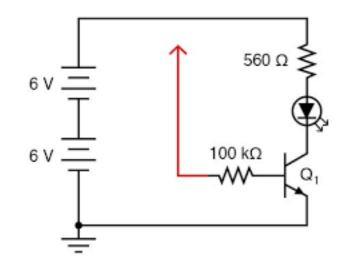
Foundations of Computer Science Lecture #1: Introduction

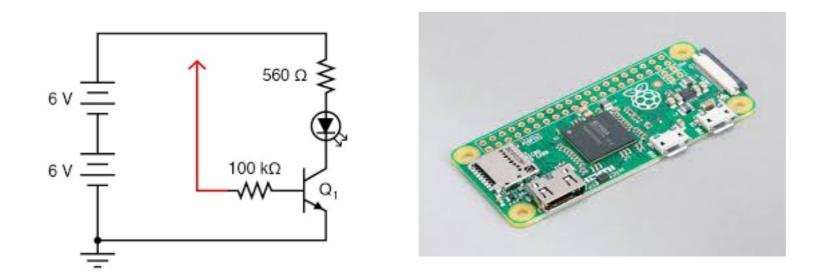
Fri Oct 7th, 2022 Anil Madhavapeddy & Jeremy Yallop 2022-2023



Getting Started

- Course Home: <u>https://www.cl.cam.ac.uk/teaching/2223/FoundsCS/</u>
- Interactive online notebook: <u>https://hub.cl.cam.ac.uk/</u>
- This notebook corresponds to the printed notes that you should all have.
 If you cannot login, email me immediately.
- At the end of this lecture, will also explain the practicals: <u>https://www.cl.cam.ac.uk/teaching/2223/OCaml/</u>

























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- We can master complexity through levels of abstraction
- Focus on 2 or 3 levels at most!

- **Computers:** a child can use them; but nobody can fully understand them!
- We can master complexity through *levels of abstraction*
- Focus on 2 or 3 levels at most!
- Recurring issues:
 - what services to provide at each level
 - how to implement them using lower-level services
 - the interface by which two levels should communicate









Example: Dates

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- Abstract level: dates over a certain interval
- **Concrete level:** typically 6 characters: YYMMDD
 - (where each character is represented by 8 bits)
- Date crises caused by inadequate internal formats:
 - *Digital's PDP-10:* 12-bit dates (good for at most 11 years)
 - *Y2K crisis:* 48-bits could be good for lifetime of universe!
- Our choices of representations within a computer has long-ranging consequences.

Example: Floating Point Numbers

- Computers have *integers* (like 1066) and *floats* (like 1.066×10^{3}).
- A floating-point number is represented by two integers.
- The concept of a **data type** involves:
 - how a value is represented inside the computer
 - the suite of operations given to programmers
 - valid and invalid (or exceptional) results, such as "infinity"
- Computer arithmetic can yield incorrect answers due to **finite precision**!

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- to do so efficiently and correctly, giving right answers quickly
- to allow **easy modification** as our needs change
 - through an orderly *structure* based on *abstraction* principles
 - programmer should be able to predict effects of changes

Why Learn to Program in OCaml?

- It is interactive.
- It has a flexible notion of data type.
- It hides the underlying hardware: **no crashes**.
- Programs can easily be understood mathematically.
- It distinguishes naming from updating memory.
- It manages storage in memory for us.

The Practical Classes

https://www.cl.cam.ac.uk/teaching/2223/OCaml/

- Executed online in the hub.cl.cam.ac.uk server
- There are 5 ticks, each of which have a deadline for submission 10 days after they are issued (except last tick, which goes into Lent term).
- Exact dates for the first tick will be announced later today / over weekend by email.
- Some of you will be selected for in person "ticks" in the Lab to explain your workings.