



CEng 240 – Spring 2021

Week 1

Sinan Kalkan

Introduction,
Basic Computer Organization

Disclaimer: Figures without reference are from either from “Introduction to programming concepts with case studies in Python” or “Programming with Python for Engineers”, which are both co-authored by me.



This Week

- Introduction
 - Course content, objectives, outline; Grading; Information about the homeworks, the labs, the exams.
- Basic computer organization:
 - What is computing, programming
 - Von Neumann Architecture, CPU & Memory
 - Fetch, decode, execute cycle
 - Machine code + assembler
 - BIOS, OS



Introduction to the Course

<https://ceng240.github.io/>

■ Objectives

- This course gives a brief introduction to a working understanding of basic computer organization, data representation, programming language constructs, and algorithmic thinking. It is designed as a first course of programming and supported by laboratory sessions for students outside of the Computer Engineering major.

■ Textbook

- *Programming with Python for Engineers*, by S. Kalkan, O. T. Şehitoğlu and G. Üçoluk.
Available at: <https://pp4e-book.github.io/>

■ Course conduct

- Weekly pre-recorded lectures released before the week.
- 2-hour live sessions with instructors.
- Office hours with the assistants.
- Lab exams.
- Midterm exam and final exam.



Introduction to the Course

<https://ceng240.github.io/>

Grading

Midterm	30%
Labs	30%
Participation	5%
Final	35%

- Contact
 - 2xx@ceng.metu.edu.tr
- Office hours
 - Email me for an appointment (skalkan@metu.edu.tr)
 - If there is significant interest, I can arrange a regular office hour session.



Preface

1. Basic Computer Organization

2. A Broad Look at
Programming and Programming
Languages

3. Representation of Data

4. Dive into Python

5. Conditional and Repetitive
Execution

6. Functions

7. A Gentle Introduction to
Object-Oriented Programming

8. File Handling

9. Error Handling and Debugging

10. Scientific and Engineering
Libraries

11. An Application:
Approximation and Optimization

12. An Application: Solving a
Simple Regression Problem

The book is interactive and available in Colab, HTML and PDF.

<https://pp4e-book.github.io/>

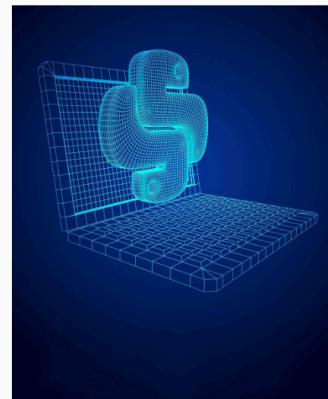
Programming with Python for Engineers

PDF

Github

All Notebooks

Course



Programming with Python for Engineers

An interactive book introducing Python to engineers and engineering students.

The writing of the book is still ongoing and there may be updates.

All comments and updates welcome. See [how you can contribute](#).

Disclaimer: The PDF version is automatically generated and may include errors. Prefer HTML or Colab versions for the time being.

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The workbook in a similar format.

<https://pp4e-workbook.github.io/>

The Workbook for Programming with Python for Engineers

1. Dive into Python



2. Conditional and Repetitive Execution



3. Functions



4. A Gentle Introduction to Object Oriented Programming



5. File Handling



6. Error Handling and Debugging



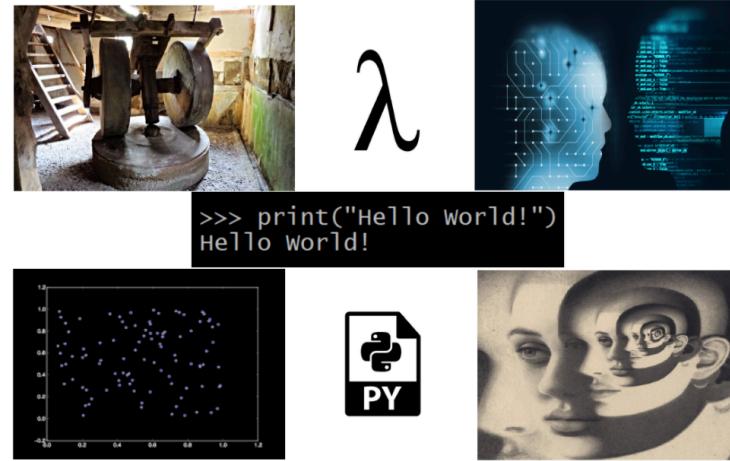
7. Scientific and Engineering Libraries



The Workbook for Programming with Python for Engineers



The Workbook for Programming with Python for Engineers



The workbook accompanying the [Programming with Python for Engineers](#) book is presented here. Supplementary exercises for each chapter will be available in due course.

- 1. Dive into Python
- 2. Conditional and Repetitive Execution
- 3. Functions
- 4. A Gentle Introduction to Object Oriented Programming

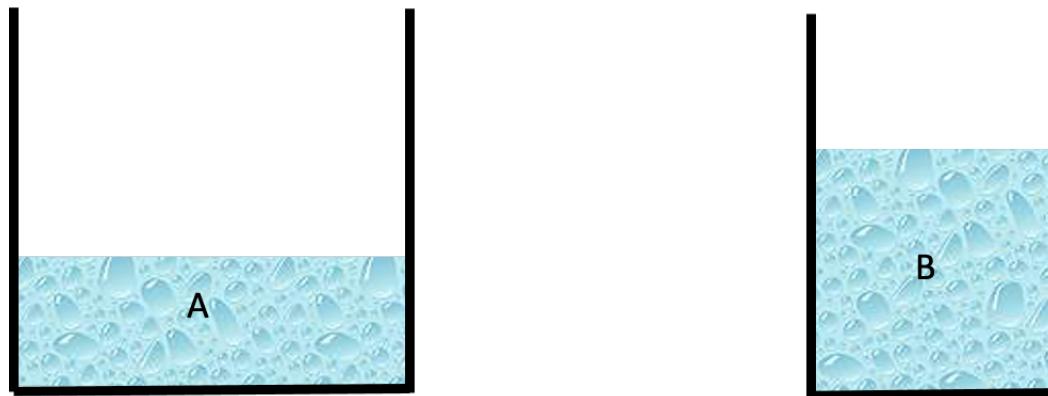


BASIC COMPUTER ORGANIZATION

What is computing?

■ From the book:

- “Computing is the process of inferring data from data. What is going to be inferred is defined as the task. The original data is called the input (data) and the inferred one is the output (data).”



What is a computer?

- **The most common context:** An electronic device that has a ‘microprocessor’ in it.
 - Binary

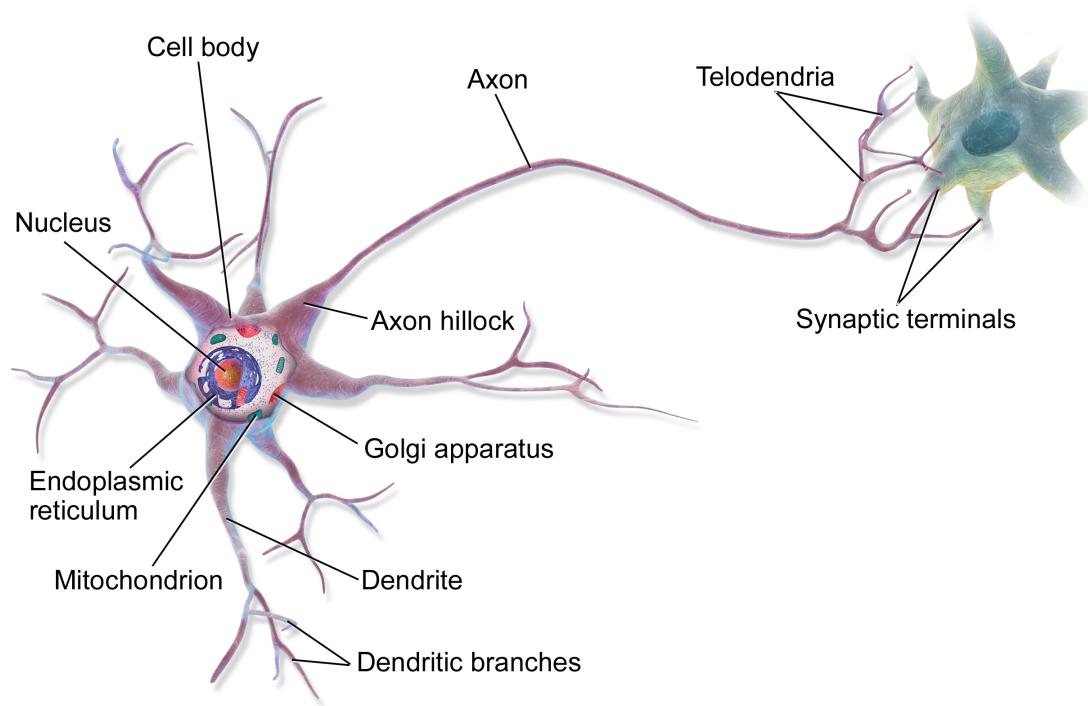
- **The broader context:** Any physical entity that can do ‘computation’.



https://en.m.wikipedia.org/wiki/File:Computer_from_inside_018.jpg



What is a computer?



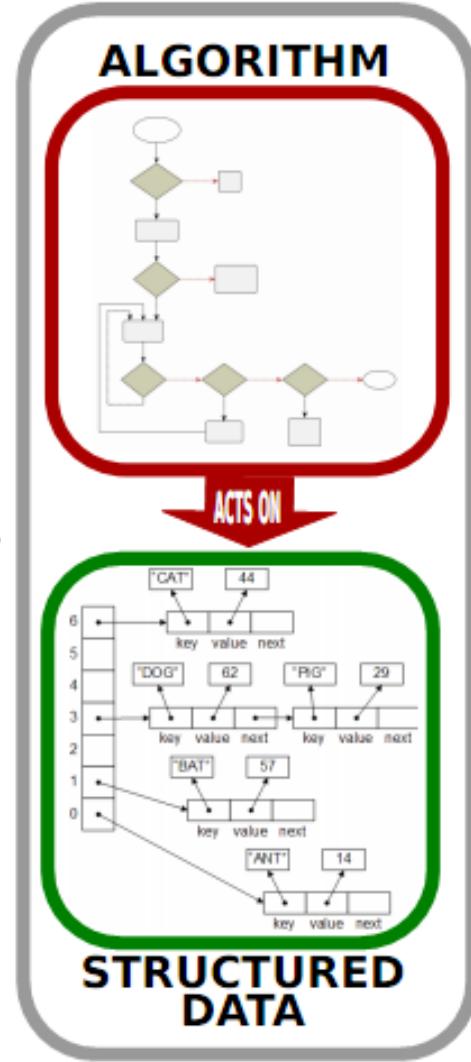
[Drawing by BruceBlaus - Own work, CC BY
3.0, <https://commons.wikimedia.org/w/index.php?curid=28761830>]



What is programming?



TRANSFORMED



IMPLEMENTED



```
int alice = 1;
int bob = 456;
int carol;
main(void)
{
    carol = alice*bob;
    printf("%d", carol);
}
```

PROGRAM

What is a programming?

- Program:
 - “a series of steps to be carried out or goals to be accomplished”
- A recipe for cooking a certain dish is also a program (but not a computer program).

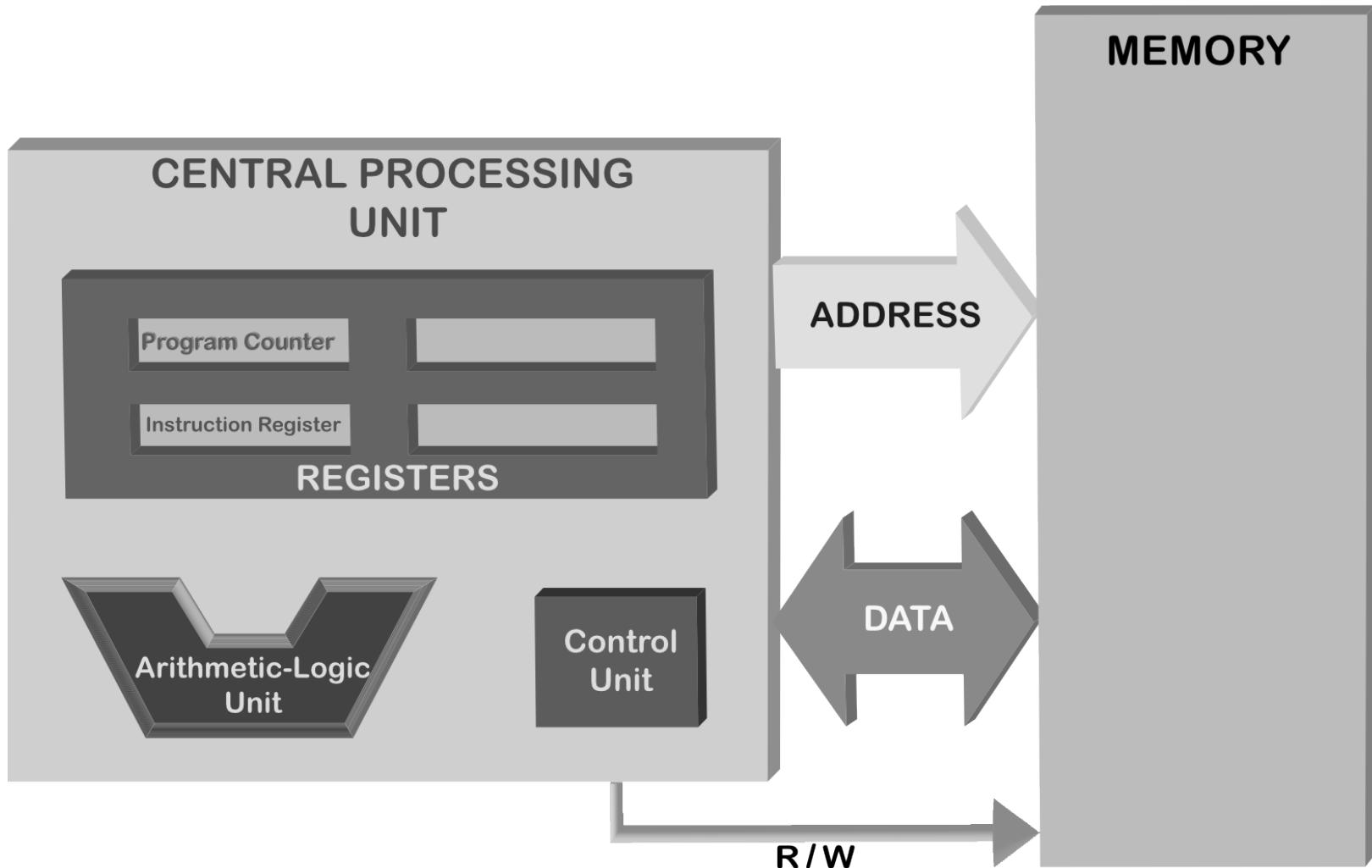
What is programming?



<https://www.youtube.com/watch?v=Ct-IOOUqmyY>

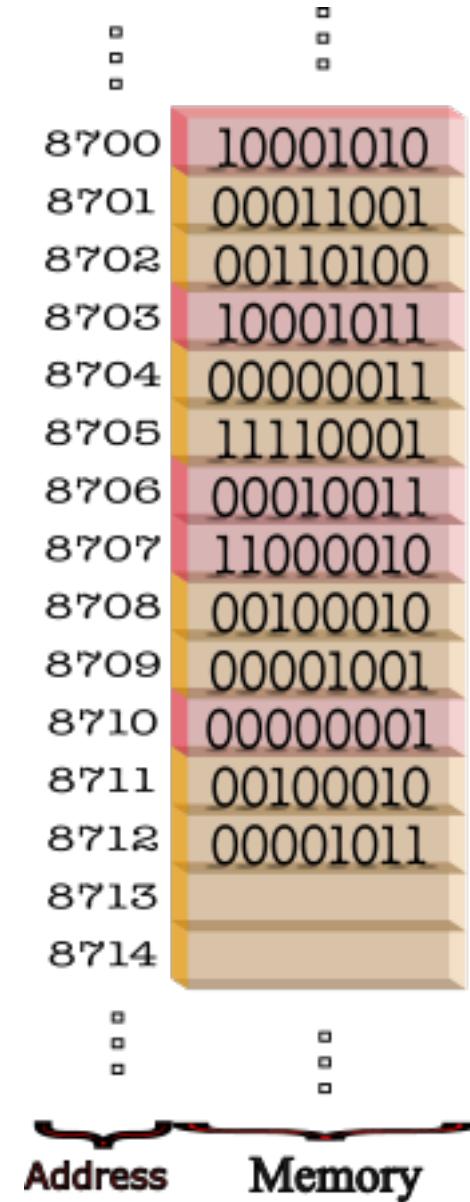


Von Neumann Architecture



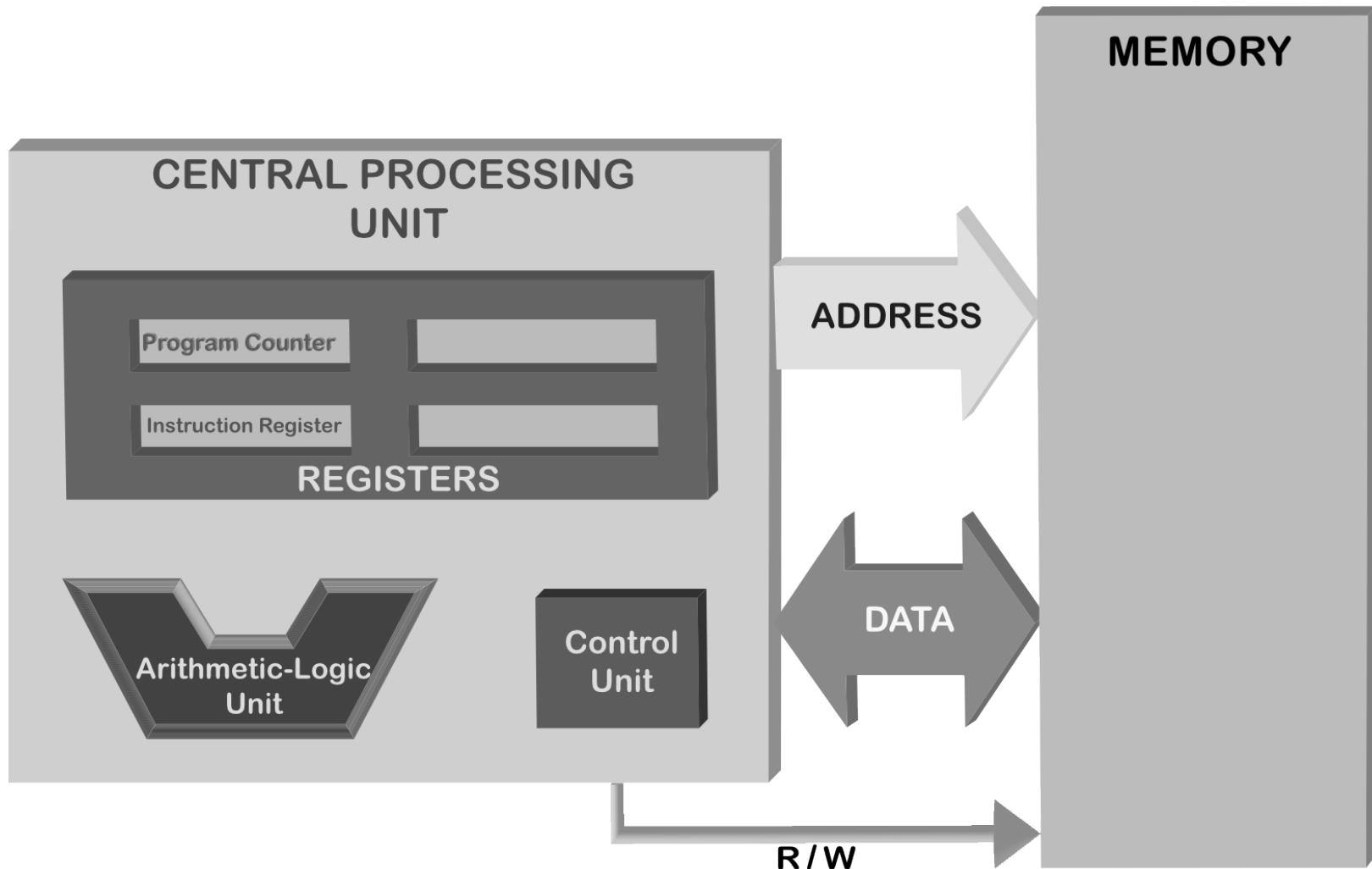
Memory

- Random Access Memory (RAM)
- Allows reading and writing operations
- Each access requires an address



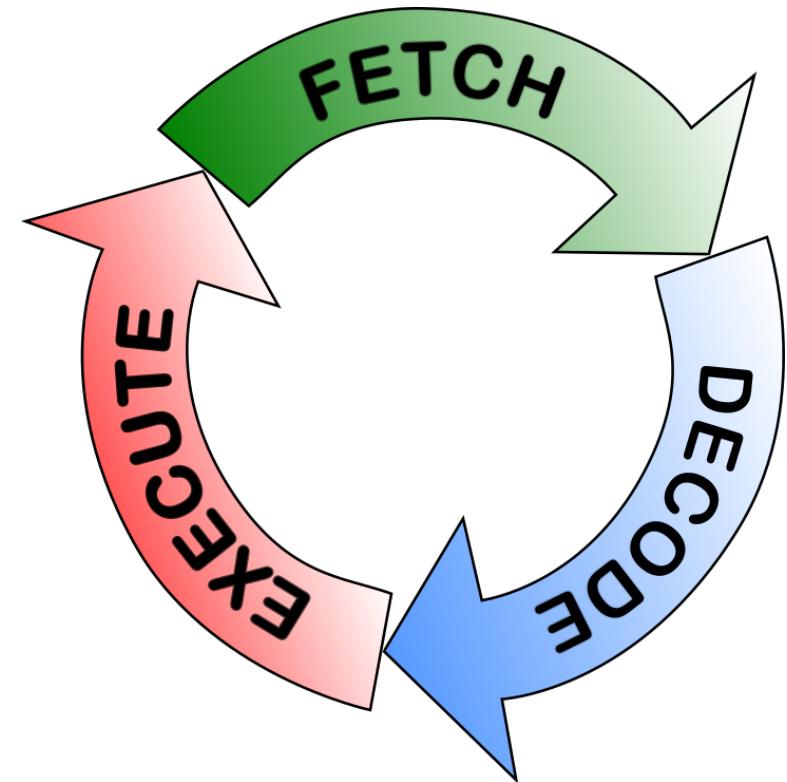


Central Processing Unit



Fetch, decode, execute cycle

- Fetch
 - Retrieve the next instruction from the memory
- Decode
 - Look at the opcode of the instruction and decode what actions should be performed.
- Execute
 - Execute the actions identified in the decode phase.





Stored Program Concept

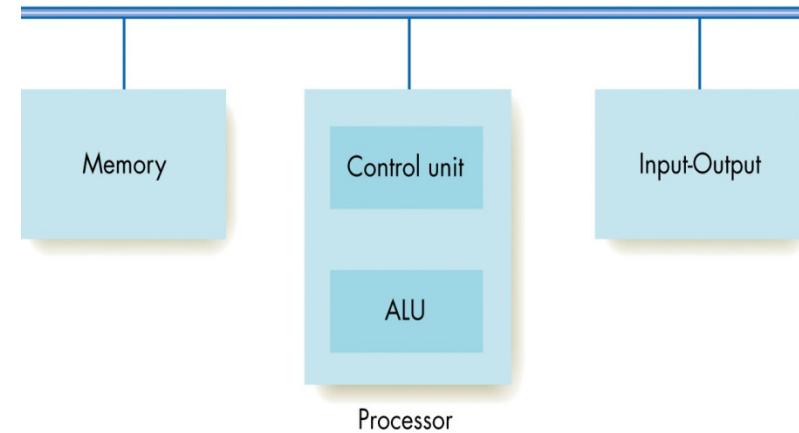
```
01010101 01001000 10001001 11100101 10001011 00010101 10110010 00000011  
00100000 00000000 10001011 00000101 10110000 00000011 00100000 00000000  
00001111 10101111 11000010 10001001 00000101 10111011 00000011 00100000  
00000000 10111000 00000000 00000000 00000000 00000000 11001001 11000011  
...  
11001000 00000001 00000000 00000000 00000000 00000000
```

```
main:  
    pushq  %rbp  
    movq   %rsp, %rbp  
    movl   alice(%rip), %edx  
    movl   bob(%rip), %eax  
    imull  %edx, %eax  
    movl   %eax, carol(%rip)  
    movl   $0, %eax  
    leave  
    ret  
  
alice:  
    .long  123  
  
bob:  
    .long  456
```

```
int alice = 123;  
int bob = 456;  
int carol;  
main(void)  
{  
    carol = alice*bob;  
}
```

Peripherals of a Computer

- All input-output devices are connected to the CPU via a wiring system called bus.



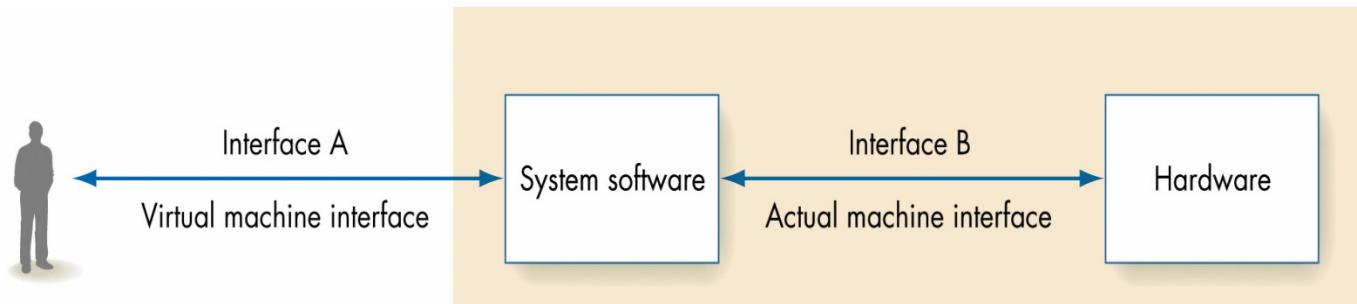
From: "Invitation to Computer Science"
book by G. M. Schneider, J. L. Gersting



The running of a computer

- BIOS (Basic Input-Output System) is loaded
- Power-On Self Test (POST) is performed.
 - Checks CPU and RAM for errors
 - Identifies and initializes peripherals
- Looks for an OS through the storage devices
 - Master Boot Record (MBR) of a disk contains a table and code piece for loading the OS on that disk
- MBR is executed to load the OS.
- BIOS and MBR are extended by
 - Unified Extensible Firmware Interface
 - GPT (GUID Partition Table)

OS



From: "Invitation to Computer Science"
book by G. M. Schneider, J. L. Gersting

- Memory management
- Process management
- Device management
- File management
- Security
- User interface

Final Words:

Important Concepts

- Computer, computing, programming.
- The von Neumann Architecture.
- The interaction between the CPU and the memory via address, R/W and data bus lines.
- The crucial components on the CPU: The control unit, the arithmetic logic unit and the registers.
- The fetch-decode-execute cycle.
- The stored program concept.
- Operating system and its responsibilities.

Final Words:

Reading

- The material at the end of the first chapter.
- History of computing:
 - <http://www.computersciencelab.com/ComputerHistory/History.htm>
 - <https://www.youtube.com/playlist?list=PL1331A4548513EA81>



**THAT'S ALL FOLKS!
STAY HEALTHY**