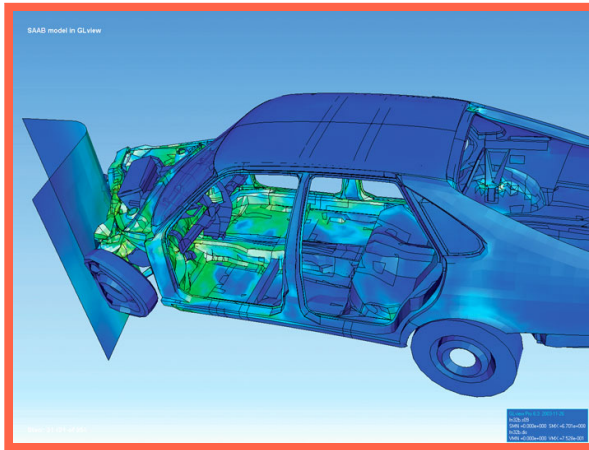


What is...computational science?

Or: Subfields of mathematics 35

The power of visualization



- ▶ Visualization = technique for creating images etc. to communicate a message
- ▶ The visualization of experiments and phenomena is as old as science itself
- ▶ This became successful also because computer science is not just for computer scientists anymore

The good (?) old days

MONITOR FOR 6602 1.4 9-14-80 TSC ASSEMBLER PAGE 2

```
C000          ORG      BOM#0000 BEGIN MONITOR
C000 0E 0D 70 START  L&S      EQU&C

*****
* FUNCTION: INITA - Initialize ACIA
* INPUT: none
* OUTPUT: none
* CALLS: none
* DESTROYS: acc A

0013  RESSTA  EQU  100010011
0011  CTRL&S EQU  100010001

C000 06 13  INITA  LDA  A  RESSTA  RESSET ACIA
C000 07 0D 04  STA  A  ACIA
C006 06 11  LDA  A  CTRL&S&S  SET 8 BITS AND 2 STOP
C00A 07 0D 04  STA  A  ACIA

C000 78 CD F1          JMP  SIGMON  GO TO START OF MONITOR

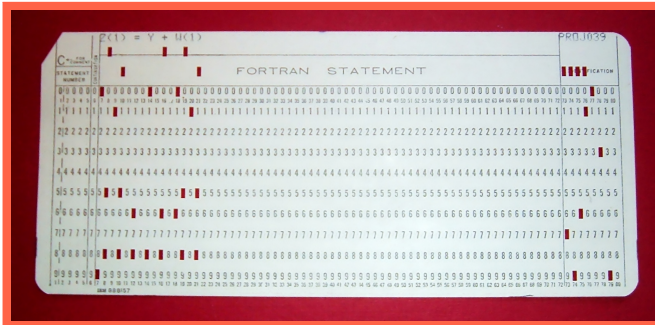
*****
* FUNCTION: INCH - Input character
* INPUT: none
* OUTPUT: char in acc A
* DESTROYS: acc A
* CALLS: none
* DESCRIPTION: Gets 1 character from terminal

C010 06 8D 04  INCH  LDA  A  ACIA      GET STATUS
C013 47        A&S  B      GETT  H&M&F FLAG INTO C&M&T
C014 24 FA     NCC  INCH  RECEIVES NOT READY
C016 06 8D 05  LDA  A  ACIA&I  GET CHAR
C018 04 7F    AND  A  #0F    MAKE PARITY
C019 78 CD 79  JMP  OUTCH  B&O&D 8 BITS

*****
* FUNCTION: INHEX - INPUT HEX DIGIT
* INPUT: none
* OUTPUT: digit in acc A
* CALLS: INCH
* DESTROYS: acc A
* Returns to monitor if not HEX input

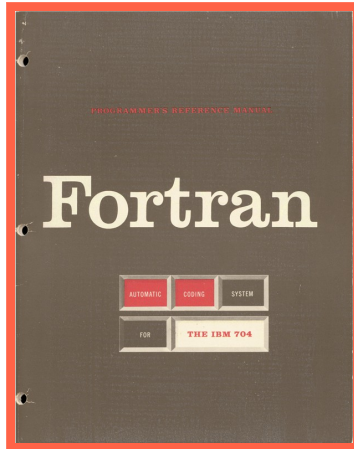
C01E 8D F0  INHEX  B&R  INCH  GET A CHAR
C020 81 30    C&M  A  #0      ZERO
C022 28 11  B&T  INHEX  NOT HEX
C024 81 39    C&M  A  #9      NINE
C026 2F 0A  B&L  INHEX&S  GOOD HEX
C028 81 41    C&M  A  #A     
C02A 28 09  B&M  INHEX&R  NOT HEX
C02C 81 46    C&M  A  #F     
C02E 28 05  B&T  INHEX&R&R
C030 8D 07  S&R  A  #T      FIX A-F
C032 84 0F  INHEX&S  AND  A  #0F    CONVERT ASCII TO DIGIT
C034 39      RTS

C035 78 CD AF  INHEX&R  JMP  CTRL  RETURN TO CONTROL LOOP
```



- ▶ Traditional programming was very time consuming and “only for experts”
- ▶ Key words Paper tape, punched cards, magnetic-tape, assembly language, ...
- ▶ Idea (at IBM in 1950s) Make programming more accessible

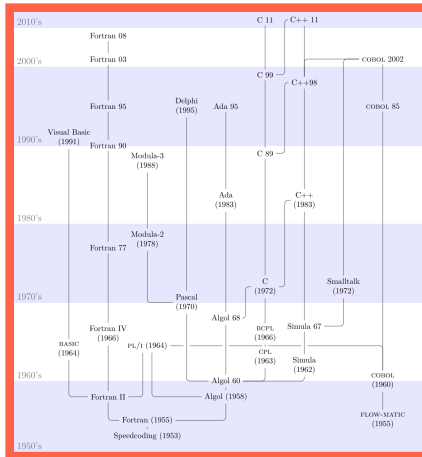
Fortran (~1955)



-
- ▶ Fortran = Formula Translating System = compiled programming language that is suited to numeric and scientific computing
 - ▶ Fortran produced efficient enough code for assembly language programmers to accept a high-level programming language replacement

Enter, the theorem

Fortran = ancestor of “modern” programming languages



- ▶ **Upshot** Programming became feasible for nonexperts and fueled the scientific revolution
- ▶ Computational science answers similar questions!

Algorithms of the century



- Metropolis Algorithm for Monte Carlo
- Simplex Method for Linear Programming
- Krylov Subspace Iteration Methods
- The Decompositional Approach to Matrix Computations
- The Fortran Optimizing Compiler
- QR Algorithm for Computing Eigenvalues
- Quicksort Algorithm for Sorting
- Fast Fourier Transform
- Integer Relation Detection
- Fast Multipole Method

► Above From the IEEE Computer Society Journal

► No such list can be perfect but that Fortran made it on it should tell us something 😊

Thank you for your attention!

I hope that was of some help.