

CSC104 fall 2013  
Computational thinking  
week 3

Danny Heap  
heap@cs.toronto.edu  
BA4270 (behind elevators)

<http://www.cdf.toronto.edu/~heap/104/W13/>  
416-978-5899

Text: **Picturing Programs**

# In media res

racing with Alice

Representing even simple information is hard. Let's race through this table:

Bits					Column	Row	0	1	2	3	4	5	6	7
b <sub>4</sub>	b <sub>3</sub>	b <sub>2</sub>	b <sub>1</sub>	↘	↓	0	1	0	1	0	1	0	1	1
0	0	0	0	0	0	NUL	DLE	SP	0	@	P	.	p	
0	0	0	1	1	1	SOH	DC1	!	1	A	Q	a	q	
0	0	1	0	2	2	STX	DC2	"	2	B	R	b	r	
0	0	1	1	3	3	ETX	DC3	#	3	C	S	c	s	
0	1	0	0	4	4	EOT	DC4	\$	4	D	T	d	t	
0	1	0	1	5	5	ENQ	NAK	%	5	E	U	e	u	
0	1	1	0	6	6	ACK	SYN	&	6	F	V	f	v	
0	1	1	1	7	7	BEL	ETB	'	7	G	W	g	w	
1	0	0	0	8	8	BS	CAN	(	8	H	X	h	x	
1	0	0	1	9	9	HT	EM	)	9	I	Y	i	y	
1	0	1	0	10	10	LF	SUB	*	:	J	Z	j	z	
1	0	1	1	11	11	VT	ESC	+	;	K	[	k	{	
1	1	0	0	12	12	FF	FC	,	<	L	\	l		
1	1	0	1	13	13	CR	GS	-	=	M	]	m	}	
1	1	1	0	14	14	SO	RS	.	>	N	^	n	~	
1	1	1	1	15	15	SI	US	/	?	O	_	o	DEL	

0010101 → NAK  
1000001 → A

"Alice was..."

# Early devices

tally systems



Clay tablets, read-only when baked,  
read/write when sundried,  
have been in use for at least 5,000 years.

Abacuses, or abaci, have been  
in use for nearly as long



more beads  
to count,  
add, subtract



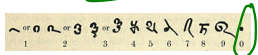
4000?



# Number systems and gears

ancient world

Roman numerals  
←  
XXIII  
XII



$$\begin{array}{r} 23 \\ 12 \\ \hline 46 \\ 230 \\ \hline 276 \end{array}$$

Hindu-Arabic numbers: positional notation, and zero over 2000 years ago  
slick algorithms, e.g. long multiplication

Antikythera mechanism  
make us re-think  
ancient technical skills

Navigation  
important  
→



Very precise  
metal-  
working

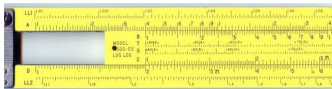


# Gears and rules

machine age

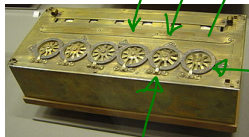
$$2 \times 2 \times 2 = 2^3$$
$$2 \times 2 \times 2 \times 2 \times 2 = 2^5$$
$$2^3 \cdot 2^5 = 2^{3+5}$$

Add powers (logs) to multiply quickly, extract roots



Read the gears to extract taxes — Pascaline

1  
1 1  
1 2 1  
1 3 3 1  
- - -



causes 10 turns of this

# Looms and engines

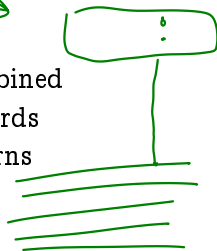
industrial revolution

Pins moving through holes move threads up or down



Jacquard loom combined steam and punch cards for automatic patterns

punched cards



Babbages difference engine would have evaluated polynomials like  $3x^3 + 5x^2 - 7x + 9$



# gears, pins, and electricity

digital and analog before tubes



data stored in punched cards  
manipulated by pins and  
electricity last for decades

analog computers model world  
using smoothly-varying quantities  
such as water



# programmable or electronic...

...but not both?



“programmable” (cards) but  
not electronic (relays)  
the Zuse Z1

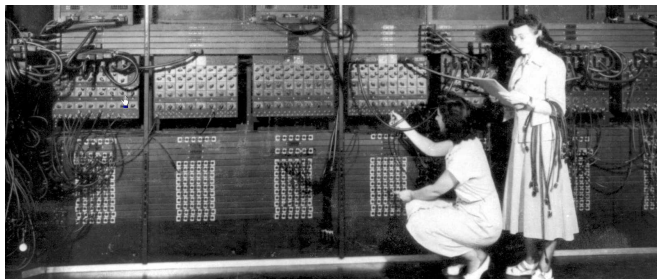
electronic but not programmable  
dedicated to one calculation  
the Atanosoff-Berry





# when computers were women

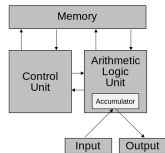
for a while



Eniac's first programmers were women  
known for clear-thinking, manual dexterity, and speed  
... human labour was cheaper than computer cycles  
dozens of cubic metres, programmed by connecting pins

# stored programs, faster switches

getting modern



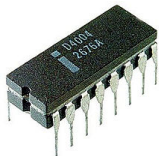
the same memory for data and programs is now the typical design

tubes were big, hot, slow  
compared to transistors  
... which just keep shrinking



# your (grand)parent's computer

smaller, faster ...



perhaps thanks to sputnik  
the computing power of eniac  
fits in your hand by 1970

mass-produced desktops  
landed with a clunk  
by 1980s



# Notes