

Contents

| | | |
|----------|--|-----------|
| 1 | Introduction | 1 |
| 1.1 | A bit of history | 1 |
| 1.2 | Computers and different types of information | 3 |
| 1.2.1 | Text | 4 |
| 1.2.2 | Sound | 4 |
| 1.2.3 | Images | 4 |
| 1.2.4 | Film | 4 |
| 1.2.5 | Geometric form | 5 |
| 1.2.6 | Laws of nature | 5 |
| 1.2.7 | Virtual worlds | 5 |
| 1.2.8 | Summary | 6 |
| 1.3 | Computation by hand and by computer | 7 |
| 1.4 | Algorithms | 8 |
| 1.4.1 | Statements | 10 |
| 1.4.2 | Variables and assignment | 11 |
| 1.4.3 | For-loops | 12 |
| 1.4.4 | If-tests | 13 |
| 1.4.5 | While-loops | 14 |
| 1.4.6 | Print statement | 14 |
| 1.5 | Doing computations on a computer | 15 |
| 1.5.1 | How can computers be used for calculations? | 15 |
| 1.5.2 | What do you need to know? | 16 |
| 1.5.3 | Different computing environments | 17 |
| I | Numbers | 21 |
| 2 | 0 and 1 | 23 |
| 2.1 | Robust communication | 23 |
| 2.2 | Why 0 and 1 in computers? | 23 |

| | | |
|----------|---|-----------|
| 2.3 | True and False | 25 |
| 2.3.1 | Logical variables and logical operators | 26 |
| 2.3.2 | Combinations of logical operators | 29 |
| 3 | Numbers and Numeral Systems | 31 |
| 3.1 | Terminology and Notation | 31 |
| 3.2 | Natural Numbers in Different Numeral Systems | 33 |
| 3.2.1 | Alternative Numeral Systems | 33 |
| 3.2.2 | Conversion to the Base- β Numeral System | 36 |
| 3.2.3 | Conversion between base-2 and base-16 | 39 |
| 3.3 | Representation of Fractional Numbers | 40 |
| 3.3.1 | Rational and Irrational Numbers in Base- β | 41 |
| 3.3.2 | An Algorithm for Converting Fractional Numbers | 45 |
| 3.3.3 | Conversion between binary and hexadecimal | 46 |
| 3.3.4 | Properties of Fractional Numbers in Base- β | 47 |
| 3.4 | Arithmetic in Base β | 50 |
| 3.4.1 | Addition | 50 |
| 3.4.2 | Subtraction | 51 |
| 3.4.3 | Multiplication | 51 |
| 4 | Computers, Numbers and Text | 55 |
| 4.1 | Representation of Integers | 55 |
| 4.1.1 | Bits, bytes and numbers | 56 |
| 4.1.2 | Fixed size integers | 57 |
| 4.1.3 | Two's complement | 58 |
| 4.1.4 | Integers in Java | 59 |
| 4.1.5 | Integers in Python | 60 |
| 4.1.6 | Division by zero | 61 |
| 4.2 | Computers and real numbers | 61 |
| 4.2.1 | Representation of real numbers | 62 |
| 4.2.2 | Floating point numbers in Java | 66 |
| 4.2.3 | Floating point numbers in Python | 66 |
| 4.3 | Representation of letters and other characters | 66 |
| 4.3.1 | The ASCII table | 67 |
| 4.3.2 | ISO latin character sets | 68 |
| 4.3.3 | Unicode | 68 |
| 4.3.4 | UTF-8 | 69 |
| 4.3.5 | UTF-16 | 71 |
| 4.3.6 | UTF-32 | 73 |
| 4.3.7 | Text in Java | 73 |

| | | |
|-----------|--|------------|
| 4.3.8 | Text in Python | 73 |
| 4.4 | Representation of general information | 74 |
| 4.4.1 | Text | 74 |
| 4.4.2 | Numbers | 75 |
| 4.4.3 | General information | 75 |
| 4.4.4 | Computer programs | 75 |
| 4.5 | A fundamental principle of computing | 76 |
| 5 | Round-off errors | 83 |
| 5.1 | Measuring the error | 83 |
| 5.1.1 | Absolute error | 84 |
| 5.1.2 | Relative error | 84 |
| 5.1.3 | Properties of the relative error | 85 |
| 5.2 | Errors in integer arithmetic | 88 |
| 5.3 | Errors in floating point arithmetic | 88 |
| 5.3.1 | Errors in floating point representation | 90 |
| 5.3.2 | Floating point errors in addition/subtraction | 91 |
| 5.3.3 | Floating point errors in multiplication and division | 95 |
| 5.4 | Rewriting formulas to avoid rounding errors | 97 |
| 5.5 | Summary | 98 |
| II | Sequences of Numbers | 103 |
| 6 | Difference Equations and Round-off Errors | 105 |
| 6.1 | Why equations? | 105 |
| 6.2 | Difference equations defined | 106 |
| 6.3 | Simulating difference equations | 110 |
| 6.4 | Review of the theory for linear equations | 112 |
| 6.4.1 | First-order homogenous equations | 112 |
| 6.4.2 | Second-order homogenous equations | 113 |
| 6.4.3 | Linear homogenous equations of general order | 116 |
| 6.4.4 | Inhomogenous equations | 117 |
| 6.5 | Round-off errors and stability for linear equations | 120 |
| 6.5.1 | Explanation of example 6.19 | 122 |
| 6.5.2 | Round-off errors for linear equations of general order | 124 |
| 6.6 | Summary | 126 |

| | |
|---|------------|
| 7 Lossless Compression | 129 |
| 7.1 Introduction | 130 |
| 7.1.1 Run-length coding | 131 |
| 7.2 Huffman coding | 131 |
| 7.2.1 Binary trees | 133 |
| 7.2.2 Huffman trees | 134 |
| 7.2.3 The Huffman algorithm | 135 |
| 7.2.4 Properties of Huffman trees | 139 |
| 7.3 Probabilities and information entropy | 140 |
| 7.3.1 Probabilities rather than frequencies | 140 |
| 7.3.2 Information entropy | 142 |
| 7.4 Arithmetic coding | 143 |
| 7.4.1 Arithmetic coding basics | 143 |
| 7.4.2 An algorithm for arithmetic coding | 145 |
| 7.4.3 Properties of arithmetic coding | 149 |
| 7.4.4 A decoding algorithm | 151 |
| 7.4.5 Arithmetic coding in practice | 153 |
| 7.5 Lempel-Ziv-Welch algorithm | 154 |
| 7.6 Lossless compression programs | 154 |
| 7.6.1 Compress | 155 |
| 7.6.2 gzip | 155 |
| 8 Audio compression in practice | 157 |
| 8.1 Wavelet based compression | 157 |
| 8.2 Fourier analysis and the DCT | 159 |
| 8.2.1 The Discrete Cosine Transform | 161 |
| 8.3 Psycho-acoustic models | 165 |
| 8.4 Digital audio formats | 166 |
| 8.4.1 Audio sampling — PCM | 166 |
| 8.4.2 Lossless formats | 167 |
| 8.4.3 Lossy formats | 168 |
| III Functions | 171 |
| 9 Polynomial Interpolation | 173 |
| 9.1 Taylor polynomials | 174 |
| 9.1.1 Derivation of the Taylor formula | 175 |
| 9.1.2 The remainder | 177 |
| 9.2 Interpolation | 182 |

| | | |
|-------|--|-----|
| 9.2.1 | Polynomial interpolation is possible | 182 |
| 9.2.2 | The Newton form | 187 |
| 9.2.3 | Divided differences | 190 |
| 9.2.4 | Computing with the Newton form | 193 |
| 9.2.5 | Interpolation error | 196 |
| 9.3 | Summary | 198 |