

The SCIENCE in Computer Science

Hamzeh Roumani,

Dept of Computer Science and Engineering, York University

The SCIENCE in Computer Science

1. How is CS unique?
2. What is Science?
3. Is computer science a Science?
4. Building the CS Universe
5. Areas of Study
6. Concluding Remarks
7. Questions

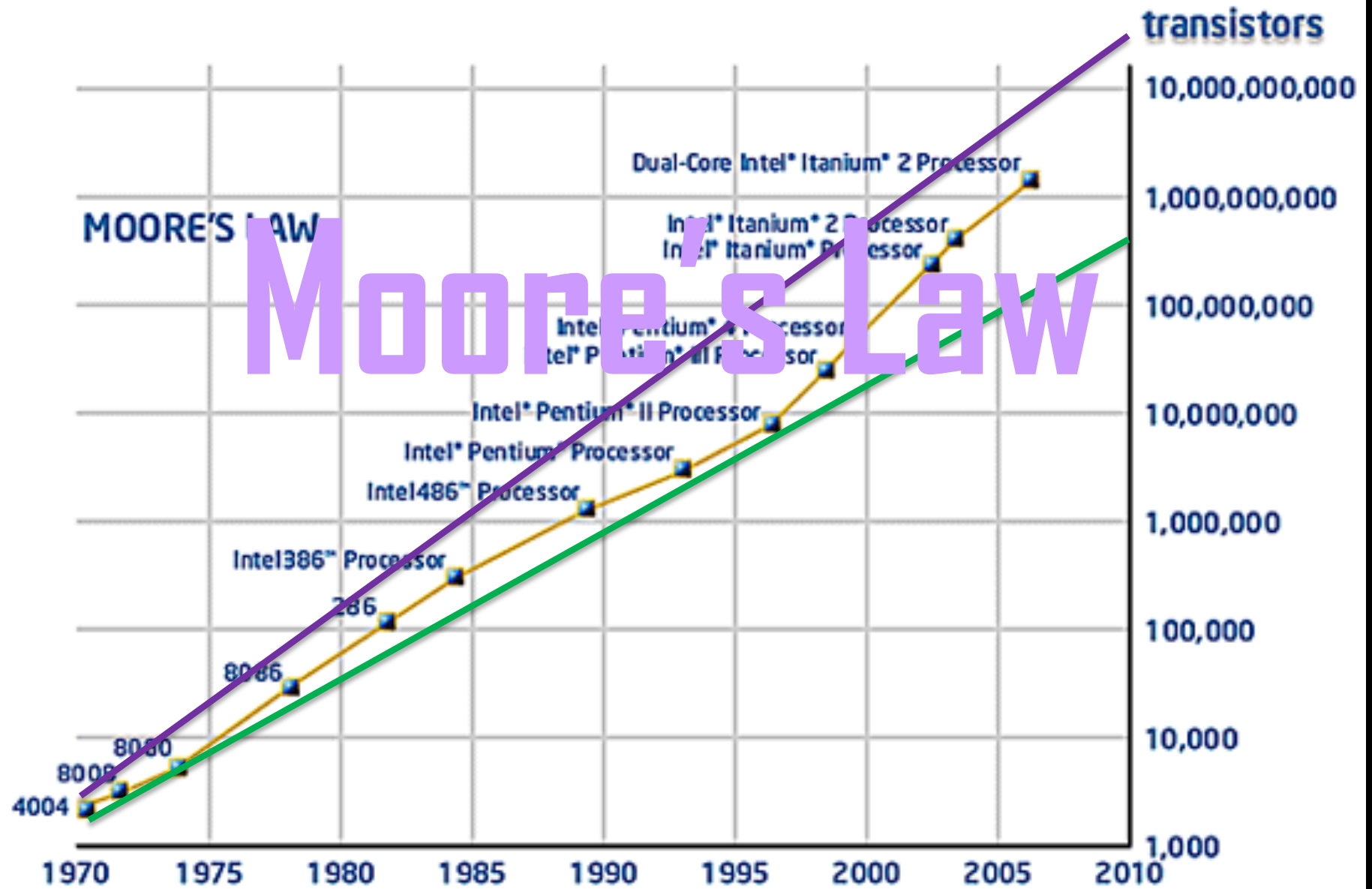
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How is Computer Science Unique?

Pace
of Progress

Pervasiveness
into "everything"



Source: www.intel.com

PERVASIVENESS

Telecom, Manufacturing, Banking, ...

IP-Based Intellectual Property

Enables ~ \$5T = 10% World GDP

Infrastructure of the economy

Consumer-centred services

Web 2.0 Societies

Physics, Biology, ... even Math

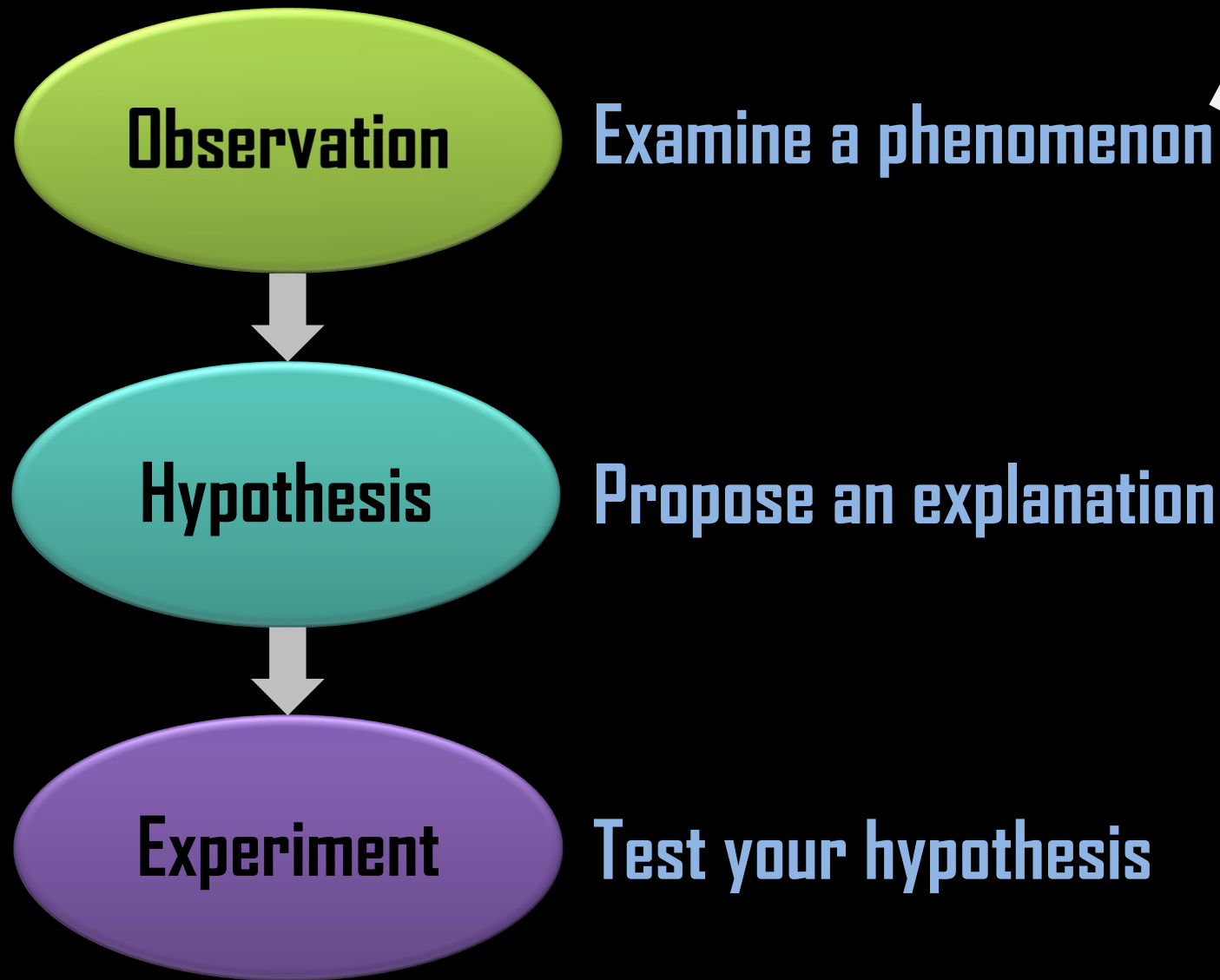
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What?

How?

The Scientific Method



WHAT

HOW

**No amount of experimentation can ever
prove me right; a single experiment can
prove me wrong.**

Albert Einstein (1879-1955)

The Evolution of Knowledge



Having established one hypothesis, find another that explains it at a deeper level.



Having established several hypotheses, find one that incorporates all of them.

Hypotheses → Theories → Laws of Nature

The Spectrum of Sciences

Length Scale

Astronomy: parsec = 10^{16} m

Geosciences: 1 km = 10^3 m

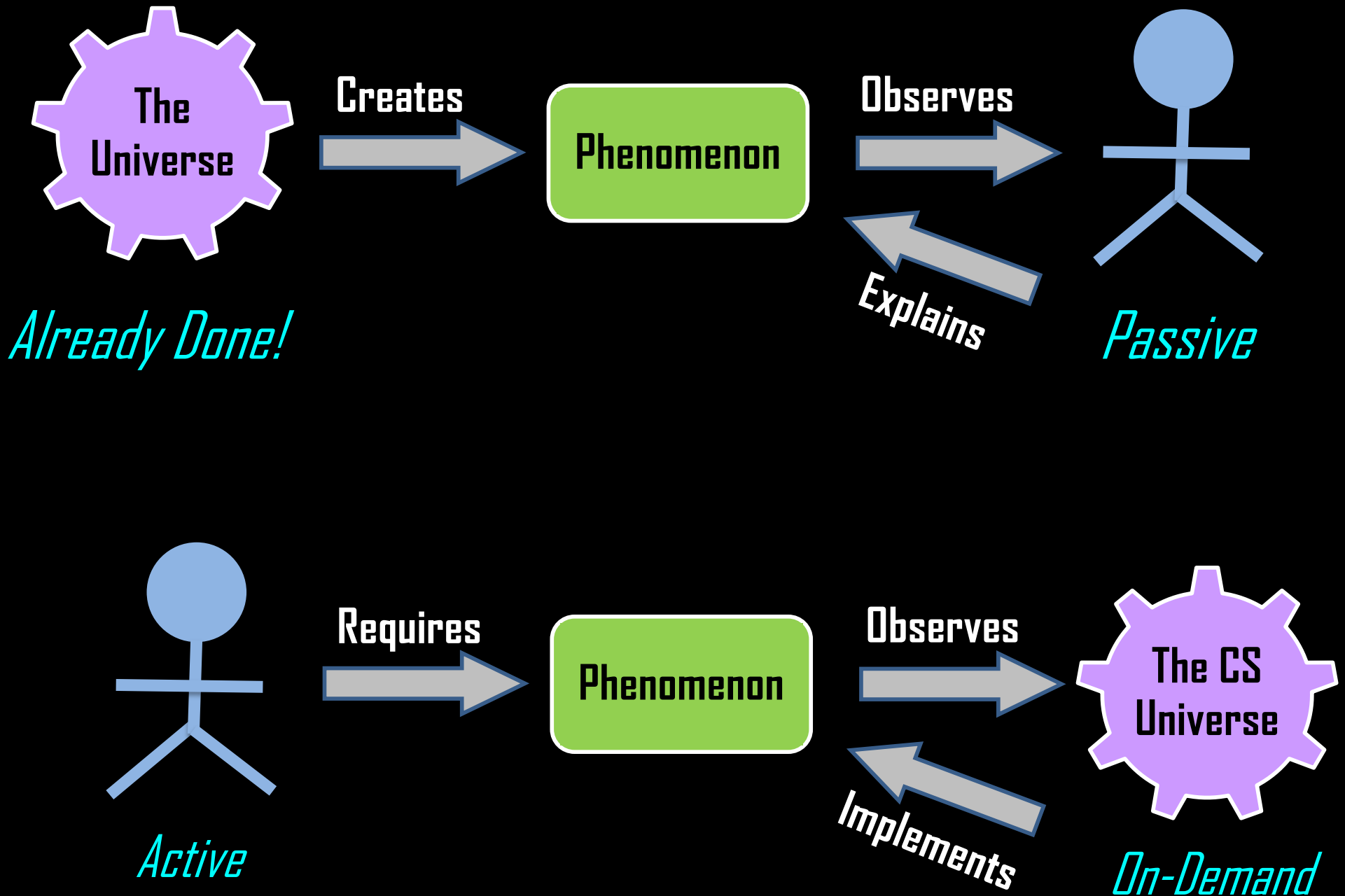
Biology: 1 micron = 10^{-6} m

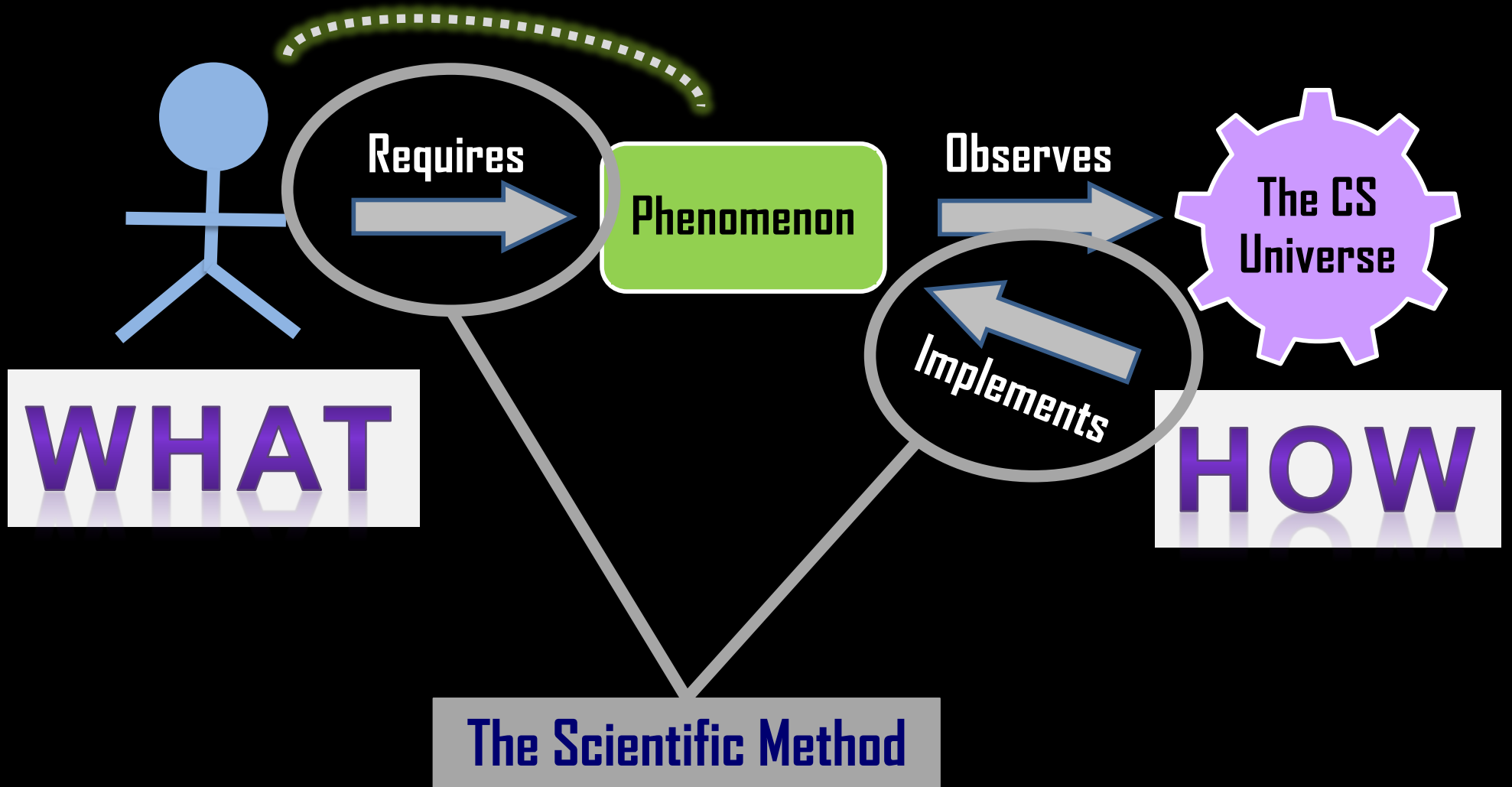
Chemistry: 1 nanometer = 10^{-9} m

Physics: 1 fermi = 10^{-15} m

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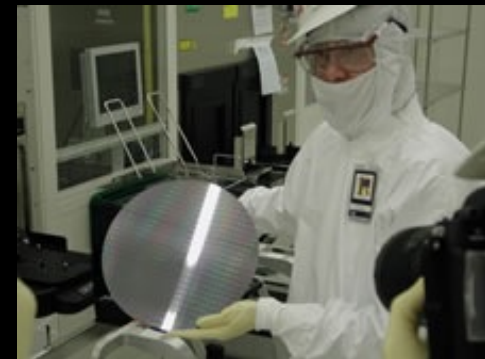


Program testing can be used to show the presence of errors, not their absence.

Edsger W. Dijkstra (1930-2002)

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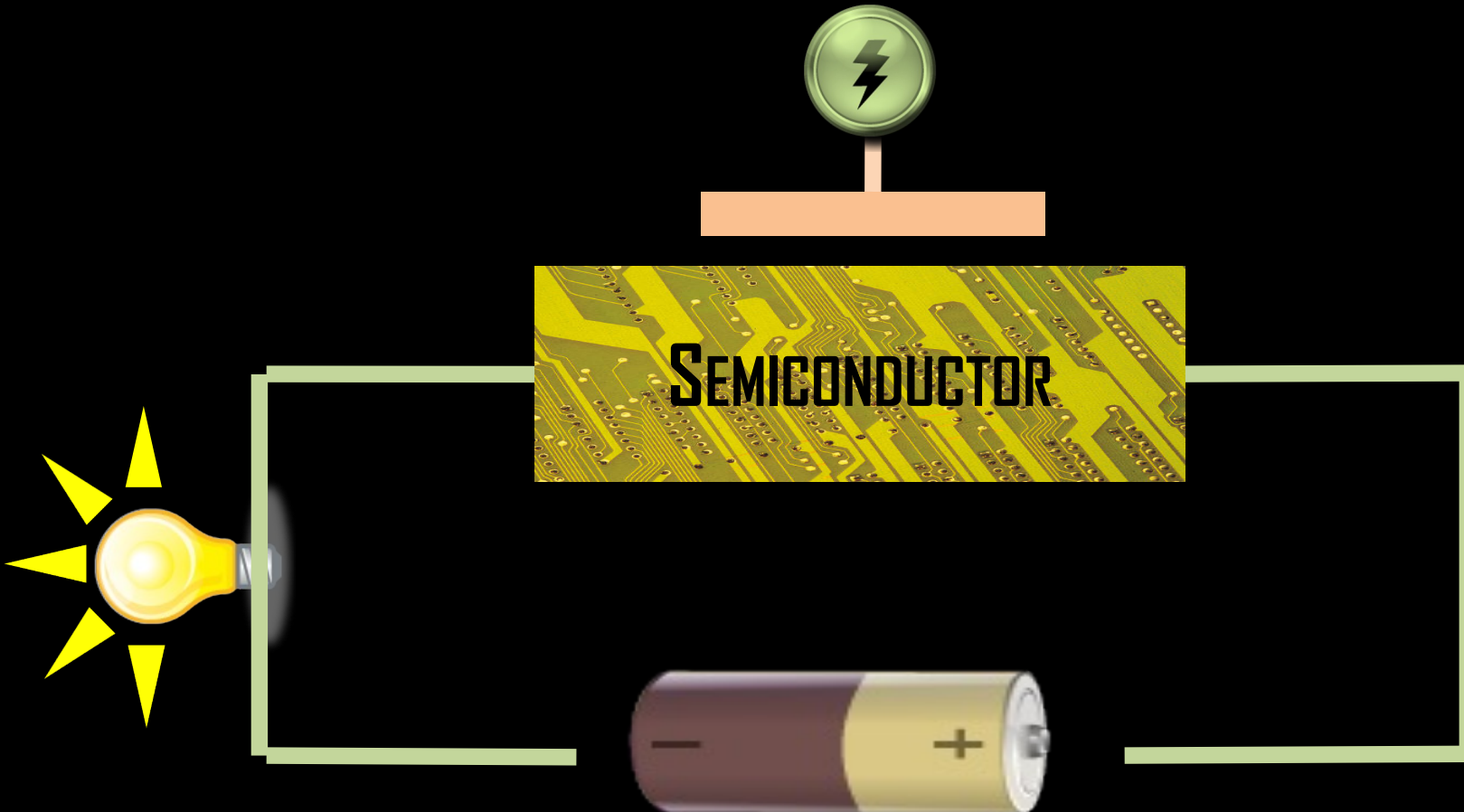
SEMICONDUCTORS



INSULATOR

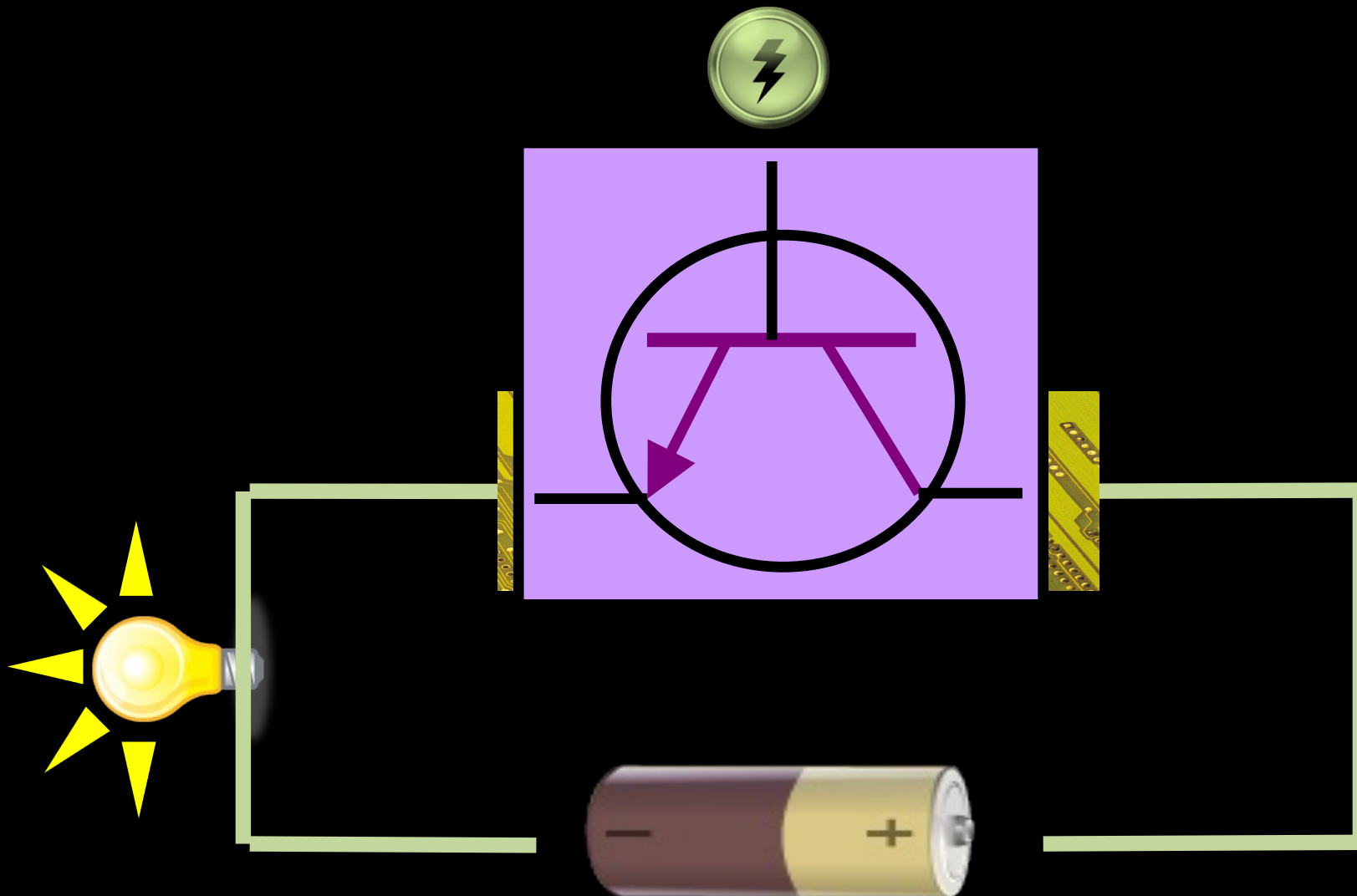
TRANSISTOR SWITCHES

SEMICONDUCTORS



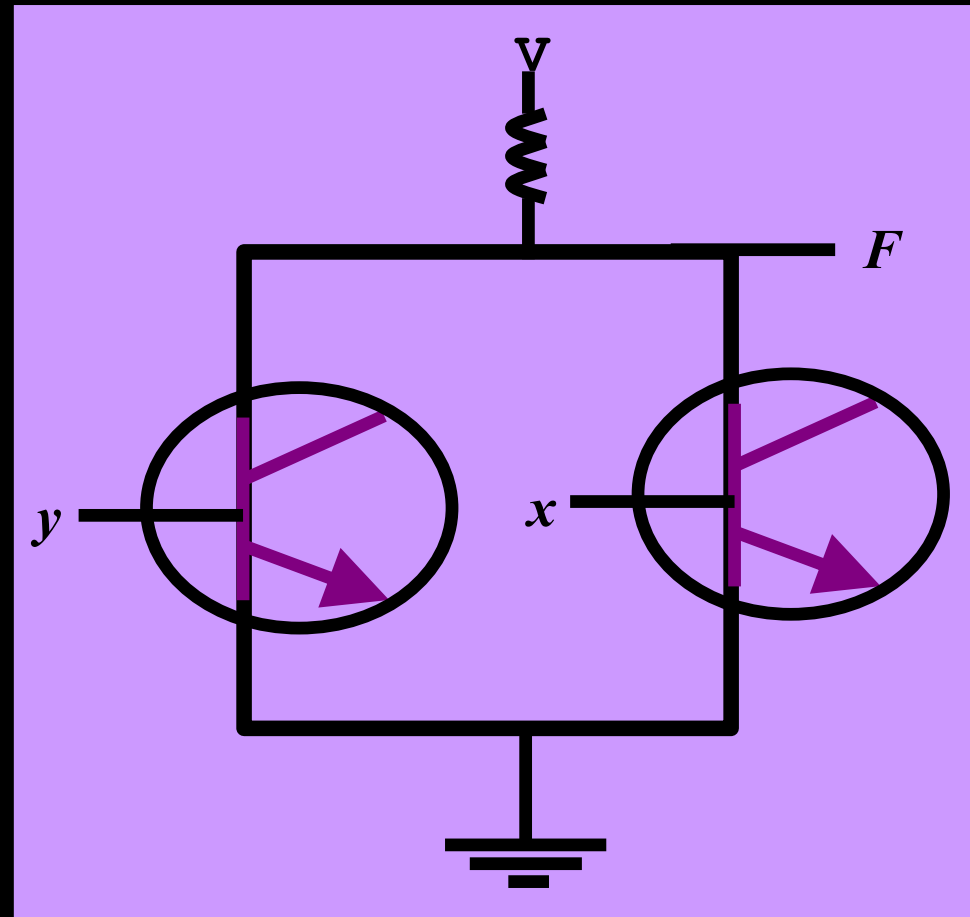
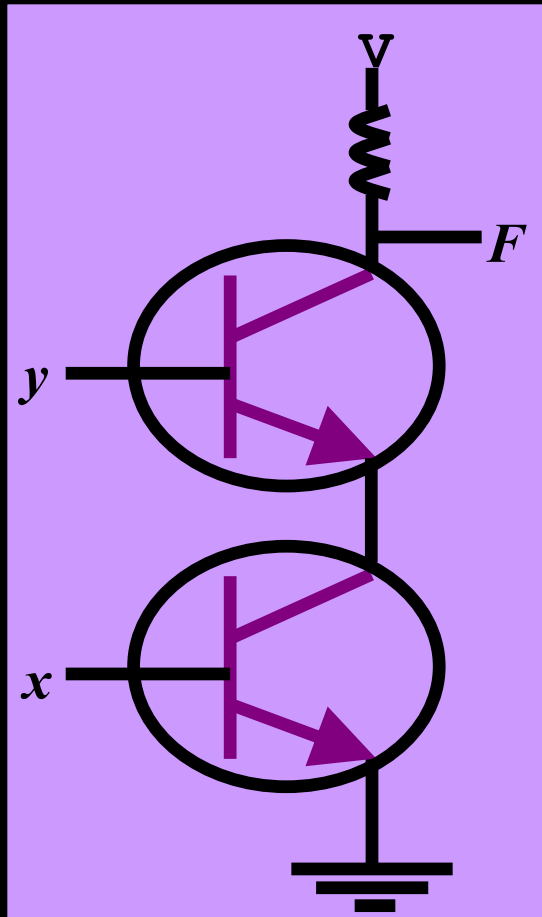
TRANSISTOR SWITCHES

SEMICONDUCTORS



TRANSISTOR SWITCHES

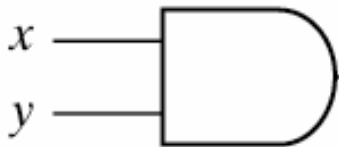

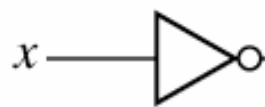
SEMICONDUCTORS



and | or | not | xor | nand | nor GATES

TRANSISTOR SWITCHES

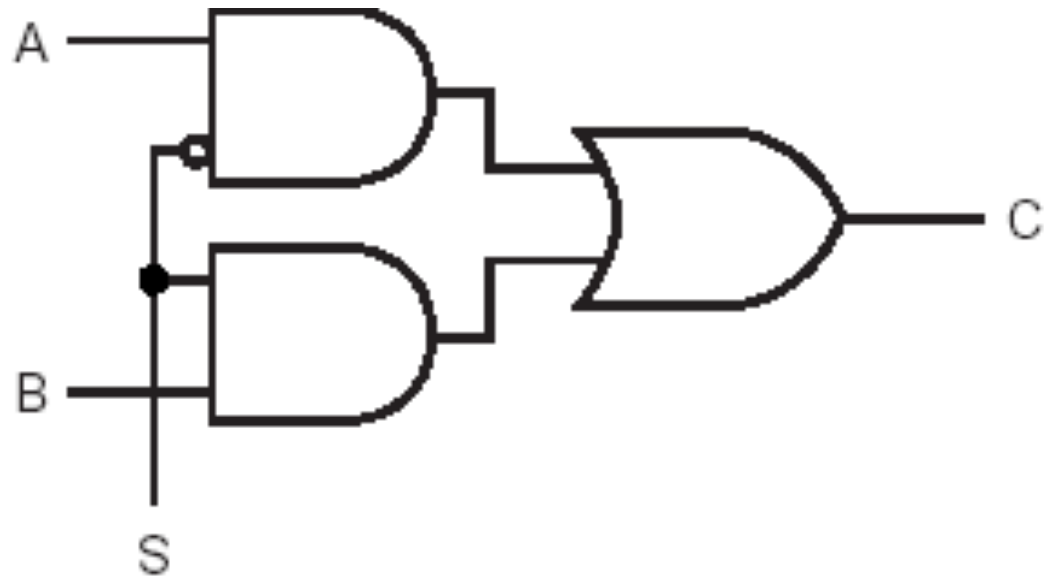
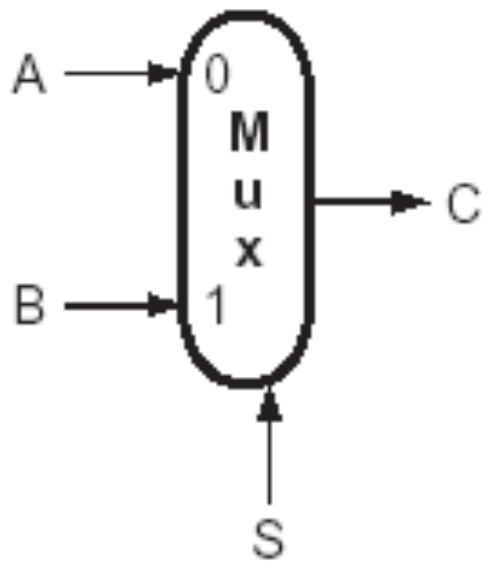
SEMICONDUCTORS

AND	 $F = xy$	<table border="1"> <thead> <tr> <th>x</th> <th>y</th> <th>F</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	x	y	F	0	0	0	0	1	0	1	0	0	1	1	1
x	y	F															
0	0	0															
0	1	0															
1	0	0															
1	1	1															
OR	 $F = x + y$	<table border="1"> <thead> <tr> <th>x</th> <th>y</th> <th>F</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	x	y	F	0	0	0	0	1	1	1	0	1	1	1	1
x	y	F															
0	0	0															
0	1	1															
1	0	1															
1	1	1															
Inverter	 $F = x'$	<table border="1"> <thead> <tr> <th>x</th> <th>F</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> </tr> </tbody> </table>	x	F	0	1	1	0									
x	F																
0	1																
1	0																

and | or | not | xor | nand | nor GATES

TRANSISTOR SWITCHES

SEMICONDUCTORS



Select between two alternatives A and B

Combinational | Sequential

and | or | not | xor | nand | nor GATES

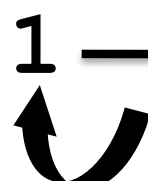
TRANSISTOR SWITCHES

SEMICONDUCTORS

$$\begin{array}{r} 0 \\ 0 \\ \hline 0 \end{array}$$

$$\begin{array}{r} 0 \\ 1 \\ \hline 1 \end{array}$$

$$\begin{array}{r} 1 \\ 0 \\ \hline 1 \end{array}$$

$$\begin{array}{r} 1 \\ 1 \\ \hline 0 \end{array}$$


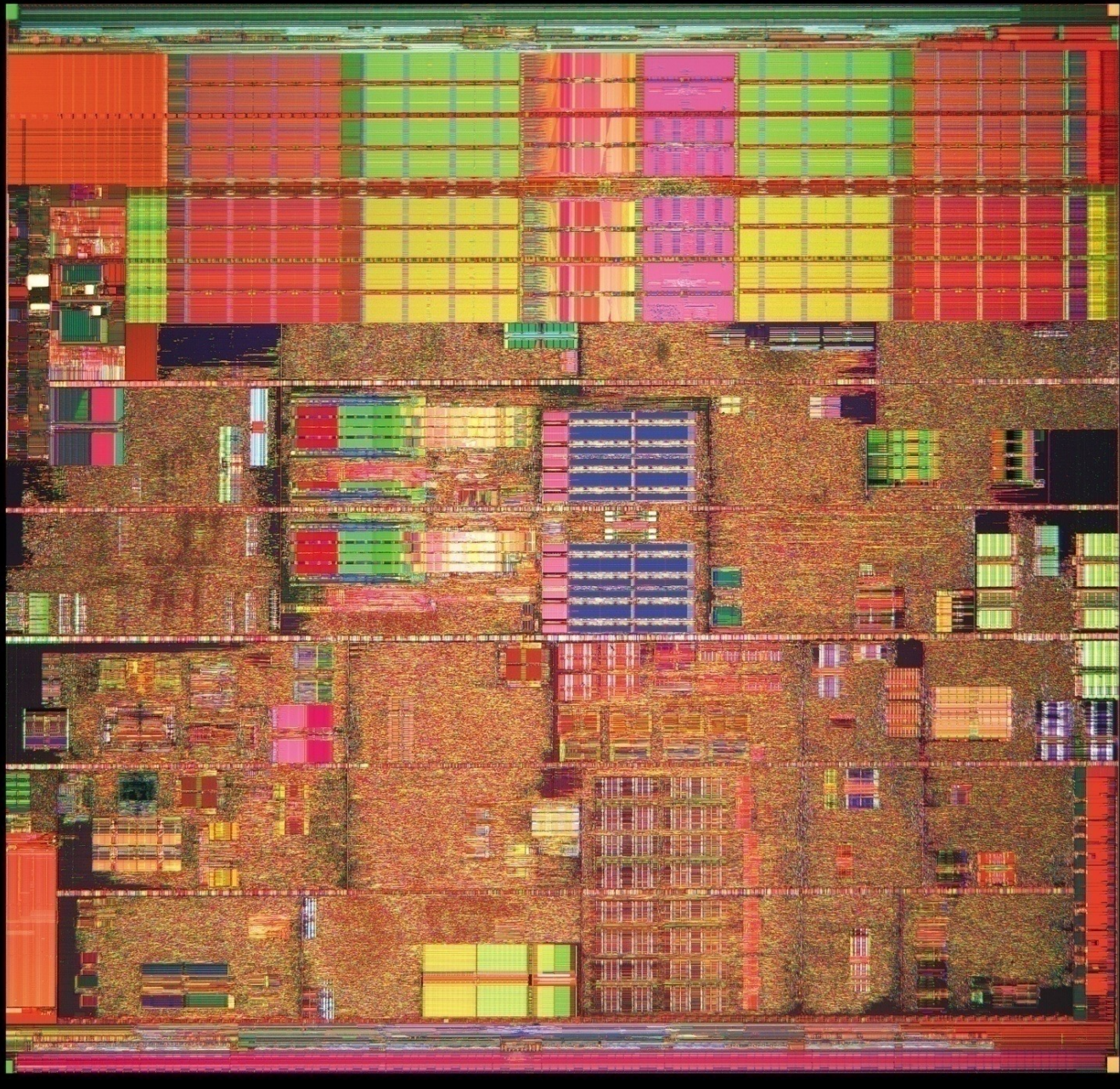
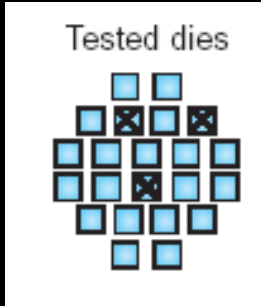
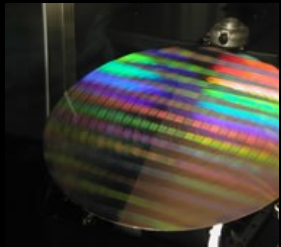
Add two numbers with XOR and AND

Combinational | Sequential

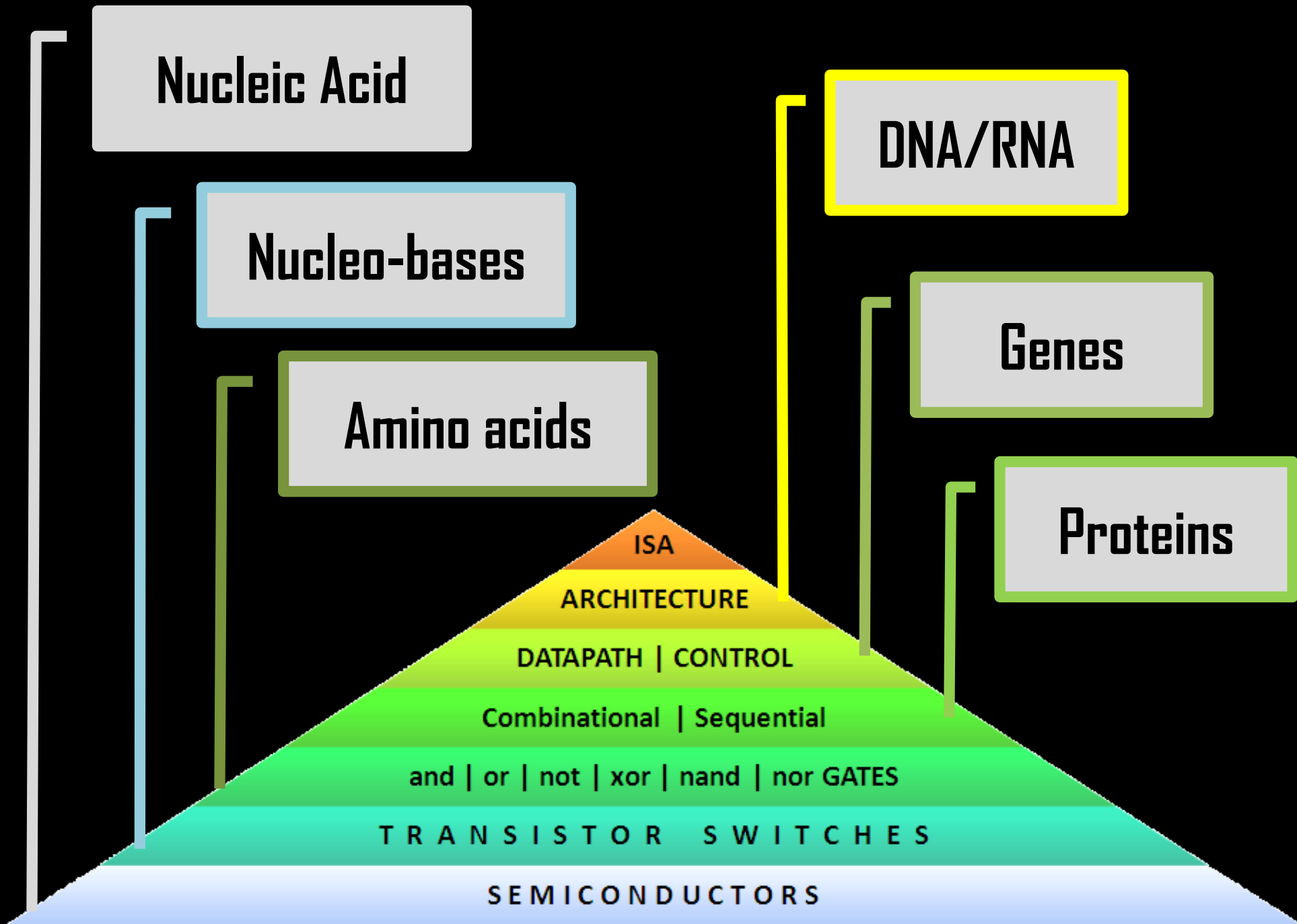
and | or | not | xor | nand | nor GATES

TRANSISTOR SWITCHES

SEMICONDUCTORS



SEMICONDUCTORS



WHAT without HOW

Vision | Robo | AI | HCI | CE | DB | Sim | Bio | DC | QC

Systems Design | Information Theory

POOP objects | SOA services

High Level Programs

Low Level Code

O/S

ISA

DATA PATH | CONTROL

FUNCTIONS

RS

```
la    $a0, yes
addi  $s0, $0, 550
add   $t0, $0, $0
add   $t1, $0, $0
lbl:  lw   $t2, list($t1)
      beq $t2, $s0, ok
      addi $t1, $t1, 4
      slti $t2, $t1, 40
      bne $t2,
la    $a0, no
ok:   addi $v0,
      syscall
      jr   $ra
      round = (target == list[i]);
}
```

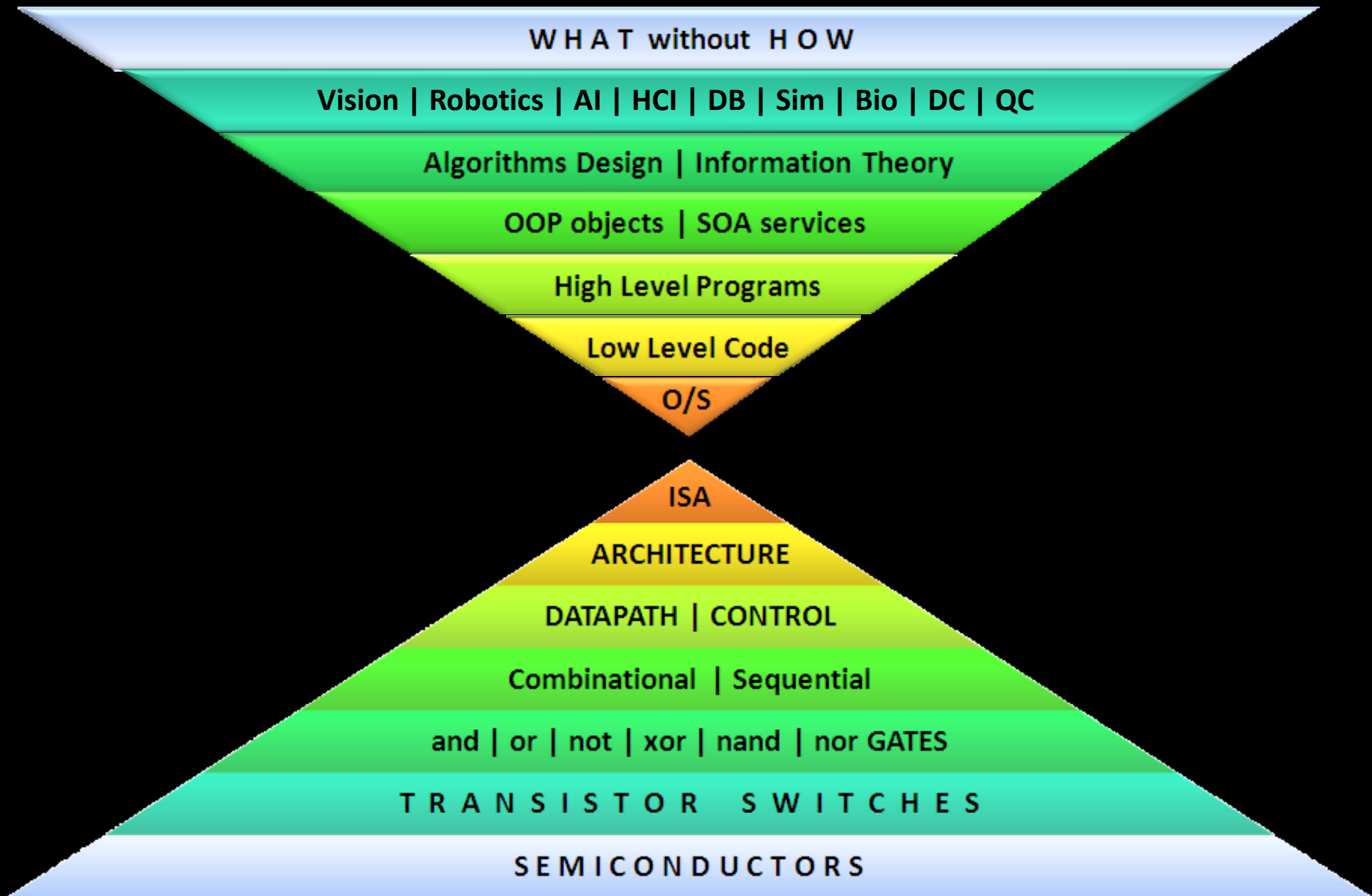
```
boolean found = list.contains(target);
```

```
Select * from list where key = target;
```

```
boolean found = service.invoke(target);
```

```
0x3c011001
0x34240028
0x20100226
0x00004020
0x00004820
0x3c011001
0x00290821
0x8c2a0000
000006
0x21290004
a0028
0x1540fffa
11001
0x54240031
0x20020004
0x0000000c
0x03e00008
```

The Computing Universe



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Areas in the Discipline

1. Two Myths About CS
2. Computing Careers
3. CS versus Computer Engineering
4. A Day in the Life of a CS researcher

Fallacies

✗ CS is about Computers

As much as Astronomy is about Telescopes!

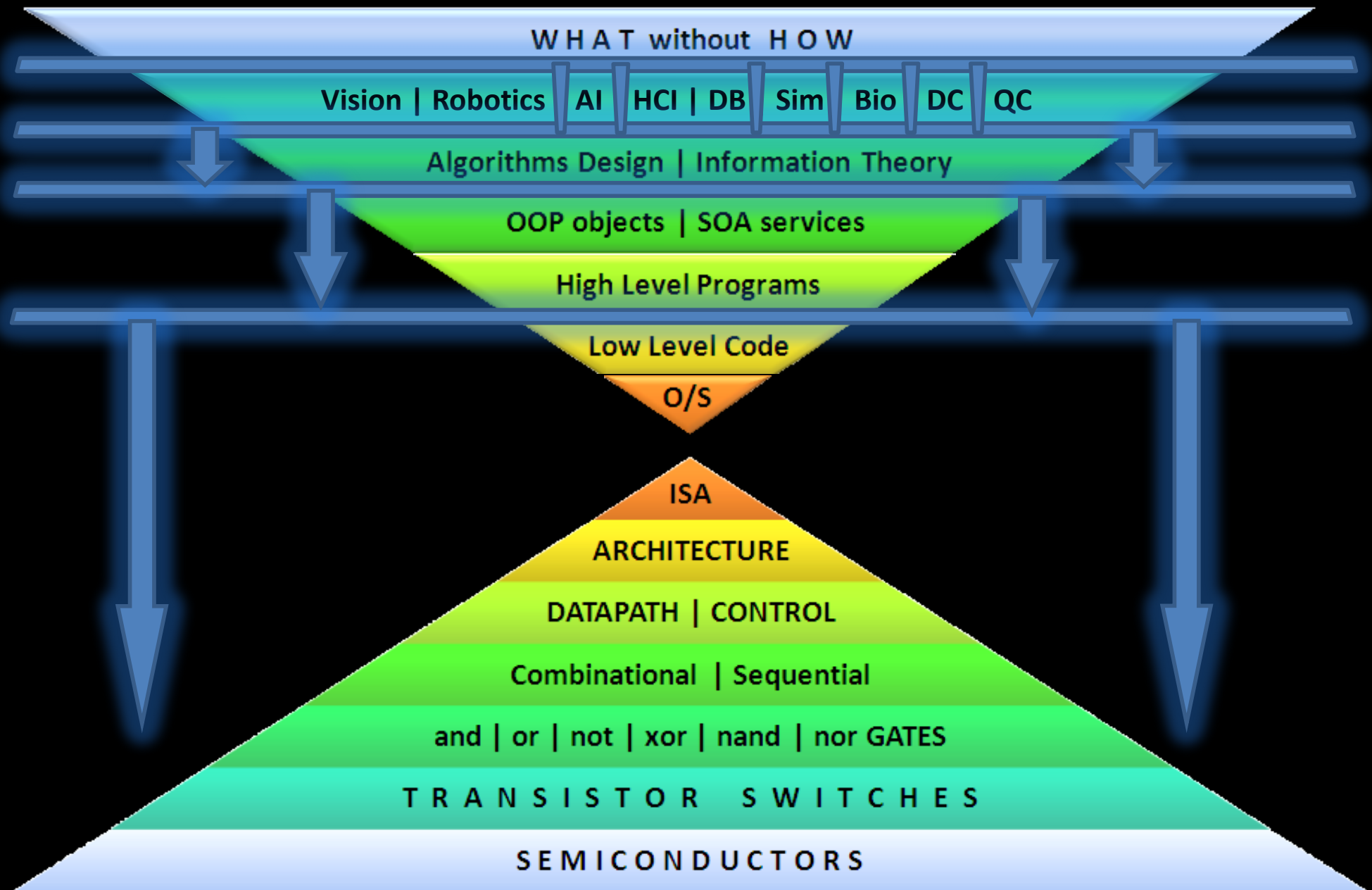
✗ CS is about Programming

As much as Literature is about Word Processing!

Proposal: the **WHOW** Science.



WHAT / HOW



General Areas

1. Hardware and Systems

2. Software and Applications

3. Theory

4. Computing Methodologies

AI, Graphics, Image Processing, Vision, Robotics,
Information Systems, HCI, Symbolic Computing, ...

Software and Applications



Users



Developers

TIME FLIES LIKE AN ARROW

Verb

Verb

Verb

Software and Applications



Users



Developers

Requirement

Specification



Analysts

Software and Applications



Users



Developers

Requirement

Architect

Specification

Business Analyst

System Analyst

Data Analyst

Database Specialist

Network Specialist

Security Specialist



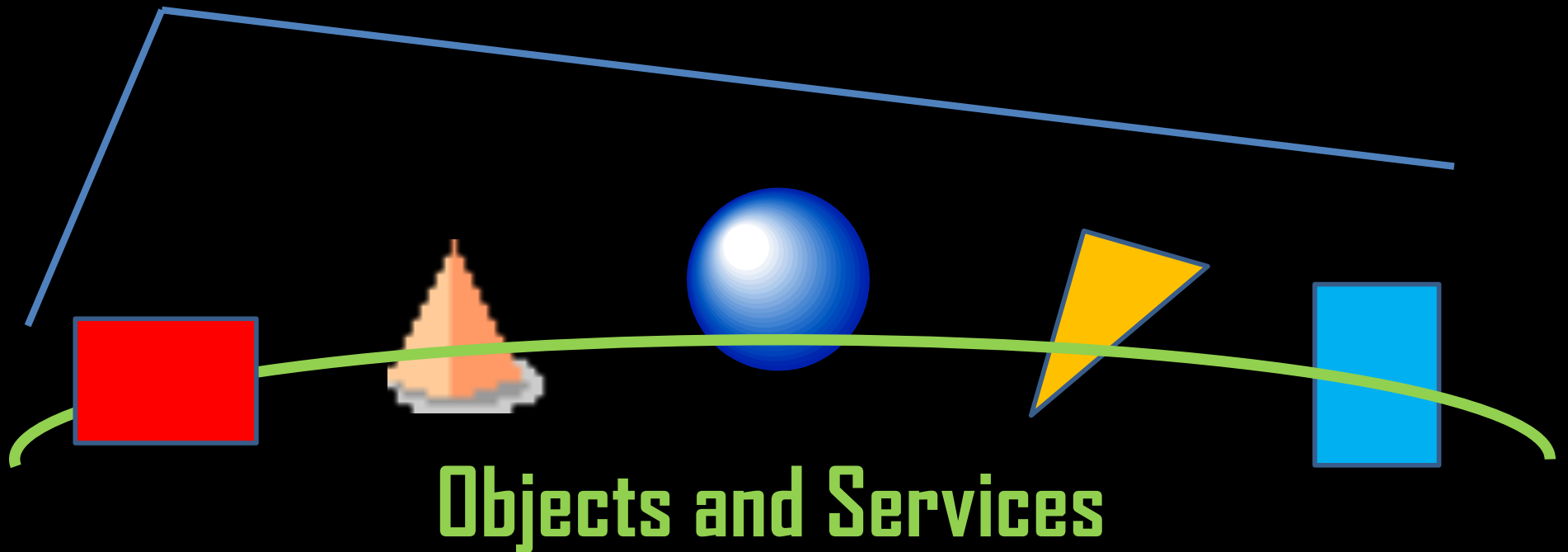
Analysts

Software and Applications



Developers

- XML Technologies
- Assembly of Components
- Automatic Code Generation

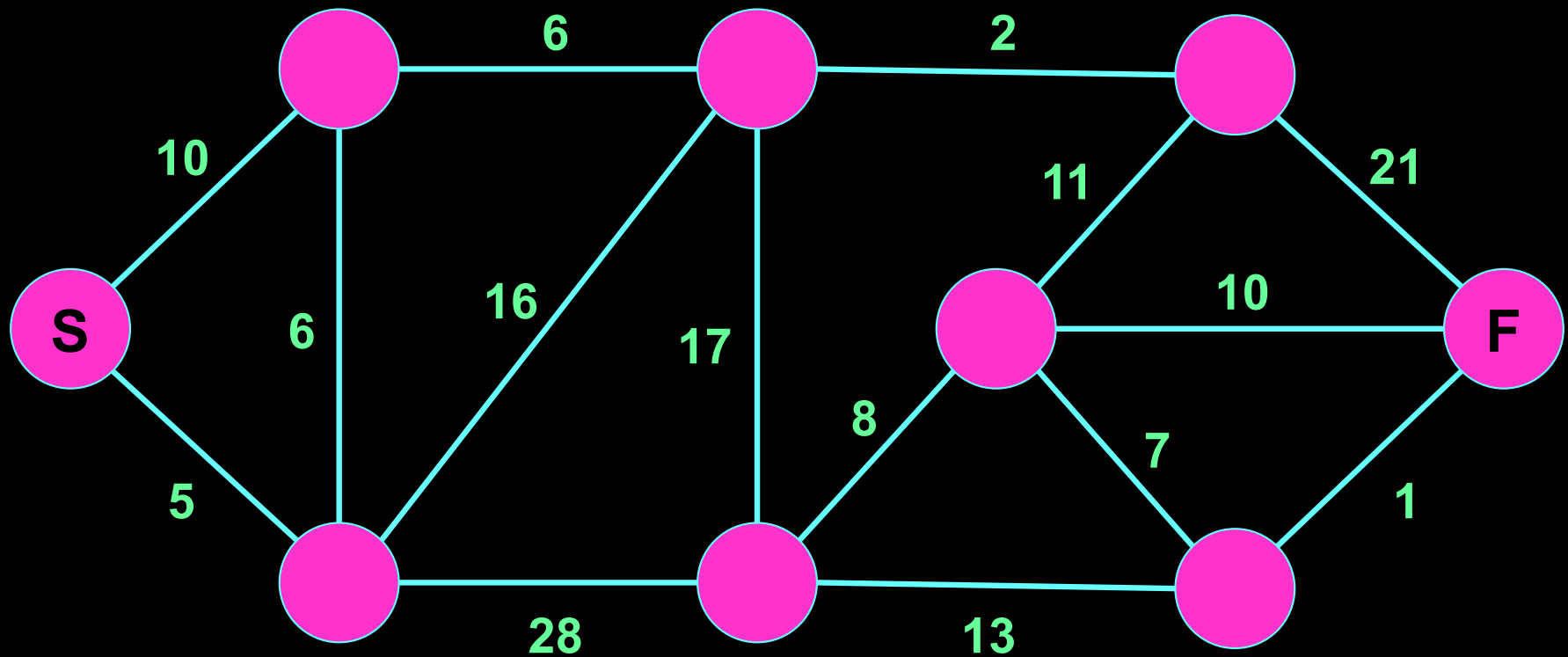


Theory

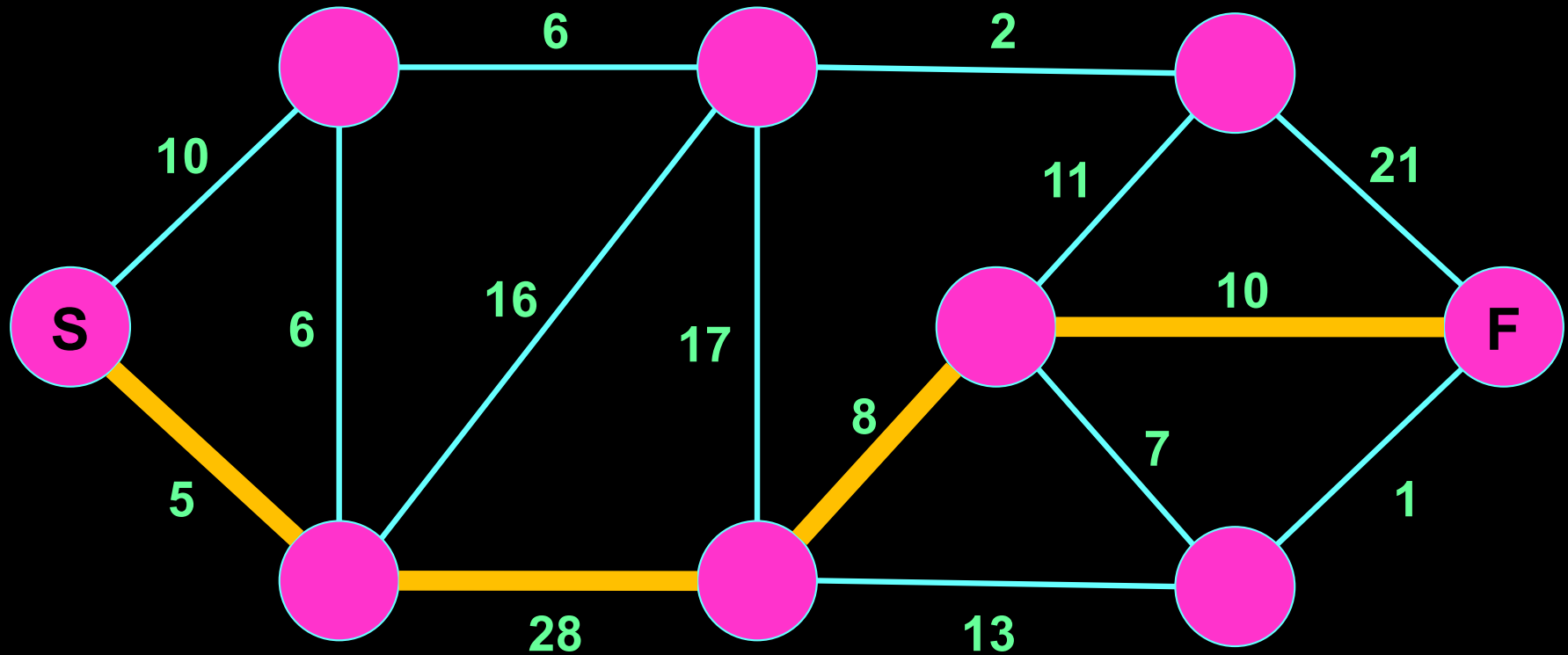
1. What is Computable?
2. How Quickly can we Compute?
3. Algorithms, Serial and Parallel
4. Cryptography

...

What is the shortest path from S to F?

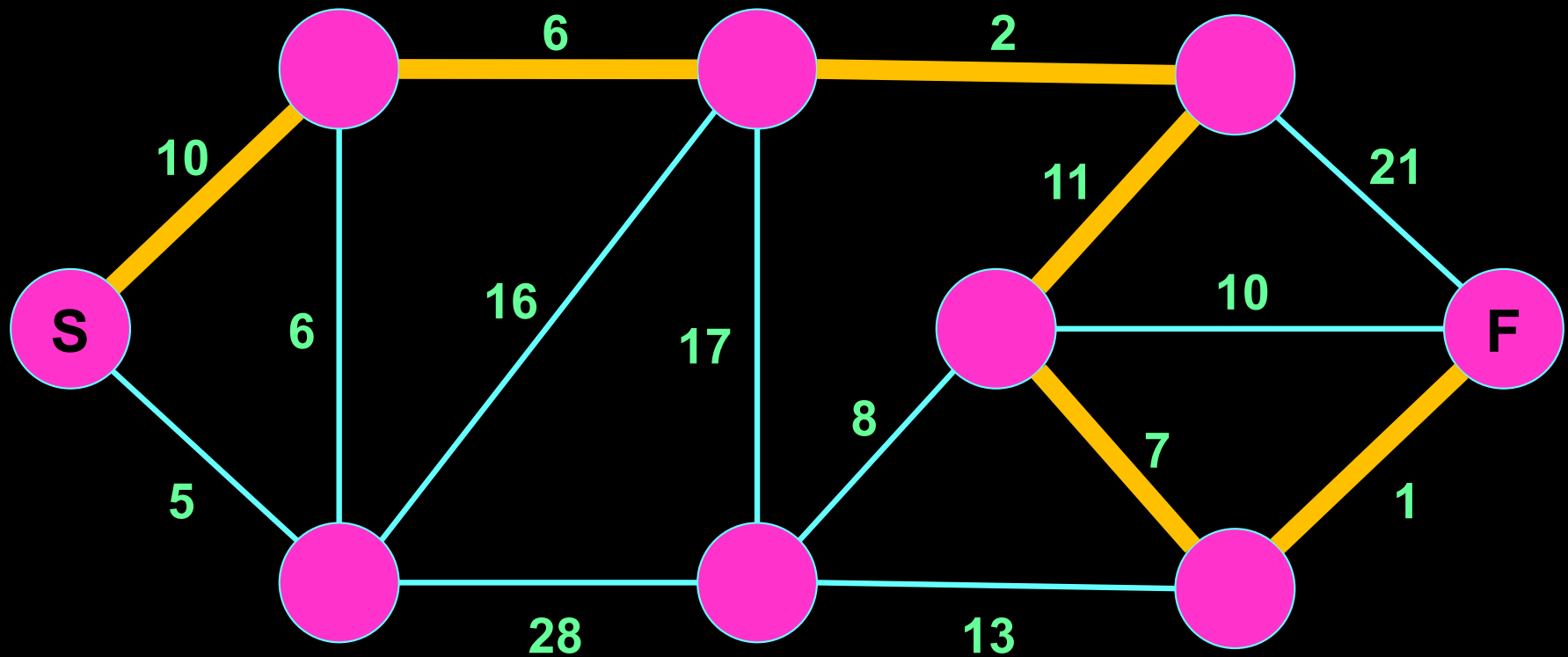


Is this Optimal?



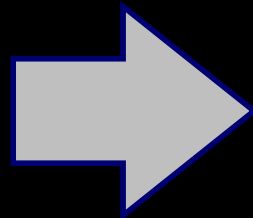
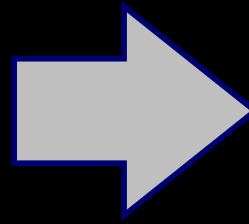
$$5 + 28 + 8 + 10 = 51$$

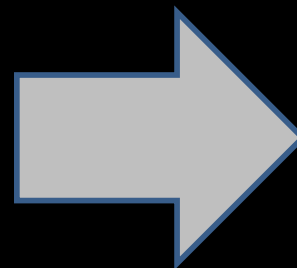
The Optimal Path:



$$10 + 6 + 2 + 11 + 7 + 1 = 37$$

HCI: Human-Computer Interaction





-	T	I	H	F	B
E	O	R	C	P	Z
A	S	U	G	Q	DEL
N	D	Y	J	,	0
L	W	X	.	1	2
M	K	?	3	4	5
V	'	6	7	8	9

	T	I	H	F	B
E	U	R	C	P	Z
A	S	U	E	U	DEL
N	U	Y	J		U
L	W	X	.	1	2
M	K	?	S	4	5
V	.	6	7	8	9

E

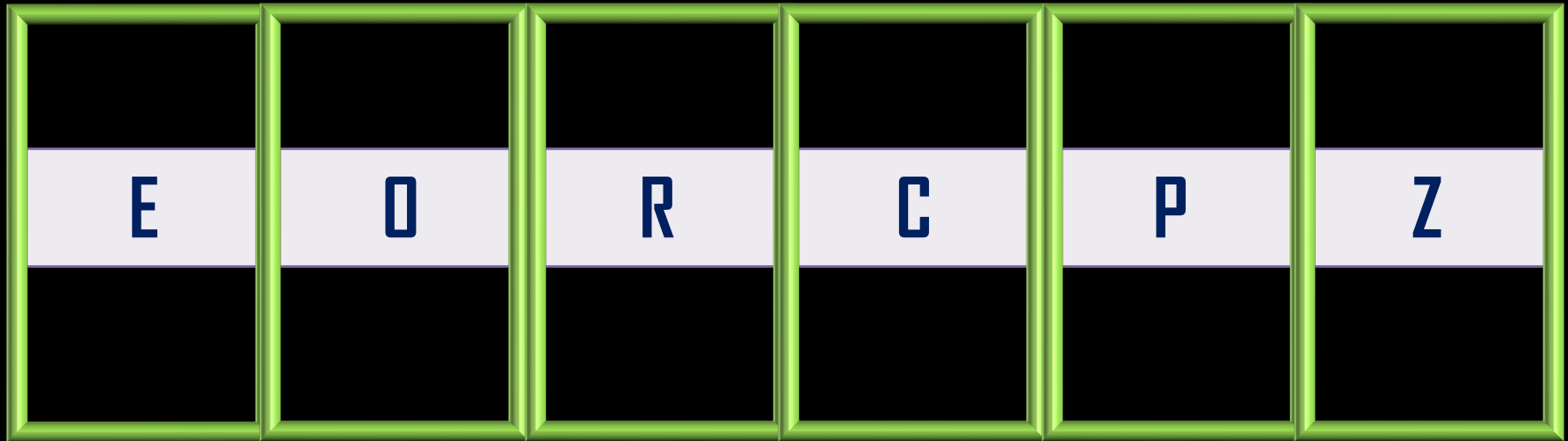
O

R

C

P

Z



Vision and Robotics

- Human and Machine Vision
- Visual Processes
- Motor and Cognitive Processes
- Visually-Guided Robotics
- Related Clinical Diagnosis and Treatment



Centre for Vision Research
<http://www.cvr.yorku.ca>



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1. Are We There Yet?

2. Acknowledgments

Civilization advances by extending the number of important operations which we can perform without thinking of them.

Alfred North Whitehead (1861-1947)

Acknowledgments

- **Souad Al-Hakim,**
Solution Architect, Royal Bank of Canada
For being an inspiration to managing complexity
- **Colleagues and Students,**
Faculty of Science and Engineering, York University
For sharing their knowledge, insights, and experiences

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