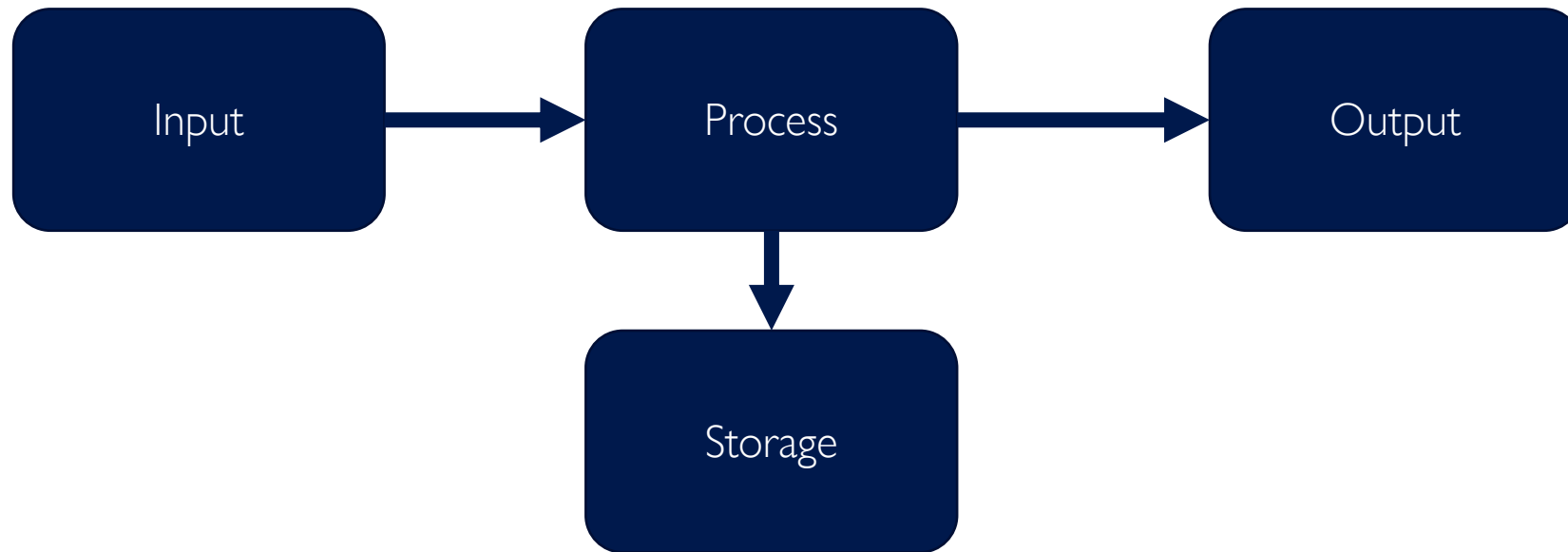


# Computers and Applications



# WHAT IS A 'COMPUTER'?

- A **computer** is a data processing device that performs four major functions:



- To Access the jamboard :
  - S15: <https://tinyurl.com/ccicomps15>
  - S11b : <https://tinyurl.com/ccicomps11b>

# DATA VS INFORMATION

- **Data** is a representation of a fact, a figure, or an idea
  - Can be a number, a word, a picture, or even a recording of sound.
  - Means little on its own
- **Information** is data that has been organized or presented in a meaningful fashion.
  - Useful to humans

What are other forms of data?

# Brain

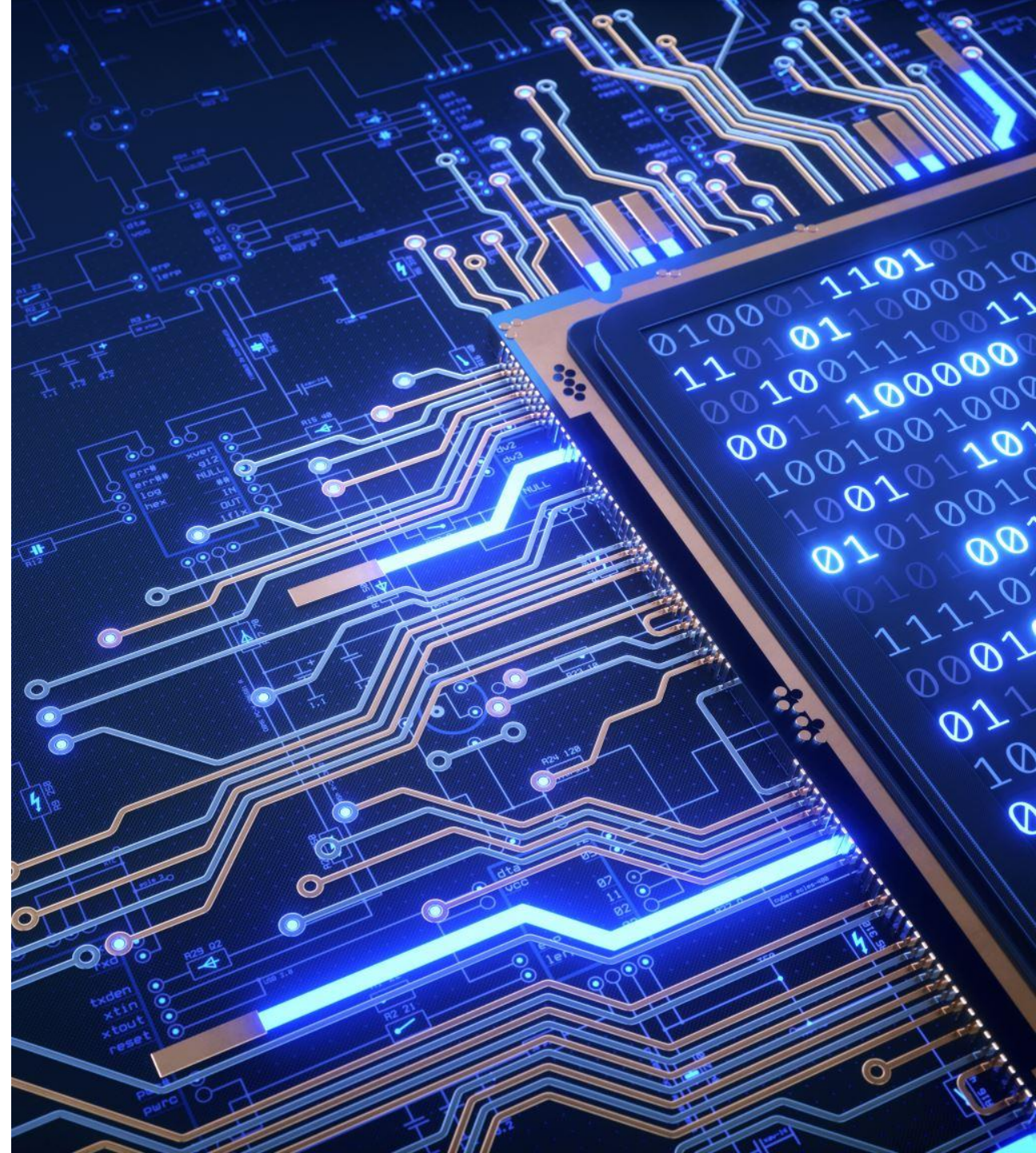
- Made up of neurons and connected by synapses
- Fire or not Fire





# Computers

- Computers represent data electrically
- Process it with electrical switches with 2 states (on / off)
- Non-numeric data (e.g. strings, images, video) are internally still represented by a set of **numeric values**




# BINARY

- The ‘language’ that computers work with to represent and process data is called **binary**
  - All data is represented using a series of 0s and 1s.
  - Each 0 and 1 is a binary digit, or ‘**bit**’
  - Four binary digits (or bits) combine to create one ‘**nibble**’ – e.g. 1010
  - Two nibbles or eight bits combine to create one ‘**byte**’. – e.g. 10011100

Terminology	Number of Bytes	Relative Size
Kilobyte	1024 bytes	1 page of plain text
Megabyte	1,048,576 bytes	1 photo taken with a 12 MP phone camera
Gigabyte	1,073,741,824 bytes	A 2-hr movie in high-definition
Terabyte	1,099,511,627,776 bytes	4.6 million books

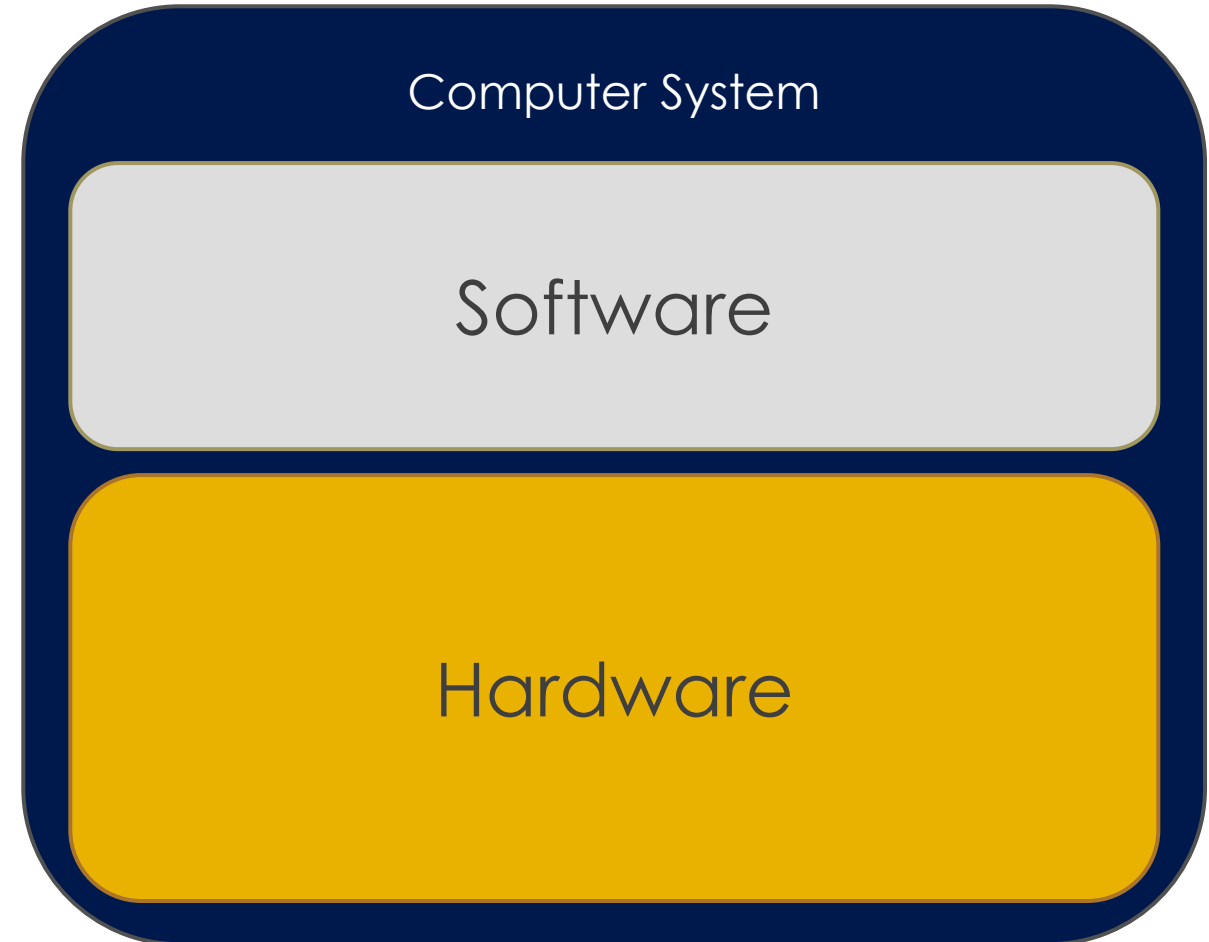




# **COMPUTER COMPONENTS**

# PROCESSING BITS AND BYTES

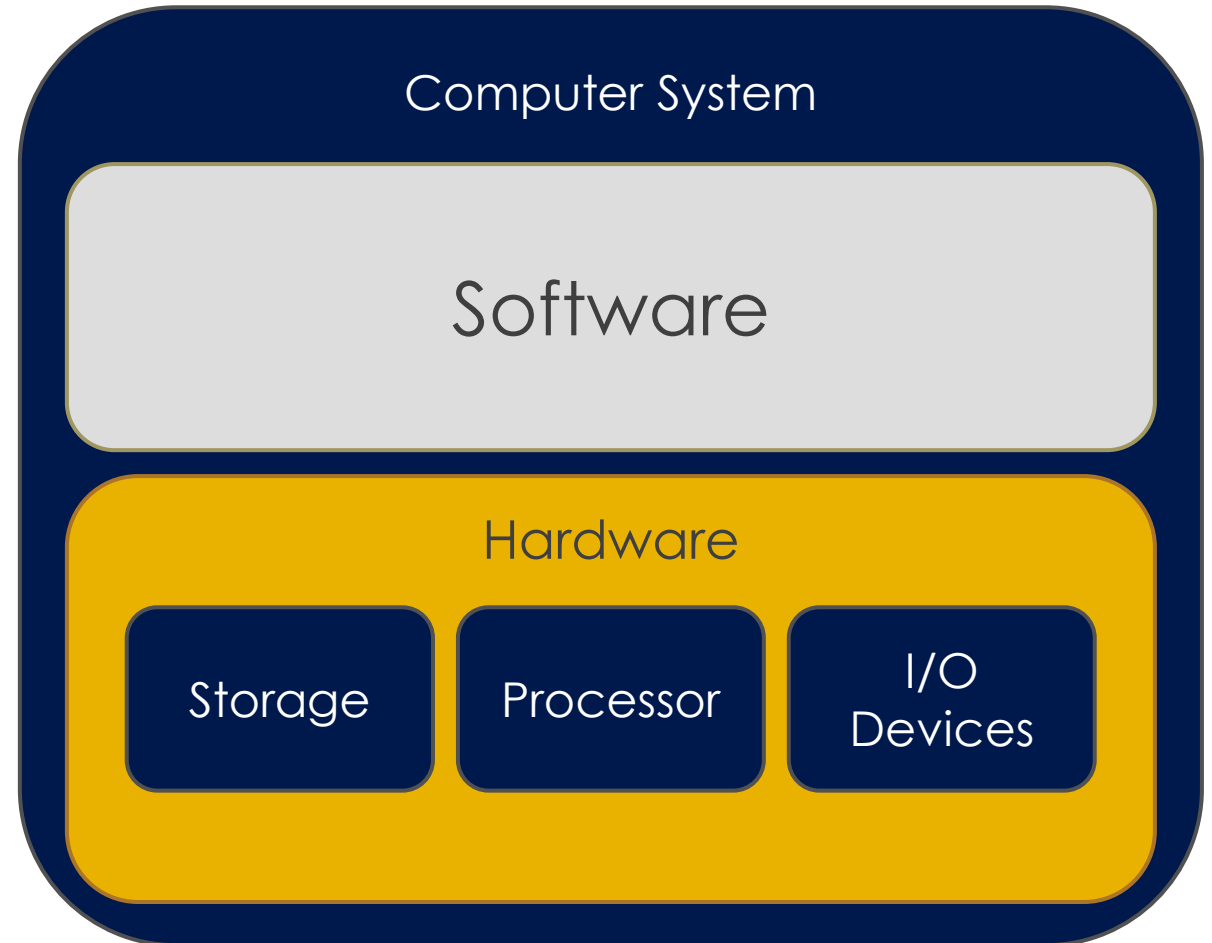
- A computer uses hardware and software to process data into information
- **Hardware** is any tangible part of the computer you can physically touch
- **Software** is the set of procedures (programs) that enables the hardware to perform different tasks.





# COMPUTER HARDWARE

- A computer system's hardware is composed of
  - Processor
  - Storage
  - Input devices
  - Output devices



# PROCESSOR

- A **processor** is the device that performs data manipulation and transformation functions:

**Computation** (addition, subtraction, sion)

**Comparison** (less than, greater than, equal to, and not equal to)

**Data movement** between storage, and input/output devices



# PROCESSOR

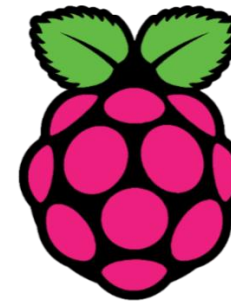
- A **processor** is the device that performs data manipulation and transformation functions:

## Examples:

Central Processing Unit (CPU)

General Purpose Computers (GPU)

Raspberry Pi



RaspberryPi

# STORAGE

- A computer hold a variety of information:
  - Intermediate processing results of complex processing tasks
  - Data and programs for current or future use
- In general, components used to hold these results, data and programs is called **storage**
  - **Primary storage** holds currently running programs and data needed immediately. They do not hold their contents when the computer is turned off
  - **Secondary storage** hold programs and data that are kept for the long term. They retain their contents even when the computer is off



# INPUT / OUTPUT DEVICES

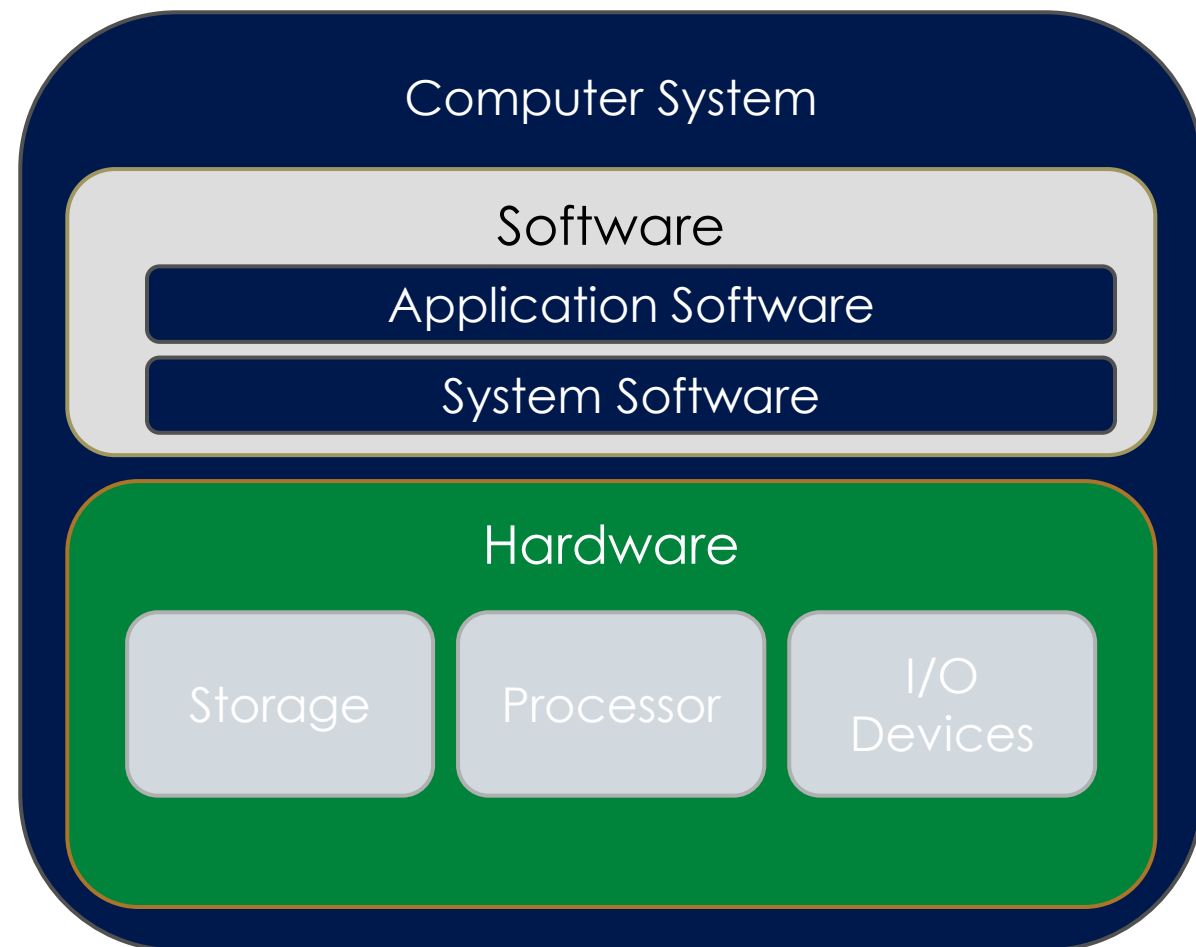
- **I/O devices** or **Peripherals** provide computers with the capability of communicating using sound, text, and graphics for humans and electronic or optical communication for other computers
  - **Input devices** accept input from a person, the environment or another computer and convert it into something the computer can understand
  - **Output devices** send information to another computer or convert electrical signals into a format that a person can understand



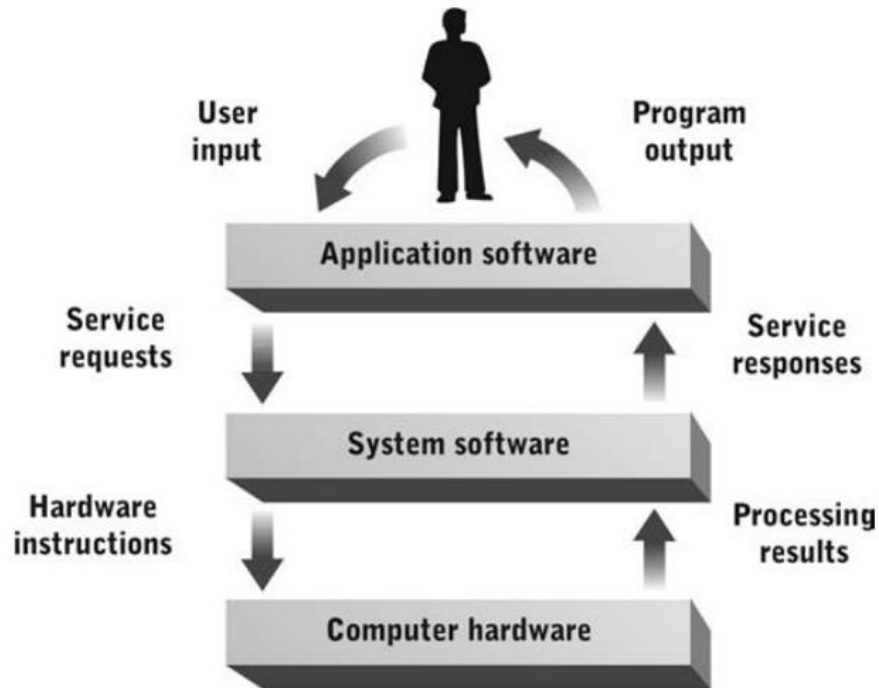


# COMPUTER SOFTWARE

- Software performs a complex translation process that bridges two gaps:
  - Human native language conversion to binary computer language –
  - Convert a high-level task request from a human to low-level detailed set of instructions for the CPU to produce a result
- Computer software include:
  - Application software
  - System software



# SOFTWARE CLASSIFICATIONS



- **Application software** are programs that perform user- or business-specific tasks




- **System software** enable users to control computer hardware and application software



android



Mac OS X



# **COMPUTER TYPES AND CLASSES**

# GENERAL PURPOSE COMPUTERS

- Designed to perform a wide variety of functions and operations
- **Personal computers**
  - Are tailored to satisfy the computing needs of one user at a time
  - May be mobile or stationary



Laptops



Desktops / Workstations



Tablets



Mobile Phones

# GENERAL PURPOSE COMPUTERS

- **Servers**

- Are computers or groups of computers that manages shared resources such as and are meant to be used by multiple users at the same time

- **Mainframes**

- used in businesses
- manage large amounts of data
- execute many computer programs at the same time.

- **Supercomputers**

- specially designed computers
- perform complex mathematical calculations



Mainframes



Supercomputers



# GENERAL PURPOSE COMPUTERS

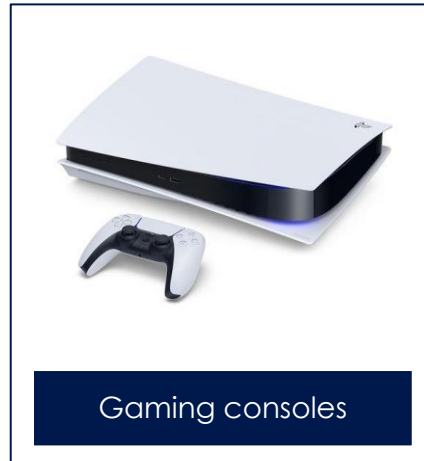
- A **cluster**
  - group of similar or identical computers connected together that cooperate to provide services or run a single application
- A **grid**
  - a group of connected dissimilar computers that cooperate to provide services or run a shared application

# Embedded Systems

- Computers designed to be task-specific; job is to solve one particular problem
- Dedicated to perform a single task over and over again
- An **embedded computer** is a specially designed computer chip that resides in another device or object to provide them data processing and communication capability



Car Navigation Systems



Gaming consoles



Network Routers



Smart appliances

# Computer Classes

Feature	Personal mobile device (PMD)	Desktop	Server	Clusters/warehouse-scale computer	Internet of things/ embedded
Price of system	\$100–\$1000	\$300–\$2500	\$5000–\$10,000,000	\$100,000–\$200,000,000	\$10–\$100,000
Price of microprocessor	\$10–\$100	\$50–\$500	\$200–\$2000	\$50–\$250	\$0.01–\$100
Critical system design issues	Cost, energy, media performance, responsiveness	Price-performance, energy, graphics performance	Throughput, availability, scalability, energy	Price-performance, throughput, energy proportionality	Price, energy, application-specific performance

# SUMMARY

- A **computer** is an automated device for performing computational tasks. It accepts input data from the external world, performs one or more computations on the data, and then returns results to the external world.
- **Computers** process **data** into meaningful **information**
- The language of computers is called **binary**, which represents any data as a combination of 1's and 0's. Each binary digit is called a **bit**.
- Computer hardware consists of a **processor**, **storage**, and **I/O devices**
- The role of **software** is to translate user requests into machine instructions. The two primary types of software are **application software** and **system software**.
- Computers may be classified as **general purpose**, which are designed to perform various types of data processing; and **special purpose**, which are designed to perform a single specialized task

# Why study the hardware?



# Coding techniques impact performance

```

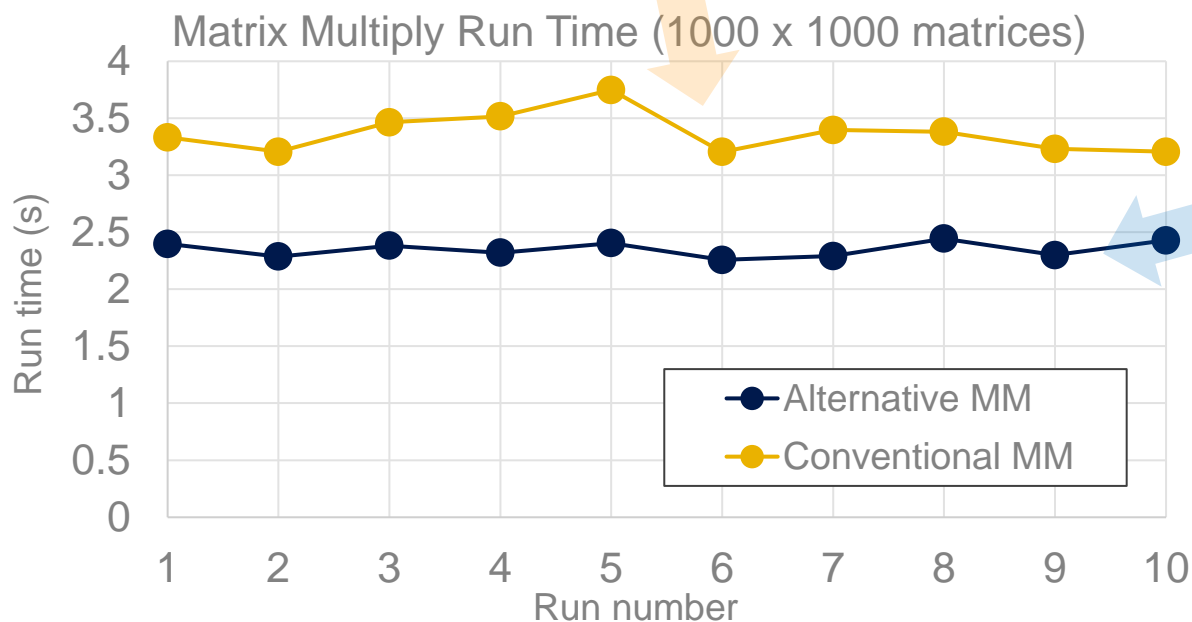
for(i=0; i<XSIZE; i=i+1) {
    for(j=0; j<YSIZE; j=j+1) {
        r = 0;
        for(k=0; k<XSIZE; k=k+1) {
            r = r + y[i][k] * z[k][j];
        }
        x[i][j] = r;
    }
}

```

```

for(jj=0; jj<XSIZE; jj=jj+B) {
    for(kk=0; kk<YSIZE; kk=kk+B) {
        for(i=0; i<XSIZE; i=i+1) {
            if((jj+B) < YSIZE) {
                p = jj+B;
            }
            else {
                p = YSIZE;
            }
            for(j=jj; j<p; j=j+1) {
                r=0;
                if((kk+B) < XSIZE) {
                    q = kk + B;
                }
                else {
                    q = XSIZE;
                }
                for(k=kk; k<q; k=k+1) {
                    r = r + y[i][k]*z[k][j];
                }
                x[i][j] = x[i][j] + r;
            }
        }
    }
}

```



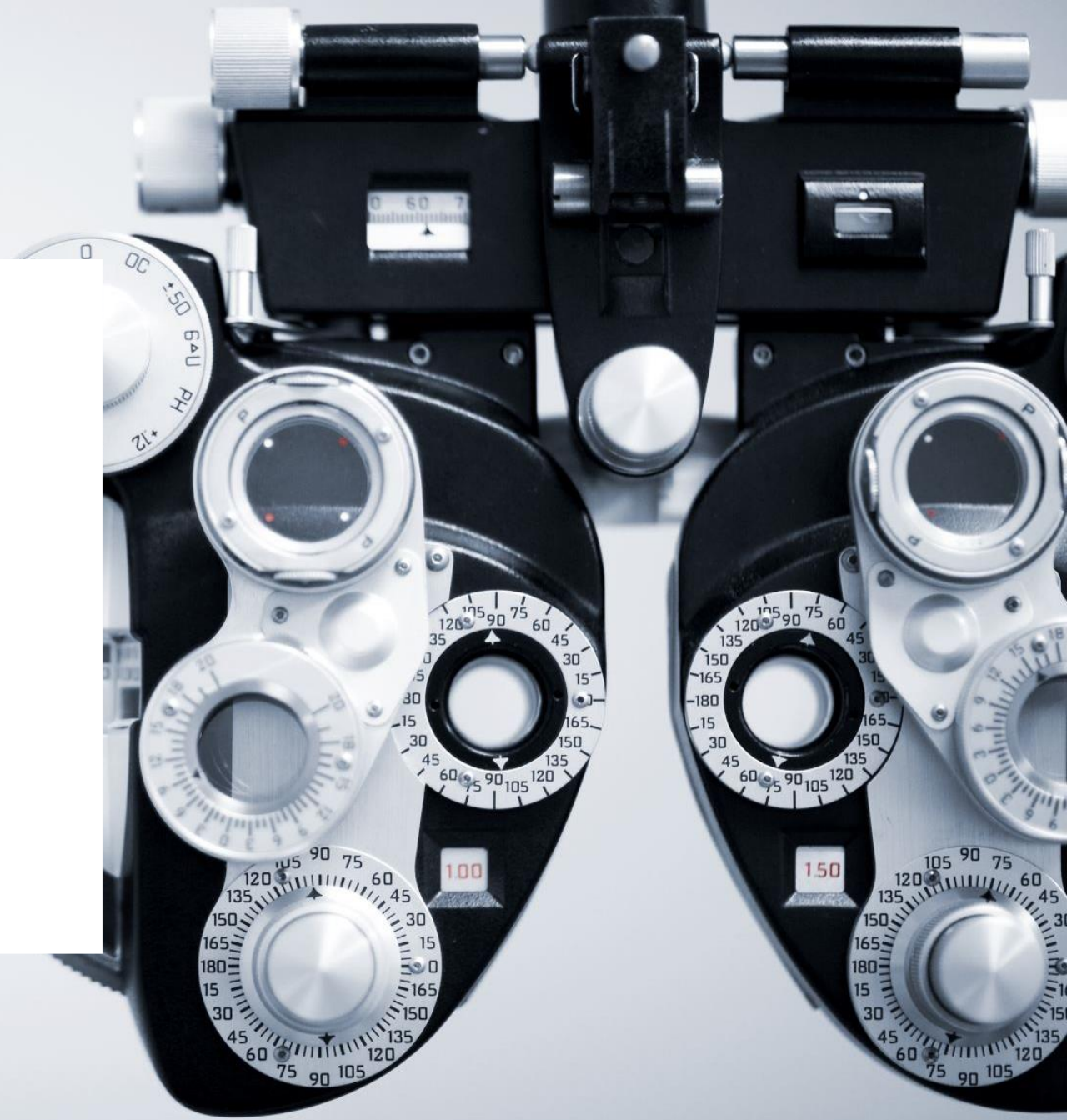
This code is faster

# Applications

# Why do we use Apps?

- Productivity
- Business
- Games
- Media and Entertainment
- Social Media / Communications
- Education
- Content Creation

# A case for computer vision



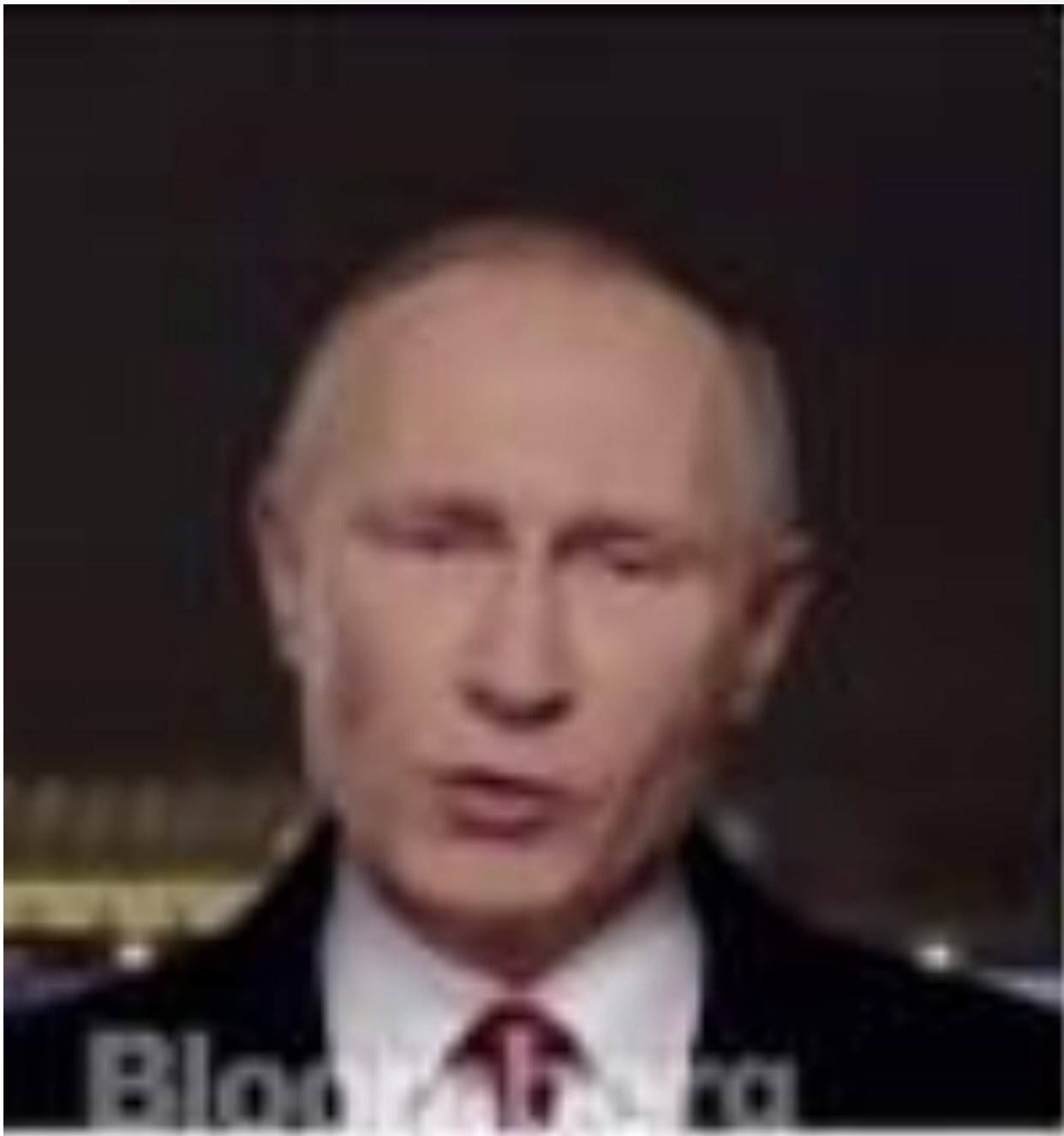


Sagformar



# Deep Fake





Reference



Our Result



# ChatGPT





000 NEWS