

MAT 305: Mathematical Computing

Introduction to Mathematical Computing

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Outline

- 1 What this class is about
- 2 Computer programming
- 3 Summary

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Description

Introduction to symbolic mathematical problem solving using computer based systems.

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- *introduction*: there is a huge world beyond this
- *symbolic*: as opposed to *numeric*
 - exact v. approximate

Problem solving or programming?

- This class is about mathematics
 - Problem solving
 - (new!) Introduce ideas of higher mathematics: matrices, modular arithmetic
- Some problems best attacked with a computer
 - Long
 - Experimentation
 - Repetitive/tedious
- Computers require instructions, called **programs**
- We study *some* programming, but class not about programming

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Why program?

- Programming bridges gap between humans, computers
 - Computers don't understand human languages
 - Humans intuitive, poetic; computers literal, mechanical
 - Computers only understand **on** or **off**
 - (Most) humans don't understand a computer's native language
 - Mathematics literal and precise, but (most) humans don't understand it, either!
 - Even the humans that do, prefer not to talk to the computer in that language
- Control over computer
- Deeper understanding of computer technology

Kinds of computer languages

What this class
is about

Computer
programming

Summary

- Compiled
 - C/C++
 - FORTRAN
 - Go
- Interpreted or scripting
 - BASIC
 - Python
 - Perl
- Mixed (“bytecode”)
 - C#(.NET)
 - Java

Paradigms of computer languages

- Imperative: BASIC, FORTRAN
- Modular: Modula-2
- Object-oriented: Smalltalk
- Functional: Haskell, ML
- Modern (C++, Python) languages blend

Symbolic systems

- Typically interpreted, but *can* sometimes compile
- We focus on Sage, which mixes both worlds

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Summary

- This class about *mathematical* problem solving
- Some programming involved, but that is not the purpose
- Uses programming via Sage