

# Mathematical Software Programming (02635)

Lecture 1 — September 6, 2018

Instructor: Martin S. Andersen

Fall 2018



# Practical information

## Format

- ▶ 5 ECTS (1 ECTS ~ 28 hours on average)
- ▶ Short lectures, focus on exercises (303A-A49)
- ▶ Weekly reading assignments (see *Calendar* on [Inside](#))
- ▶ Two written hand-in assignments (more info later)
- ▶ Final exam (written exam, Dec. 11, 2018)

## Instructors

- ▶ Martin S. Andersen ([mskan](#)), DTU Compute
- ▶ Bernd Dammann ([beda](#)), DTU Compute/DCC

## Teaching assistants

- ▶ Mathias Sorgenfri Lorenz ([s134597](#))
- ▶ David Frich Hansen ([s144242](#))







































# Learning objectives

- ▶ Evaluate discrete and continuous mathematical expressions.
- ▶ Describe and use data structures such as arrays, linked lists, stacks, and queues.
- ▶ Choose appropriate data types and data structures for a given problem.
- ▶ Compare iterative and recursive solutions for simple problems.
- ▶ Analyze the run-time behavior and the time and space complexity of simple programs.
- ▶ Call external (third party) programs and libraries.
- ▶ Design, implement, and document a program that solves a mathematical problem.
- ▶ Debug and test mathematical software.
- ▶ Describe and use basic object-oriented programming concepts such as classes and objects.

# Why C?

- ▶ Widely used and mature programming language (developed in the early 1970s)
- ▶ Industry standard (ANSI C (C89) / ISO C (C90), C95, C99, C11, C18)
- ▶ Many newer programming languages are syntactically similar to C (e.g., C++, C#, Objective C, Java, PHP, Go, ...)
- ▶ Cross-platform support
- ▶ Low-level control (direct access to low level hardware/APIs)
- ▶ Low overhead (high performance)
- ▶ Statically typed language
- ▶ Understanding of memory management (no “magic” under the hood)
- ▶ Embedded systems (IoT)
- ▶ C *powers* the world (OS kernels, Python, MATLAB, ...)

# IEEE: The Top Programming Languages 2018

Language Rank	Types	Spectrum Ranking
1. Python	  	100.0
2. C++	  	99.7
3. Java	  	97.5
4. C	  	96.7
5. C#	  	89.4
6. PHP		84.9
7. R		82.9
8. JavaScript	 	82.6
9. Go	 	76.4
10. Assembly		74.1
11. Matlab		72.8
12. Scala	 	72.1
13. Ruby	 	71.4
14. HTML		71.2
15. Arduino		69.0
16. Shell		66.1
17. Perl	 	57.4
18. Swift	 	53.9
19. Processing	 	53.1
20. Objective-C	 	50.5

# TIOBE Index August 2018

Aug 2018	Aug 2017	Change	Programming Language	Ratings	Change
1	1		Java	16.881%	+3.92%
2	2		C	14.966%	+8.49%
3	3		C++	7.471%	+1.92%
4	5	⬆	Python	6.992%	+3.30%
5	6	⬆	Visual Basic .NET	4.762%	+2.19%
6	4	⬇	C#	3.541%	-0.65%
7	7		PHP	2.925%	+0.63%
8	8		JavaScript	2.411%	+0.31%
9	-	⬆	SQL	2.316%	+2.32%
10	14	⬆	Assembly language	1.409%	-0.40%

# Resources

## Textbooks

- ▶ S. Oliveira & D. Stewart, "Writing Scientific Software: A Guide to Good Style", 2006
  - ▶ ISBN: [9780521675956](#)
- ▶ I. Horton, "Beginning C", 5th ed., 2013
  - ▶ ISBN: [9781430248811](#)
  - ▶ [E-book](#) available through DTU Library
  - ▶ [Source code](#) available for examples

## Supplementary resources (optional)

- ▶ M. Olsson, [C quick syntax reference](#), 2015
- ▶ I. Horton, [Beginning C++](#), 2014
- ▶ M. Olsson, [C++ quick syntax reference](#), 2013
- ▶ [OnlineProgrammingBooks.com](#)
- ▶ [Big-O Cheat Sheet](#)
- ▶ [Learn to Solve It: C programming exercises](#)

# Help!?

## Instructors/teaching assistants

- ▶ Be prepared
- ▶ Write down questions
- ▶ Get feedback

## Piazza

- ▶ Post your (anonymous) questions on [Piazza](#) discussion board
- ▶ Learn from and help your peers

## Email

- ▶ Please use email for personal matters only



# Documentation and reference manuals

- ▶ [GNU C Library](#)
- ▶ [GNU C Library - function index](#)
- ▶ [GNU Compiler Collection \(GCC\) Manual](#)
- ▶ [Wikipedia: C mathematical functions](#)
- ▶ [GNU Scientific Library](#)
- ▶ [Cplusplus.com](#)
- ▶ [Cprogramming.com](#)
- ▶ [Boost C++ Library](#)

# Compilers

Compiler installation guide available on [Inside](#)

- ▶ Linux/Unix
  - ▶ GCC (Ubuntu/Debian: `sudo apt-get install build-essential`)
  - ▶ clang (`sudo apt-get install clang`)
- ▶ Mac OS X
  - ▶ Clang (`xcode-select --install`)
  - ▶ GCC (e.g., via [Homebrew](#))
- ▶ Windows
  - ▶ GCC via [MSYS2](#)
  - ▶ GCC via [Windows Subsystem for Linux](#) (WSL)
  - ▶ Visual Studio C++ (no support)

# Software

## Cross-platform editors & IDEs

- ▶ Atom
- ▶ Visual Studio Code
- ▶ GNU Emacs
- ▶ Vim
- ▶ Eclipse

## Tools

- ▶ GNU Make
- ▶ GNU debugger
- ▶ GNU profiler
- ▶ Valgrind profiler

# DTU Resources

- ▶ gBar DataBar
- ▶ DTU Computing Center

## Historical Perspective

C89	C99	C11	C18
Intel 80486 \$350 0.03 GFLOPS	Intel Pentium III \$800 1-2 GFLOPS	Intel Core i7 (1st gen) \$600 80 GFLOPS	Intel Core i9 7980XE \$2000 950 GFLOPS
Macintosh Portable \$6,500 No FPU	PS2 \$299 6 GFLOPS	iPhone 4s \$650 12 GFLOPS	iPhone 8 \$699 300 GFLOPS

- ▶ GCC version 8 supports C18
- ▶ Microsoft Visual Studio 2017  
“... generally compatible with the ISO C99 standard, but not strictly compliant.” (VS17)

# Today's exercises

Available under *File sharing* on [Inside](#)

- ▶ Part I: install a C compiler and a text editor
- ▶ Part II: do the exercises (individually or in small groups)

If you finish early, start preparing for next week!

## Compile and run “Hello 02635!” program

Create a plain text file `hello.c` with the following code:

```
#include <stdio.h>

int main(void) {
    printf("Hello 02635!\n");
    return 0;
}
```

Compile and run your program:

```
$ gcc -Wall -std=c99 hello.c -o hello
$ ./hello
```

# Compiling “Hello World” with GNU Make

```
$ make hello  
gcc      hello.c  -o hello
```

```
$ make "CFLAGS=-std=c99 -Wall" hello  
gcc -std=c99 -Wall      hello.c  -o hello
```

## Makefiles

Create a plain text file and call it Makefile (no extension!)

```
CFLAGS= -std=c99 -Wall    # Extra flags for the C compiler  
LDLIBS=                   # Extra library flags (e.g. -lm)
```

```
$ make hello  
gcc -std=c99 -Wall      hello.c  -o hello
```



# Using the Atom editor

## Installation

- ▶ Install Atom (provides two commands: atom and apm)
- ▶ Open Atom and install the `gcc-make-run` package, or using the apm command-line tool:

```
$ apm install gcc-make-run
```

- ▶ Compile and run your program with f6
- ▶ Set compiler/options using ctrl-f6 or cmd-f6

## Useful Atom extensions

- ▶ linter (flag suspicious code): `linter-gcc`, `linter-clang`
- ▶ auto-indentation: `atom-beautify`
- ▶ auto-complete (Clang users): `autocomplete-clang`
- ▶ highlight current selection: `highlight-selected`
- ▶ source code preview: `minimap`