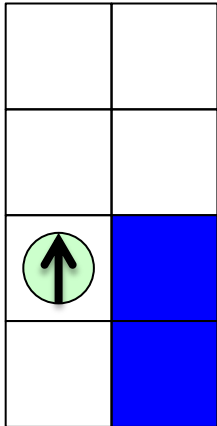
DEMO!

our best: 3 states, 7 rules

our best: 4 states, 8 rules

# Hint: a word about states

Imagine state 0 means “pointing north”  
state 1 means “pointing east”  
state 2 ...  
state 3 ...



en.wikipedia.org/wiki/Maze-solving\_algorithm

WIKIPEDIA  
The Free Encyclopedia

## Maze-solving algorithm

From Wikipedia, the free encyclopedia

There are a number of different **maze-solving algorithms**, that is, automated methods for the solving of **mazes**. The random mouse, wall follower, Pledge, and Trémaux's **algorithms** are designed to be used inside the maze by a traveler with no prior knowledge of the maze, whereas the **dead-end filling** and **shortest path algorithms** are designed to be used by a person or computer program that can see the whole maze at once.

Mazes containing no loops are known as "simply connected", or "perfect" mazes, and are equivalent to a **tree** in graph theory. Thus many maze-solving algorithms are closely related to **graph theory**. Intuitively, if one pulled and stretched out the paths in the maze in the proper way, the result could be made to resemble a tree.<sup>[1]</sup>

**Contents** [hide]

- 1 Random mouse algorithm
- 2 Wall follower

Problem 4: Right-hand rule

# Introductions: Python

Richer syntax allows greater expressiveness!

```
def alife_sim(num_gens, pop_size, num_to_select, network, inhibitor_l):
    """Do an artificial life simulation for numGens generations with
    popSize organisms."""

    # create initial population
    fit_d = {}
    pop_l = []
    for org in create_initial_pop(pop_size, network, inhibitor_l):
        fitness = org.get_fitness()
        pop_l.append((fitness, org))
        fit_d[hash(org)] = fitness

    # simulate
    top_l = get_top_orgs(pop_l, num_to_select)    # get top orgs
    for i in range(num_gens):
        pop_l = []
        for j in range(pop_size):
            to_replicate = random.choice(top_l)
            new_org = to_replicate[1].replicate()
            # get fitness
            if hash(new_org) in fit_d:
                fitness = fit_d[hash(new_org)]
            else:
                fitness = new_org.get_fitness()
                fit_d[hash(new_org)] = fitness
            pop_l.append((fitness, new_org))
        topL = get_top_orgs(pop_l, num_to_select)
        print("gen:", i, ":", top_l[0])
        if i%50 == 0:
            fit_d.clear()
    return top_l[0]
```

Learning to program  
is a bit like learning a  
foreign language!



Strange syntax!  
Funky grammar

the ONION

## Rules Grammar Change

English Traditional Replaced To Be New Syntax With



After all, there are thousands of languages to choose from!



# Why Python?

- Relatively “nice” syntax
- Emerging as language of choice in many fields
- Packages for graphics, audio, scientific computing, ...

```
print("Hello World!") Python  
R
```

```
class HelloWorld {  
    static public void main( String args[] ) {  
        System.out.println( "Hello World!" );  
    }  
} Java
```

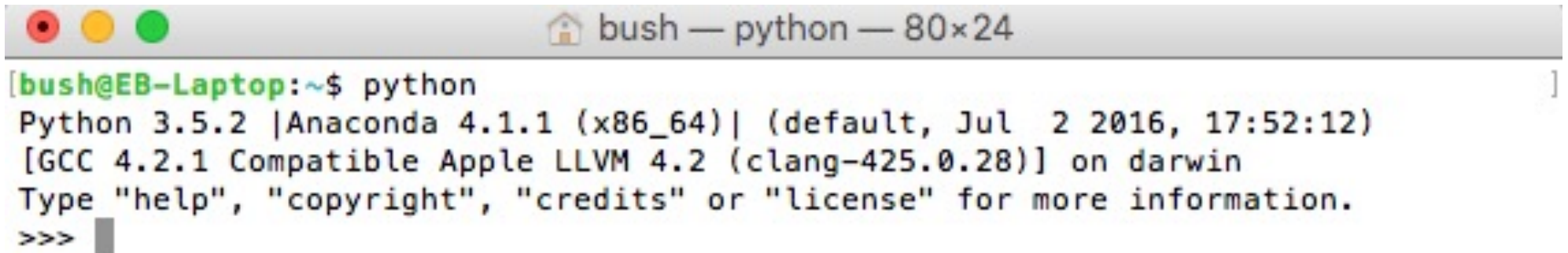
```
#include <iostream.h>
```

```
main()  
{  
    cout << "Hello World!" << endl;  
    return 0;  
}
```

C++



# The Python interpreter

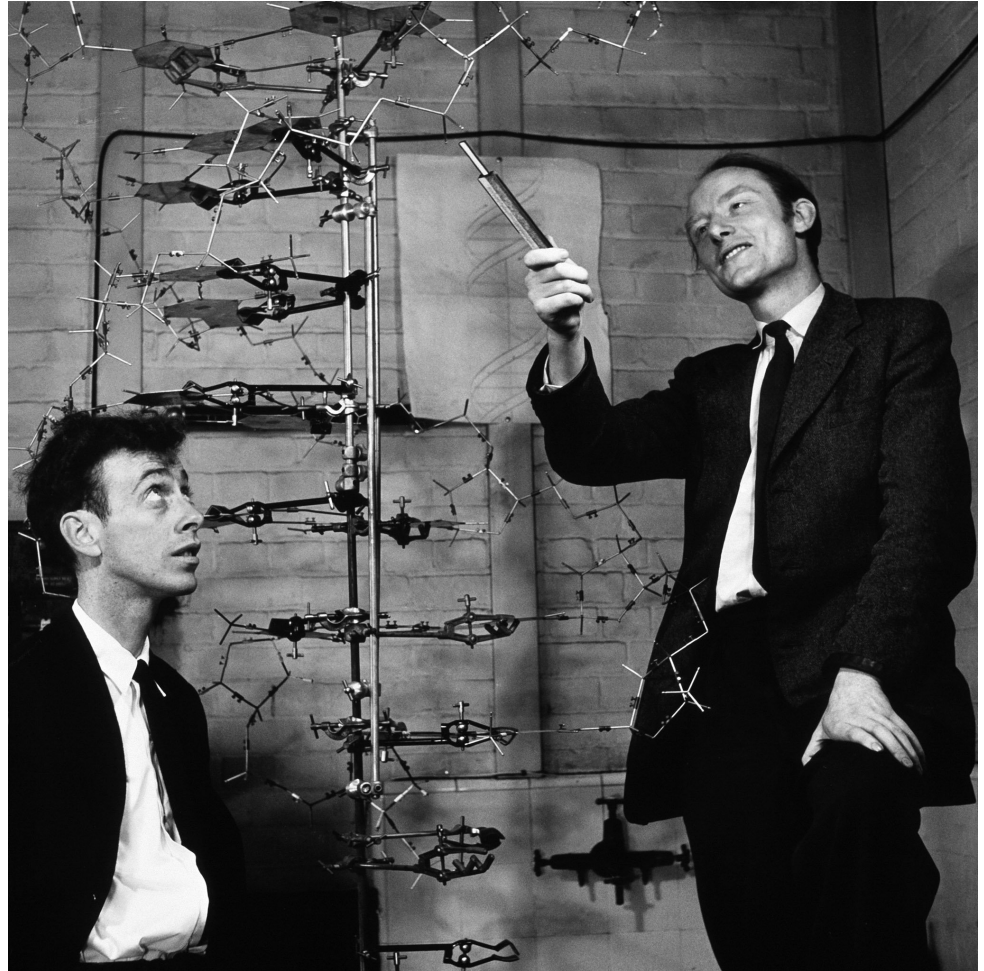


```
bush — python — 80x24  
[bush@EB-Laptop:~$ python  
Python 3.5.2 |Anaconda 4.1.1 (x86_64)| (default, Jul  2 2016, 17:52:12)  
[GCC 4.2.1 Compatible Apple LLVM 4.2 (clang-425.0.28)] on darwin  
Type "help", "copyright", "credits" or "license" for more information.  
>>>
```

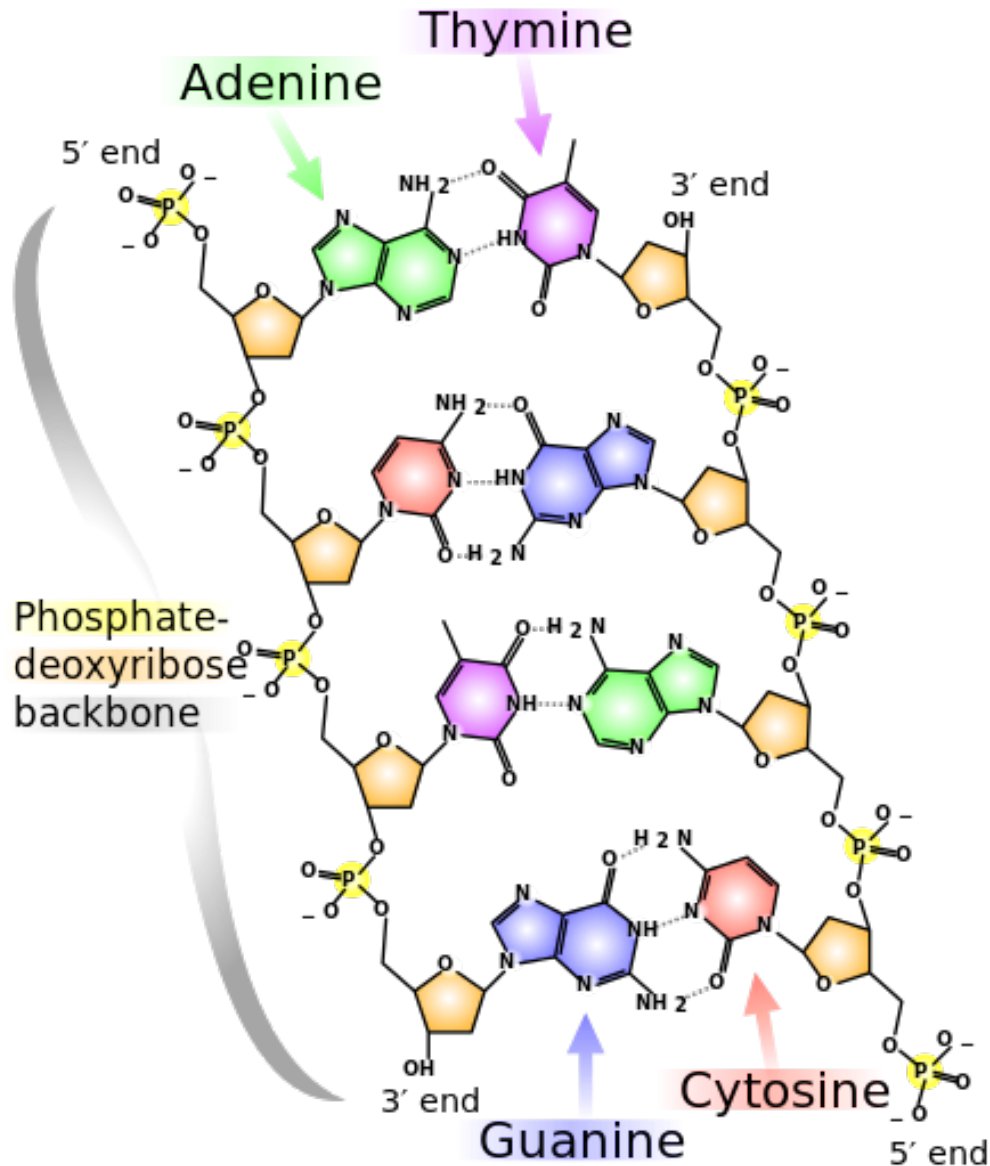
# Python strings

```
>>> biologist1 = "Watson"  
>>> biologist1  
'Watson'
```

```
>>> biologist2 = 'Crick'  
>>> biologist2  
'Crick'
```



# DNA is double stranded





# Representing DNA molecules on a computer

5' - AATGCCGTGCTTGTAGACGTA - 3'  
3' - TTACGGCACGAACATCTGCAT - 5'

By convention, we represent as a single string going 5' to 3'.

AATGCCGTGCTTGTAGACGTA

or

TACGTCTTCAAGCACGGCATT

- Either of these two strings could be used
- These are reverse complements of each other

# Using strings: length and index

```
>>> myDNA = "AATGCCGTGCTT"
                                0  1  2  3  4  5  6  7  8  9 10 11
                                A  A  T  G  C  C  G  T  G  C  T  T

>>> len(myDNA)
12

>>> myDNA[0]
'A'

>>> myDNA[3]
'G'

>>> myDNA[20]
IndexError: string index out of range
```

# Using strings: slicing

```
>>> myDNA = "AATGCCGTGCTT"
```

0	1	2	3	4	5	6	7	8	9	10	11
A	A	T	G	C	C	G	T	G	C	T	T

```
>>> myDNA[0:4]  
'AATG'
```

```
>>> myDNA[3:7]  
'GCCG'
```

```
>>> myDNA[1:]  
'ATGCCGTGCTT'
```

```
>>> myDNA[:4]  
'AATG'
```

```
>>> myDNA[10:42]  
'TT'
```

## Reminders:

- Introductory Survey  
(<https://forms.gle/HMqDGHNjMHTfFHHL6>)
- Lecture feedback form  
(<https://forms.gle/aPmkpXDUTp4Xo4CV7>)

## Next lecture:

- More Python syntax to help analyze DNA sequences
- Fun with functions!



Names \_\_\_\_\_



state	surroundings		direction	new state
0	<b>x***</b>	->	N	0
0	<b>N***</b>	->	X	0

- Picobot checks its rules from the top each time.
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A capital "X"  
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