



Introduction to Computing

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Course Details

- Number of credits: 4
- Study time allocation per week:
 - 4 lecture hours for theory
 - 3 lecture hours for lab work
 - 8 hours for self-study
- Reference:
 - Computing, 3rd ed., Geoffrey Knott & Nick Waites, 2000



Assessment

- Mid-term exam: 30%
- Writing report: 20%
- Presentation: 10%
- Tutorial + Lab work: 10%
- Final exam: 30%



Course Outline

- Fundamental concepts
- Hardware
- Operating systems and Networking
- Databases
- Programming
- Applications and social issues



Lecture 1: Fundamental Concepts

History of computer

Number systems

Data representation

Computer logic

Extra reading: History of computer -

<http://www.computersciencelab.com/ComputerHistory/History.htm>



Computer History

- Computer
 - A job title for people who do calculations
 - A machine for calculation
- Today's computer
 - Digital
 - Programmable



Computer History: Computers were people





Computer History: Earliest Computers

- Abacus
 - 300 B.C. by the Babylonians

- Astronomical clock
 - By Al-Jazari in 1206
 - First programmable analog computer



Analogue Computers

- Jacquard's Loom
 - 1801
 - Used punched cards
 - In textile industry

- Cambridge differential analyzer
 - 1938
 - Advanced analog computer



First Digital Computers (1)

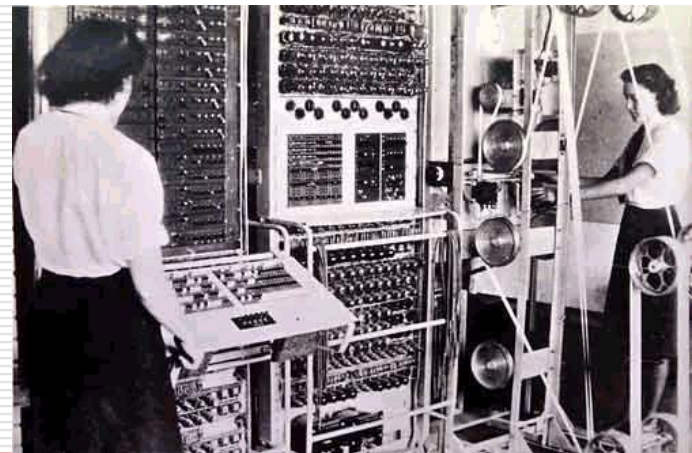
□ Z3

- Completed in 1941 in Germany
- World's first functional program controlled digital computer



□ Colossus

- Built 1943 in UK
- First totally electronic computing device





First Digital Computers (2)

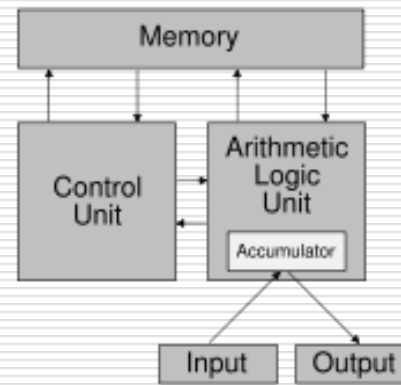
- Havard Mark 1
 - Built 1944 by Harvard and IBM
 - First programmable digital computer in US
 - Electro-mechanical computer
 - 5 tons, 500 miles of wire, 8 feet tall, 51 feet long
 - 5 horse power electric motor
 - Run for 15 years





Today's Computers

- Totally digital
- Small in size
- Using Integrated Circuit (IC)
- Based on von Neumann architecture

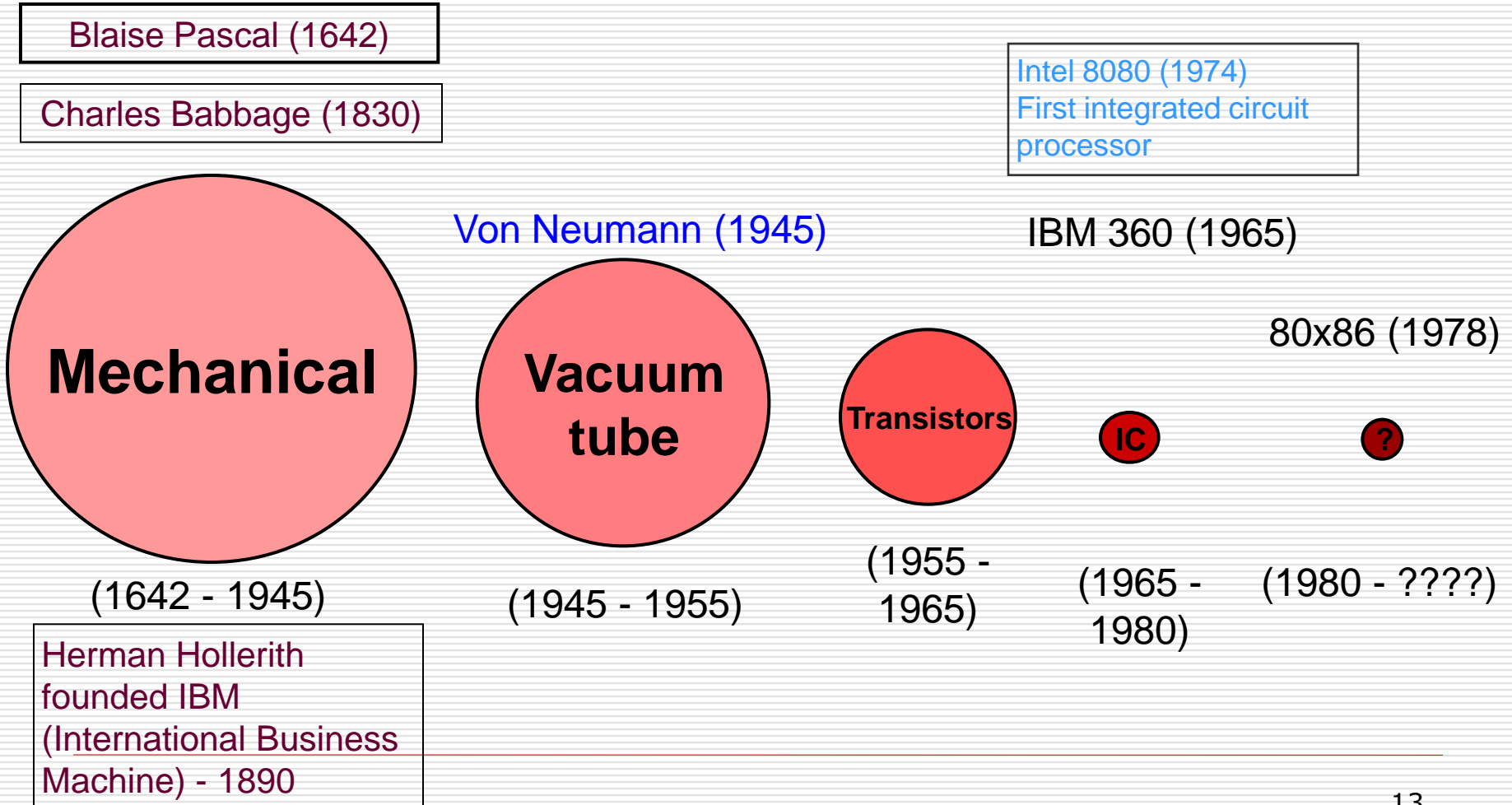


Von Neumann Architecture





Computer Generations





Digital Computer

- ❑ Computer instructions: to tell a computer to do something
- ❑ Computer programs: a set of computer instructions
- ❑ Machine code: understandable to computers
- ❑ Program languages: used to write computer programs



Number Systems (1)

- Base of a number system:
 - The number of different symbols used in the system
 - For examples: denary (decimal) system uses 10 symbols (0,1,2,3,4,5,6,7,8 and 9), hence has the base 10



Number Systems (2)

- Place value:
 - Each symbol has a weight
 - Its value (place value) is decided based on its position with a number
 - For example: in decimal system, each place value is a power of 10 (base)
 - $123_{10} = 1 \times 10^2 + 2 \times 10^1 + 3 \times 10^0$
 - Fraction number:
 - $0.123_{10} = 1 \times 10^{-1} + 2 \times 10^{-2} + 3 \times 10^{-3} = 0.1 + 0.02 + 0.003$
-



Binary System (1)

- Binary numbers are used in today's digital computers
- Use 2 symbol 0 and 1
- Each digit is know as binary digit or bit
- Base is 2 -> each place value is a power of 2

Place	4	3	2	1	0	-1	-2
Power	2^4	2^3	2^2	2^1	2^0	2^{-1}	2^{-2}
Value	16	8	4	2	1	1/2	1/4



Binary System (2)

□ Example

- $11001_2 = 1x2^4 + 1x2^3 + 0x2^2 + 0x2^1 + 1x2^0$
 $= 16 + 8 + 0 + 0 + 1 = 25_{10}$

□ Fraction number:

- $0.0111_2 = 0x2^{-1} + 1x2^{-2} + 1x2^{-3} + 1x2^{-4} = 7/16_{10}$

□ Binary numbers from 0 to 9 ...

- $0000 \rightarrow 0001 \rightarrow 0010 \rightarrow 0011 \rightarrow 0100 \rightarrow 0101 \rightarrow$
 $0110 \rightarrow 0111 \rightarrow 1000 \rightarrow 1001 \rightarrow \dots$



Binary Arithmetic Operations

□ Addition rules:

- $0 + 0 = 0$
- $0 + 1 = 1$
- $1 + 0 = 1$
- $1 + 1 = 0$ carry 1

□ Examples

- $0110 + 0011 = 1001$ ($6 + 3 = 9$)
- $0110 + 1110 = 10100$ ($6 + 14 = 20$)



Octal and Hexadecimal Numbers (1)

- ❑ Binary numbers are used by digital computers but very confusing, especially large numbers
- ❑ It is necessary to present binary numbers in a way that is readable by programmers
- ❑ Decimal numbers are used naturally by human beings but are not readily converted to or from binary numbers



Octal and Hexadecimal Numbers (2)

- Octal and Hexadecimal numbers are used in preference to decimal numbers, as they are easily converted to and from binary numbers



Octal System

- Octal system has base of 8, using 0, 1, 2, 3, 4, 5, 6, 7 as symbols
- Each place value has the power of eight

Place	4	3	2	1	0	-1	-2
Power	8^4	8^3	8^2	8^1	8^0	8^{-1}	8^{-2}
Value	4096	512	64	8	1	1/8	1/64



Octal Coding

- Octal coding uses three bits at a time ($8=2^3$)

Binary	000	001	010	011	100	101	110	111
Octal	0	1	2	3	4	5	6	7

- To represent a binary number in octal format, a binary number can be split into groups of 3 bits, started from the right hand side
- Then, replace each group by a corresponding octal digit



Octal Coding Example

Binary	01110011	01	110	011
Octal	163	1	6	3
Decimal	115	1×8^2	6×8^1	3×8^0



Hexadecimal System

- Use 16 symbols: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E and F
- Base 16
- To represent a hexadecimal symbol, a group of 4 bits is needed
- Similar to octal coding, a binary number can be converted to hexadecimal number by splitting the number into groups of 4 bits



Hexadecimal Coding Example

Binary	01110011	0111	0011
Hex	73	7	3
Decimal	115	7×16^1	3×16^0

- In practice, hexadecimal is used in preference to octal as computer memory is organised into groups of 8 bits, which is a multiple of 4



Number Base Conversions

- ❑ Conversions between binary and octal or hex are straight forward
- ❑ Conversions from binary, octal or hex to denary have been shown
- ❑ Conversions from denary to binary, octal or hex need some calculations



Denary to Binary (1)

- Integers: using successive divisions by the base

Denary	Divided by	Equals	Remainder	Binary	
1273	2	636	1	1	LSB
636	2	318	0	0	
318	2	159	0	0	
159	2	79	1	1	
79	2	39	1	1	
39	2	19	1	1	
19	2	9	1	1	
9	2	4	1	1	
4	2	2	0	0	
2	2	1	0	0	
1	2	0	1	1	MSB



Denary to Binary (2)

- Real numbers:
 - Integer part: using successive divisions by the base
 - Fractional part: using successive multiplications by the base



Denary to Binary (3)

- Example: $34.375_{10} \rightarrow 100010.0111_2$
 - Convert the integer part (34) to binary

Denary	Divided by	Equals	Remainder	Binary	
34	2	17	0	0	LSB
17	2	8	1	1	↑
8	2	4	0	0	
4	2	2	0	0	
2	2	1	0	0	
1	2	0	1	1	MSB



Denary to Binary (4)

- Convert 0.375 to binary
 - Using successive multiplications
 - If there is a one (1) before the decimal point, take 1 for binary number
 - If not, take 0 for the binary number
 - Multiply the remainder by the base (2) again

Denary	Multiplied by	Equals	Binary	
0.375	2	0.75	0	MSB
0.75	2	1.5	1	
0.5	2	1	1	LSB



Denary to Binary (5)

- There is possible loss of precision when converting a decimal number into binary, when the factional part of a real number cannot be precisely converted to binary equivalent
- For example, when converting 0.425 into a binary number



Denary to Binary (6)

Denary	Multiplied by	Equals	Binary	
0.435	2	0.85	0	MSB
0.85	2	1.7	1	
0.7	2	1.4	1	
0.4	2	0.8	0	
0.8	2	1.6	1	
0.6	2	1.2	1	
0.2	2	0.4	0	
0.4	2	0.8	0	
0.8	2	1.6	1	
0.6	2	1.2	1	
0.2	2	0.4	0	Etc



Denary to Octal and Hexadecimal

- The same method can be applied to convert denary numbers to octal and hexadecimal
- For example, convert 1273_{10} to 2371_8

Denary	Divided by	Equals	Remainder	Octal	
1273	8	159	1	1	LSB
159	8	19	7	7	
19	8	2	3	3	
2	8	0	2	2	MSB