CSC104 fall 2012 Why and how of computing week 3

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Text: Picturing Programs

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Outline

Representing information

Notes



Some convergence 1970s, 1980s digital, binary, small, fast, cheap...

Computers have converged on two general design ideas:

digital: Using discrete, sharply-changing, rather than analog, smoothly-changing states

binary: Two states is the smallest, most easily designed flach - vol as fast /// memory should be reliable fast, and cheap magnetic (left), transistor (right) grid wites grid wites fast, and cheap magnetic (left), transistor (right) for a fast, and cheap magnetic (left), transistor (right) for a fast, and cheap magnetic (left), transistor (right) for a fast, and cheap magnetic (left), transistor (right) for a fast, and cheap magnetic (left), transistor (right) for a fast, and cheap

Boolean logic

simple operators

Two values, true and false can be combined:



Boolean logic more simple operators

Two values, true and false can be combined:



Computer Science

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Boolean logic

one more simple operator NOR of 1 v

(not (a and b))

Single value, true or false can be transformed:



all you need for any logical civicuit

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binary to decimal 11000 ... and back Binary numbers are the same as decimal (base 10), only different: 5897 Multiply each digit by the appropriate power of 10 $37 \rightarrow 3.7$ + $3 \times 10^{\times 10}$ 3×10^{10} 3×10^{10} 3×10^{10} Convert 37 Write down the parity, find the quotient by 2, and 3330 X repeat... 2700 37 100101 $1837 \div 232 4$ 4-2 1 <u>-</u>2 e

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