

The Beauty and Joy of Computing

Lecture #1 Welcome; Abstraction

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BJC: YOU'LL LOVE IT!

Watch the student testimonials about the course, what it means to them, and how it has changed their lives. Inspiring!



inst.eecs.berkeley.edu/~cs10/

BJC in one slide

Big Ideas of Programming

- Abstraction
- Algorithms (2)
- Recursion (2)
- Functions-as-data, λ (2)
- Programming Paradigms
- Concurrency
- Distributed Computing

Beauty and Joy

- "CS Unplugged" activities
- All lab work in pairs
- Two 3-week projects in pairs
 - Of their own choice!!
- One blog
 - Of students' own choice!!

Big Ideas of Computing

- HowStuffWorks
 - 3D Graphics
 - Video Games
 - Computational Game Theory
- Research Summaries
 - Al
 - HCI
- Apps that Changed the World
- Social Implications of Computing
- Saving the World with Computing
- How Twitter Works (guest lecture)
- Cloud Computing
- Limits of Computing
- Future of Computing





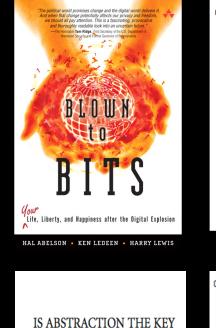
Format & Textbooks

Format (7 hrs/wk * 14 wks)

Mon	Wed	Fri
Lecture	Lecture	Discussion
Lab	Lab	
Lab	Lab	

Selected Reading

- Taken from great book ("Blown to Bits" by Abelson, Ledeen & Lewis) + articles + videos
- Current events EVERY DAY (e.g., IBM's Watson vs Jeopardy)
- All resources FREE
 - Even clickers!



TO COMPUTING?

ritical to these questions is the notion of abstraction

AV TEFF KRAMER-

iduce clear, elegant derigns and programs, while others cans while to improve these skills through education and training

> mputer science and software engine tience ranges from courses in progra

systems, distilianted algorithms, concurrency, lesign. All these courses require that students as problem solving, conceptualization, modeling My experience is that the better early able to handle complexity and to produce a rad designs. The same students are also able be complexities of distributed algorithms, the Various modeling notations, and other

*

Imment Software Association (www. city/gamer_data.php) has reported a 200 million hours are spent each day atter and video games in the U.S. Indeed, werenge American has spent more than alaying such games''--equivalent to five ga full-time job 40 hours per week.

contributed articles



where worster v. vaaru, Editor-in-Chief of Consensationform, instited us to submit an article, he recalled; now the flar learned where Scarath the recalled; now the flar learned with scarath me how she triefed to get here 10 year-old daughter interestered in programming, and the only thing: that a year were hoping for when we set out to develop Scratch sity years ago. We wanted to develop an approach to programming that would appeal to the order programming that would appeal to the programming that would appeal to the programming that would appeal to the programming that are proved to programming that would appeal to the programming that the programming that would appeal to the programming that the programming that would appeal to the programming that would appeal to the programming that the programming the programmi

to programming that would appeal to the data methods imagined threadenesses as no s. We wanted to make it easy for everyone, and share their inferents, to program and share their centions with one another, main sub stare their centions with one another, main share their centions with one another, public launch in May 2007, the Senteth means the sentence public launch in May 2007, the senteth means public launch in May 2007, the senteth means and the sentence and the sentence the sentenc





UC Berkeley "The Beauty and Joy of Computing" : Welcome, Abstraction (4)

Peer Instruction

- Increase real-time learning in lecture, test understanding of concepts vs. details
- As complete a "segment" ask multiple choice question
 - I-2 minutes to decide yourself
 - 2 minutes in pairs/triples to reach consensus. Teach others!
 - 2 minute discussion of answers, questions, clarifications

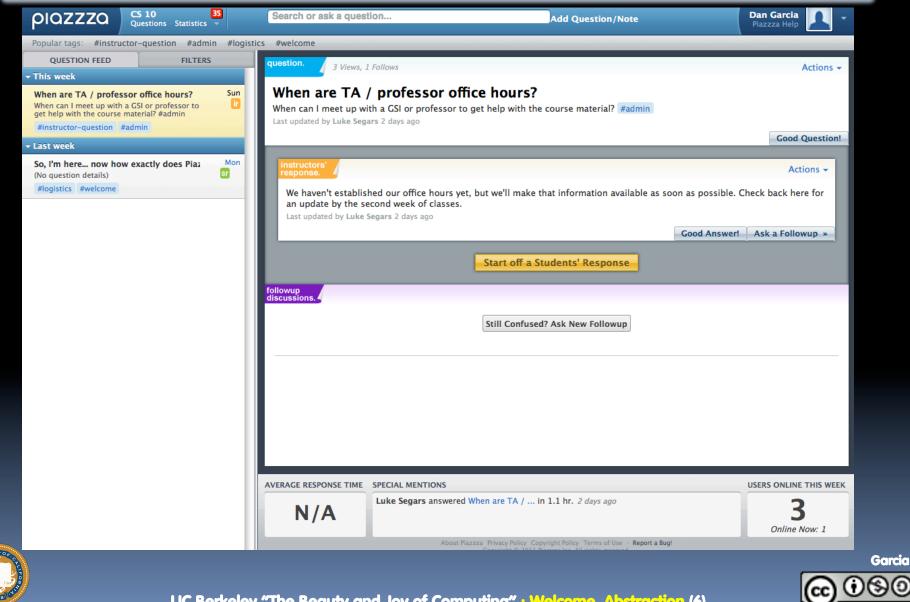








bjc Piazza for {ask,answer}ing questions



UC Berkeley "The Beauty and Joy of Computing" : Welcome, Abstraction (6)

Pro-student Grading Policies

EPA

- Rewards good behavior
- □ <u>E</u>ffort
 - E.g., Office hours, doing every single lab, hw, reading Piazza pages
- <u>Participation</u>
 - E.g., Raising hand in lec or discussion, asking questions on Piazza
- <u>A</u>ltruism
 - E.g., helping other students in lab, answering questions on Piazza

You have 3 "Slip Days"

- You use them to extend due date, 1 slip day for 1 day extension
- You can use them one at a time or all at once or in any combination
- They follow you around when you pair up (you are counted individually)
 - E.g., A has 2, B has 0.
 Project is late by 1 day.
 A uses 1, B is 1 day late
- Late is 1/3 off/day





Abstraction

Detail removal

 "The act or process of leaving out of consideration one or more properties of a complex object so as to attend to others."

Generalization

 "The process of formulating general concepts by abstracting common properties of instances"





UC Berkeley "The Beauty and Joy of Computing" : Welcome, Abstraction (8)







General Purpose Online Map

Selected Roads

Our Result

Automatic Generation of Detail Maps Maneesh Agrawala (UCB EECS), among others

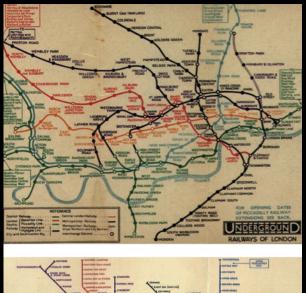




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Detail Removal (in BJC)

- You'll want to write a project to simulate a real-world situation, or play a game, or ...
- Abstraction is the idea that you focus on the essence, the cleanest way to map the messy real world to one you can build





The London Underground 1928 Map & the 1933 map by Harry Beck.





Generalization Example

- You have a farm with many animal kinds.
- Different food for each
- You have directions that say
 - To feed dog, put dog food in dog dish
 - To feed chicken, put chicken food in chicken dish
 - To feed rabbit, put rabbit food in rabbit dish
 - □ Etc…
- How could you do better?
 - To feed <animal>, put <animal> food in <animal> dish





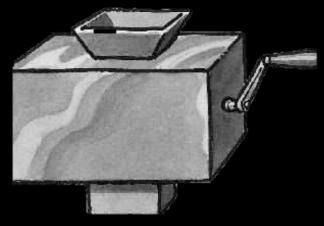


Generalization (in BJC)

 You are going to learn to write functions, like in math class:

y = sin(x)

 You should think about what inputs make sense to use so you don't have to duplicate code



"Function machine" from *Simply Scheme* (Harvey)





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bjc Summary

- Abstraction is one of the big ideas of computing and computational thinking
- Think about driving. How many of you know how a car works? How many can drive a car? Abstraction!



Someone who died in 1930 could still drive a car today because they've kept the same Abstraction! (right pedal faster, left pedal slow)





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