

Computer Science

Course for Computational Sciences and Engineering
at D-MATH of ETH Zurich

Felix Friedrich, Malte Schwerhoff

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1. Introduction

Computer Science: Definition and History, Algorithms, Turing Machine, Higher Level Programming Languages, Tools, The first C++ Program and its Syntactic and Semantic Ingredients

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What is Computer Science?

- The science of **systematic processing of informations**,...
- ... particularly the automatic processing using digital computers.

(Wikipedia, according to "Duden Informatik")

Computer Science vs. Computers

Computer science is not about machines, in the same way that astronomy is not about telescopes.

Mike Fellows, US Computer Scientist (1991)

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<http://larc.unt.edu/ian/research/education/fellows1991.pdf>
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Computer Science vs. Computers

- Computer science is also concerned with the development of fast computers and networks. . .
- . . . but not as an end in itself but for the **systematic processing of informations.**

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Computer Science \neq Computer Literacy

Computer literacy: *user knowledge*

- Handling a computer
- Working with computer programs for text processing, email, presentations . . .

Computer Science *Fundamental knowledge*

- How does a computer work?
- How do you write a computer program?

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This course

- Systematic problem solving with algorithms and the programming language C++.
- Hence: *not only*
but also programming course.

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Algorithm: Fundamental Notion of Computer Science

Algorithm:

- Instructions to solve a problem step by step
- Execution does not require any intelligence, but precision (even computers can do it)
- according to *Muhammed al-Chwarizmi*, author of an arabic computation textbook (about 825)



"Dixit algorizmi..." (Latin translation)

<http://de.wikipedia.org/wiki/Algorithmus>
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Oldest Nontrivial Algorithm

Euclidean algorithm (from the *elements* from Euklid, 3. century B.C.)

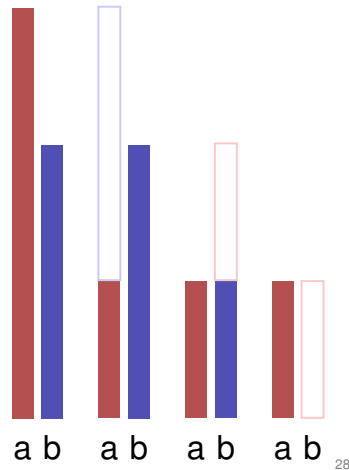
- Input: integers $a > 0, b > 0$
- Output: gcd of a und b

```

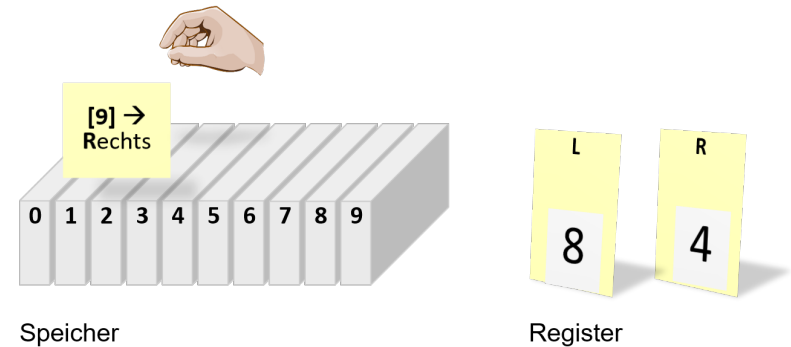
While  $b \neq 0$ 
  If  $a > b$  then
     $a \leftarrow a - b$ 
  else:
     $b \leftarrow b - a$ 

```

Result: a .

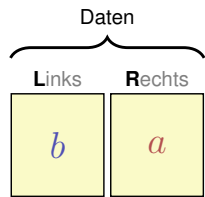
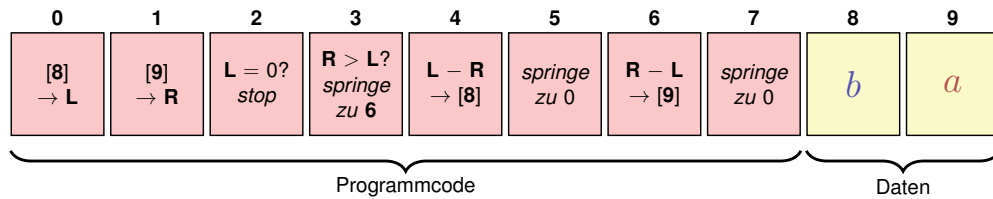


Live Demo: Turing Machine



Euklid in the Box

Speicher



Register

```

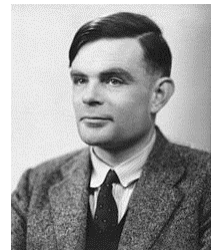
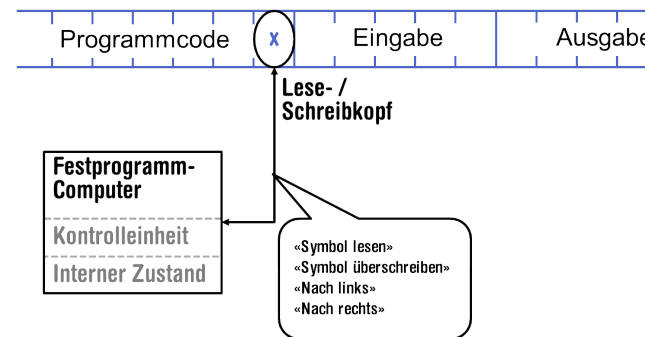
While  $b \neq 0$ 
  If  $a > b$  then
     $a \leftarrow a - b$ 
  else:
     $b \leftarrow b - a$ 
Ergebnis:  $a$ .

```

Computers – Concept

A bright idea: universal Turing machine (Alan Turing, 1936)

Folge von Symbolen auf Ein- und Ausgabeband

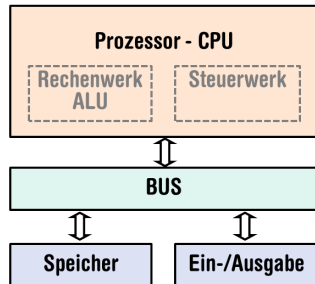


Alan Turing

Computer – Implementation

- Z1 – Konrad Zuse (1938)
- ENIAC – John Von Neumann (1945)

Von Neumann Architektur



Konrad Zuse



John von Neumann

<http://www.hs.uni-hamburg.de/DE/UNT/hh/biogr/zuse.htm>
http://commons.wikimedia.org/wiki/File:John_von_Neumann.jpg

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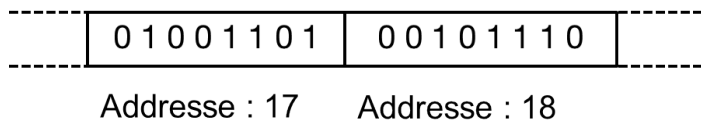
Computer

Ingredients of a *Von Neumann Architecture*

- Memory (RAM) for programs *and* data
- Processor (CPU) to process programs and data
- I/O components to communicate with the world

Memory for data *and* program

- Sequence of bits from $\{0, 1\}$.
- Program state: value of all bits.
- Aggregation of bits to memory cells (often: 8 Bits = 1 Byte)
- Every memory cell has an address.
- Random access: access time to the memory cell is (nearly) independent of its address.



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Processor

The processor (CPU)

- executes instructions in machine language
- has an own "fast" memory (registers)
- can read from and write to main memory
- features a set of simplest operations = instructions (e.g. adding to register values)

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Computing speed

In the time, on average, that the sound takes to travel from from my mouth to you ...

30 m $\hat{=}$ more than 100.000.000 instructions

a contemporary desktop PC can process more than 100 millions instructions ¹

¹Uniprocessor computer at 1 GHz.

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Programming

- With a *programming language* we issue commands to a computer such that it does exactly what we want.
- The sequence of instructions is the *(computer) program*



The Harvard Computers, human computers, ca.1890

http://en.wikipedia.org/wiki/Harvard_Computers

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Why programming?

- Do I study computer science or what ...
- There are programs for everything ...
- I am not interested in programming ...
- because computer science is a mandatory subject here, unfortunately...
- ...

Mathematics used to be the lingua franca of the natural sciences on all universities. Today this is computer science.
Lino Guzzella, president of ETH Zurich, NZZ Online, 1.9.2017

((BTW: Lino Guzzella is not a computer scientist, he is a mechanical engineer and prof. for thermotronics ☺))

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This is why programming!

- Any understanding of modern technology requires knowledge about the fundamental operating principles of a computer.
- Programming (with the computer as a tool) is evolving a cultural technique like reading and writing (using the tools paper and pencil)
- Programming is *the* interface between engineering and computer science – the interdisciplinary area is growing constantly.
- Programming is fun (and is useful)!

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Programming Languages

- The language that the computer can understand (machine language) is very primitive.
- Simple operations have to be subdivided into (extremely) many single steps
- The machine language varies between computers.

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Higher Programming Languages

can be represented as program text that

- can be *understood* by humans
- is *independent* of the computer model
→ Abstraction!

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Programming languages – classification

Differentiation into

- Compiled vs. interpreted languages
 - *C++*, C#, Pascal, Modula, Oberon, Java, Go
vs.
Python, Tcl, Javascript, Matlab
- *Higher* programming languages vs. Assembler
- *Multi-purpose* programming languages vs. single purpose programming languages
- *Procedural, object oriented*, functional and logical languages.

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Why C++?

Other popular programming languages: Java, C#, Objective-C, Oberon, Javascript, Go, Python, ...

General consensus:

- „The” programming language for systems programming: C
- C has a fundamental weakness: missing (type) safety

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Why C++?

Over the years, C++'s greatest strength and its greatest weakness has been its C-Compatibility – B. Stroustrup

B. Stroustrup, Design and Evolution of C++, Kap. 4.5

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Why C++?

- C++ equips C with the power of the abstraction of a higher programming language
- In this course: C++ introduced as high level language, not as better C
- Approach: traditionally procedural → object-oriented.

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Deutsch vs. C++

Deutsch

*Es ist nicht genug zu wissen,
man muss auch anwenden.
(Johann Wolfgang von Goethe)*

C++

```
// computation
int b = a * a; // b = a^2
b = b * b;    // b = a^4
```

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Syntax and Semantics

- Like our language, programs have to be formed according to certain rules.
 - **Syntax**: Connection rules for elementary symbols (characters)
 - **Semantics**: interpretation rules for connected symbols.
- Corresponding rules for a computer program are simpler but also more strict because computers are relatively stupid.

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C++: Kinds of errors illustrated with German sentences

- Das Auto fuhr zu schnell.
- DasAuto fuh r zu sxhnell.
- Rot das Auto ist.
- Man empfiehlt dem Dozenten nicht zu widersprechen
- Sie ist nicht gross und rothaarig.
- Die Auto ist rot.
- Das Fahrrad galoppiert schnell.
- Manche Tiere riechen gut.

Syntaktisch und semantisch korrekt.

Syntaxfehler: Wortbildung.

Syntaxfehler: Satzstellung.

Syntaxfehler: Satzzeichen fehlen .

Syntaktisch korrekt aber mehrdeutig. [kein Analogon]

Syntaktisch korrekt, doch semantisch fehlerhaft: Falscher Artikel. [Typfehler]

Syntaktisch und grammatikalisch korrekt! Semantisch fehlerhaft. [Laufzeitfehler]

Syntaktisch und semantisch korrekt. Semantisch mehrdeutig. [kein Analogon]

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Syntax and Semantics of C++

Syntax

- When is a text a *C++ program*?
- I.e. is it *grammatically correct*?

Semantics

- What does a program *mean*?
- Which algorithm does a program *implement*?

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Syntax and semantics of C++

The ISO/IEC Standard 14822 (1998, 2011, 2014, ...)

- is the “law” of C++
- defines the grammar and meaning of C++ programs
- since 2011, continuously extended with features for *advanced programming*

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Programming Tools

- **Editor:** Program to modify, edit and store C++ program texts
- **Compiler:** program to translate a program text into machine language
- **Computer:** machine to execute machine language programs
- **Operating System:** program to organize all procedures such as file handling, editor-, compiler- and program execution.

Language constructs with an example

- Comments/layout
- Include directive
- the main function
- Values effects
- Types and functionality
- literals
- variables
- constants
- identifiers, names
- objects
- **expressions**
- L- and R- values
- operators
- statements

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The first C++ program Most important ingredients...

```
// Program: power8.cpp
// Raise a number to the eighth power.
#include <iostream>
int main() {
    // input
    std::cout << "Compute a^8 for a =? ";
    int a;
    std::cin >> a; ← Statements: Do something (read in a)!
    // computation
    int b = a * a; // b = a^2 ← Expressions: Compute a value (a^2)!
    b = b * b;    // b = a^4
    // output b * b, i.e., a^8
    std::cout << a << "^8 = " << b * b << "\n";
    return 0;
}
```

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Behavior of a Program

At compile time:

- program accepted by the compiler (syntactically correct)
- Compiler error

During runtime:

- correct result
- incorrect result
- program crashes
- program does not terminate (endless loop)

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“Accessories:” Comments

```
// Program: power8.cpp
// Raise a number to the eighth power.
#include <iostream>
int main() {
    // input
    std::cout << "Compute a^8 for a =? ";
    int a;
    std::cin >> a;
    // computation
    int b = a * a; // b = a^2
    b = b * b;     // b = a^4
    // output b * b, i.e., a^8
    std::cout << a << "^8 = " << b * b << "\n";
    return 0;
}
```

← comments

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Comments and Layout

Comments

- are contained in every good program.
- document *what* and *how* a program does something and how it should be used,
- are ignored by the compiler
- Syntax: “double slash” // until the line ends.

The compiler *ignores* additionally

- Empty lines, spaces,
- Indentations that should reflect the program logic

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Comments and Layout

The compiler does not care...

```
#include <iostream>
int main(){std::cout << "Compute a^8 for a =? ";
int a; std::cin >> a; int b = a * a; b = b * b;
std::cout << a << "^8 = " << b*b << "\n";return 0;}
```

... but we do!

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“Accessories:” Include and Main Function

```
// Program: power8.cpp
// Raise a number to the eighth power.
#include <iostream>
int main() {
    // input
    std::cout << "Compute a^8 for a =? ";
    int a;
    std::cin >> a;
    // computation
    int b = a * a; // b = a^2
    b = b * b;     // b = a^4
    // output b * b, i.e., a^8
    std::cout << a << "^8 = " << b * b << "\n";
    return 0;
}
```

← include directive
← declaration of the main function

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Include Directives

C++ consists of

- the core language
- standard library
 - in-/output (header `iostream`)
 - mathematical functions (`cmath`)
 - ...

```
#include <iostream>
```

- makes in- and output available

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The main Function

the `main`-function

- is provided in any C++ program
- is called by the operating system
- like a mathematical function ...
 - arguments
 - return value
- ... but with an additional *effect*
 - Read a number and output the 8th power.

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Statements: Do something!

```
int main() {  
    // input  
    std::cout << "Compute a^8 for a =? ";  
    int a;  
    std::cin >> a;  
    // computation  
    int b = a * a; // b = a^2  
    b = b * b; // b = a^4  
    // output b * b, i.e., a^8  
    std::cout << a << "^8 = " << b * b << "\n";  
    return 0;  
}
```

expression statements

return statement

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Statements

- building blocks of a C++ program
- are *executed* (sequentially)
- end with a semicolon
- Any statement has an *effect* (potentially)

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Expression Statements

- have the following form:

`expr;`

where *expr* is an expression

- Effect is the effect of *expr*, the value of *expr* is ignored.

Example: `b = b*b;`

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Return Statements

- do only occur in functions and are of the form

`return expr;`

where *expr* is an expression

- specify the return value of a function

Example: `return 0;`

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Statements – Effects

```
int main() {  
  // input  
  std::cout << "Compute a^8 for a =? ";  
  int a;  
  std::cin >> a;  
  // computation  
  int b = a * a;  
  b = b * b;  
  // output b * b, i.e., a^8  
  std::cout << a << "^8 = " << b * b << "\n";  
  return 0;  
}
```

effect: output of the string Compute ...

Effect: input of a number stored in a

Effect: saving the computed value of a*a into b

Effect: saving the computed value of b*b into b

Effect: return the value 0

Effect: output of the value of a and the computed value c

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Values and Effects

- determine what a program does,
- are purely semantical concepts:
 - Symbol 0 means Value $0 \in \mathbb{Z}$
 - `std::cin >> a;` means effect "read in a number"
- depend on the program state (memory content, inputs)

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Statements – Variable Definitions

```
int main() {  
    // input  
    std::cout << "Compute a^8 for a=? ";  
    int a; ← declaration statement  
    std::cin >> a;  
    // computation  
    int b = a * a; ← // b = a^2  
    b = b * b;    // b = a^4  
    // output b * b, i.e., a^8  
    std::cout << a << "^8 = " << b * b << "\n";  
    return 0;  
}
```

type names

Declaration Statements

- introduce new names in the program,
- consist of declaration and semicolon

Example: `int a;`

- can initialize variables

Example: `int b = a * a;`

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Types and Functionality

`int`:

- C++ integer type
- corresponds to $(\mathbb{Z}, +, \times)$ in math

In C++ each type has a name and

- a domain (e.g. integers)
- functionality (e.g. addition/multiplication)

Fundamental Types

C++ comprises fundamental types for

- integers (`int`)
- natural numbers (`unsigned int`)
- real numbers (`float`, `double`)
- boolean values (`bool`)
- ...

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Literals

- represent constant values
- have a fixed *type* and *value*
- are "syntactical values"

Examples:

- 0 has type `int`, value 0.
- `1.2e5` has type `double`, value $1.2 \cdot 10^5$.

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Variables

- represent (varying) values
- have
 - *name*
 - *type*
 - *value*
 - *address*
- are "visible" in the program context

Example

`int a;` defines a variable with

- name: `a`
- type: `int`
- value: (initially) undefined
- Address: determined by compiler (and linker, runtime)

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Objects

- represent values in main memory
- have *type*, *address* and *value* (memory content at the address)
- can be named (variable) ...
- ... but also anonymous.

Remarks

A program has a *fixed* number of variables. In order to be able to deal with a variable number of value, it requires "anonymous" addresses that can be address via temporary names (→ Computer Science 1).

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Identifiers and Names

(Variable-)names are identifiers

- allowed: `A,...,Z; a,...,z; 0,...,9;_`
- First symbol needs to be a character.

There are more names:

- `std::cin` (Qualified identifier)

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Expressions: compute a value!

- represent *Computations*
- are either **primary** (b)
- or **composed** (b*b)...
- ... from different expressions, using **operators**
- have a type and a value

Analogy: building blocks

Expressions

Building Blocks

```
// input
std::cout << "Compute a^8 for a=? ";
int a;
std::cin >> a;

// computation
int b = a * a; // b = a^2
b = b * b; // Two times composed expression

// output b * b, i.e., a^8
std::cout << a << "^8 = " << b * b << ".\n";
return 0; // Four times composed expression
```

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Expressions

- represent *computations*
- are *primary* or *composite* (by other expressions and operations)

a * a
composed of
variable name, operator symbol, variable name
variable name: primary expression

- can be put into parentheses

a * a is equivalent to (a * a)

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Expressions

have *type*, *value* und *effect* (potentially).

Example

a * a

- type: int (type of the operands)
- Value: product of a and a
- Effect: none.

Example

b = b * b

- type: int (Typ der Operanden)
- Value: product of b and b
- effect: assignment of the product value to b

The type of an expression is fixed but the value and effect are only determined by the *evaluation* of the expression

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L-Values and R-Values

```
// input
std::cout << "Compute a^8 for a=? ";
int a;
std::cin >> a;

// computation
int b = a * a; // b = a^2
b = b * b; // b = a^4

// output b * b, i.e., a^8
std::cout << a << "^8 = " << b * b << ".\n";
return 0;
```

Annotations in the code:

- `"Compute a^8 for a=? "`: R-Value
- `a` (input): L-value (expression + address)
- `b = a * a;`: L-value (expression + address) for `b`, R-Value for `a * a`
- `b = b * b;`: L-value (expression + address) for `b`, R-Value for `b * b`
- `b * b` (output): R-Value (expression that is not an L-value)

L-Values and R-Values

L-Value (“Left of the assignment operator”)

- Expression with *address*
- *Value* is the content at the memory location according to the type of the expression.
- L-Value can change its value (e.g. via assignment)

Example: variable name

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L-Values and R-Values

R-Value (“Right of the assignment operator”)

- Expression that is no L-value

Example: literal 0

- Any L-Value can be used as R-Value (but not the other way round)
- An R-Value *cannot change* its value

L-Value and R-Value



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Operators and Operands

Building Blocks

```
// input
std::cout << "Compute a^8 for a=? ";
int a;
std::cin >> a;

// computation
int b = a;
b = b * b;    // b = a^4

// output
std::cout << a << "^8 = " << b * b << "\n";
return 0;
```

Annotations in the code:

- left operand (output stream) points to `std::cout`
- output operator points to `<<`
- right operand (string) points to `"Compute a^8 for a=? "`
- right operand (variable name) points to `a`
- input operator points to `>>`
- left operand (input stream) points to `std::cin`
- assignment operator points to `=`
- multiplication operator points to `*`

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Operators

Operators

- combine expressions (*operands*) into new composed expressions
- specify for the operands and the result the types and if they have to be L- or R-values.
- have an arity

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Multiplication Operator *

- expects two R-values of the same type as operands (arity 2)
- "returns the product as R-value of the same type", that means formally:
 - The composite expression is an R-value; its value is the product of the value of the two operands

Examples: `a * a` and `b * b`

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Assignment Operator =

- Left operand is L-value,
- Right operand is R-value of the same type.
- Assigns to the left operand the value of the right operand and returns the left operand as L-value

Examples: `b = b * b` and `a = b`

Attention, Trap!

The operator `=` corresponds to the assignment operator of mathematics (`:=`), not to the comparison operator (`==`).

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Input Operator >>

- left operand is L-Value (input stream)
- right operand is L-Value
- assigns to the right operand the next value read from the input stream, *removing it from the input stream* and returns the input stream as L-value

Example `std::cin >> a` (mostly keyboard input)

- Input stream is being changed and must thus be an L-Value.

Output Operator <<

- left operand is L-Value (*output stream*)
- right operand is R-Value
- outputs the value of the right operand, appends it to the output stream and returns the output stream as L-Value

Example: `std::cout << a` (mostly console output)

- The output stream is being changed and must thus be an L-Value.

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Output Operator <<

Why returning the output stream?

- allows bundling of output

```
std::cout << a << "^8 = " << b * b << "\n"
```

is parenthesized as follows

```
(((((std::cout << a) << "^8 = ") << b * b) << "\n"))
```

- `std::cout << a` is the left hand operand of the next `<<` and is thus an L-Value that is no variable name

power8.cpp

- Problem with `power8.cpp`: large input values are not correctly handled
- reason: domain of the type `int` is limited
- details will be provided next week

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