Computer Science Fundamentals - What are the Important Erkenntnisse?

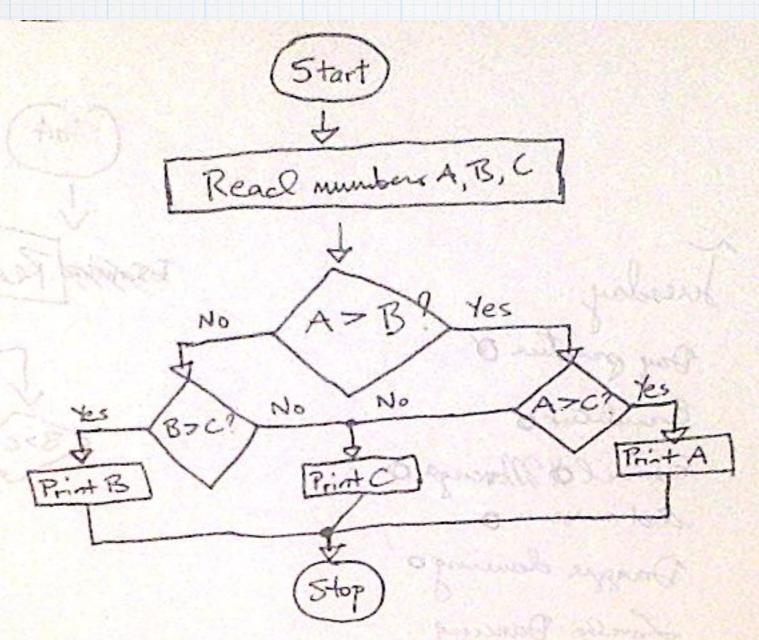
By Henry van Wagenberg Based on Research in February & March 2018

#1 Many concepts are cracks at solutions to the question: "How can we translate between humans and 0s + 1s better?"

So many of the techniques that have appeared in the readings in the last Sprint have dealt with ways to transfer between human and 0 and 1.

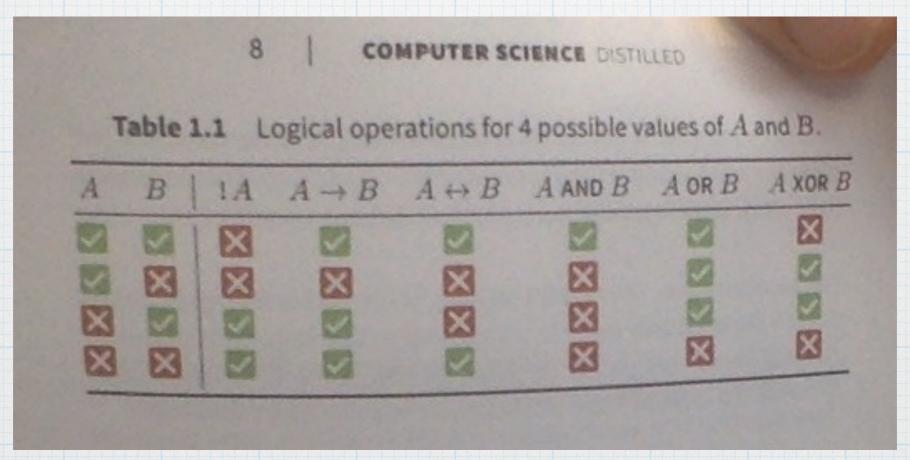
Assembly
Bits and Bytes
Source Code "Building from Source"
Compiling = Translating to Binary
Decompiling = Translating to Source

#2 Flow Charts & Visualization



#3 Logic is Helpful Both in Philosophy & in Computers

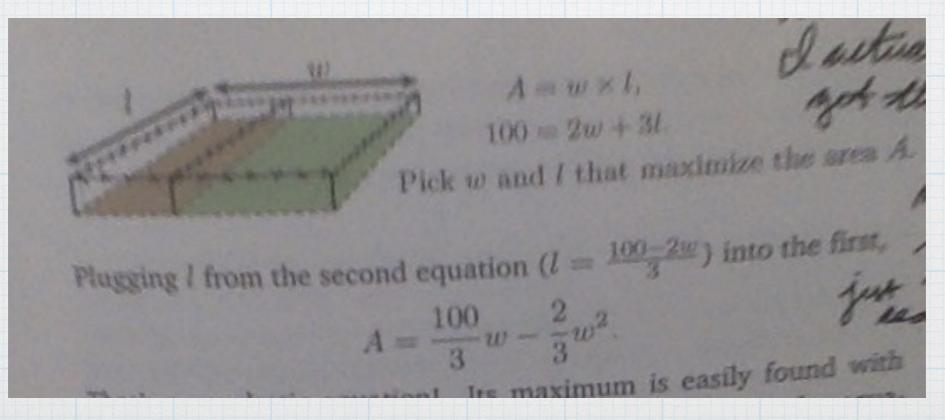
Conditional Operator: A -> B Biconditional Operator: A <-> B Truth Tables



#3 Mathematically Pescribed Models are a Great Bag of Tricks, "Stand on The Shoulders of Giants"

The quadratic formula
Problem solving with models
"A model is a set of concepts that represents its problems and its characteristics."

Logic, e.g. conditionals, as a model of speech and observation of nature (cause and effect; determinism)



#4 A Computer is made up in principle of two parts: a CPU and Memory

If you think of a 19th-century piano-playing machine: the "head" that reads the paper card is the CPU; the paper card is the memory.

#5

RAM: Hard Prive

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Ruby program running and it's state: SQL database

#6 Number of Operations Determines (Non-Linear) Time Complexity

e.g. T(n) = n(2) + n - 2

This equation is the result of looking at our loop:

function selection_sort(list)
for current <- 1 ... list.length - 1
smallest <- current
for i <- current + 1 ... list.length
If list[i] < list [smallest]
smallest <- 1
list.swap_items(current, smallest)

It's simply based on loops and counting

Conclusion: Very powerful stuff; confidence-boosting and seeing how it's all connected / built from to simple ideas