

A photograph of two young women sitting at a desk. The woman on the left is smiling and looking at a laptop. The woman on the right is also smiling and looking towards the camera. The laptop screen displays a CMS website with a blue header and several colorful code blocks. The background shows a desk with various electronic devices and cables.

Engaging the youth in programming and physics through an online educational activity

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30.07.2020 40th International Conference on High Energy Physics

Key objectives

- To inspire high school students around the world with a fun e-learning experience introducing basic concepts in programming and high energy physics
- To empower teachers and educators, around the world, with a tool to introduce STEM education in their classrooms and beyond

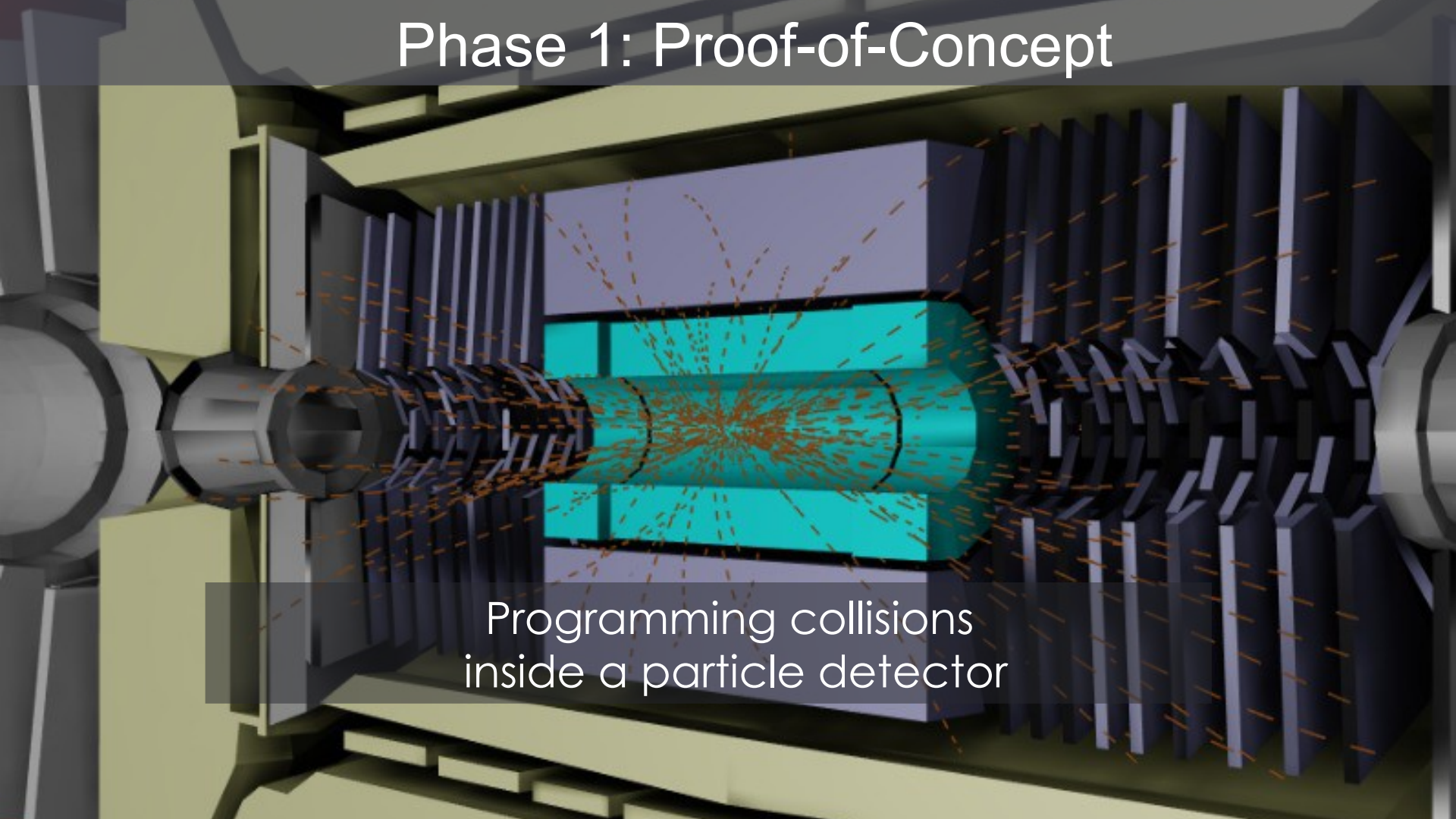
Development phases

- **Phase 1: Proof-of-Concept**
 - one step of the tutorial
 - can be used on its own (quite advanced)

Phase 2 and 3 depend on funding

- **Phase 2: Full development (in English)**
Additional steps (for less/more advanced audience)
 - Enhanced functionalities (e.g. adaptations for tablets, sign-in to save progress)
 - Certificate
- **Phase 3: Translations**

Phase 1: Proof-of-Concept



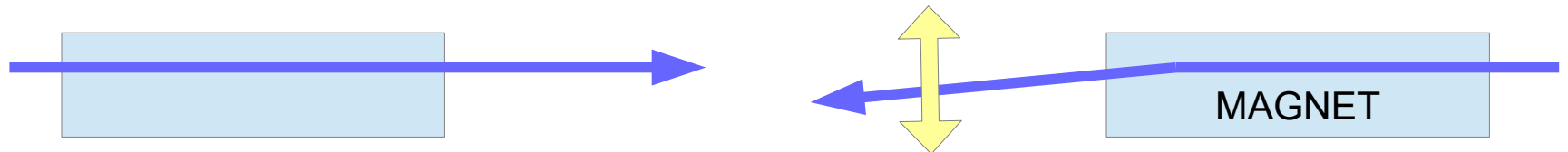
Programming collisions
inside a particle detector

Phase 1: Proof-of-Concept

- A simple exercise focusing on one element:
aligning beams colliding inside a particle detector

Reduced to a simple 1-dimensional problem:

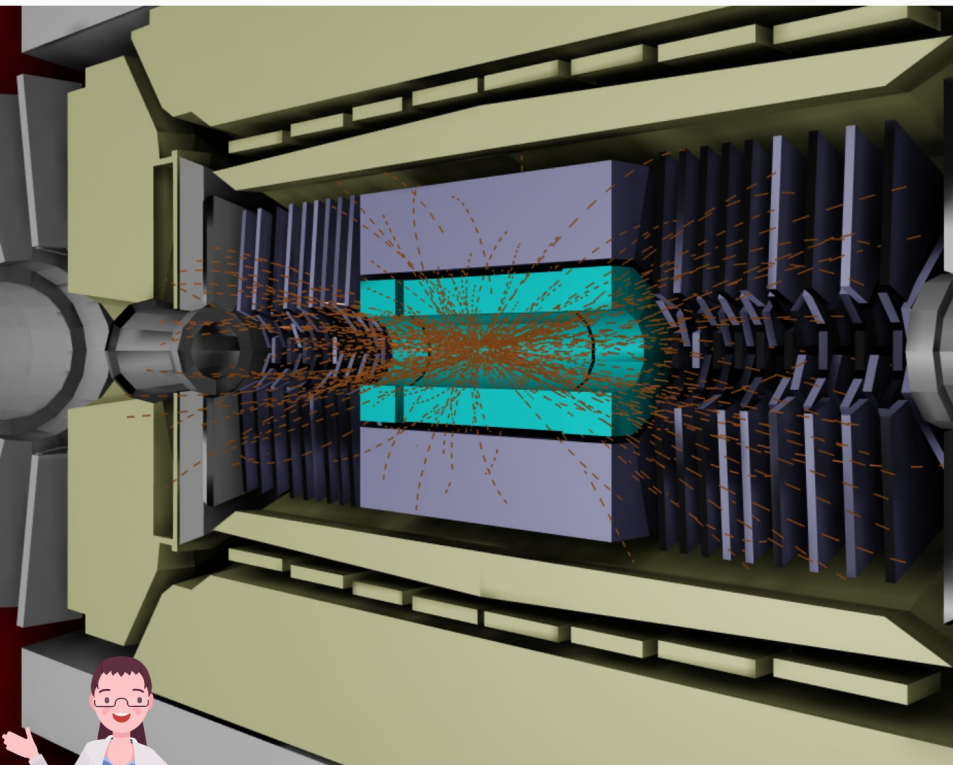
- One beam is assumed to already be optimally aligned
- The user has control over a dipole magnet steering the other beam (in one plane, the other plane is ignored for simplicity)
- Looking at how many collisions are produced, the user (or algorithm) has to find the optimal magnet current



Under the hood

- The magnet current can be varied in a 0-100 range
- The optimal value (let's call it “X” - perfect alignment) is picked at random by the application
- The user can “run the accelerator” after setting the magnet current and check how many collisions were recorded
 - The number will depend on how close the magnet current is to the optimal value, giving up to a maximum of 1000
 - The user can hunt around the 0-100 range, looking for the maximum

Large Hadron Collider at CERN



Hey, let's program collisions inside a particle detector at the Large Hadron Collider (LHC) at CERN!

WORKSPACE CODE **RESULTS**

Magnet Current

22

Collisions

955.9974818331

History of User Tries



INSTRUCTION

RESET

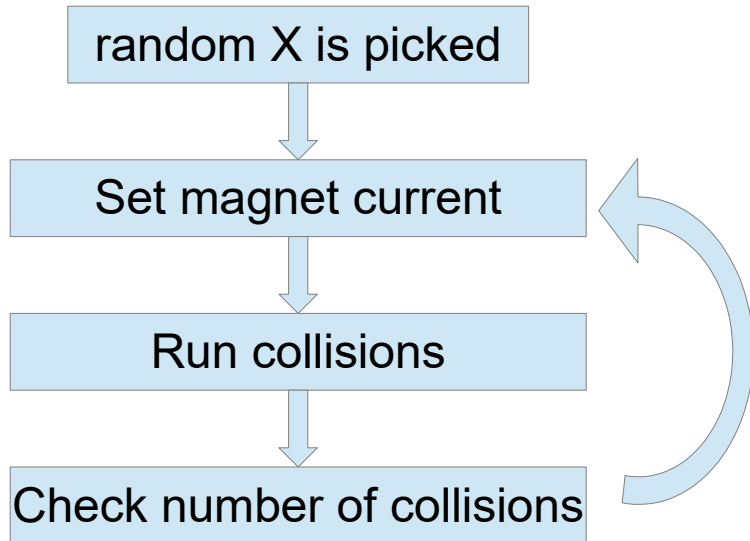
RUN CODE

Two complexity levels

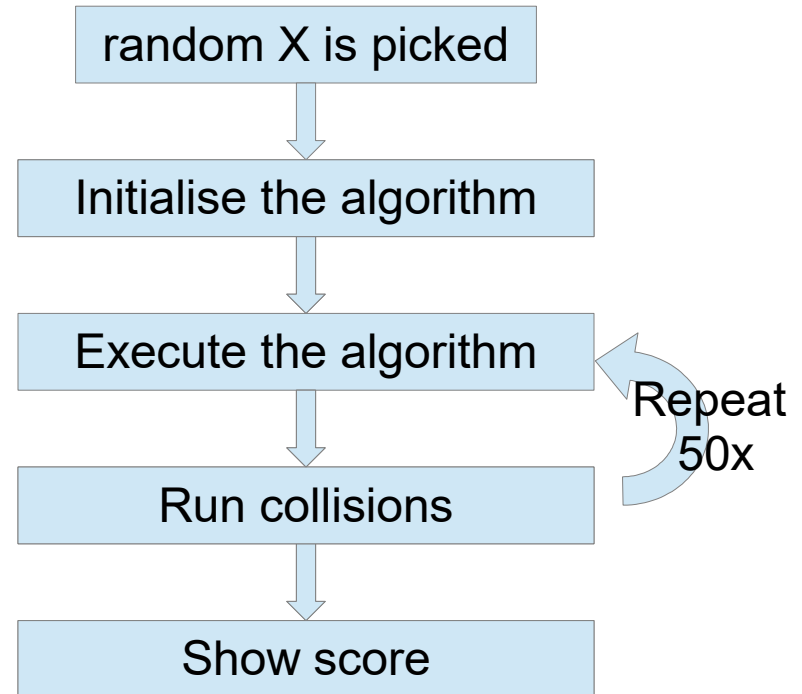
- The application has two modes – Easy and Advanced
- The idea behind this is simple:
 - In the Easy mode there's no coding – the user does all the work: sets the magnet current, runs collisions and repeats
 - In the Advanced mode the user has to write a simple program that searches for the maximum.
 - The program can check the number of collisions, set the magnet current, use variables, conditional statements etc
 - The idea is for the user to try reproducing their thought process from the Easy mode using an algorithm in the Advanced mode
 - A final score is shown at the end of running, based on the total number of collisions accumulated after 50 iterations

Flowchart

EASY mode



ADVANCED mode



Writing algorithms

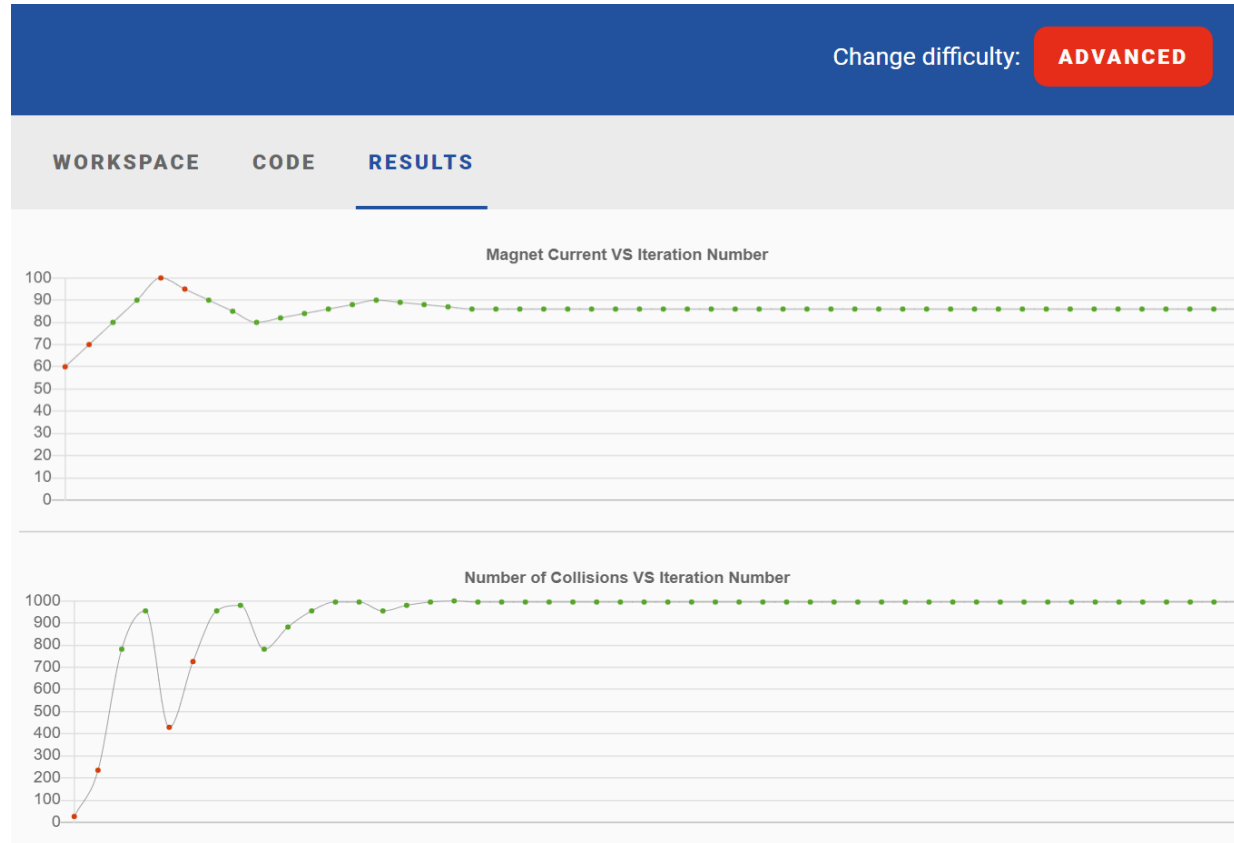
- All coding is done using Google's “Blockly” open-source library

The screenshot shows a Blockly workspace with a dark blue header. In the top right corner, there is a red button labeled "ADVANCED" next to the text "Change difficulty:". Below the header, there are three tabs: "WORKSPACE" (selected), "CODE", and "RESULTS". On the left side, there is a sidebar with three categories: "Tools" (purple), "Variables" (red), and "Logic" (blue). The main workspace contains two code blocks:

- User Init:** A blue block containing two "set" blocks. The first "set" block is "set step to 10" and the second is "set previous to 0".
- User Code:** A blue block containing an "if" block. The "if" block has a condition "collisions < previous". Inside the "do" block, there are three blocks: "set step to step x -0.5", "set previous to collisions", and "Change magnet current by step".

Algorithm results

- Result of running the code from the previous slide:



Final Score

- Running the code once or several times doesn't accurately show how well the user's algorithm performs
 - The “score” depends on the initial value of X (selected at random for each execution)
- To have an objective score allowing users to compare the performance of their algorithms, an extra “Final Score” mode was added
 - In this mode the 50-iteration algorithm run is performed 100 times, once for each possible value of X
 - The final score is a sum of scores from all 100 trials (normalized to 0-1000)

Number of Collisions VS Iteration Number



Final Score

923.49

Phase 1 tests

Students from Riga Technical University - Engineering High School



Phase 1 tests

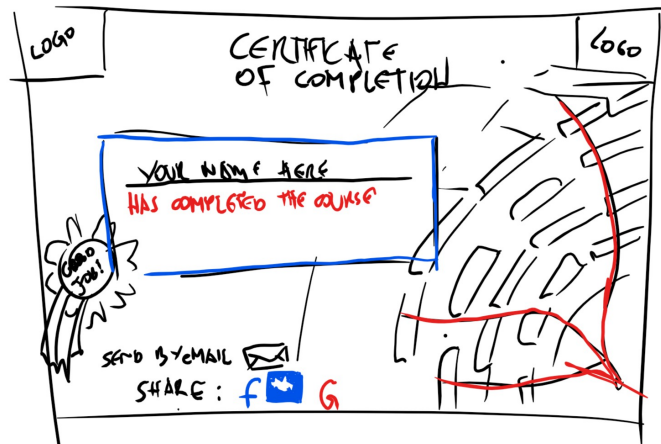
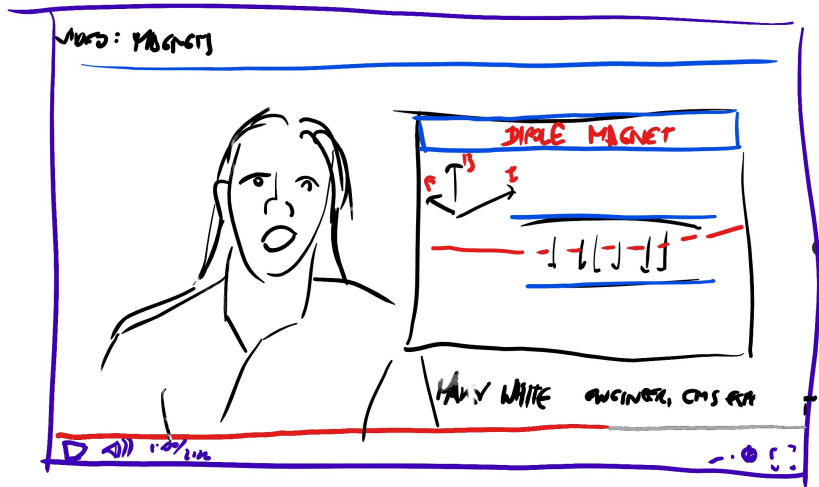
Students from Riga Technical University - Engineering High School



Future plans - Phase 2

(depends on funding)

- Adding more steps
- Adding video with explanations
- Adding a certificate



Test it

Try it out yourself:

<http://cms-coding-tutorial.web.cern.ch>

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Thank you!