

Computing Systems and Number Systems

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CSC 120.02: Introduction to Computer Science

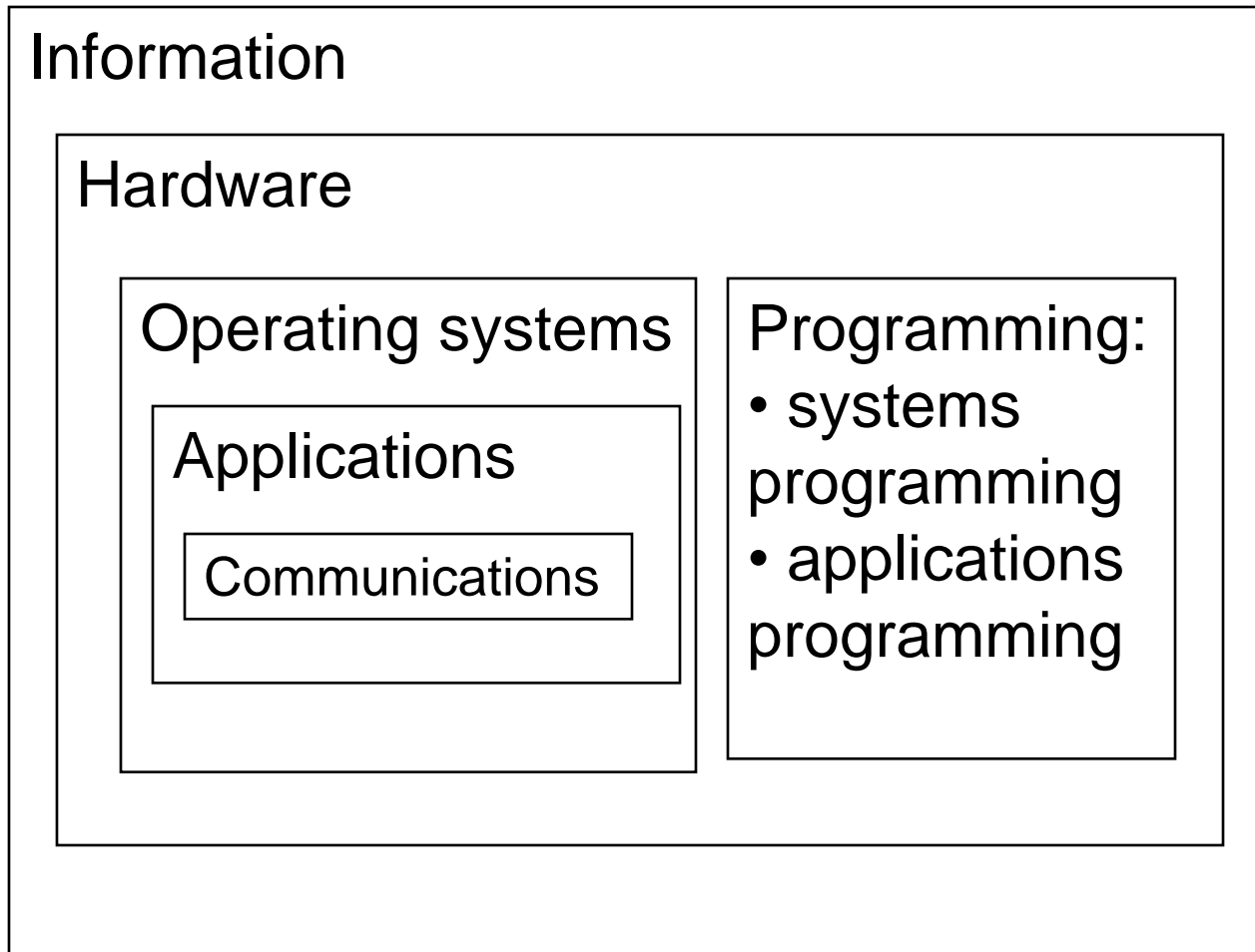
Lecture 1, January 23, 2007

Components of Computing Systems

- Hardware: Circuit boards, chips, disk drives, peripherals, wires, etc.
- Software: Programs (sequences of instructions for the computer to carry out)
- Data (information in its digital form)

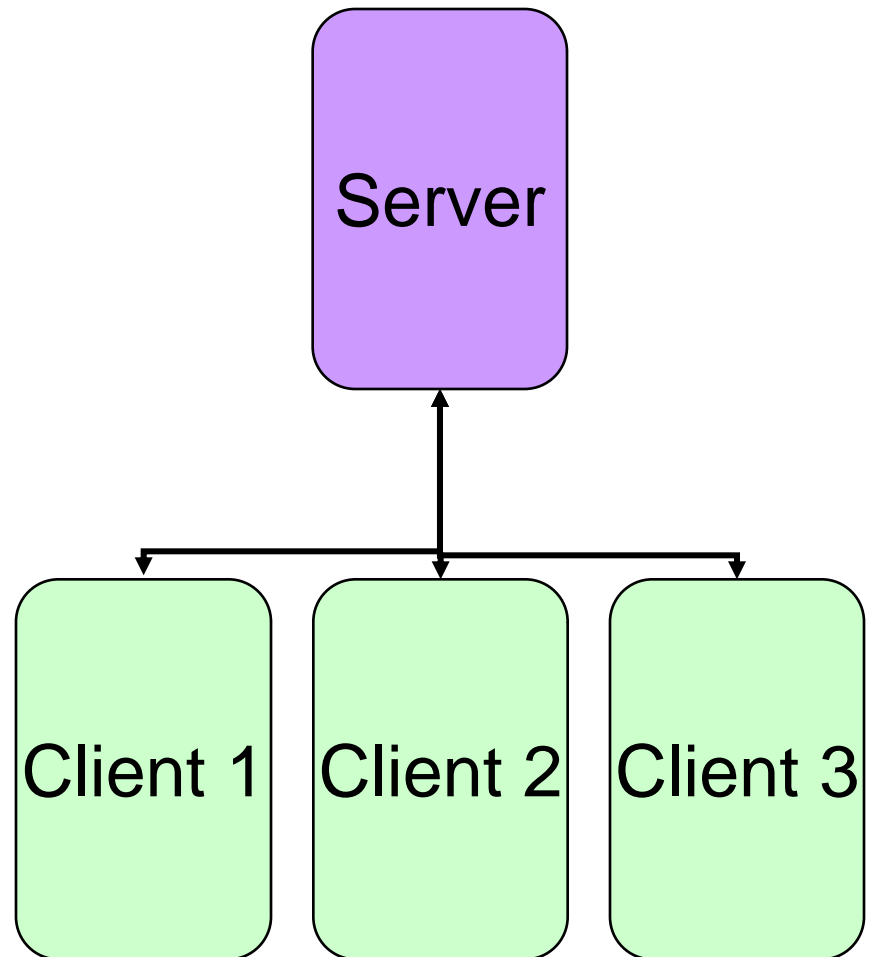


Layers of a Computing System



Abstraction...

...removes or hides complex details.

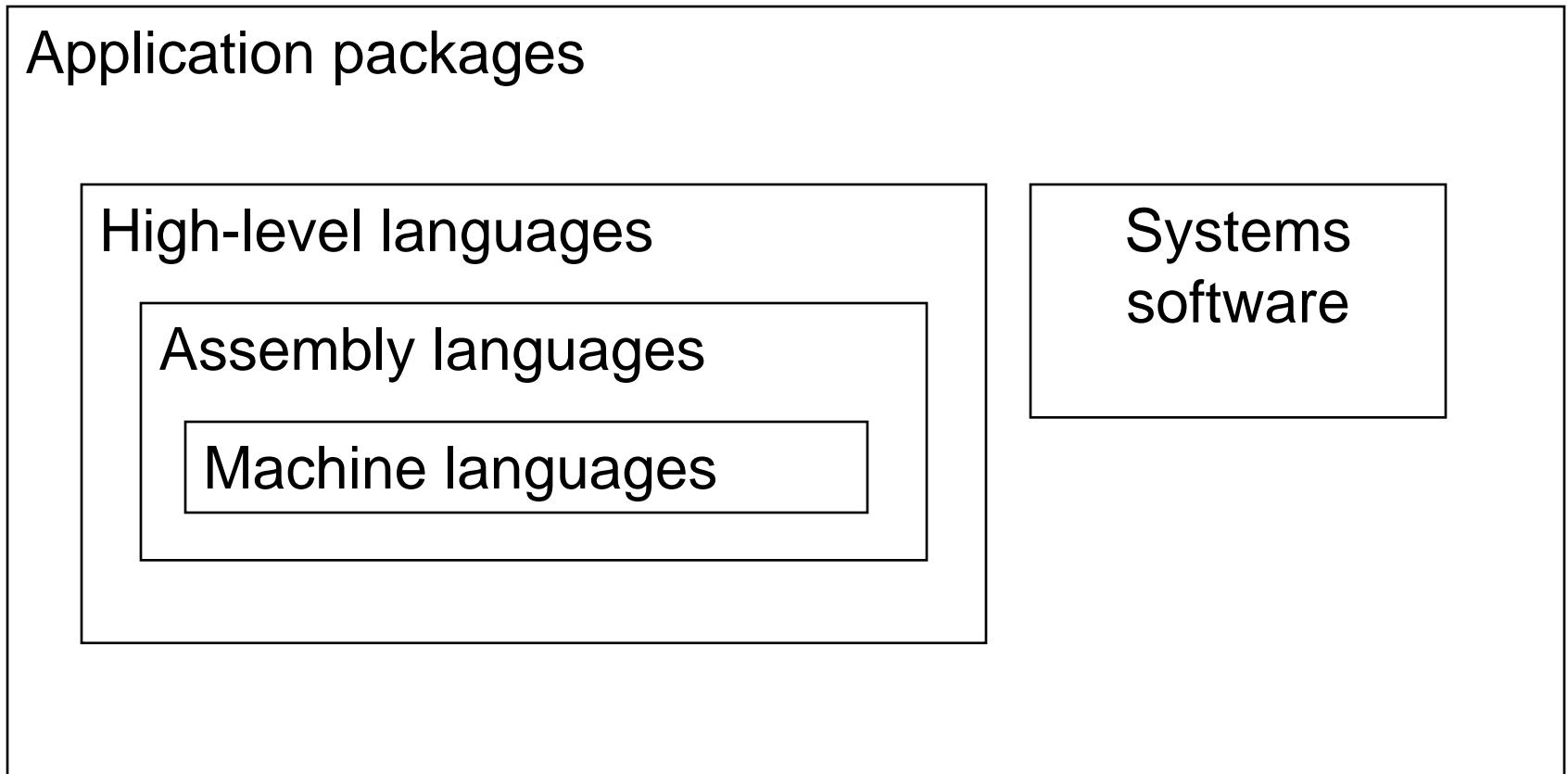


The History of Computing

- Textbook, Section 1.2
- http://www.computerhistory.org/exhibits/internet_history/



Layers of Software



Computer Science

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graph TD; CS[Computer Science] --> S[Systems]; CS --> A[Applications]; S --> S1[Algorithms and data structures]; S --> S2[Programming languages]; S --> S3[Computer architecture]; S --> S4[Operating systems]; S --> S5[Software methodology and engineering]; S --> S6[Human-computer communication]; A --> A1[Numerical and symbolic computation]; A --> A2[Databases and informational retrieval]; A --> A3[Artificial intelligence and robotics]; A --> A4[Graphics]; A --> A5[Organizational informatics]; A --> A6[Bioinformatics];
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Systems

Algorithms and data structures

Programming languages

Computer architecture

Operating systems

Software methodology and engineering

Human-computer communication

Applications

Numerical and symbolic computation

Databases and informational retrieval

Artificial intelligence and robotics

Graphics

Organizational informatics

Bioinformatics

Number Categories

- *Natural numbers*: The number 0 and numbers obtained by repeatedly adding 1 to this number. Example: $3=0+1+1+1$
- *Negative numbers*: Less than 0 . Example: $-\sqrt{2}$
- *Integers*: Natural numbers and their negatives
- *Rational numbers*: Fractions, quotients of two integers. Examples: $16/13$; $4/1=4$
- *Irrational numbers*: Cannot be represented as quotients of two integers. Example: $\sqrt{2}$

How to represent a natural number?

Base of a number system: The number of digits used in the system. Example 1: Base 10 (*decimal*)

$$1760_{10} = 0 * 10^0 + 6 * 10^1 + 7 * 10^2 + 1 * 10^3$$

Numbers are written using *positional notation*.

Example 2: Base 2 (*binary*)

$$11101_2 = 1 * 2^0 + 0 * 2^1 + 1 * 2^2 + 1 * 2^3 + 1 * 2^4 = 29_{10}$$

More Number Systems!

Example 3: *Octal* (Base 8)

$$73_8 = 3 * 8^0 + 7 * 8^1 = 59_{10} = 111011_2$$

Example 4: *Hexadecimal* (Base 16)

$$AF_{16} = 15 * 16^0 + 10 * 16^1 = 175_{10} = 257_8 = 10101111_2$$

Extra digits: A=10, B=11, C=12, D=13, E=14, F=15

How to represent a ratio?

$$259:160=1.61875 \quad 241:149\approx 1.61745$$

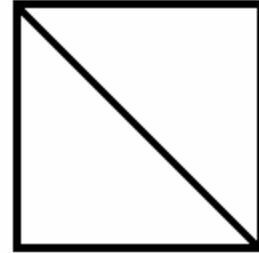


A ratio is represented by an angle here.

How to represent an irrational number?

1. Geometrically

$$\sqrt{2}$$



2. By an algorithm: The Fibonacci numbers algorithm is a way to represent the golden ratio

$$\phi = \frac{1 + \sqrt{5}}{2} \approx 1.618034$$