

Why and how of computing week 10

Danny Heap heap@cs.toronto.edu BA4270 (behind elevators) http://www.cdf.toronto.edu/~heap/104/F12/ 416-978-5899

Text: Picturing Programs

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Outline

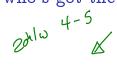
work

experiment

Notes



who's got the better deal?





life with, or without, computers — which works better?

40+ -> 50



How many hours per week do you expect to work? What about your parents/grandparents? Explain labour-saving devices



previous experience

does technological change automatically improve lives?

labour Steam, water muscle power)



Sheep?

land cleared of people provides wool and hands for emerging factories



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Some economists report that production actually dropped for the first few decades of the Industrial Revolution. The working day certainly lengthened — to 12 or even 14 hours!

automation/computerization

what has the effect been?

· Competition between componies - increased demond.



Ford assembly, then and now where'd everybody go?



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In 1940s, a car "cost" 35 hours. Now it's 19 hours.

hardware effects

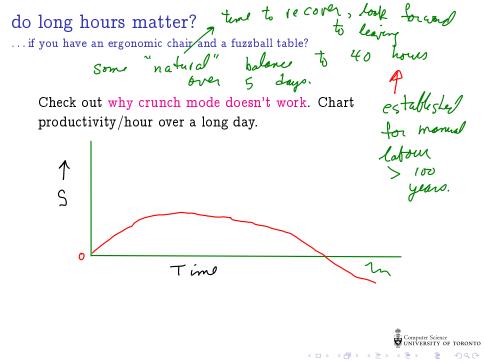


storing information gets smaller, cheaper, faster by the decade...



What's the effect on working lives?





don't operate heavy machinery...

after working (too much)

mental abilities decline even faster tran physical abilities with averwork.

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studt of artilley 36 nours. prolonged sleeplessness affects motor skills and judgement



increasing working hours increases productively in short term



utopia, dystopia?



new jobs, flying cars, or no jobs, or retirement?



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not just how long, but where

flexibility? time + place shift. - wasted time



trade traffic for flexibility and time?

Sucen after Lark is pretty.



Computer Science UNIVERSITY OF TORONTO broken telephone, solid tree

gapped apt tapped capped

mnemonic: apt, capped, gapped, tapped

AGTCTAG CAGT KAC GATCTA

GATAAAAet GACTATTAC ATCG

Notes

