

# CSC104 winter 2013

## Why and how of computing week 3

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BA4270 (behind elevators)

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Text: **Picturing Programs**

↳ ch 1, 2, 3, 4, 5

# how to solve it

it being a new problem

Clearly there's no fool-proof method, but there's some **techniques that often make progress**. It helps to write down the whole process:

- ▶ Understand the problem

given — # of folds  
required — crease pattern

- ▶ Devise (one or more) plan(s)

(see notes at  
—try small cases, look for a pattern—  
end)

- ▶ Try the plan

- ▶ Look back



# paper folding?

try it out

- ▶ Understand the problem (what's given, what's required)?
- ▶ Devise a plan
- ▶ Try at least one plan (be ready to abandon it too)
- ▶ Look back

# In media res

racing with Alice

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

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

# Early devices

## tally systems



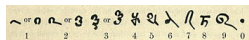
Clay tablets, read-only when baked,  
read/write when sundried,  
have been in use for at least 5,000 years.

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



# Number systems and gears

ancient world



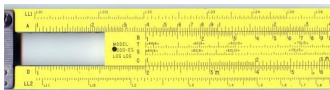
Hindu-Arabic numbers: positional notation,  
and zero over 2000 years ago  
slick algorithms, e.g. long multiplication

Antikythera mechanism  
make us re-think  
ancient technical skills



# Gears and rules

machine age



Add powers (logs) to multiply quickly, extract roots

Read the gears to extract taxes — Pascaline



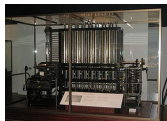
# Looms and engines

industrial revolution



Jacquard loom combined steam and punch cards for automatic patterns

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





# Notes

1 fold

2 folds:

3 folds:  
U U D D U D D  
↑

1 fold  
2 folds:

U D  
U D D  
U U D D U D D

