

Introduction to Computers and Programming

Lecture 1 – Computer ABC

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ABC of Computers

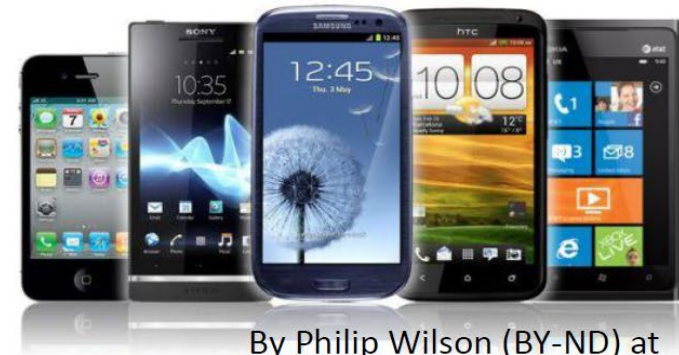
The Age of Computing



er Chis at <https://www.flickr.com/photos/chis/21798665468>



From: <https://pixabay.com/en/network-iot-internet-of-things-782707/>



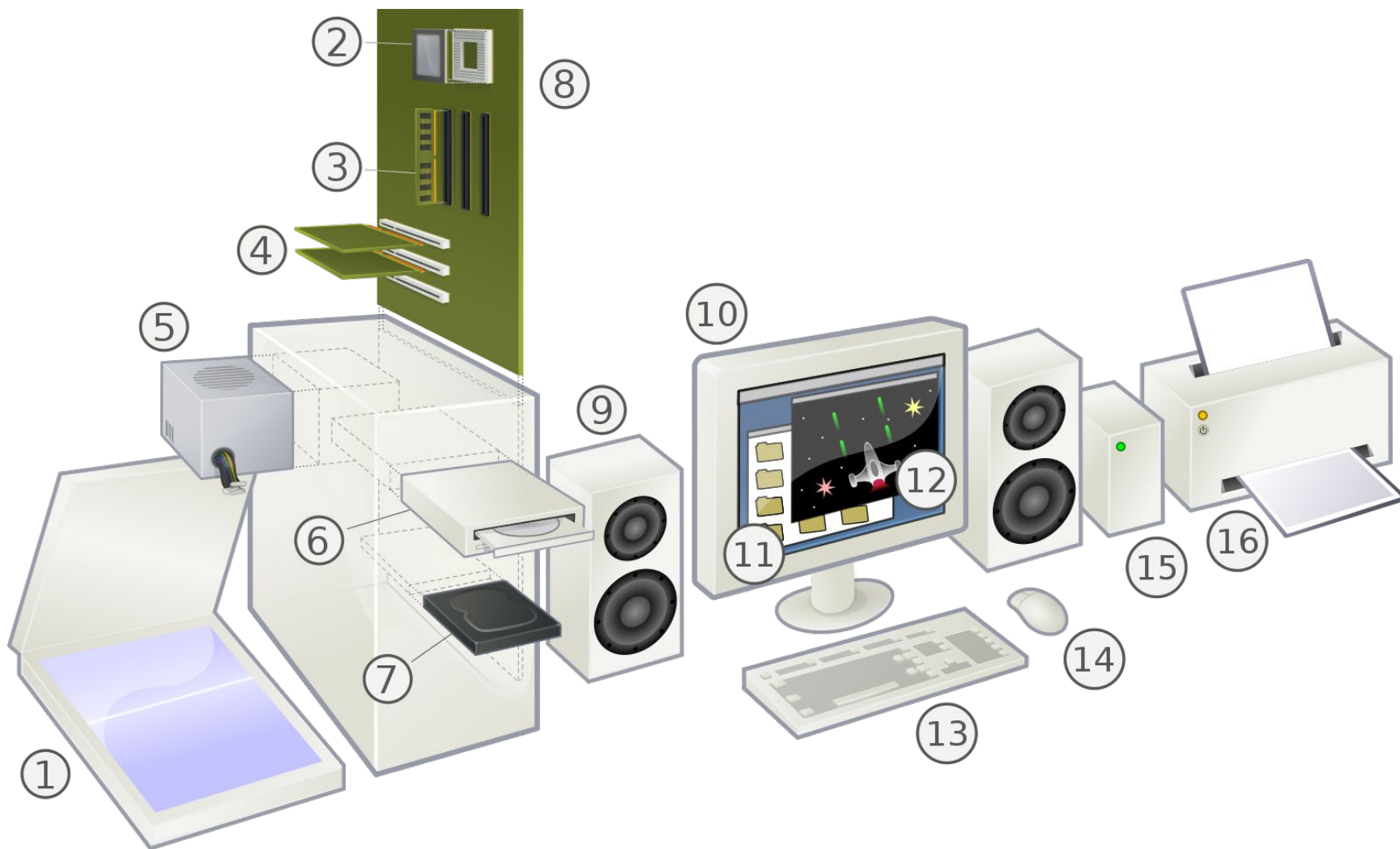
By Philip Wilson (BY-ND) at <https://www.flickr.com/photos/internetsense/9900738813/>

About computers

❑ Computing history

<http://www.computerhistory.org/timeline/computers/>





https://en.wikipedia.org/wiki/File:Personal_computer,_exploded_6.svg

A computer program

- ❑ A computer program is a sequence of instructions to be executed by computers.
- ❑ Examples of computer programs in various forms:

```
0001 1001
1001 1110
1000 1011
1100 1011
1110 0010
1001 0111
1100 1011
1110 0010
1001 0111
1100 1011
```

**Machine
instructions**

```
MOV    AX,10
SUB    BX,AX
MOV    [DX],AX
JMP    200
MOV    CX,5
MOV    AX,10
MUL    AX,CX
CMP    BX,AX
JLE    500
JMP    400
```

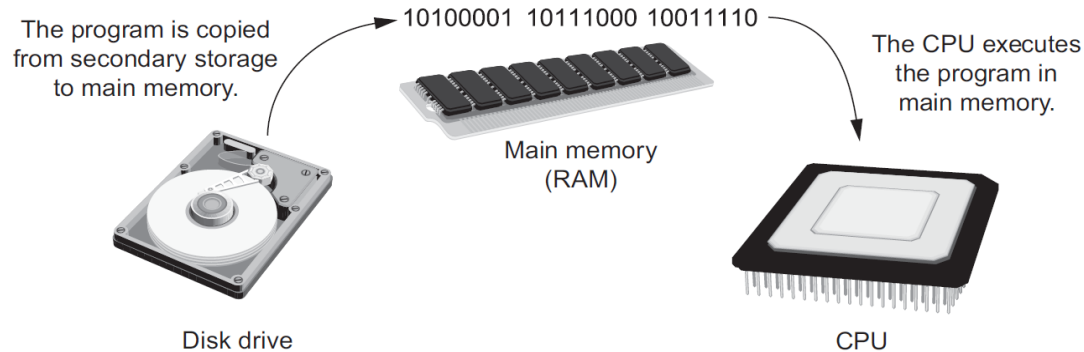
**assembly
language**

```
sum = 0
for (i=0; i<100; i++)
    sum = sum + i
```

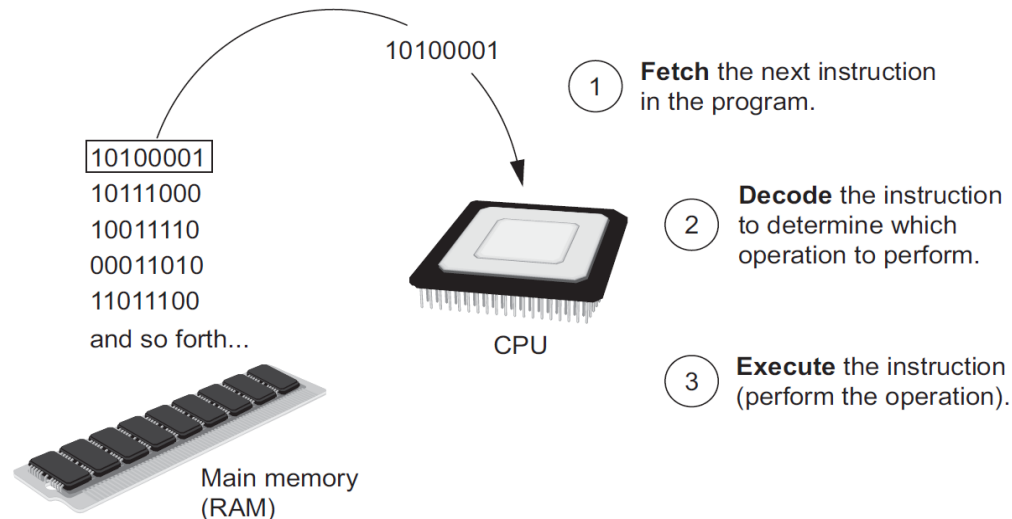
C language

How is a program executed?

1. program is copied into main memory

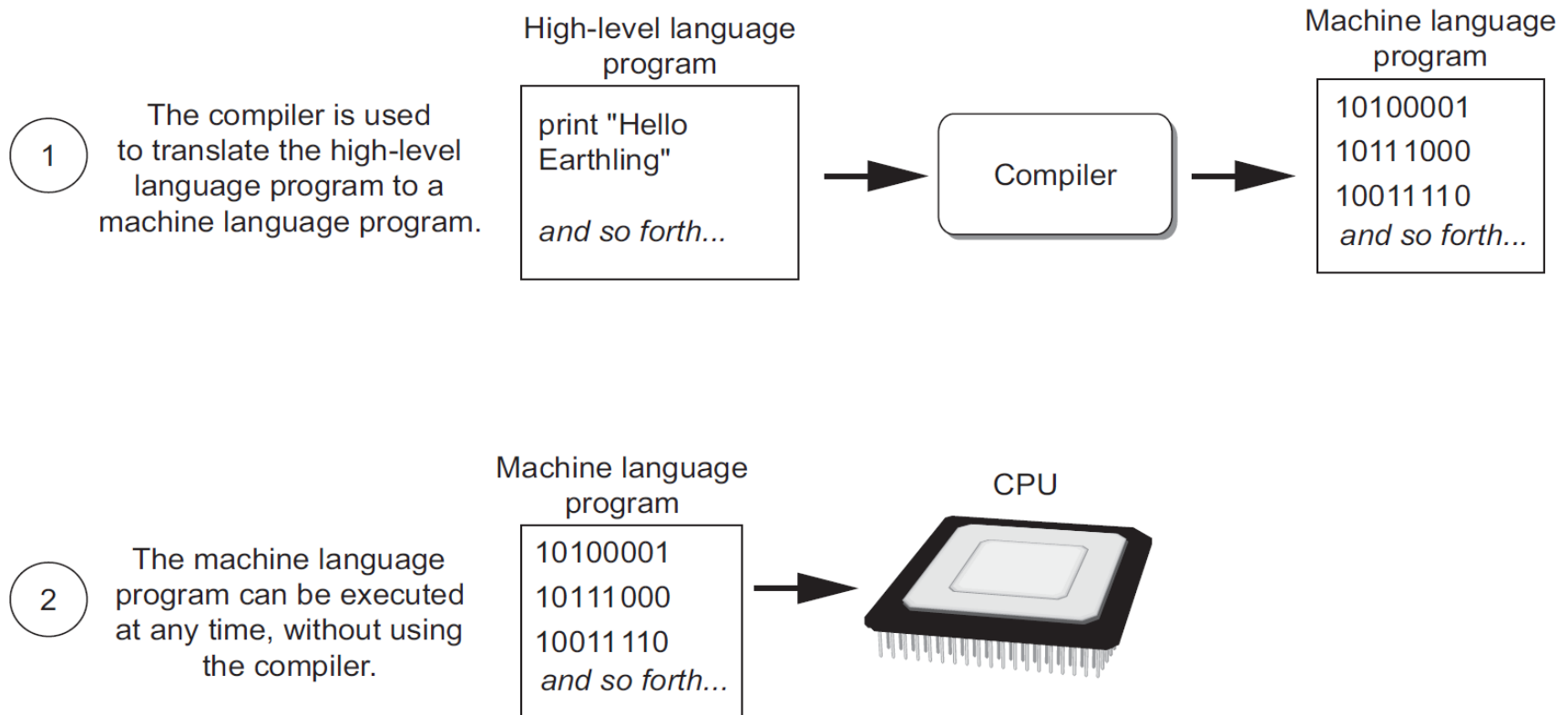


2. CPU executes the instructions by three steps



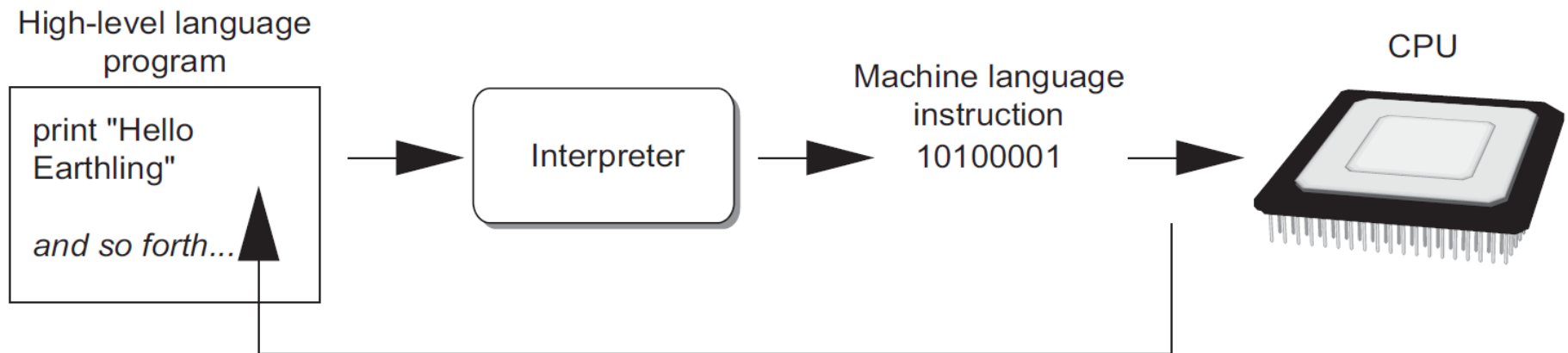
How program is generated – by compiler

- ❑ A compiler is a program that translates a high-level language program into a separate machine language program.



A program is executed - by interpreter

- ❑ The interpreter translates each high-level statement to its equivalent machine language instructions and immediately executes them.
- ❑ This process is repeated for each high-level statement.

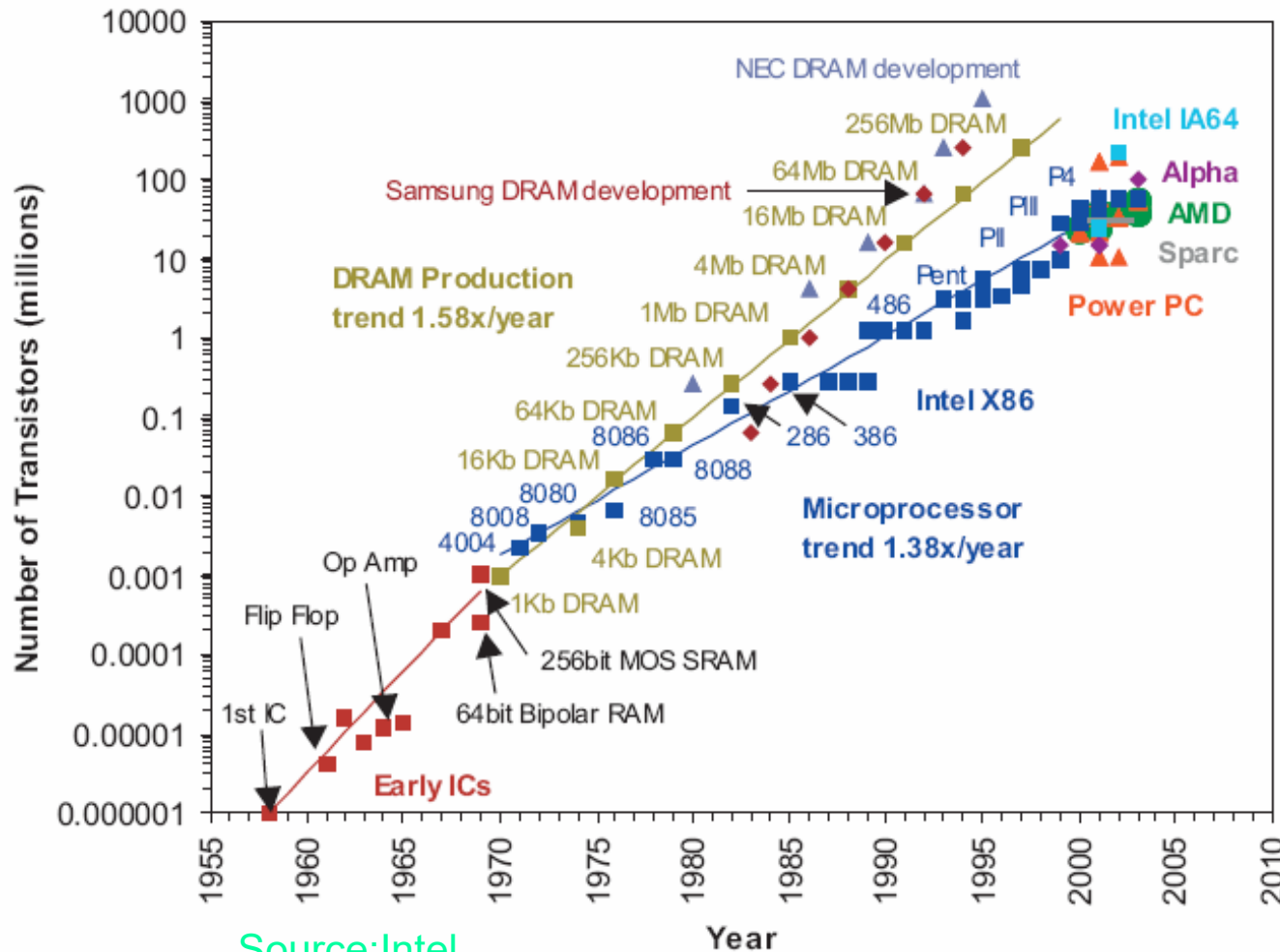


Moore's Law

The number of transistors per square-inch doubles each 18 months



Gordon Moore
Co-founder of Intel 1965



Source: Intel

Technology => dramatic change

❑ Processor

- logic capacity: about 30% per year
- clock rate: about 20% per year

❑ Memory

- DRAM capacity: about 60% per year (4x every 3 years)
- Memory speed: about 10% per year
- Cost per bit: improves about 25% per year

❑ Disk

- capacity: about 60% per year
- Total use of data: 100% per 9 months!

❑ Network Bandwidth

- Bandwidth increasing more than 100% per year!

If car industry follows Moore's Law

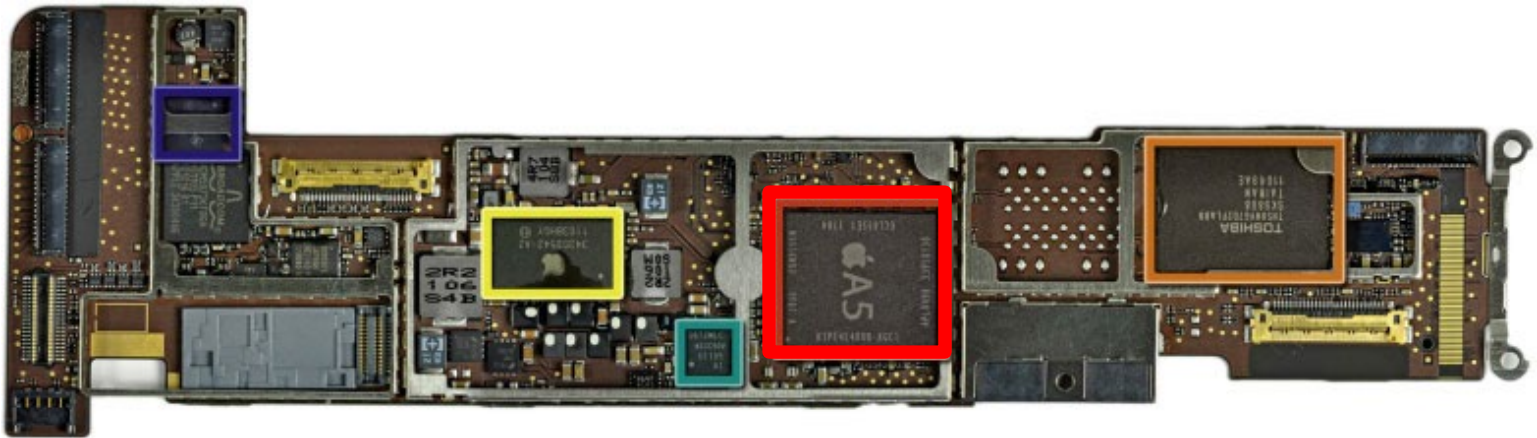
If the car industry followed the Moore's Law in the past forty years.

Nowadays the car should be

- Price → 12 cents/per car
- Speed → 40,000 km/per hour
- Gas mileage → 1200 km/per litter
- Capacity → 400,000 person/per car

Source : Prof. T. P. Ma

Zoom into contemporary CPU





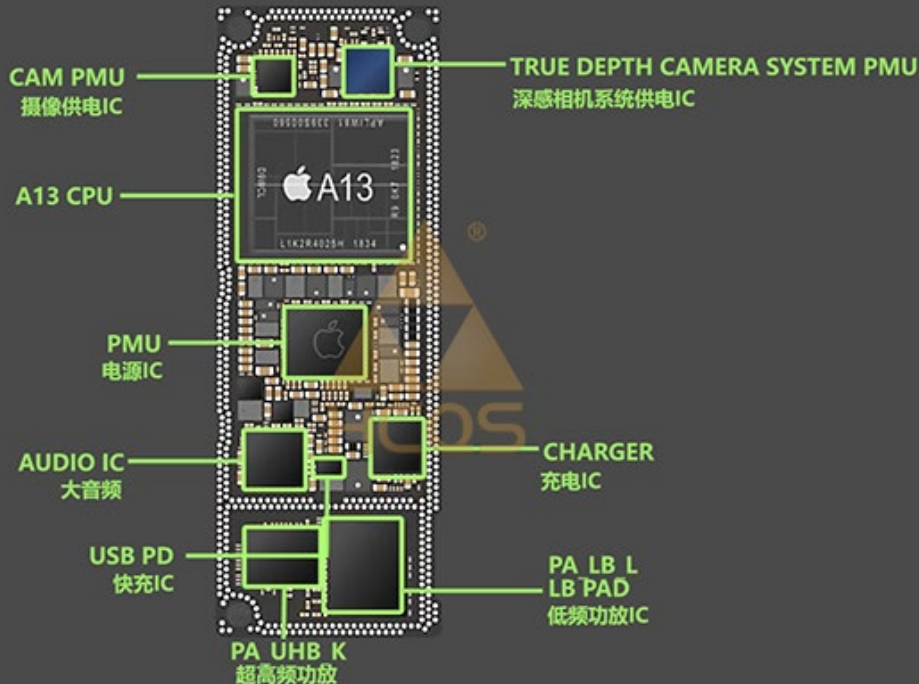
Hugely powerful.
Enormously efficient.

64-bit
ARCHITECTURE

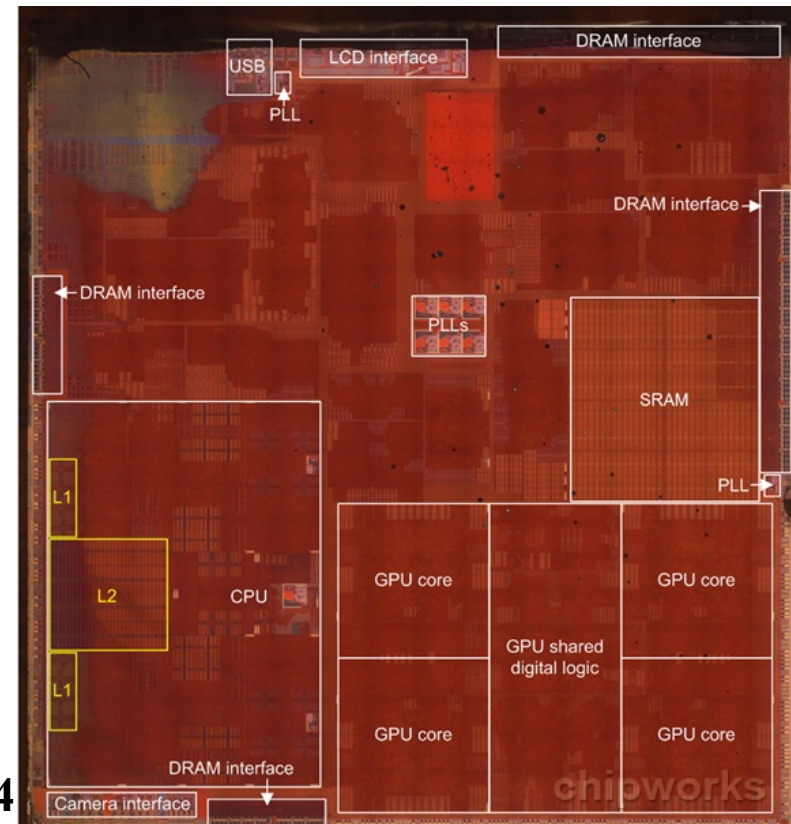
A8
CHIP

M8
MOTION
COPROCESSOR

iPhone 11

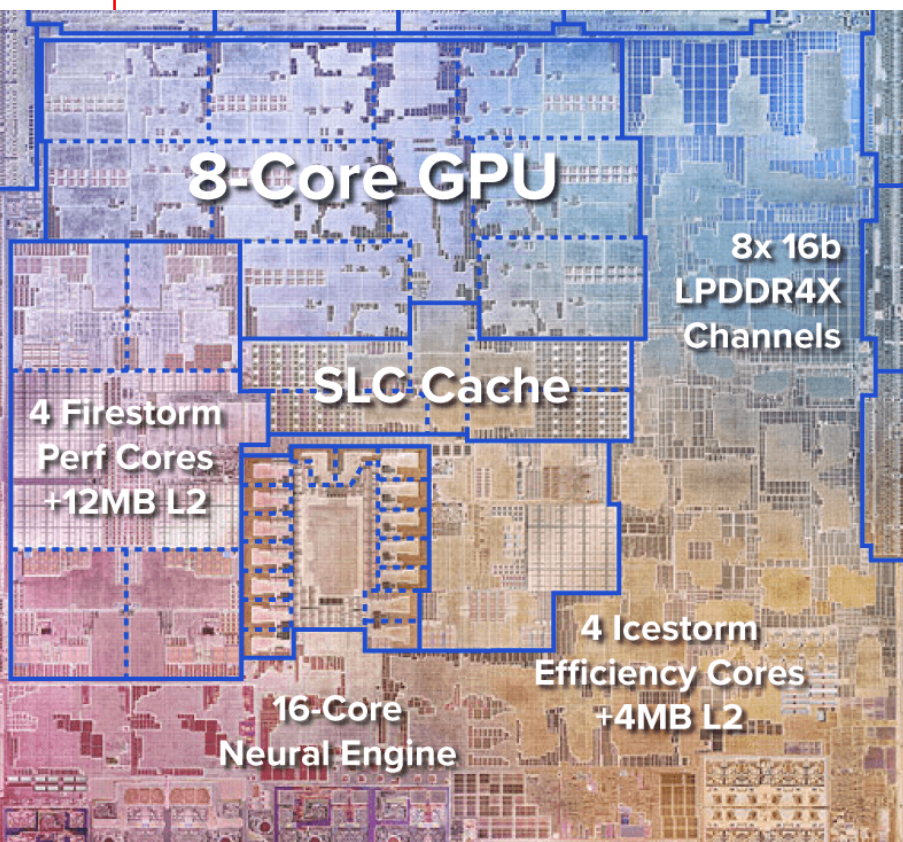
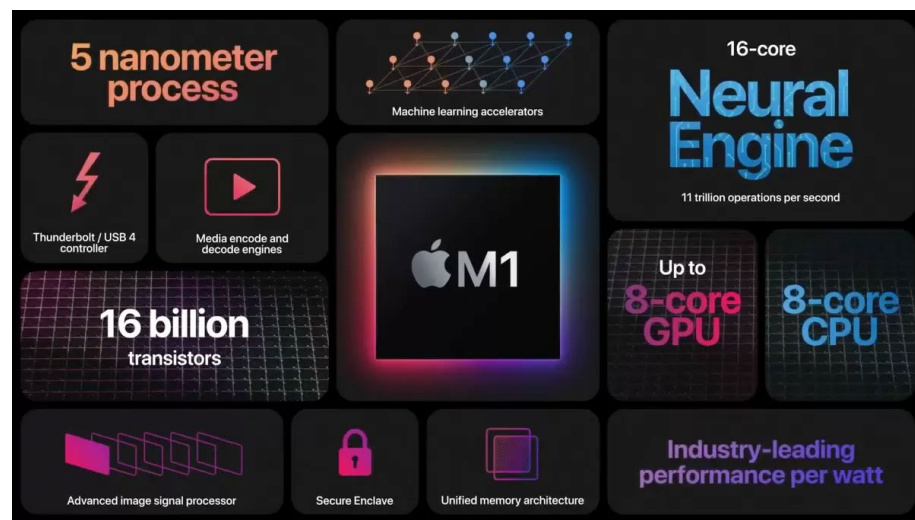


iPhone 6 – A8





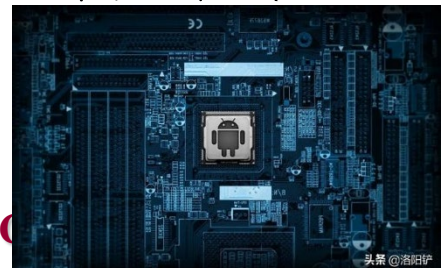
Apple M1 晶片配備 8 核心 CPU、8 核心 GPU 與 16 核心神經網路引擎



- The M1 is an ARM processor, not an x86 processor.
- It integrates more components than an Intel CPU.
- It features Rosetta 2 dynamic binary translation that allows it to run x86 software.
- The chip boasts eight CPU cores, in addition to the integrated GPU.
- It is manufactured using the 5nm-process and has 16 billion transistors.

Recent news

- ❑ 蘋果才發表M1 Pro及M1 Max兩款M1晶片的後繼版本，以冠絕群倫的性能吸引外界關注，也加速脫離Intel處理器的野心，同時顯示出蘋果與台積電的製程發展，要比Intel來得更快上一步。
- ❑ 熬十年，變Amazon金雞母！亞馬遜的雲端服務公司AWS，獲利竟超過母公司電商事業；成長速度快到看不到車尾燈，AWS 雲端服務榮登亞馬遜最新金雞母
- ❑ 物聯網三商機 五年內爆發([udn產經news](#))
- ❑ 物聯網開啟臺灣兆元商機(簡立峰Google 台灣董事總經理)
 - 物聯網三大商機健康照護、智能管理、智慧製造將在五年內爆發，以智慧製造成長最快，也是台廠機會所在，預估2020年產值上看1,332億美元（約新台幣4.37兆元）
- ❑ 挖角 Intel Qualcomm 專才 Google 強化硬體研發部門



“Computing” is the key to enable AI

Prof. Hans Moravec, CMU (@Stanford, 1976):

Computers were still millions of times too weak to exhibit intelligence

- Apple-II (1977) : 0.5 MIPS
- Super Computer Cray-1 : 130 MIPS
- Alexnet Training @ 2012: 1 Exa-flops $\approx 1,000,000,000,000$ M FLOPS

‘50~‘60
AI

1969~1985
AI Winter

‘80~‘90
AI

1996~2006
AI Winter

2012
Alexnet

算力



IC / Semiconductor

算法



AI / Deep Learning
Algorithm

大數據



Mobile / IoT
Sensors



Global
Economic
Impact



GPU x 2
6 Days

Alexnet
Training

Apple-II
63440 years

Cary-1
244 years

AI Science

AI Technologies

Source: (1) 聯發科 梁伯嵩資深處長

(2) History of artificial intelligence, Wikipedia

(3) Yann LeCun, Facebook AI Research, “Deep Learning Hardware: Past, Present, & Future”, ISSCC



Basic C Programming

Standardization of C

❑ *K&R C*

- Described in Kernighan and Ritchie, *The C Programming Language* (1978)
- De facto standard

❑ *C89/C90*

- ANSI standard X3.159-1989 (completed in 1988; formally approved in December 1989)
- International standard ISO/IEC 9899:1990

❑ *C99*

- International standard ISO/IEC 9899:1999
- Incorporates changes from Amendment 1 (1995)

C-Based Languages

- ❑ **C++** includes all the features of C, but adds classes and other features to support object-oriented programming.
- ❑ **Java** is based on C++ and therefore inherits many C features.
- ❑ **C#** is a more recent language derived from C++ and Java.
- ❑ **Perl** has adopted many of the features of C.
- ❑ **Python** is a interpreted, interactive, object-oriented, and high-level programming language.

Compare with other languages

Strengths of C

- ❑ Efficiency
- ❑ Portability
- ❑ Power
- ❑ Flexibility
- ❑ Standard library
- ❑ Integration with UNIX

Weaknesses of C

- ❑ Programs can be error-prone.
- ❑ Programs can be difficult to understand.
- ❑ Programs can be difficult to modify.

General Form of a Simple Program

- ❑ Even the simplest C programs rely on three key language features:
 - Directives
 - Functions
 - Statements

```
#include <stdio.h>

int main(void)
{
    printf("Hi! I'm Lin\n");
}
```


Directives

- ❑ Before a C program is compiled, it is first edited by a preprocessor.
- ❑ Commands intended for the preprocessor are called directives.
- ❑ Example:

```
#include <stdio.h>
```
- ❑ `<stdio.h>` is a **header** containing information about C's standard I/O library.
- ❑ Directives always begin with a # character.
- ❑ By default, directives are one line long; there's no semicolon or other special marker at the end.

Functions

- ❑ A **function** is a series of statements that have been grouped together and given a name.
- ❑ **Library functions** are provided as part of the C implementation.
- ❑ A function that computes a value uses a `return` statement to specify what value it “returns”:

```
return x + 1;
```

The `main` Function

- ❑ The `main` function is mandatory.
- ❑ `main` is special: it gets called automatically when the program is executed.
- ❑ `main` returns a status code; the value 0 indicates normal program termination.
- ❑ If there's no `return` statement at the end of the `main` function, many compilers will produce a warning message.

Statements

- ❑ A **statement** is a command to be executed when the program runs.
- ❑ `pun.c` uses only two kinds of statements. One is the `return` statement; the other is the **function call**.
- ❑ Asking a function to perform its assigned task is known as **calling** the function.
- ❑ `pun.c` calls `printf` to display a string:

```
printf("To C, or not to C: that is the question.\n");
```

- ❑ C requires that each statement end with a semicolon.
 - There's one exception: the compound statement.

Printing Strings

- ❑ When the `printf` function displays a ***string literal***—characters enclosed in double quotation marks—it doesn't show the quotation marks.
- ❑ `printf` doesn't automatically advance to the next output line when it finishes printing.
- ❑ To make `printf` advance one line, include `\n` (the ***new-line character***) in the string to be printed.

Printing Strings

- ❑ The statement

`printf("To C, or not to C: that is the question.\n");`
could be replaced by two calls of `printf`:

`printf("To C, or not to C: ");`
`printf("that is the question.\n");`

- ❑ The new-line character can appear more than once in a string literal:

`printf("Brevity is the soul of wit.\n --Shakespeare\n");`

Comments

- ❑ A **comment** begins with `/*` and end with `*/`.

```
/* This is a comment */
```

- ❑ Comments may appear almost anywhere in a program, either on separate lines or on the same lines as other program text.
- ❑ Comments may extend over more than one line.

```
/* Name: pun.c  
   Purpose: Prints a bad pun.  
   Author: K. N. King */
```


Comments

- ❑ *Warning:* Forgetting to terminate a comment may cause the compiler to ignore part of your program:

```
printf("My ");    /* forgot to close this  
comment...  
printf("cat ");  
printf("has ");   /* so it ends here */  
printf("fleas");
```

Comments in C99

- ❑ In C99, comments can also be written in the following way:

```
// This is a comment
```

- ❑ This style of comment ends automatically at the end of a line.
- ❑ Advantages of `//` comments:
 - Safer: there's no chance that an unterminated comment will accidentally consume part of a program.
 - Multiline comments stand out better.

Anatomy of a C program

