

# Computational Thinking & Raspberry Pis

Discovering Problem Solving Using Computer Science

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# Why computational thinking?

# Problem Solving by Pattern Matching

- Critical skill, not just in computer science
- Break the problem down
  - What are you trying to solve?
  - What do you know/have?
  - Do you know what you don't know?
    - How do you find out what you don't know?
  - Do you notice any patterns?
    - After solution, can you simplify/optimize the solution further?

# Examples

- Helping my son with math homework
- Assembling a wheelbarrow
- Building a house in Minecraft

# My Story

# Tools to help teach computational thinking

# Software Resources

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- **MIT Scratch**
  - <http://scratch.mit.edu>

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- **MIT Scratch**
  - <https://scratch.mit.edu>
- **Code.org**
  - <https://code.org>
- **Alice**
  - <https://www.alice.org>

# What's the difference?

- MIT Scratch
  - More open ended
  - Community based
- Code.org
  - Aligned with Common Core
  - Step by Step
  - Hour of Code
- Alice
  - Focuses more on visual and interactive
  - Not as widely used as other two

# Hardware Resources

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- Lab computers, laptops, & tablets

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- **Raspberry Pi**
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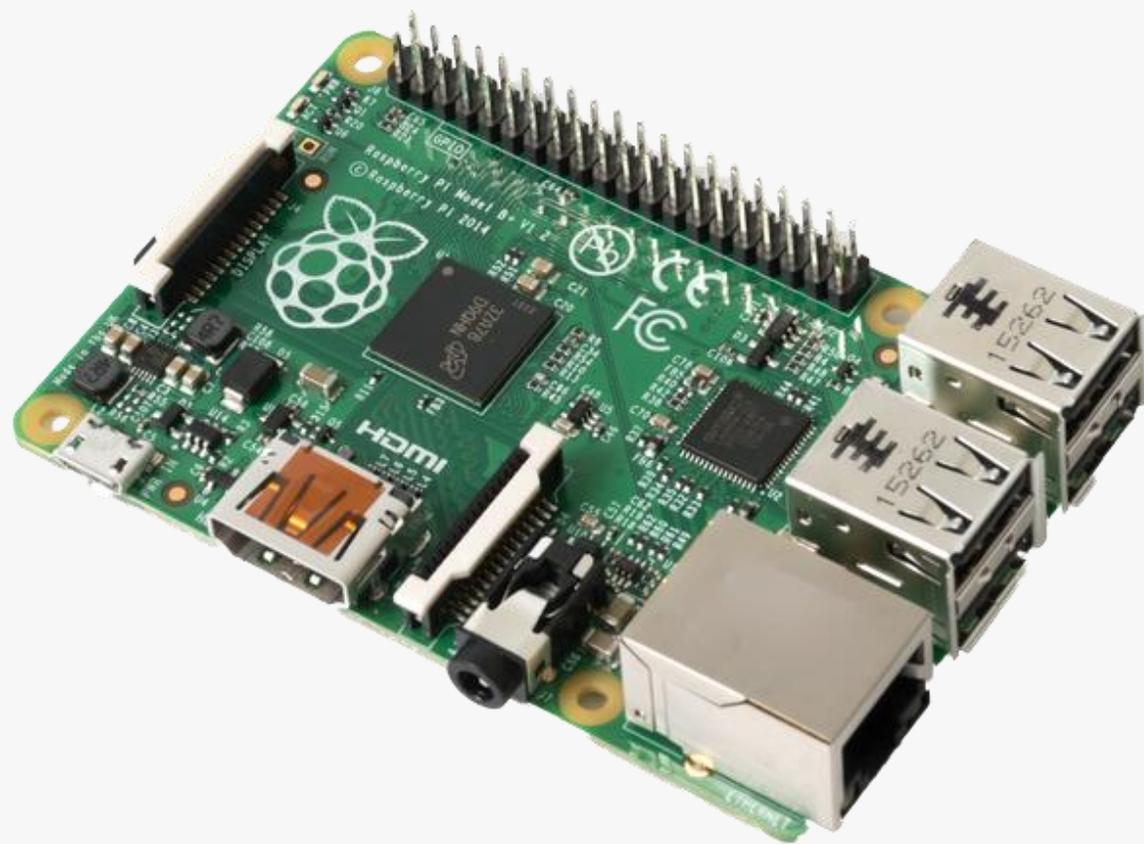
# What's the difference?

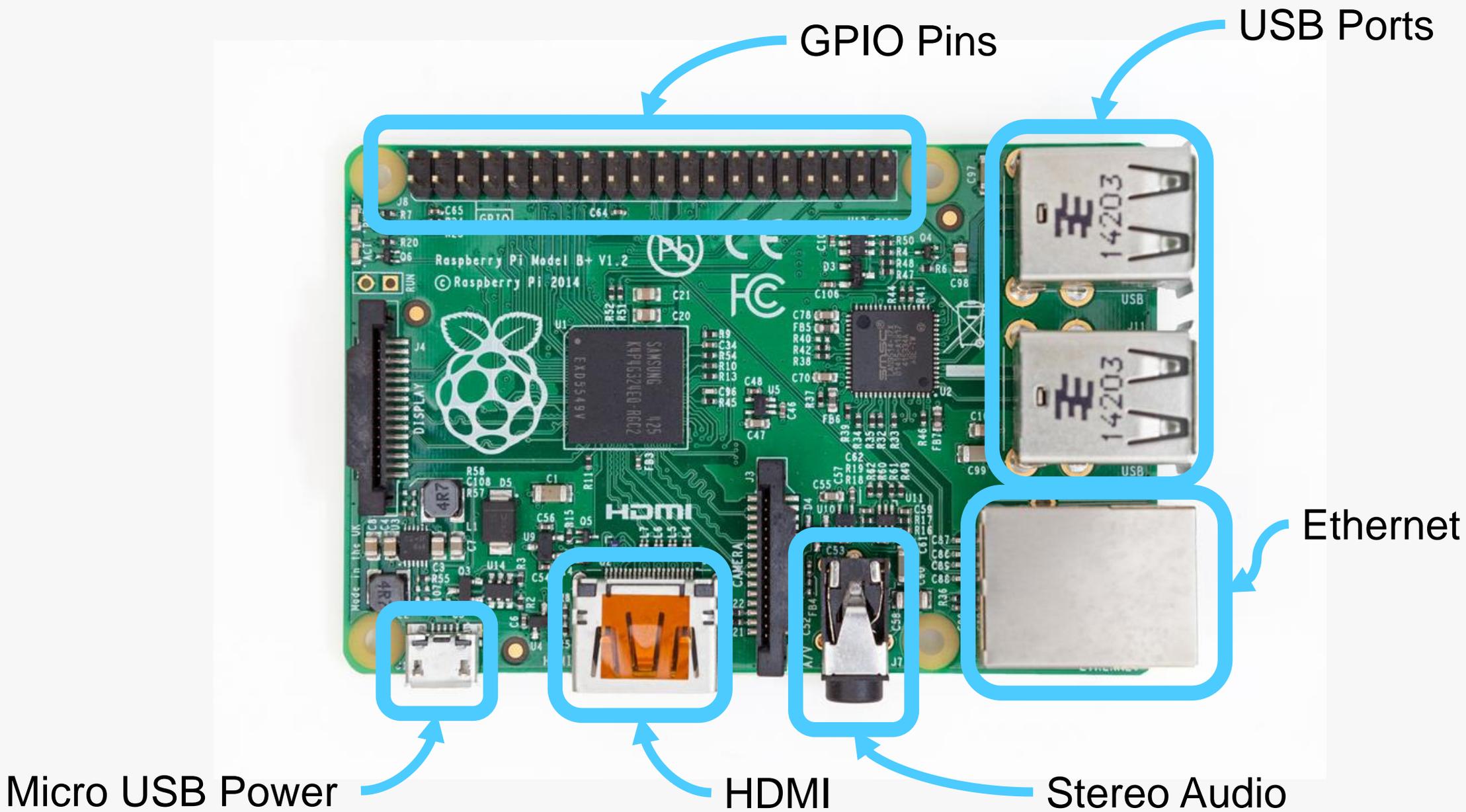
- **BeagleBone, PINE64, & Raspberry Pi**
  - Full fledged computers
  - Run an OS
  - Programmed with many different languages
  - More general purpose
  - More easily use networks
  - Large amount of RAM
- **Arduino**
  - Microcontroller
  - No OS, what you “flash” on it is the only thing that runs
  - Great for “real time” applications
  - Low power & can be tiny
- **All have General Purpose I/O (GPIO)**
  - Sensors, motors, relays

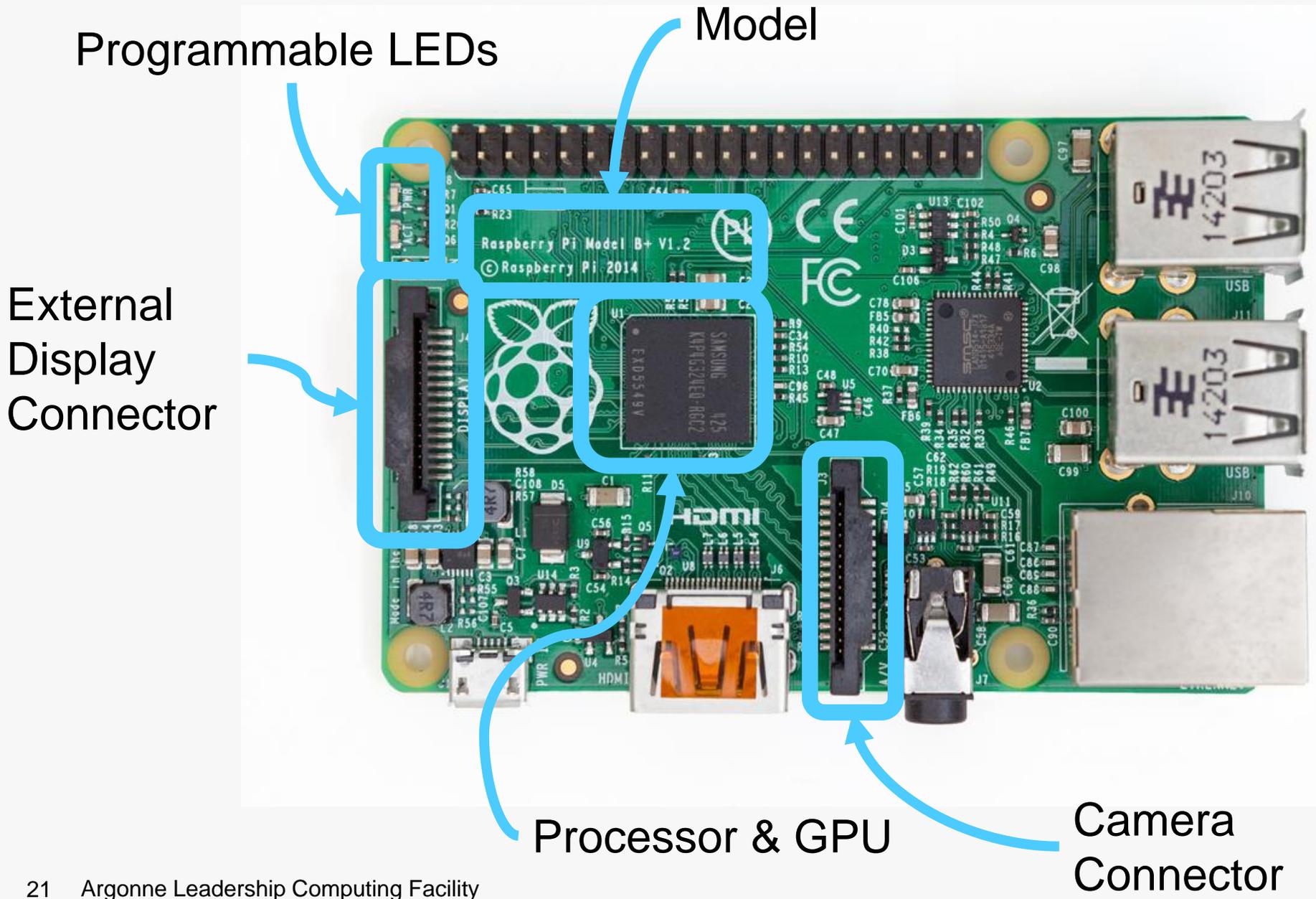
# Why the Raspberry Pi?

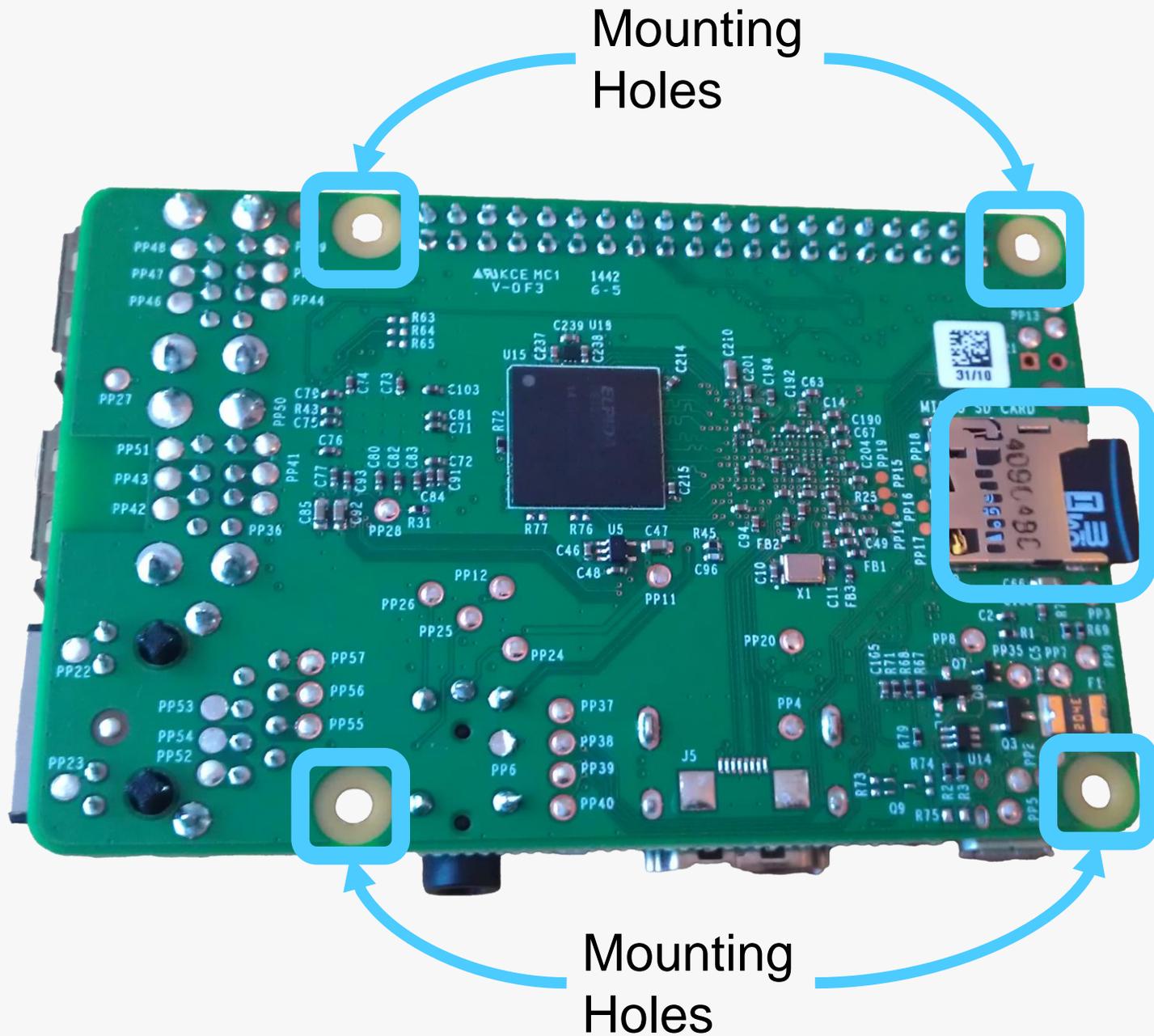
- **It's cheap: \$35**
- **Works with common components**
  - TV, keyboard, mouse, wireless, Bluetooth
- **Updated versions regularly**
  - Faster, more RAM, better I/O, etc.
- **Flexible**
  - Runs Windows & Linux
- **Huge user community**
  - Many existing projects and examples
- **MagPi**
  - Free to download monthly magazine
- **Lots of accessories**
  - Cameras, LCDs, sensors, cases

# Introduction to the Raspberry Pi









Mounting Holes

Micro SD Card Slot

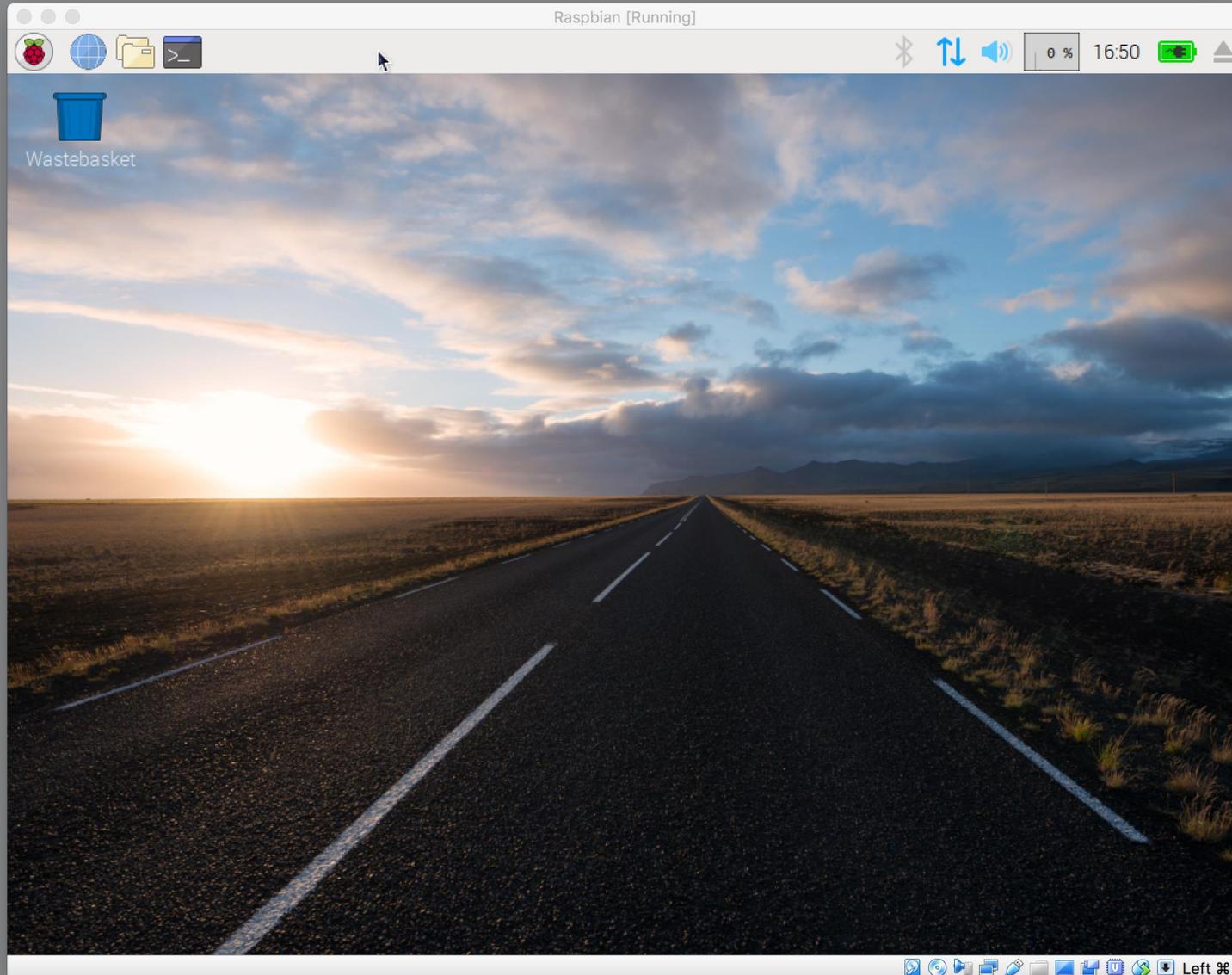
Mounting Holes

Image Credit: Les Pounder  
<https://bit.ly/2KdFnMd>

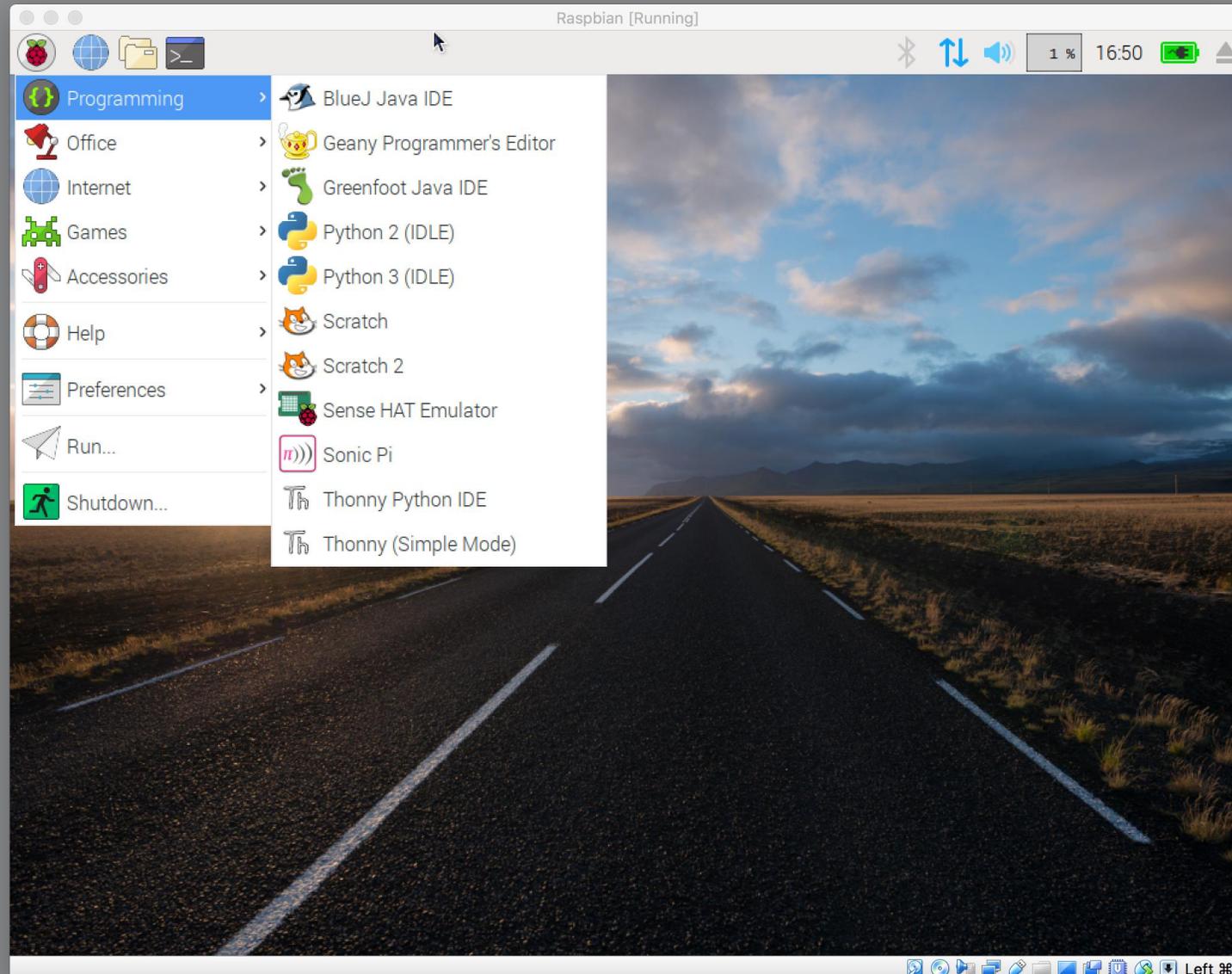
# What do you need to get started?

- **HDMI monitor or TV**
- **HDMI cable**
- **USB keyboard and mouse**
- **8GB+ micro SD card**
- **SD card reader (your laptop may have one built in)**
- **OS image**
  - Raspbian: <https://www.raspberrypi.org/downloads/raspbian/>
- **Software to write to the SD card**
  - <https://etcher.io/>
- **Micro USB power adapter**
  - Many cell phone chargers will work
  - Make sure it is at least rated for 2.5A output
  - If in doubt, buy a UL rated one for a Raspberry Pi 3

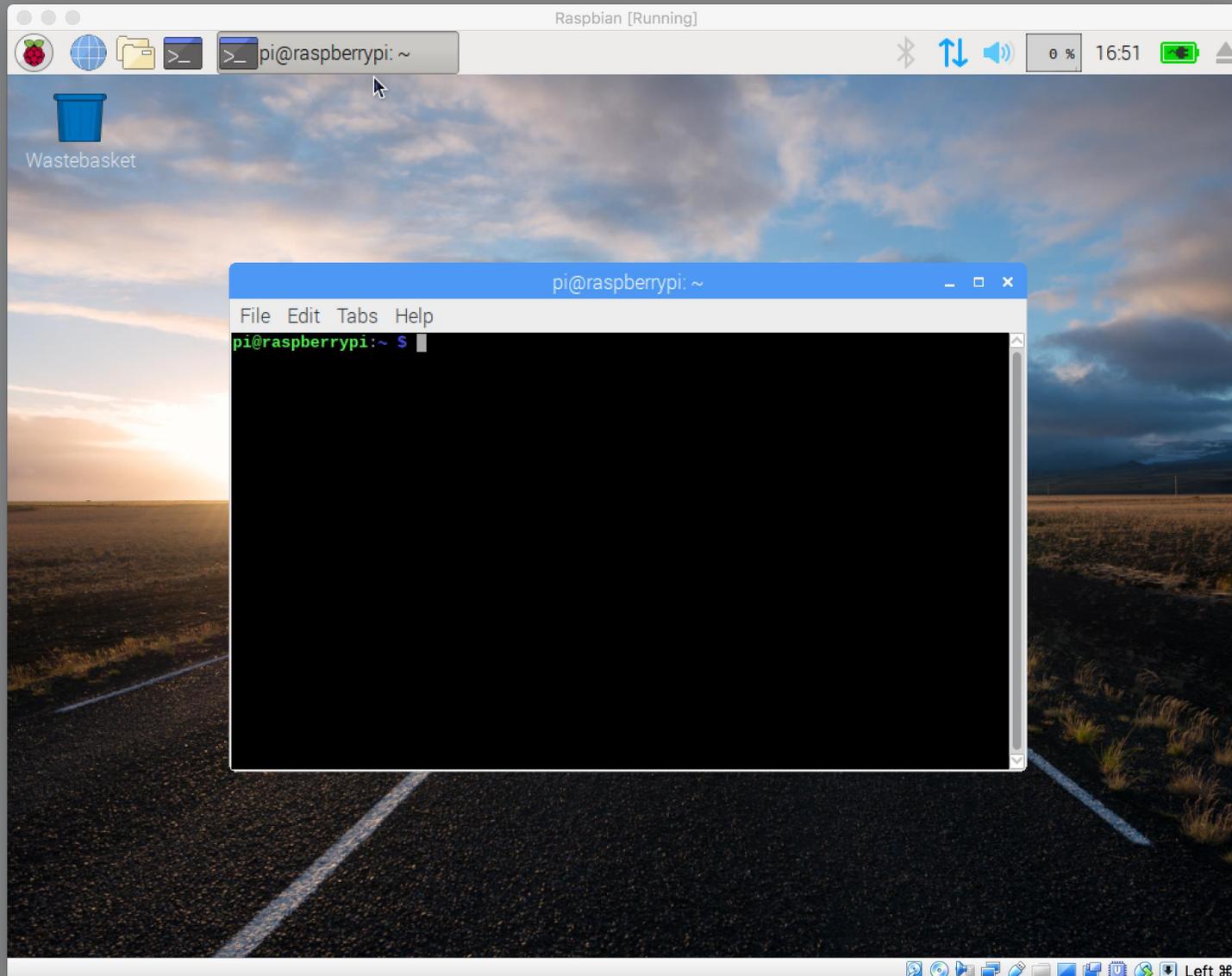
# Raspbian OS - Desktop



# Raspbian OS – Programming Menu



# Raspbian OS – Terminal



Terminal is command line interface (CLI) to Linux

Let's you give OS commands via text

Many documents prepend CLI commands with a '\$':

```
$ ls
```

`ls` is the command to list the files in the current directory

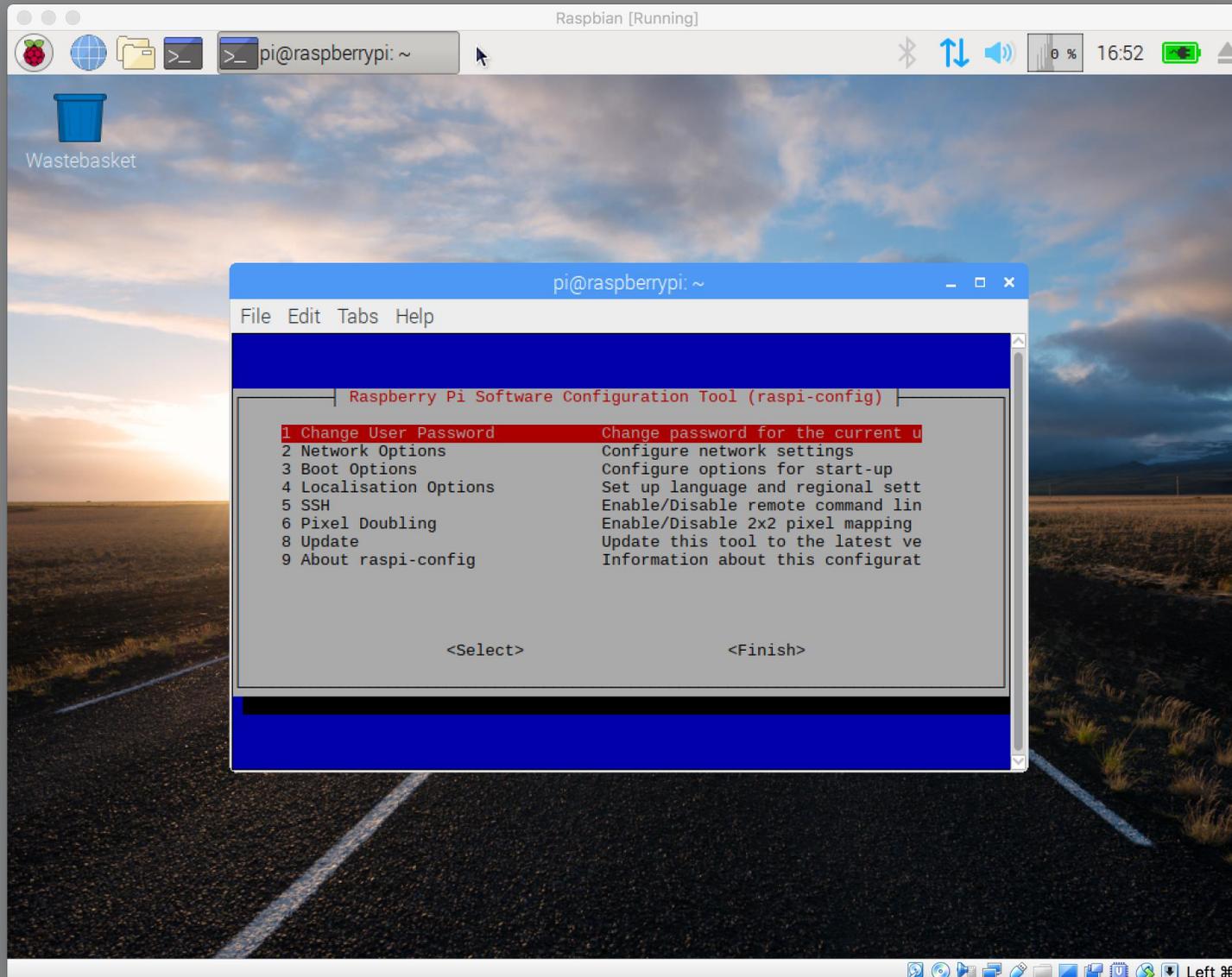
# Useful Linux CLI commands

- `ls` : List files in the current directory
- `cd` : Change to a new directory
- `mv` : Move/rename a file
- `rm` : Remove/delete a file
- `man` : Read manual pages about commands
- `nano` : CLI text editor
- `sudo` : Run commands with elevated privileges (run as root)
  
- **Commands, their options, and their arguments are *case sensitive***

# Linux Software

- There is a lot of freely available Linux software
- Many of the popular software packages are available in Raspbian
- `apt-cache` : **Search for packages**
  - `$ apt-cache search apt-file`
- `apt-get` : **Install, update, delete packages**
  - `$ sudo apt-get install apt-file`
  - `$ sudo apt-get update`
  - `$ sudo apt-get upgrade`
- `apt-file` : **Find what package provides a file**
  - `$ apt-file search pip`
- `dpkg` : **Show information about packages**
  - `$ dpkg -l`
  - `$ dpkg -L python-pip`

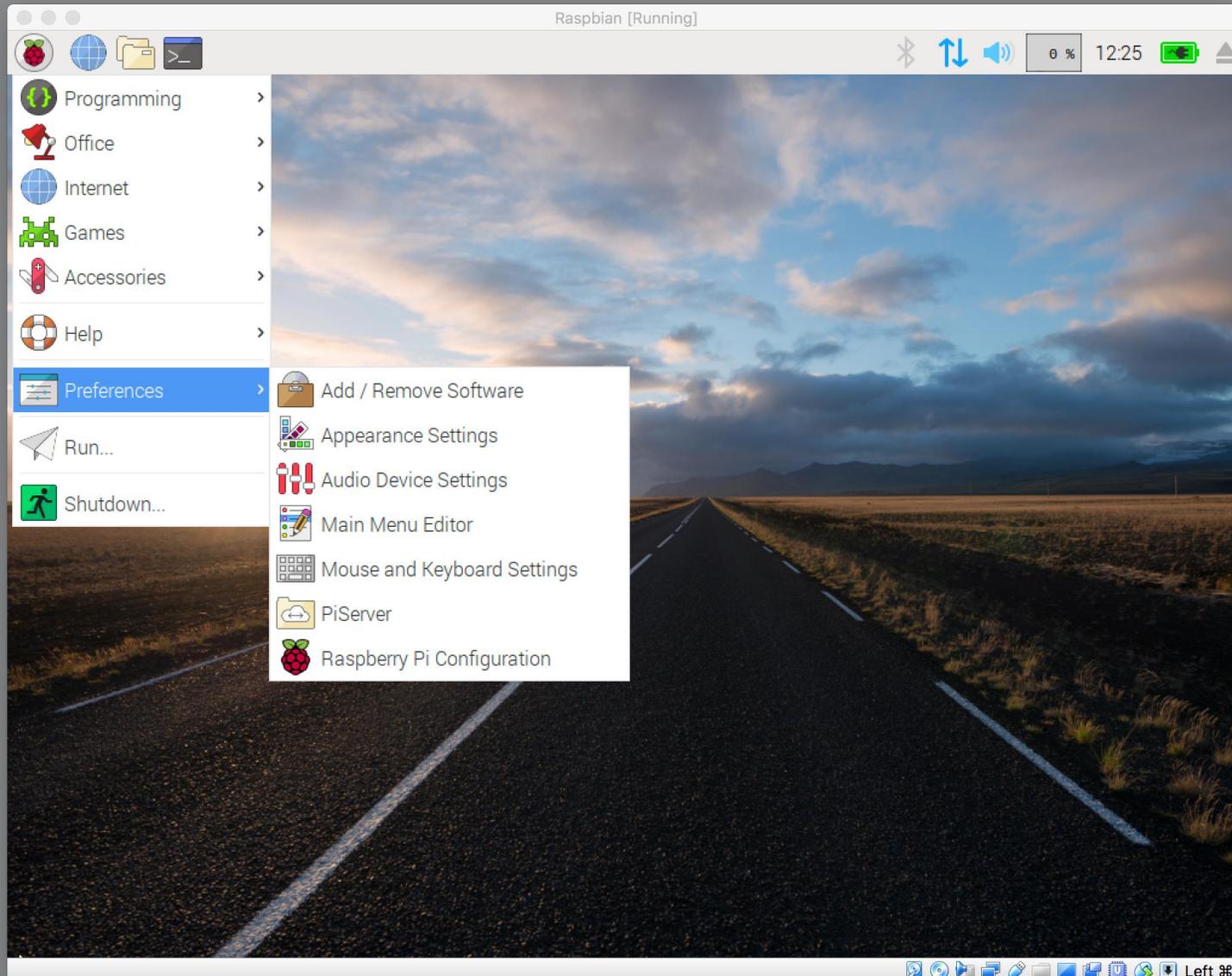
# Raspbian OS – raspi-config



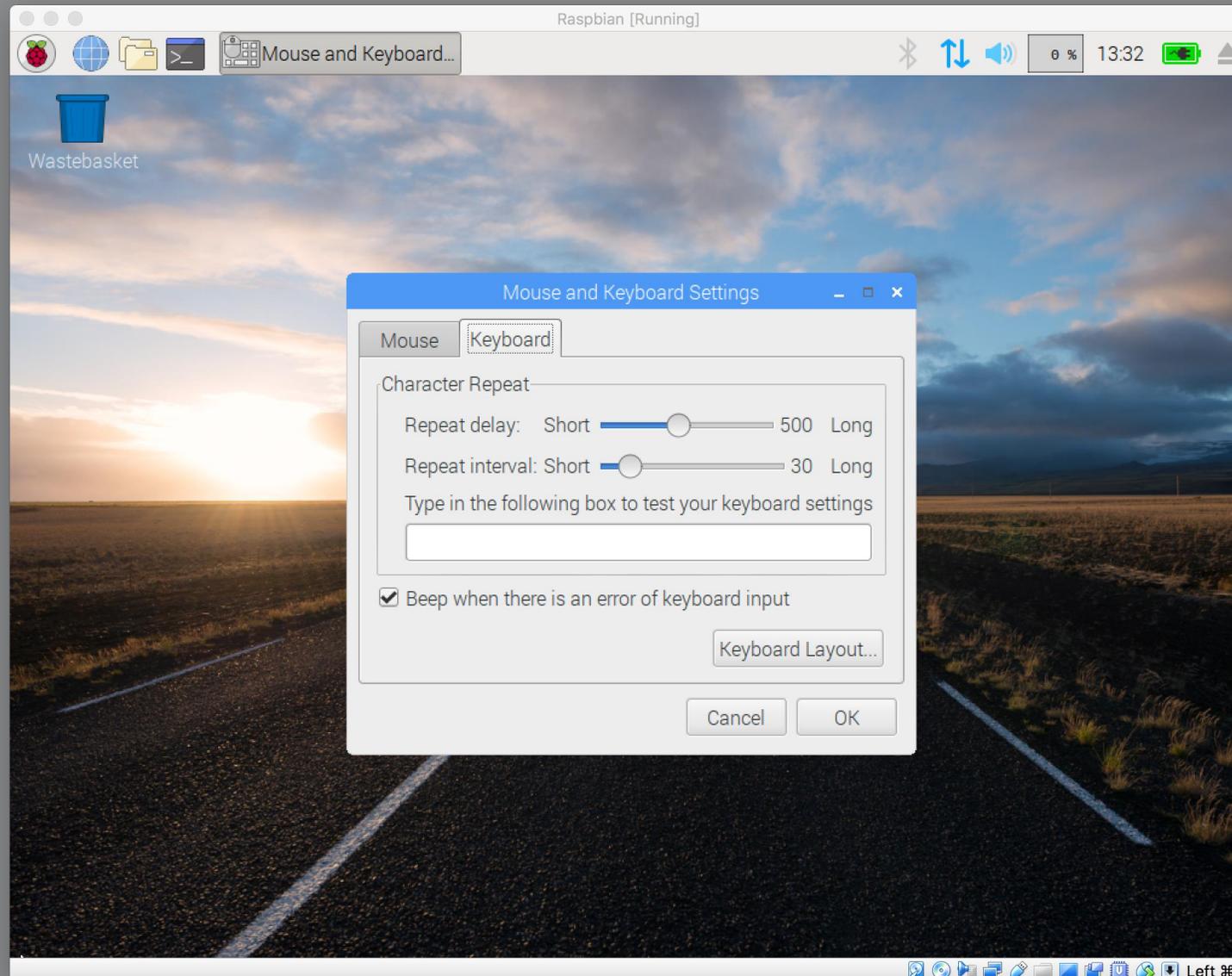
```
$ sudo raspi-config
```

Change the Locale under  
Localisation Options from  
en.GB.UTF-8 UTF-8 to  
en.US.UTF-8 UTF-8

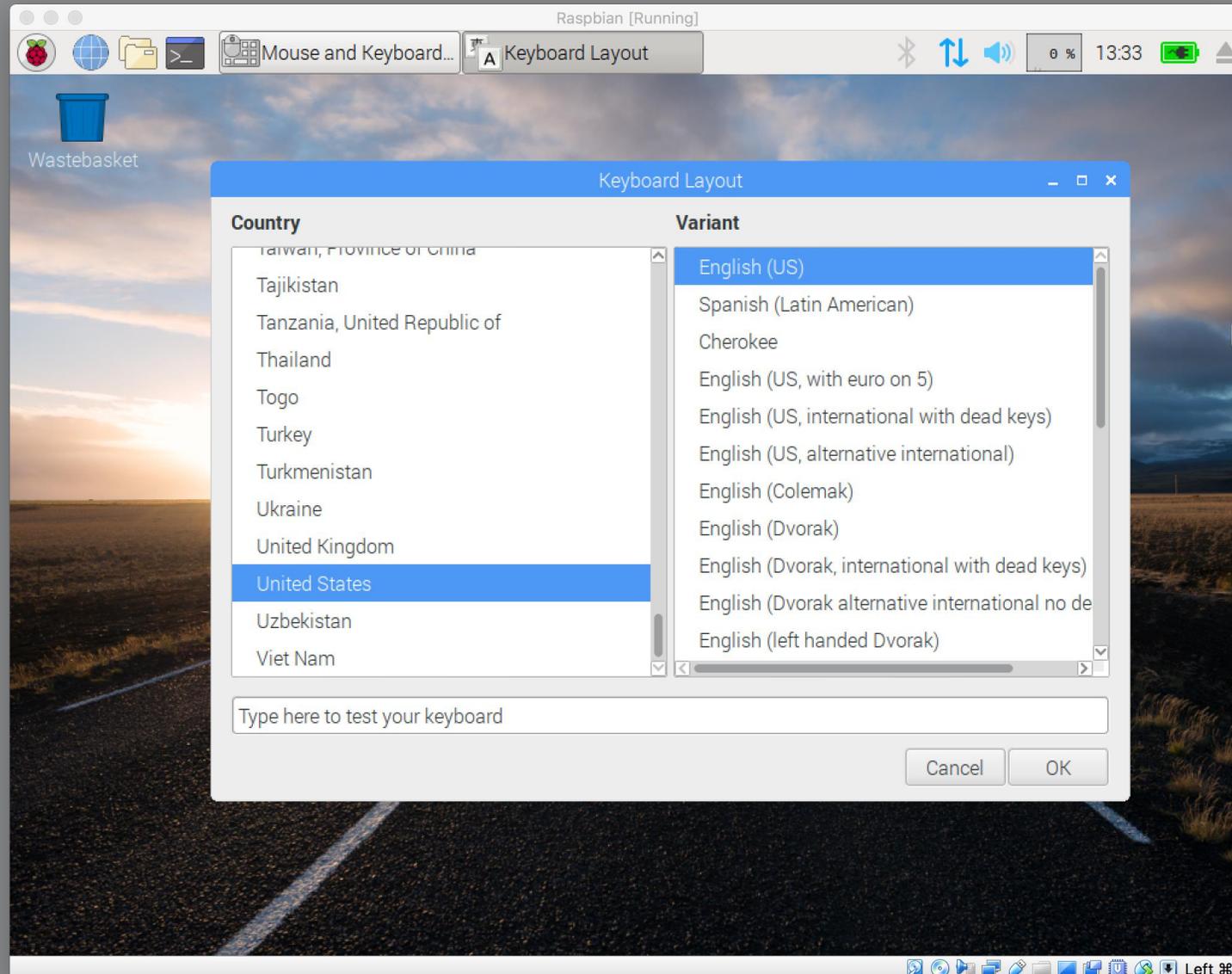
# Raspbian OS – Update Keyboard Layout



# Raspbian OS – Update Keyboard Layout



# Raspbian OS – Update Keyboard Layout



# Programming 101

# What is a computer?

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A computer is a general purpose device that can be *programmed* to carry out a set of *arithmetic* or *logical* operations automatically.

Computers have:

- Input
- Output
- Storage
- Processing

# What is a program?

---

A recipe of arithmetic and logical operations in specific order.

This recipe is called an *algorithm*.

We'll explore arithmetic and logical operations later.

**Scrambled Eggs:**

**Mixture = 2 eggs + salt + pepper**

**IF Mixture is hot AND mixture is cooked THEN eat**

# Human languages

---

- Let's write "Good Morning!" in 3 different languages: English, Spanish, Japanese
- English: Good Morning!
- Spanish: ¡Buenos Días!
- Japanese: おはよう!

# Why computer languages?

- International scientists communicate with each other in English
- Similarly, if we want computers to understand what we want them to do, we must write our programs using a *computer language*
- A *computer language* allows humans to communicate with computers in a meaningful way

# Many computer languages

---

- Just like there are many *human languages*, there are many *computer languages* as well
- Let's write a "*Hello, world!*" program in 4 different languages: Pseudo code, C, Python, JavaScript

# Pseudo Code

---

```
Display "Hello, world!"
```

# C

---

```
#include <stdio.h>

int main() {
    printf("Hello, world!");
    return(0);
}
```

# Javascript

---

```
document.write("Hello, world!");
```

# Python

---

```
print("Hello, world!")
```

# An example Python program

```
import random
num = random.randint(1, 100)

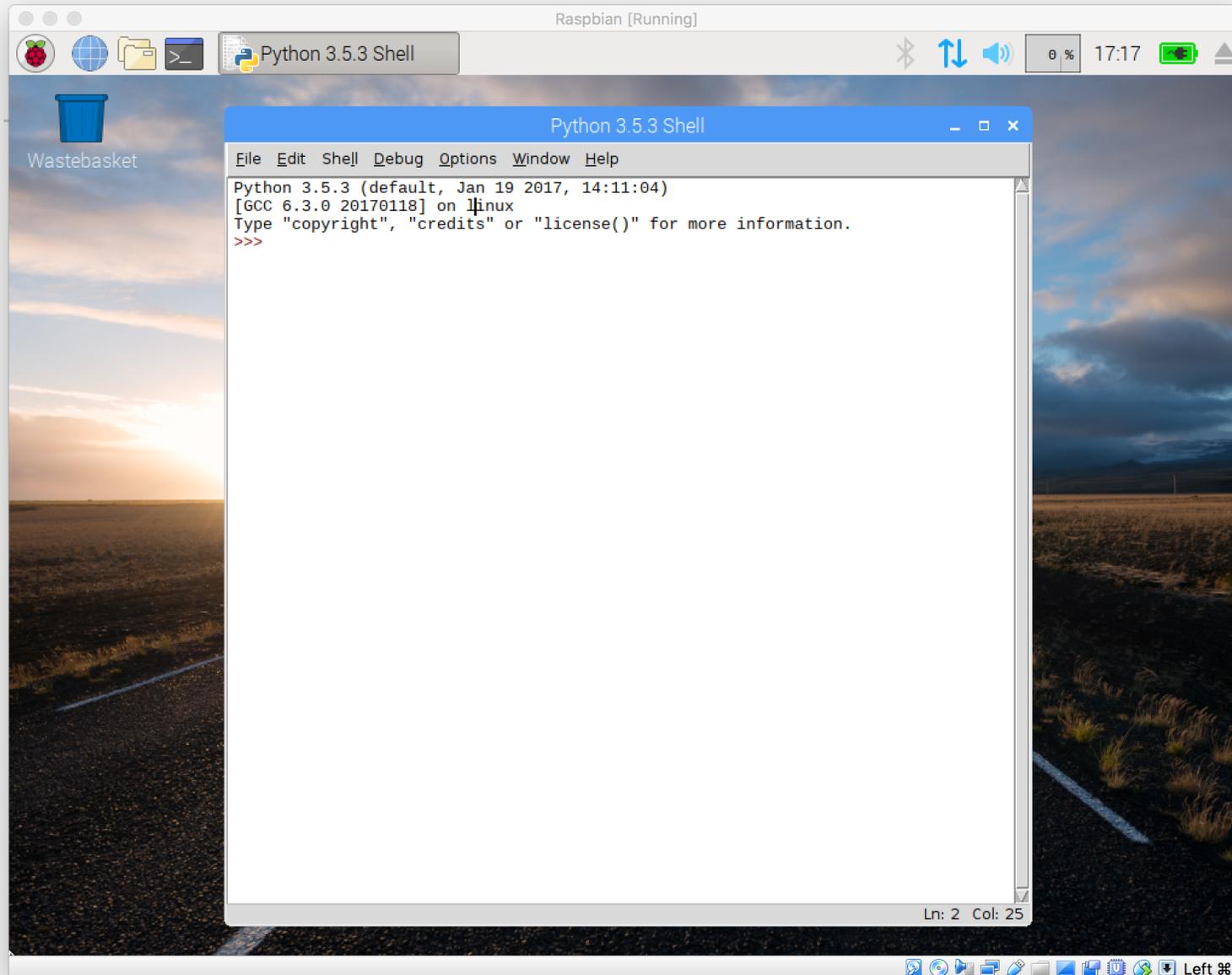
while True:
    print('Guess a number between 1 and 100')
    guess = input()
    i = int(guess)
    if i == num:
        print('You guessed right')
        break
    elif i < num:
        print('Try higher')
    elif i > num:
        print('Try lower')
```

# Let's talk to the computer

---

Open IDLE for Python 3 and write a “Hello, world!” program.

# Let's talk to the computer



Python *shell*

Prompt: >>>

# Let's talk to the computer

---

- Make sure to include double quotes
  - Press enter when done
- 

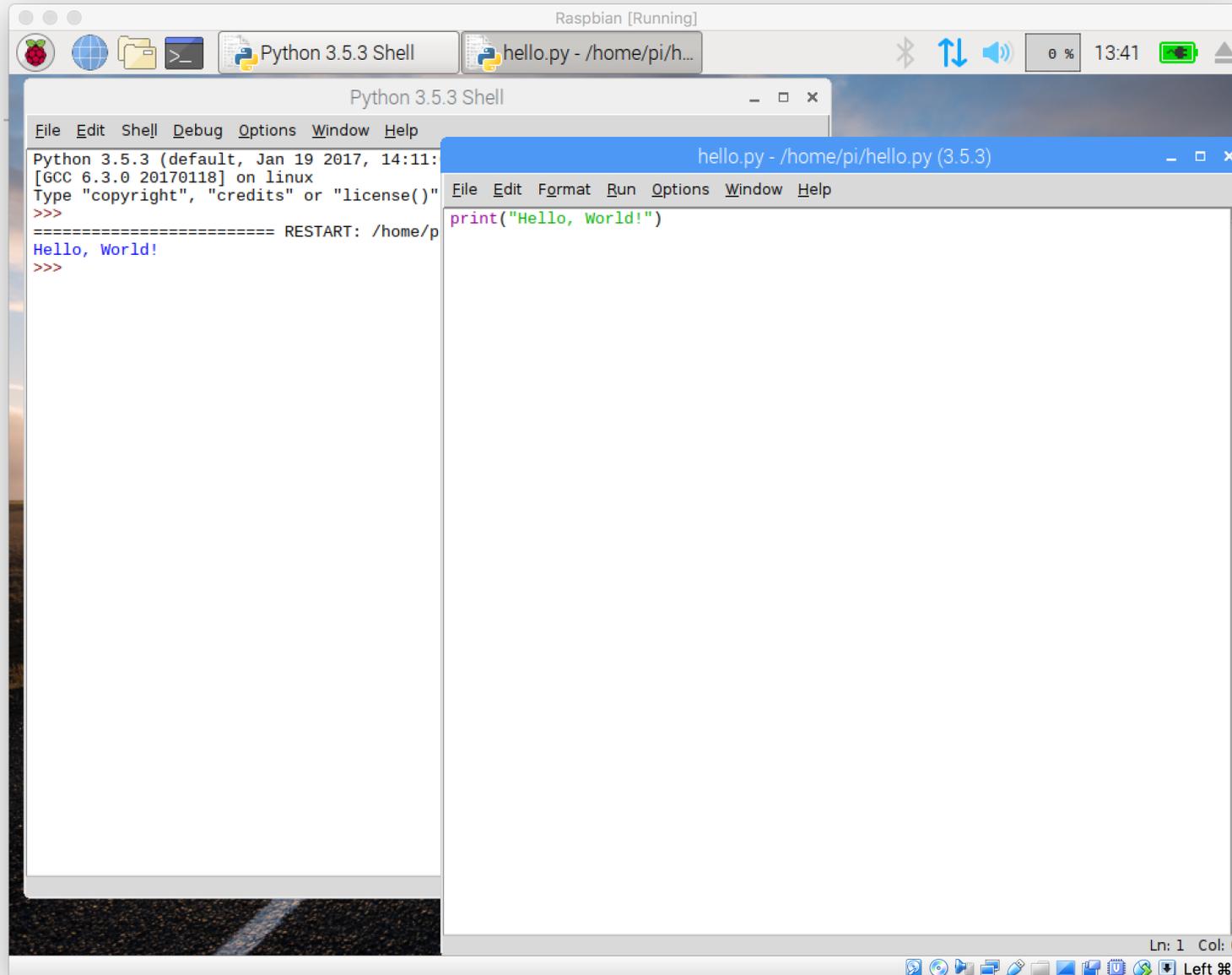
```
>>> print("Hello, World!")
```

```
Hello, World!
```

```
>>>
```

---

# Let's talk to the computer



The screenshot shows a Raspberry Pi desktop environment with a Raspbian [Running] window. The top bar includes system icons for Bluetooth, network, volume, and battery, along with the time 13:41. Two windows are open: a Python 3.5.3 Shell and a text editor window titled 'hello.py - /home/pi/hello.py (3.5.3)'. The shell window shows the output of a Python script: 'Hello, World!'. The text editor window shows the code: 'print("Hello, World!")'. The bottom status bar indicates 'Ln: 1 Col: 0' and 'Left ⌘'.

```
Python 3.5.3 (default, Jan 19 2017, 14:11:
[GCC 6.3.0 20170118] on linux
Type "copyright", "credits" or "license()"
>>>
===== RESTART: /home/p
Hello, World!
>>>
```

```
print("Hello, World!")
```

1. From Menu:  
**File -> New File**
2. Type in the previous code
3. **File -> Save**  
Name it **hello.py**
4. **Run -> Run module**

# Binary

- On/Off, High/Low, Open/Closed, True/False, 1/0
- True/False values also referred to as Booleans
- Everyone knows how to count to 12 in decimal

10

- Let's count to 12 in binary

0000

# Why Python?

- Python is a language that was designed to be easy to read and use fewer symbols (!#\$\*)

## Python

```
print("Hello, World!")
```

## C++

```
int main()  
{  
    std::cout << "Hello, world!" << std::endl;  
    return(0);  
}
```

# English Grammar

- Let's eat Grandma!
- vs.
- Let's eat, Grandma!
  
- In english how do you end a question.

# Programming Language Syntax

- Just like grammar, it helps you read a sentence.
- Language has a syntax that lets the computer read your program.
- If you get the syntax wrong, the computer will have an error running your program
- Python is case sensitive.

# Working with data in Python

# Arithmetic Operators

---

- $+$ ,  $-$ ,  $*$ ,  $/$ ,  $($ ,  $)$ 
  - $1+1$
  - $1+2*4$
  - $(1+2)*4$
  - $1+!$
  - $2/0$

## Order of operations

- Computers do exactly what you tell them in the order you tell them.
- Be explicit.

# Logical Operators

---

- $>$ ,  $<$ ,  $>=$ ,  $<=$ ,  $==$ ,  $!=$ 
  - $2 > 1$
  - $2 > 4$
  - $2 >= 2$
  - $2 == 2$
  - $2 == 1$
  - $2 != 1$

## Booleans

- Just like arithmetic operators manipulate numbers, logical operators manipulate Booleans.
- Logical operations return a Boolean for the answer, instead of a number

# Logical Operators

---

- `and`, `or`, `not`
  - `True and True`
  - `True and False`
  - `True or False`
  - `not True`
  - `2 < 4 and 1 <= 2`

## Booleans

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# Variables

---

- Variables are like containers
- Examples

```
>>> fred = 100
```

```
>>> print(fred)
```

```
100
```

## Variable Names

- Letters
- Numbers
- `_` (underscore)

# Using Variables

---

- Let's try the following code

```
>>> found_coins = 20
```

```
>>> magic_coins = 10
```

```
>>> print(found_coins)
```

- What should be the output value?
- Let's now add the following line. What would be the output?

```
>>> print(found_coins + magic_coins)
```

# What are Data Types?

---

Examples:

- **String:** “I am 1 string”, “What’s up?”, “cheese”
- **Integer:** 10, -42, 12000, 9
- **Float:** 3.2, 0.00001, -10900.999, 123.456
- **Boolean:** True, False

# What are Data Types?

## (and why are they important?)

---

- Remember when we talked about binary?
- Computer only understands 0 and 1
- We need to tell it how to interpret them

### Example

- 30 : 11110
- “30” : 00110011 00110000

# Controlling program flow

# Counting Numbers

Let's count natural numbers:

- 1 2 3 4 5 6 ....

Now let's try using Python sentences:

```
print(1)
```

```
print(2)
```

```
print(3)
```

```
print(4)
```

```
...
```

and so on

# Counting Numbers with a Loop

---

There is a common construct in almost all computer languages called *for loop*

```
for x in range(1, 6) 
```

```
     print(x)
```

**Result:**

1

2

3

4

5

# Making Choices with Conditionals

- Remember logical operators?
  - `>`, `<`, `>=`, `<=`, `==`, `!=`
- Use these to make comparisons:

```
if (some condition is True) :
```

```
    → do something  
    do another thing
```

```
else :
```

```
    → do something different  
    do more stuff
```

# Checking Numbers

---

Let's combine loops and conditionals

```
for x in range(1, 7):  
    if (x<3):  
        print("Not close")  
    elif (x<=5):  
        print("Almost there")  
    else:  
        print(x)
```

## Result:

Not close

Not close

Almost there

Almost there

Almost there

6

# Code Reuse

# Let's Recycle (Programmer's are lazy)

- Reuse common code
  - Only need to figure out how to do something once
  - Don't have to type the same code over and over
  - Makes your code cleaner and shorter (easier to read)
  - Reduces errors
- Multiple ways in Python (and other languages)
  - Functions
  - Modules or Libraries

# Functions and Modules

- **Functions** are like tools that you can use again and again
  
- **Modules** are like toolboxes, used to hold related tools

# Functions

- We used them a bunch already
  - `print()`
  - `range()`

## Defining a New Function

```
name      parameters  
def newfunc(fname, lname):  
body     print("Hello, %s %s" % (fname, lname))
```

# Functions

---

- A function is often used to return a value, using a return statement. For example, you could write a function to calculate how much money you were saving:

```
def savings(pocket_money, paper_route, spending):  
    return pocket_money + paper_route - spending  
  
print( savings(10, 10, 5) )
```

**Result:**

15

# Variables and Scope

## Scope:

Scope determines when a variable is “visible” or valid

```
def variable_test():  
    first_variable = 10  
    second_variable = 20  
    return first_variable * second_variable  
print(first_variable)
```

```
NameError: name 'first_var' is not defined
```

## Why?

The variable `first_variable` is only defined within the scope of the function `variable_test()`. It does not exist outside the function.

# Different Scopes

---

- If a variable is defined outside the function, it has a different *scope*

```
another_variable = 100
def variable_test():
    first_variable = 10
    second_variable = 20
    return first_variable * second_variable

print(variable_test())
print(another_variable)
print(first_variable)
```

## Result:

200

100

```
NameError: name
'first_variable' is not
defined
```

# Python Modules

- Just like Linux software there are a lot of available Python modules
- Many of the popular Python modules are available in Raspbian
  - NumPy : `$ apt-get install python3-numpy`
  - SciPy : `$ apt-get install python3-scipy`
  - pigpio : `$ apt-get install python3-pigpio`

- Discover what modules are available in Python

```
>>> help()  
help> modules
```

- Use Python Packaging Index (PyPI) - <https://pypi.org/>
  - `pip search numpy`
  - `pip install numpy`

# Using Modules

---

- Use the `import` directive

```
import datetime as dt  
  
print(dt.date.today())
```

**Result:**

2018-04-29

# Specific Importing

---

- Use the `from` directive

```
from datetime import date
```

```
print(date.today())
```

**Result:**

2018-04-29

# Data Structures

# Lists

## Also Called Arrays

---

- Create a list of strings

- Declare using []

```
>>> food=['hotdog buns', 'coffee', 'eggs',  
'orange juice']  
>>> print (food[1])
```

- List index starts at 0

- Change value of entry

```
>>> food[3]='milk'  
>>> print (food)
```

## Result:

```
coffee
```

```
['hotdog buns', 'coffee',  
'eggs', 'milk']
```

# Lists of Lists

## Also Called Multi-dimensional Arrays

---

```
>>> numbers=[12, 74, 8, 506]
>>> mixed_list=['We', 'have', 2, 'wait', 4, 'dinner']
>>> mylist=[mixed_list, numbers]
>>> print(mylist)
```

### Result:

```
[['We', 'have', 2,
'wait', 4, 'dinner'],
[12, 74, 8, 506]]
```

# Tuples

---

- Like lists but declare with () instead of []

```
>>> lakes=('Huron', 'Ontario', 'Michigan',  
'Erie', 'Superior')  
>>> lakes[1]
```

- Cannot change values once declared

```
>>> lakes.append('Crystal')  
>>> lakes[1]='Crystal'
```

## Result:

```
'Ontario'
```

```
AttributeError: 'tuple'  
object has no attribute  
'append'
```

```
TypeError: 'tuple' object  
does not support item  
assignment
```

# Maps

## Also called Dicts or Dictionaries

---

- Collection of things, similar to lists and tuples
- Key : Value pairs instead of index

```
>>> bdays={'Jim' : 'May 4', 'Sue' : 'April 20',
'Ed' : 'July 17'}
>>> print(bdays['Sue'])
>>> bdays.update({'Sam' : 'Dec 8'})
>>> print(bdays)
>>> del bdays['Ed']
>>> bdays['Sam'] = 'dec 10'
>>> print(bdays)
```

## Result:

```
April 20
```

```
{'Jim': 'May 4', 'Sue':
'April 20', 'Ed': 'July
17', 'Sam': 'Dec 8'}
```

```
{'Jim': 'May 4', 'Sue':
'April 20', 'Sam': 'Dec
10'}
```

# Indexing and Slicing Strings

## Hint: Strings are Lists of Characters

---

```
>>> fred="Hello, Fred"
>>> print (fred[4])
```

- Index starts at 0

```
>>> print (fred[2:8])
```

- From index 2 up to, but not including, index 8

```
>>> print (fred[8:])
>>> print (fred[:5])
```

## Result:

```
o
llo, F
red
Hello
```

# Loops with Lists

---

```
wizard_list = ['spider legs', 'toe of frog',  
'snail tongue', 'bat wing', 'slug butter', 'bear  
burp']  
for i in wizard_list:  
    print(i)
```

“For each item in `wizard_list`, store the value in the variable `i`, and then print the contents of that variable”

## Result:

```
spider legs  
toe of frog  
snail tongue  
bat wing  
slug butter  
bear burp
```

# Working with a Team

# Mojang (Minecraft)

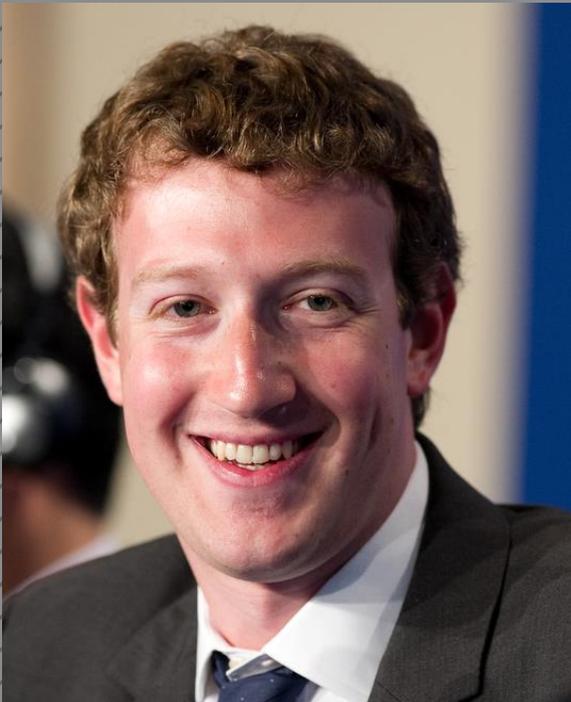
- Markus “Notch” Persson
- Has anyone heard of Minecraft?
- Worth over \$1.3 Billion

# Mojang Jobs

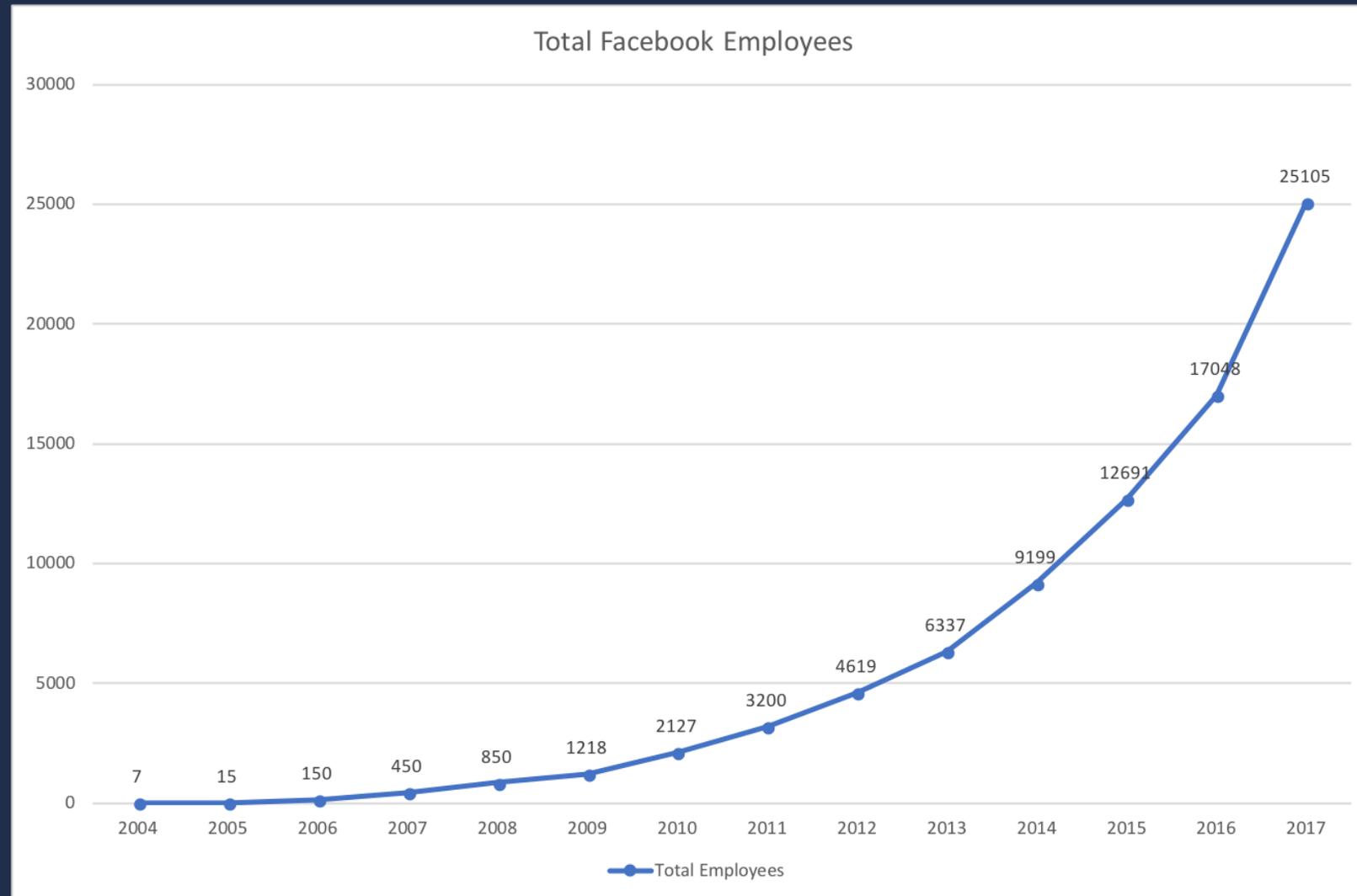
- Developer
- Artist
- Architect
- Designer
- Project Manager
- Customer Support
- DevOps Engineer

# Facebook

- Mark Zuckerberg, CEO
- Worth \$66.4 Billion



# Facebook Employees



Data Credit: Statista  
<https://bit.ly/2Kn8FrW>

# Teams

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- So what do all these people do?
- Why can't just one person do everything?
- So how do you work on a team?
  - Agree to and document standards
  - Version Control – git, svn, mercurial, etc.
  - Comment your code
  - Communicate

<https://github.com/>

<https://git-scm.com/doc>

# Debugging

- You *will* make mistakes
- Your team *will* make mistakes
- Finding and fixing problems in your program
- As simple as adding `print` statements
- As sophisticated as an interactive debugger like `pdb`
- Effective debugging is as much an art form as a skill

# Performance

- There is almost always more than one way to solve a problem
- Some ways are better in certain situations than others and worse in other situations
- You might have a *correct* algorithm that isn't the *right* algorithm for the job
  - <http://www.sorting-algorithms.com/>

# Questions

# Acknowledgement

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