

CSC104 winter 2013

Why and how of computing week 3

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BA4270 (behind elevators)

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office hour
3-5
Friday



Text: **Picturing Programs**

Chapter 6

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
- ▶ Devise (one or more) plan(s)
- ▶ 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 ₇	b ₆	b ₅	b ₄	b ₃	b ₂	b ₁	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	0	0	1	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	0	0	0	STX	DC2	"	2	B	R	b	r
0	0	1	1	1	1	1	ETX	DC3	#	3	C	S	c	s
0	1	0	0	0	0	0	EOT	DC4	\$	4	D	T	d	t
0	1	0	1	0	0	0	ENQ	NAK	%	5	E	U	e	u
0	1	1	0	0	0	0	ACK	SYN	&	6	F	V	f	v
0	1	1	1	0	0	0	BEL	ETB	'	7	G	W	g	w
1	0	0	0	0	0	0	BS	CAN	(8	H	X	h	x
1	0	0	1	0	0	0	HT	EM)	9	I	Y	i	y
1	0	1	0	0	0	0	LF	SUB	*	:	J	Z	j	z
1	0	1	1	0	0	0	VT	ESC	+	;	K	[k	{
1	1	0	0	0	0	0	FF	FC	,	<	L	\	l	
1	1	0	1	0	0	0	CR	GS	-	=	M]	m	}
1	1	1	0	0	0	0	SO	RS	.	>	N	^	n	~
1	1	1	1	0	0	0	SI	US	/	?	O	_	o	DEL

Early devices

tally systems



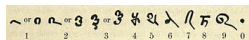
Clay tablets, read-only when baked,
read/write when sundried,
have been in use for at least 5,000 years.

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



Number systems and gears

ancient world



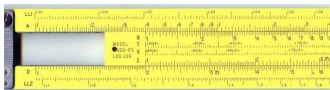
Hindu-Arabic numbers: positional notation,
and zero over 2000 years ago
slick algorithms, e.g. long multiplication

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



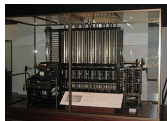
Looms and engines

industrial revolution



Jacquard loom combined steam and punch cards for automatic patterns

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



gears, pins, and electricity

digital and analog before tubes

*human
co-ordination*

→ 1930s



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?



Program determined

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

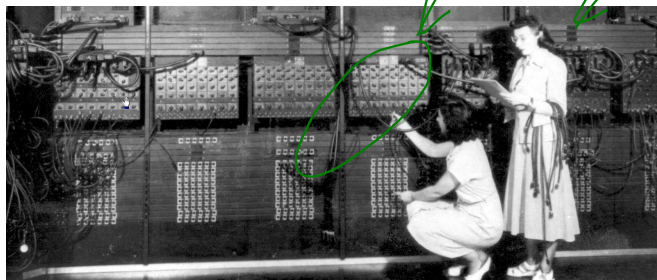
electronic but not programmable
dedicated to one calculation
the Atanosoff-Berry



Vacuum tubes!

when computers were women

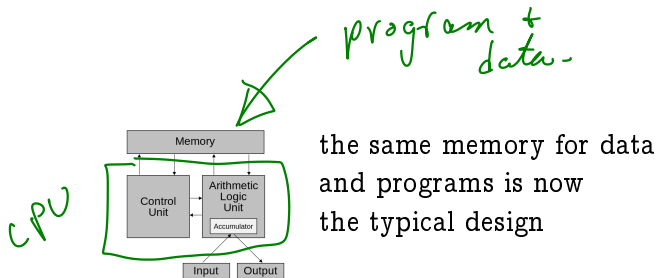
for a while



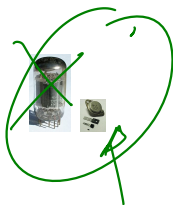
Eniac's first programmers were women known for clear-thinking, manual dexterity, and speed ... human labour was cheaper than computer cycles dozens of cubic metres, programmed by connecting pins

stored programs, faster switches

getting modern

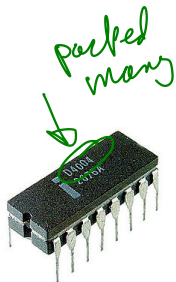


tubes were big, hot, slow
compared to transistors
... which just keep shrinking



your (grand)parent's computer

smaller, faster ...



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

mass-produced desktops
landed with a clunk
by 1980s



Notes