

Introduction to Computer Science

Subodh Sharma
svs@cse.iitd.ac.in
<https://subodhvsharma.github.io>



IIT Delhi, Computer Science Department

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- 2 Last Lecture's Summary
- 3 Computing Model
 - Programming Models
- 4 Functional Programming
 - Factorial

History Trivia

- **Language, Recursion, Transformation:** The earliest use of “formalized” grammar was by **Panini** (5th century BC) in **Ashtadhyayi**.

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- **Language, Recursion, Transformation:** The earliest use of “formalized” grammar was by **Panini** (5th century BC) in **Ashtadhyayi**.
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 - 1 **mechanical calculators** started with **Pascal** and refined by **Leibniz**. Refer to Pascal’s calculator and Leibniz’s digital arithmometer!

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 - 2 The first forms of a general purpose computer: the **analytical engine** in 1837 by **Charles Babbage**. It was only a design!

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 - 4 **Ada Lovelace** wrote the first **computer program** to calculate Bernoulli numbers using the description of Babbage’s machine.

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■ What is computing?

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- What is computing?
- What are computing tools?

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- What is computing?
- What are computing tools?
- What are the essential aspects of a computational process?

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- What is computing?
- What are computing tools?
- What are the essential aspects of a computational process?
- What are algorithms, programming languages and programs?

Computing Model: Programming Models

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Types of Programming Models:

- **Functional:** A program is specified as a **mathematical expression**.

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Types of Programming Models:

- **Functional:** A program is specified as a **mathematical expression**.
- **Imperative:** A program is specified by a sequence of **commands**.

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Types of Programming Models:

- **Functional:** A program is specified as a **mathematical expression**.
- **Imperative:** A program is specified by a sequence of **commands**.

Various programming languages support the above models.

Python is an imperative PL. However, we will use it to understand both the programming models.

Programming Models: Primitive Expressions

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The simplest objects and operations in the computing model.
These include

- **Basic data elements:** numbers, characters, boolean, etc.

Programming Models: Primitive Expressions

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The simplest objects and operations in the computing model.
These include

- **Basic data elements**: numbers, characters, boolean, etc.
- **Basic operations**: addition, subtraction, multiplication, string operations, etc.
- **Naming mechanism**: Named expressions to be used without repetition

Programming Models: Combination and Abstraction

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- **Combination:** Composition of functions, Inductive definitions, etc.

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- **Combination:** Composition of functions, Inductive definitions, etc.
- **Abstraction:** Named functions, data structures, classes, modules, etc.

Functional Programming:Factorial

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Mathematical Definition:

$$n! = \begin{cases} 1 & \text{if } n < 1 \\ 1 \times 2 \times \dots \times n & \text{otherwise} \end{cases}$$

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Mathematical Definition:

$$n! = \begin{cases} 1 & \text{if } n < 1 \\ 1 \times 2 \times \dots \times n & \text{otherwise} \end{cases}$$

Using [induction](#) in the definition, we get:

$$n! = \begin{cases} 1 & \text{if } n < 1 \\ n \times (n - 1)! & \text{otherwise} \end{cases}$$

Functional Programming:Factorial

Python Program:

```
def factorial(x):  
    if x ==1:  
        return 1  
    else :  
        return x * factorial(x-1)
```

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With Python, one can work in two modes:

- **Interactive:** Executes one statement at a time; the results of previously executed statements are in active memory.
- **Compiled:** The entire program is *interpreted* into an executable object

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Are all mathematical definitions computable? What about the following?

$$n! = \begin{cases} 1 & \text{if } n < 1 \\ (n + 1)! / (n + 1) & \text{otherwise} \end{cases}$$

To answer this question, we must first understand how the program was **evaluated**.

$$3! = 3 * (3 - 1)! = 3 * (2 * (2 - 1)!) = 3 * (2 * (1))$$

The recursive function evaluation indicates a **“deferred” computation!**

What is not an algorithm

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$$\text{sqrt}(n) = \begin{cases} m & \text{if } m * m = n \\ 0 & \text{if } \nexists m : m * m = n \end{cases}$$

The above is mathematically valid specification, yet it is not an algorithm! Why?

What is not an algorithm

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The above is mathematically valid specification, yet it is not an algorithm! Why? The description does not tell us how to evaluate the function.

Interpreter Demo

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- Primitive Operator: $+$, $*$, $/$, $//$, $\%$, \dots
- Primitive Relations: $=$, \geq , \leq , $<$, $>$, \neq , *and*, *or*, *not*