

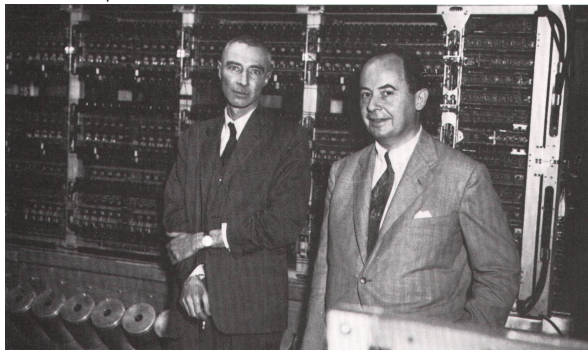
# Computational thinking

Victor Eijkhout and Charlie Dey

spring 2017

# Earliest computers

Historically, computers were used for big physics calculations, for instance, atom bomb calculations



# Hands-on programming

Very early computers were hardwired



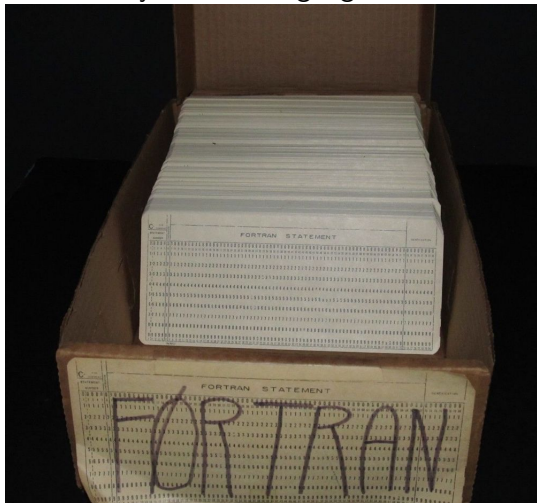
# Program entry

Later programs were written on punchcards



# The first programming language

Initial programming was about translating the math formulas; after a while they made a language for that: FORmula TRANslation



# Programming is everywhere

Programming is used in many different ways these days.

- You can make your own commands in *Microsoft Word*.
- You can make apps for your *smartphone*.
- You can solve the riddles of the universe using big computers.

This course is aimed at people in the last category.

# Programming is not simple

Programs can get pretty big



# Examples of computational thinking

- Looking up a name in the phone book
  - start on page 1, then try page 2, et cetera
  - or start in the middle, continue with one of the halves.
- Elevator scheduling: someone at ground level presses the button, there are cars on floors 5 and 10; which one do you send down?



# Abstraction

- The elevator programmer probably thinks: ‘if the button is pressed’, not ‘if the voltage on that wire is 5 Volt’.
- The Google car programmer probably writes: ‘if the car before me slows down’, not ‘if I see the image of the car growing’.
- ... but probably another programmer had to write that translation.

# Data abstraction

What is the structure of the data in your program?

Stack: you can only get at the top item



items get added in the back, processed at the front



Queue:

# Do you have to know much about hardware?

Yes, it's there, but we don't think too much about it in this course.

<https://youtu.be/JEpsKnWZrJ8>

# What is an algorithm?

*An algorithm is a sequence of unambiguous instructions for solving a problem, i.e., for obtaining a required output for any legitimate input in a finite amount of time*

*[A. Levitin, Introduction to The Design and Analysis of Algorithms, Addison-Wesley, 2003]*

The instructions are in some language:

- We will teach you C++ and Fortran;
- the compiler translates those languages to machine language
- Abstraction: a program often defines its own language that implements concepts of your application.

# Program steps

- Simple instructions: arithmetic.
- Complicated instructions: control structures
  - conditionals
  - loops

# Program data

- Input and output data: to/from file, user input, screen output, graphics.
- Data during the program run:
  - Simple variables: character, integer, floating point
  - Arrays: indexed set of characters and such
  - Data structures: trees, queues
    - Defined by the user, specific for the application
    - Found in a library (big difference between C/C++!)

# Comparing two languages

Python vs C++ on bubblesort:

```
for i in range(n-1):                for (int i=0; i<n-1; i++)
    for j in range(n-i-1):            for (int j=0; j<n-1-i; j++)
        if numbers[j+1]<numbers[j]:    if (numbers[j+1]<numbers[j])
            swap = numbers[j+1]        int swap = numbers[j+1];
            numbers[j+1] = numbers[j]    numbers[j+1] = numbers[j];
            numbers[j] = swap            numbers[j] = swap;
                                        }
```

```
[] python bubblesort.py 5000
```

```
Elapsed time: 12.1030311584
```

```
[] ./bubblesort 5000
```

```
Elapsed time: 0.24121
```

# The right language is not all

Python with quicksort algorithm:

```
numpy.sort(numbers,kind='quicksort')
```

```
[] python arraysort.py 5000
```

```
Elapsed time: 0.00210881233215
```