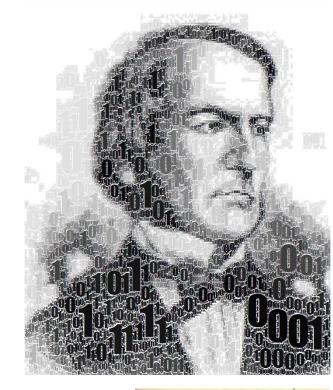
# Historical Perspectives

### George Boole (1815-1864)

- Mathematician and philosopher
- Invented symbolic / Boolean logic
- Invented Boolean algebra, i.e. "calculus of reasoning"
- A founder of computer science
- "An Investigation into the Laws of Thought"
- Influenced De Morgan, Schröder, Shannon
- All modern computers, electronics, phones, data transmission, rely on Boolean principles



THE MATHEMATICAL THEORIES OF LOGIC AND PROBABILITIES.

AN INVESTIGATIO

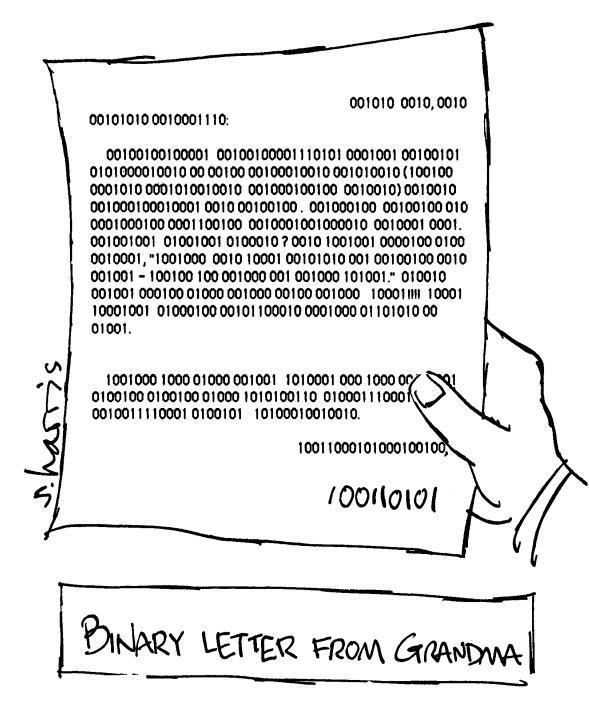
LAWS OF THOUGHT.

GEORGE BOOLE, LL.D

LONDON: WALTON AND MABERLY, PER COMER-STREET, AND IVY-LANE, PATEROSTER-ROW. CAMBRIDGE: MACUILLAN AND CO. Univ Chall, DI. 1854, Do Microwood &









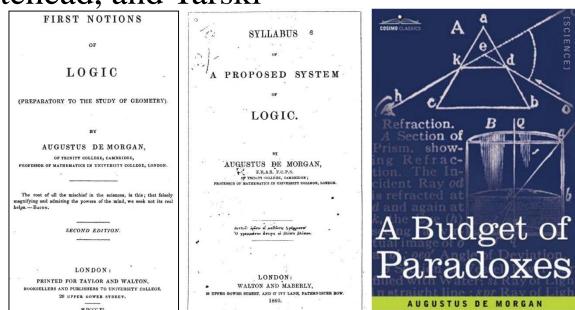
Mozart writing the digital version of his symphony No. 38 in D major.

# Historical Perspectives

### Augustus De Morgan (1806-1871)

- Mathematician and logician
- Developed logic & mathematical induction
- De Morgan's Laws in logic & set theory
- Invented relational algebra
- Corresponded extensively with Hamilton
- Influenced Russell, Whitehead, and Tarski
- Studied paradoxes





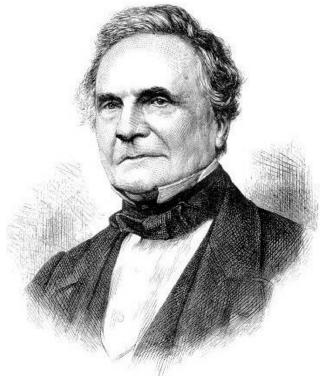


# Historical Perspectives

### Charles Babbage (1791-1871)

- Mathematician, philosopher, inventor mechanical engineer, and economist
- The father of computing
- Built world's first mechanical computer
  - the "difference engine" (1822)
- Originated the programmable computer
  - the "analytical engine" (1837)
- Worked in cryptography
- Developed Babbage's principle of division of labor

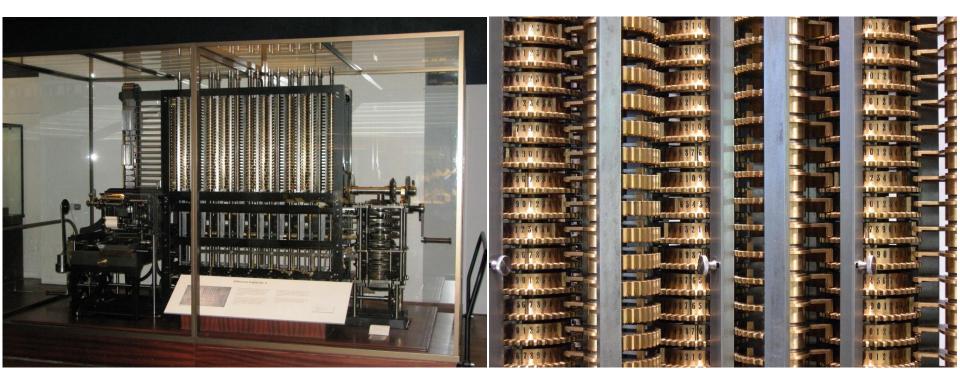




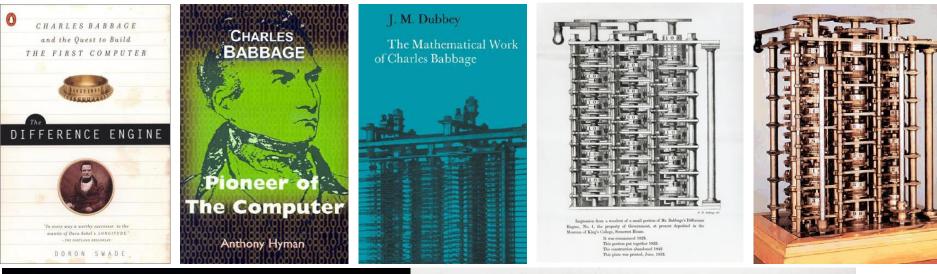


### Babbage's Difference Engine

- World's first mechanical computer
- Designed in 1822, redesigned in 1847-1849
- 25,000 parts, 15 tons, 8ft tall, 31 digits of precision
- Tabulated polynomial functions, used Newton's method
- Approximated logarithmic and polynomial functions
- Used decimal number system and hand-crank



### Babbage's Difference Engine











### Babbage's difference engine built from Mechano and Lego



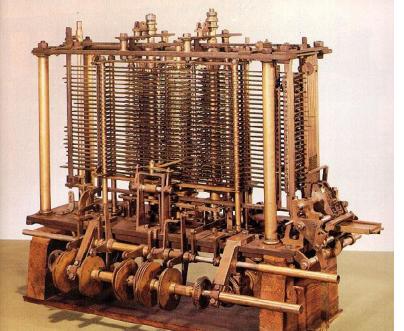


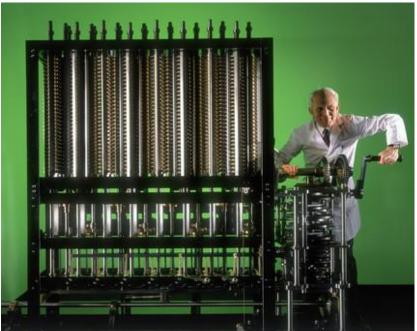


Andy Carol's Difference Engine 2 acarol.woz.org

# Babbage's Analytical Engine

- World's first general-purpose computer
- Designed in 1837, redesigned throughout Babbage's life
- Turing-complete, memory: 1000x50 digits (21 kB)
- Fully programmable "CPU", used punched cards
- Featured ALU, "microcode", loops, and printer!
- Could multiply two 20-digit numbers in 3 min
- Few components built by Babbage; constructed in 1991

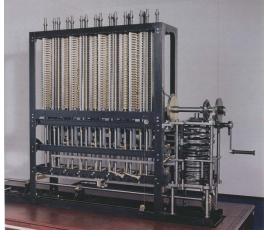




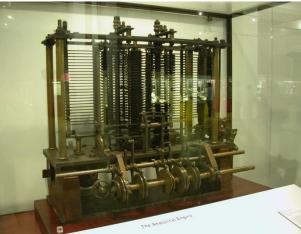


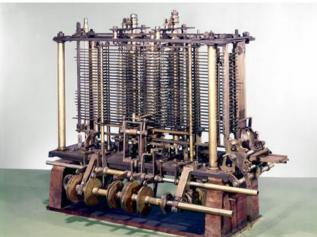








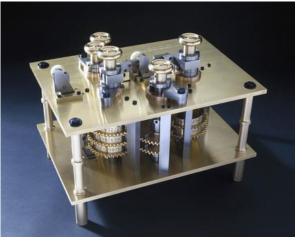
















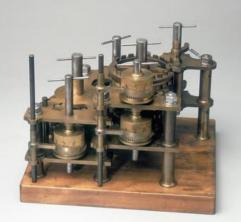




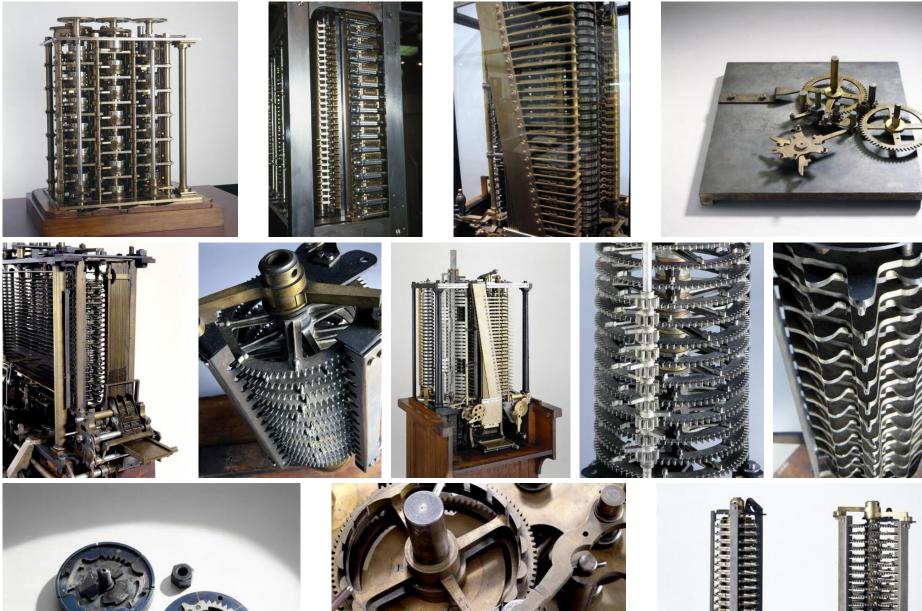






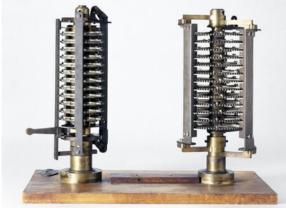














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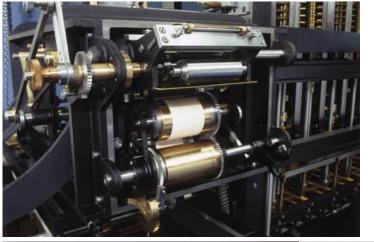


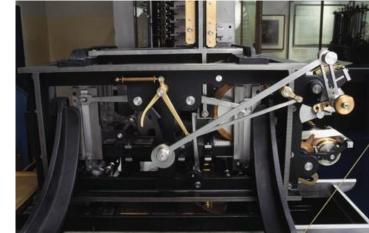




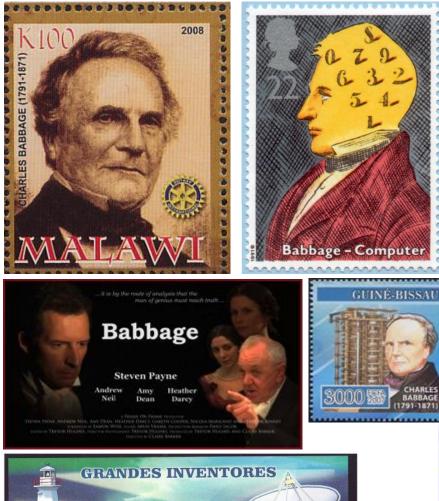














Pablished 1" May 1833, by M.Salm

#### BABBAGE





#### AND GAZETTE,

OCTOBER 6, 1832-MARCH 31, 1833.

VOL. XVIII.

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LONDON: PUBLISHED BY M. SALMON, MECHANICS' MAGAZINE OFFICE, NO. 6. PETERBOROUGH COURT. 1833.

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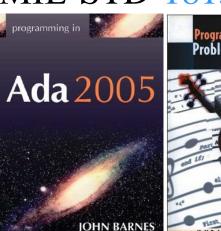
## Historical Perspectives

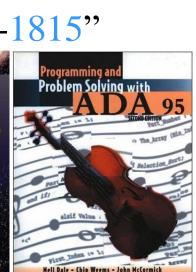
- Countess Ada Lovelace (1815-1852)
- Daughter of Lord Byron
- Tutored in math and logic by De Morgan
- Wrote the "manual" for Babbage's analytical engine, as well as programs for it
- World's first computer programmer!
- Foresaw the vast potential of computers
- Babbage: "The Enchantress of Numbers"
- DoD's Ada language "MIL-STD-1815"



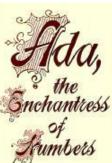


The International Language for Software Engineering









A Selection from the Letters of Lord Dyron's Daughter and Her Description of the First Computer



Narrated and Edited by Betty Alexandra Toole





Ada Byron, Lady Lovelace 1815-1852





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**ComputerWeeki** 

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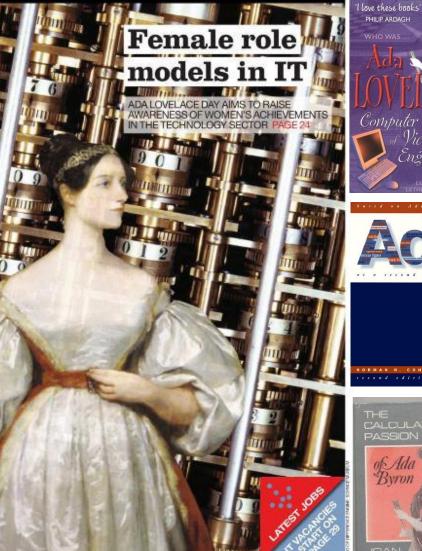
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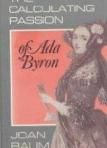




Computer wizard f Victorian England









"A SPLENDID AND ENTHRALLING PORTRAIT." -THE SUNDAY TIMES (LONDON)

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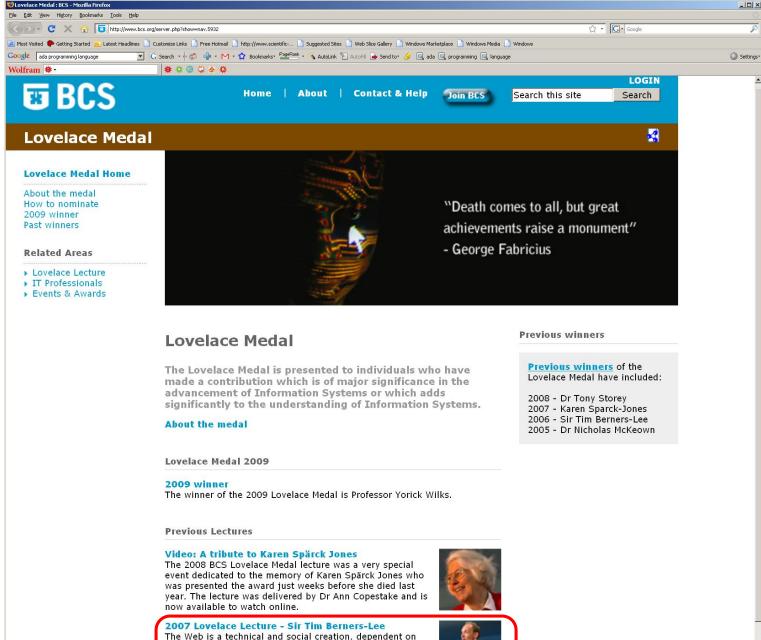
Science

"IT'S A THRILLER." - NEW SCIENTIST

BENJAMIN WOOLLEY

### ROMANCE, **REASON**, and **BYRON'S** DAUGHTER

heed



both technical protocols and social conventions. The origins and potential futures of this large scale, emergent phenomena were discussed by Sir Tim Berners-Lee in this year's BCS Lovelace Lecture - now available to watch via this website. Ada Lovelace notes on "Sketch of the Analytical Engine Invented by Charles Babbage", by L. F. Menabrea, 1843

Her notes (three times longer than the paper itself!) contain the world's first computer program (for calculating Bernoulli numbers):

			Var	iables	for D	)ata						V	Vorking	g Variables			Variables for Results					
Number of Operations	of Operations	$^{1}\mathrm{V}_{0}$	$^{1}\mathrm{V}_{1}$	$^{1}\mathrm{V}_{2}$	$^{1}\mathrm{V}_{3}$	$^{1}\mathrm{V}_{4}$	$^{1}\mathrm{V}_{5}$	$^{0}\mathrm{V}_{6}$	$^{0}\mathrm{V}_{7}$	$^{0}\mathrm{V}_{8}$	$^{0}\mathrm{V}_{9}$	$^{0}V_{10}$	$^{0}V_{11}$	$^{0}V_{12}$	<sup>0</sup> V <sub>13</sub>	<sup>0</sup> V <sub>14</sub>	<sup>0</sup> V <sub>15</sub>	$^{0}V_{16}$				
Oper	pera	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+				
r of		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
umbe	Nature	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
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		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		$\boxed{m}$	n	d	m'	n'	d'										$\boxed{\frac{dn'-d'n}{mn'-m'n} = x}$	$\boxed{\frac{d'm-dm}{mn'-m'n} = y}$				
1	×							mn'														
2	×		<i>n</i>		<i>m</i> ′				m'n													
3	X			d			$\frac{\dots}{d'}$			dn'	d'n											
4 5	××	0	0				$\begin{bmatrix} a \\ 0 \end{bmatrix}$					d'm										
6	×			0	0								dm'									
7	$\left -\right $							0	0					(mn'-m'n)								
8	$\left -\right $									0	0				(dn' - d'n)							
9 10	$\left  \begin{array}{c} - \\ \div \end{array} \right $		····	····	· · · · ·		····	····	· · · · ·	····		0	0 	(mn' - m'n)	0	(d'm - dm')	$\frac{dn'-d'n}{mn'-m'n} = x$					
11	÷													0		0		$\tfrac{d'm-dm'}{mn'-m'n}=y$				

# World's first computer program (for calculating Bernoulli numbers), by Ada Lovelace, 1843:

				Data Working Variables Result Variables														es				
e						$^{1}V_{1}$	$^{1}V_{2}$	$^{1}V_{3}$	$^{0}V_{4}$	$^{0}V_{5}$	$^{0}V_{6}$	$^{0}V_{7}$	$^{0}V_{8}$	<sup>0</sup> V9	<sup>0</sup> V <sub>10</sub>	<sup>0</sup> V <sub>11</sub>	<sup>0</sup> V <sub>12</sub>	<sup>0</sup> V <sub>13</sub>	$^{1}V_{21}$	$^{1}\mathrm{V}_{22}$	$^{1}V_{23}$	$^{0}\mathrm{V}_{24}\ldots$
ation	tion					0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Oper	pera	Variables acted	Variables receiving	Indication of change in the	Statement of Results	0	0	0	0	0	0	0	0	0	0	0	0	0	it a	t. a	а. ;; а	0
er of	of C	upon	results	value on any Variable		0	0	0	0	0	0	0	0	0	0	0	0	0	B in a dec. fract	B in a dec. fract	B in a dec. fract	0
Numbe	Nature of Operat						2	4	0	0	0	0	0		0	0	0	0				0
Z	z						2	n											В1	В3	B <sub>5</sub>	B <sub>7</sub>
		1	1	$\int \frac{1}{2} \mathbf{V}_2 = \frac{1}{2} \mathbf{V}_2$																		
1	×	$^{1}V_{2} \times ^{1}V_{3}$	${}^{1}V_{4}, {}^{1}V_{5}, {}^{1}V_{6}$	$ \left\{ \begin{array}{ccc} v_2 & - & v_2 \\ {}^1V_3 & = & {}^1V_3 \\ {}^1V_4 & = & {}^2V_4 \\ {}^1v_4 & = & {}^1v_4 \end{array} \right\} $	= 2n		2	n	2n	2n	2n											
2	-	${}^{1}V_{4} - {}^{1}V_{1}$	<sup>2</sup> V <sub>4</sub>	$  1^{*}V_{1} = {}^{*}V_{1}  $	= 2n - 1	1			2n - 1													
3	+	${}^{1}V_{5} + {}^{1}V_{1}$	<sup>2</sup> V <sub>5</sub>	$\left\{ \begin{array}{ll} {}^{1}V_{5} & = & {}^{2}V_{5} \\ {}^{1}V_{1} & = & {}^{1}V_{1} \end{array} \right\}$	= 2n + 1	1				2n + 1												
4	÷	$^2\mathrm{V}_5\div ^2\mathrm{V}_4$	$^{1}V_{11}$	$\left\{\begin{array}{ccc} {}^{2}\mathrm{V}_{5} & = & {}^{0}\mathrm{V}_{5} \\ {}^{2}\mathrm{V}_{4} & = & {}^{0}\mathrm{V}_{4} \end{array}\right\}$	$= \frac{2n-1}{2n+1} \dots$				0	0						$\frac{2n-1}{2n+1}$						
5	÷	$^1\mathrm{V}_{11}\div ^1\mathrm{V}_2$	$^{2}V_{11}$	$\begin{cases} {}^{1}V_{11} = {}^{2}V_{11} \\ {}^{1}V_{2} = {}^{1}V_{2} \end{cases}$	$= \frac{1}{2} \cdot \frac{2n-1}{2n+1} \dots$		2									$\frac{1}{2} \cdot \frac{2n-1}{2n+1}$						
6	_	$^{0}V_{13} - {}^{2}V_{11}$	$^{1}V_{13}$	$\begin{bmatrix} 2^{2}V_{11} & = & {}^{0}V_{11} \\ {}^{0}V_{12} & = & {}^{1}V_{12} \end{bmatrix}$	$= -\frac{1}{2} \cdot \frac{2n-1}{2n+1} = A_0 \dots$											. 0		$= -\frac{1}{2} \cdot \frac{2n-1}{2n+1} = A_0$				
7	_	${}^{1}V_{3} - {}^{1}V_{1}$	$^{1}V_{10}$	$ \left\{ \begin{array}{ccc} {}^{1}V_{3} & = & {}^{1}V_{3} \\ {}^{1}V_{1} & = & {}^{1}V_{1} \end{array} \right\} $	= n - 1(= 3)	1		n							n-1							
8	+	${}^{1}V_{2} + {}^{0}V_{7}$	<sup>1</sup> V <sub>7</sub>	$ \left\{ \begin{array}{ccc} v_1 & = & v_1 \\ {}^1V_2 & = & {}^1V_2 \\ {}^0V_7 & = & {}^1V_7 \end{array} \right\} $	= 2 + 0 = 2		2					2										
9		$^{1}V_{6} \div ^{1}V_{7}$	<sup>3</sup> V <sub>11</sub>	$\int_{1}^{1} V_{6} = {}^{1} V_{6}$	$=\frac{2n}{2}=A_1$						2n	2				$\frac{2n}{2} = A_1$						
10				$\begin{bmatrix} 0 V_{11} &= & {}^{3}V_{11} \\ 1 V_{22} &= & {}^{1}V_{22} \end{bmatrix}$	2											$\frac{2n}{2} = A_1$	p 2n p 4		D.			
		${}^{1}V_{21} \times {}^{3}V_{11}$		$\begin{bmatrix} 0 V_{11} \\ 1 V_{12} \\ 0 \end{bmatrix} = \begin{bmatrix} 0 V_{11} \\ 0 V_{12} \end{bmatrix}$	$= B_1 \cdot \frac{2n}{2} = B_1 A_1 \dots \dots$											$\frac{2}{2} = A_1$	_	( , , , , , , , , , , , , , , , , , , ,	B <sub>1</sub>			
11	+	$^{1}V_{12} + ^{1}V_{13}$		$\begin{bmatrix} -v_{13} \\ -v_{13} \end{bmatrix} = \begin{bmatrix} -v_{13} \\ -v_{13} \end{bmatrix}$	$= -\frac{1}{2} \cdot \frac{2n-1}{2n+1} + B_1 \cdot \frac{2n}{2} \dots \dots$												0	$\left\{-\frac{1}{2}\cdot\frac{2n-1}{2n+1}+\mathbf{B}_1\cdot\frac{2n}{2}\right\}$				
12	-	${}^{1}V_{10} - {}^{1}V_{1}$	<sup>2</sup> V <sub>10</sub>	$V_1 = V_1$	$= n - 2(= 2) \dots$	1									n - 2							
13	[- ]	${}^{1}\mathrm{V}_{6}-{}^{1}\mathrm{V}_{1}$	<sup>2</sup> V <sub>6</sub>	$\left\{ \begin{array}{ccc} {}^{1}\mathrm{V}_{6} & = & {}^{2}\mathrm{V}_{6} \\ {}^{1}\mathrm{V}_{1} & = & {}^{1}\mathrm{V}_{1} \end{array} \right\}$	= 2n - 1	1					2n - 1											
14	+	${}^{1}\mathrm{V}_{1} + {}^{1}\mathrm{V}_{7}$	$^{2}V_{7}$	$\left\{ \begin{array}{ccc} {}^{1}\mathrm{V}_{1} & = & {}^{1}\mathrm{V}_{1} \\ {}^{1}\mathrm{V}_{7} & = & {}^{2}\mathrm{V}_{7} \end{array} \right\}$	= 2 + 1 = 3	1						3										
15	÷	$^2\mathrm{V}_6 \div ^2\mathrm{V}_7$	${}^{1}V_{8}$	$\left\{\begin{array}{ccc} {}^{2}\mathrm{V}_{6} & = & {}^{2}\mathrm{V}_{6} \\ {}^{2}\mathrm{V}_{7} & = & {}^{2}\mathrm{V}_{7} \end{array}\right\}$	$=\frac{2n-1}{3}$						2n - 1	3	$\frac{2n-1}{3}$									
16	×	$^{1}\mathrm{V}_{8}\times ^{3}\mathrm{V}_{11}$	${}^{4}V_{11}$	$ \begin{cases} {}^{1}V_{8} &= & {}^{0}V_{8} \\ {}^{3}V_{11} &= & {}^{4}V_{11} \end{cases} $	$= \frac{2n}{2} \cdot \frac{2n-1}{3}$								0			$\frac{2n}{2} \cdot \frac{2n-1}{3}$						
17		${}^{2}V_{6} - {}^{1}V_{1}$	<sup>3</sup> V <sub>6</sub>	$\int 2V_{c} = -3V_{c}$	= 2n - 2	1					2n - 2											
18		${}^{1}V_{1} + {}^{2}V_{7}$	<sup>3</sup> V <sub>7</sub>	$\begin{cases} 2V_7 = {}^{3}V_7 \end{cases}$	$= 3 \pm 1 = 4$	1						4										
19		${}^{3}V_{6} \div {}^{3}V_{7}$	1	$\left\{ \begin{array}{ccc} {}^{1}V_{1} & = & {}^{1}V_{1} \\ {}^{3}V_{6} & = & {}^{3}V_{6} \\ {}^{2}V_{6} & = & {}^{2}V_{6} \end{array} \right\}$	$=\frac{2n-2}{4}$						2n - 2	4		2n-2								
	÷			$\begin{bmatrix} {}^{3}V_{7} &= {}^{3}V_{7} \\ {}^{1}V & {}^{0}V \end{bmatrix}$	4						2n - 2			$\frac{2n-2}{4}$		$\left[ \left( 2n - 2n - 1 - 2n - 2 \right) \right]$						
20	$ \times $	$^1\mathrm{V}_9\times {}^4\mathrm{V}_{11}$	<sup>5</sup> V <sub>11</sub>	$V_{11} = V_{11}$	$=\frac{2n}{2}\cdot\frac{2n-1}{3}\cdot\frac{2n-2}{4}=A_3\ldots\ldots$									0		$\left\{\frac{2n}{2} \cdot \frac{2n-1}{3} \cdot \frac{2n-2}{4}\right\} = A_3$						
21	×	$^{1}V_{22} \times {}^{5}V_{11}$	<sup>0</sup> V <sub>12</sub>	$  V_{12} = V_{12}  $	$= \mathbf{B}_3 \cdot \frac{2n}{2} \cdot \frac{2n-1}{3} \cdot \frac{2n-2}{4} = \mathbf{B}_3 \mathbf{A}_3$											0	B <sub>3</sub> A <sub>3</sub>			B <sub>3</sub>		
22	+	$^{2}V_{12} + ^{2}V_{13}$	${}^{3}V_{13}$	$v_{13} = v_{13}$	$= \mathrm{A}_0 + \mathrm{B}_1 \mathrm{A}_1 + \mathrm{B}_3 \mathrm{A}_3 \ \ldots \ \ldots$												0	$\{{\rm A}_0+{\rm B}_1{\rm A}_1+{\rm B}_3{\rm A}_3\}$				
23	-	${}^{2}V_{10} - {}^{1}V_{1}$	${}^{3}V_{10}$	$ \begin{cases} {}^{2}V_{10} &= {}^{3}V_{10} \\ {}^{1}V_{1} &= {}^{1}V_{1} \end{cases} $	$= n - 3(= 1) \dots$	1									n - 3							
							Here	e follows	a repeti	tion of (	Operatic	ons thirt	een to t	wenty-tł	iree							
24	+	$^{4}V_{13} + {}^{0}V_{24}$	<sup>1</sup> V <sub>24</sub>	$ \begin{cases} {}^{4}V_{13} & = & {}^{0}V_{13} \\ {}^{0}V_{24} & = & {}^{1}V_{24} \end{cases} $	= B <sub>7</sub>																	B7
				$\int {}^{1}V_{1} = {}^{1}V_{1}$	= n + 1 = 4 + 1 = 5																	
25	+	${}^{1}\mathrm{V}_{1} + {}^{1}\mathrm{V}_{3}$	$^{1}V_{3}$	$\begin{bmatrix} 1 V_3 = {}^{1}V_3 \\ {}^{5}V_6 = {}^{0}V_6 \end{bmatrix}$	by a Variable-card.	1		n + 1			0	0										
				$\int 5V_7 = 0V_7$	by a Variable-card.																	
-					· .			•								•	•					

Quotes from the Ada Lovelace notes on "Sketch of the Analytical Engine Invented by Charles Babbage", 1843

"We may say most aptly, that the Analytical Engine *weaves algebraical patterns* just as the Jacquard-loom weaves flowers and leaves."

"Again, it might act upon other things besides number, were objects found whose mutual fundamental relations could be expressed by those of the abstract science of operations, and which should be also susceptible of adaptations to the action of the operating notation and mechanism of the engine. Supposing, for instance, that the fundamental relations of pitched sounds in the science of harmony and of musical composition were susceptible of such expression and adaptations, the engine might compose elaborate and scientific pieces of music of any degree of complexity or extent."



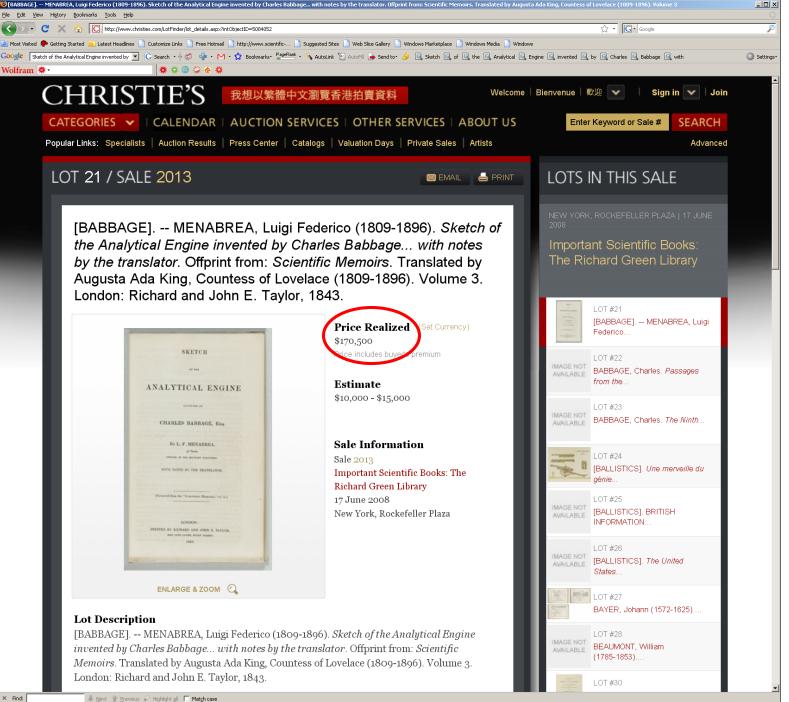


### Quotes from the Ada Lovelace notes on "Sketch of the Analytical Engine Invented by Charles Babbage", 1843

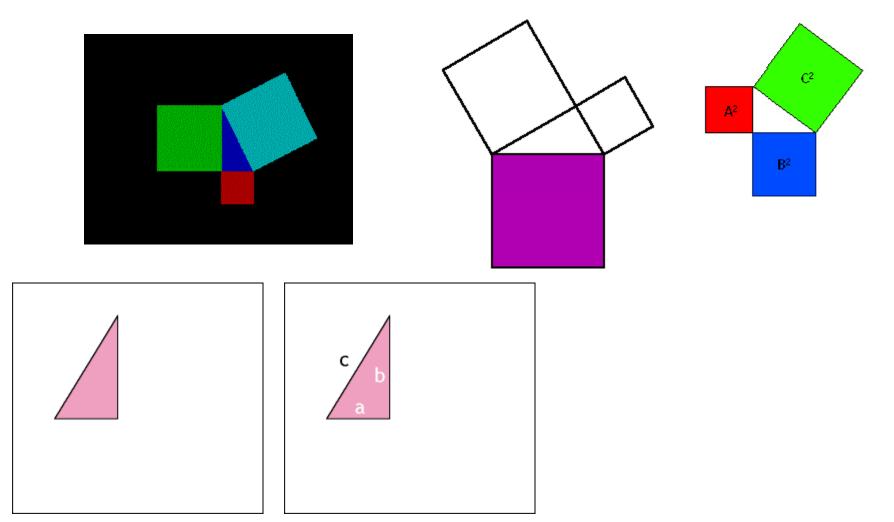
"Many persons who are not conversant with mathematical studies, imagine that because the business of the engine is to give its results in *numerical notation*, the *nature of its processes* must consequently be *arithmetical* and *numerical*, rather than *algebraical* and *analytical*. This is an error. The engine can arrange and combine its numerical quantities exactly as if they were *letters* or any other *general* symbols; and in fact it might bring out its results in algebraical *notation*, were provisions made accordingly."

"But it would be a mistake to suppose that because its *results* are given in the *notation* of a more restricted science, its *processes* are therefore restricted to those of that science. The object of the engine is in fact to give the *utmost practical efficiency* to the resources of *numerical interpretations* of the higher science of analysis, while it uses the processes and combinations of this latter."

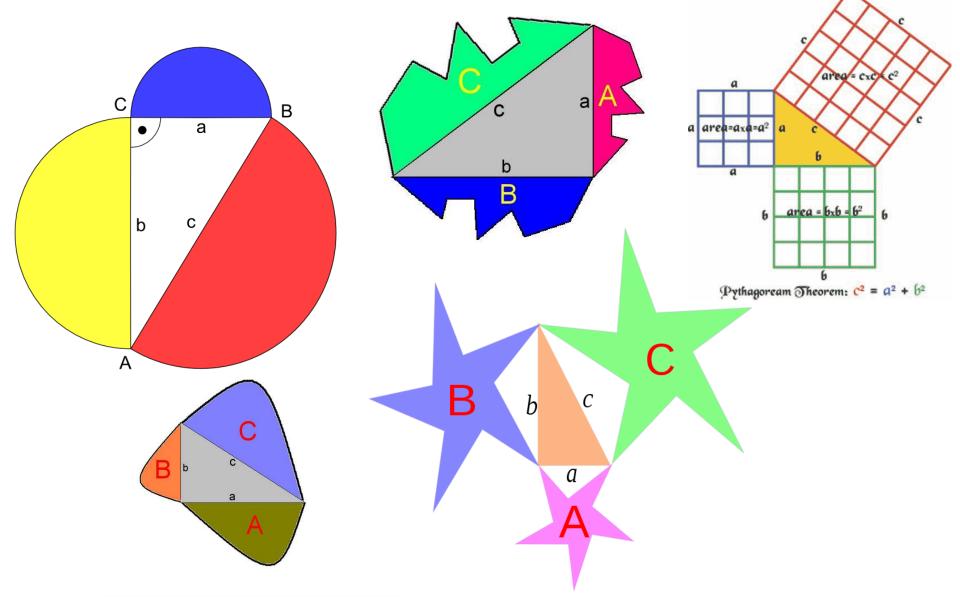




Problem: Give as many proofs as you can for the Pythagorean Theorem. i.e.,  $a^2 + b^2 = c^2$  holds for any right triangle with sides a & b and hypotenuse c.



Problem: Does the Pythagorean theorem generalize to arbitrary figures on the sides of a right triangle?

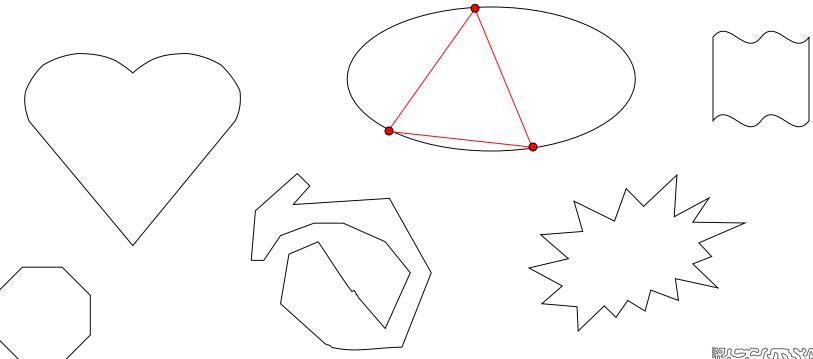


### Problem: compute 111111111<sup>2</sup> in your head.

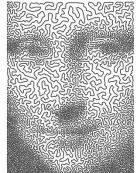
**Problem:** What is the approximate value of:

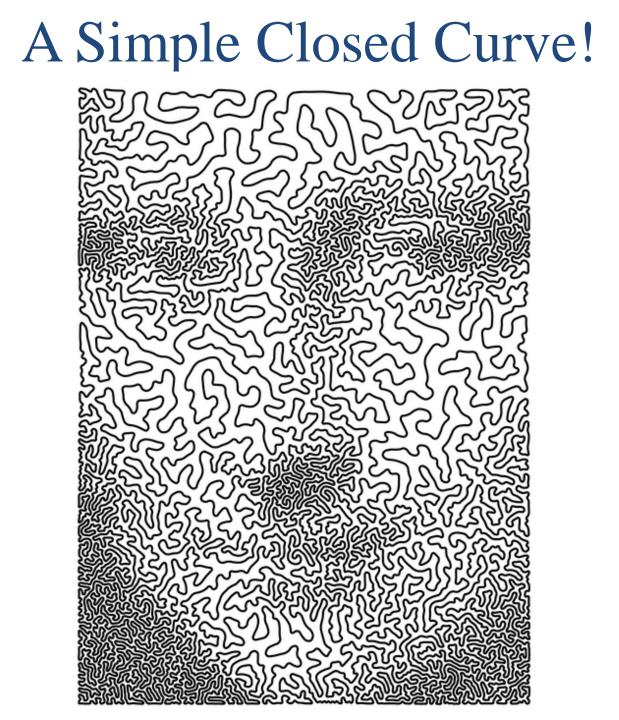
 $(1+9^{(-(4^{(7*6))})^{(3^{(2^{85})})} \approx ?$ 

**Problem:** Does every closed simple curve contain the vertices of an equilateral triangle?

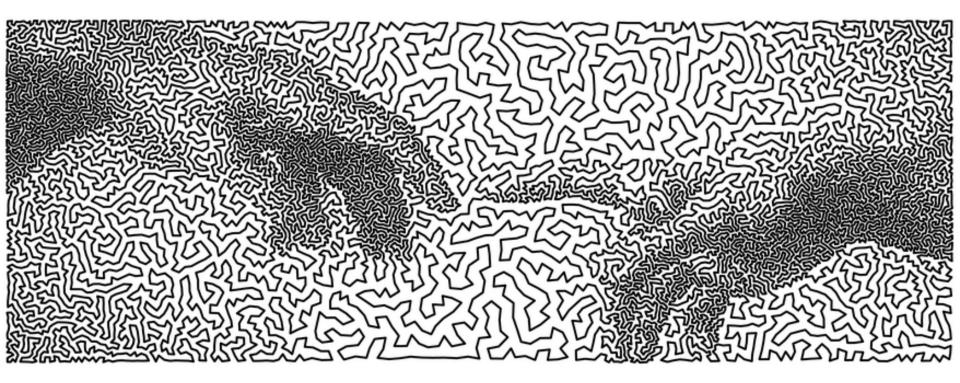


- What approaches fail?
- What techniques work and why?
- Lessons and generalizations

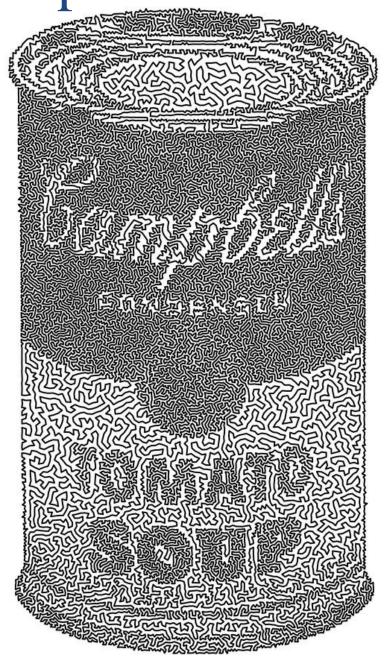




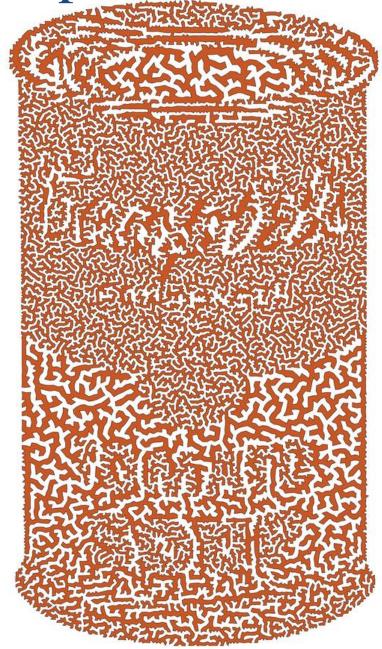
## A Simple Closed Curve!



### A Simple Closed Curve!



# A Simple Closed Curve!



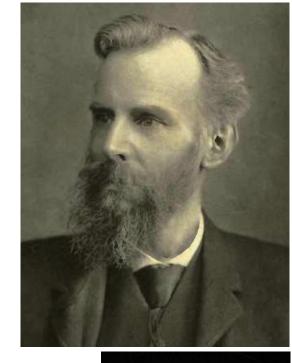
# Traveling Salesperson Art

- Compute TSP Tour
- Optimal is NP-complete So use heuristics
- Convert image to B&W
- Sample image density to obtain a pointset
- Run TSP heuristics
- Can use minimum spanning trees (easy to compute)
- Can also use minimum matchings (easy to compute)
- What about colors?

# Historical Perspectives

## John Venn (1834-1923)

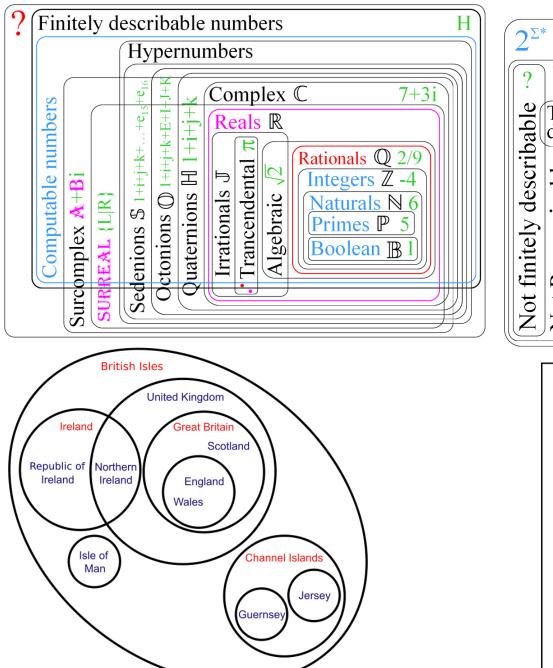
- Logician and philosopher
- Worked in logic, probability, set theory
- Introduced the "Venn diagram" (1880)
  - Very widely used, many applications
  - Ties together fundamental concepts from logic, geometry, combinatorics, knot theory



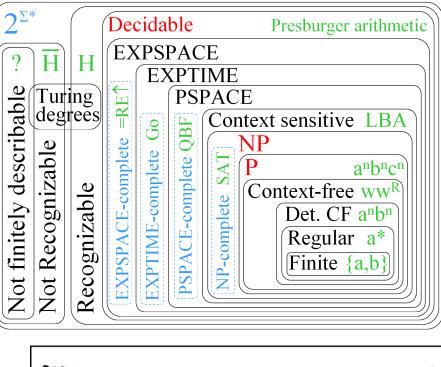


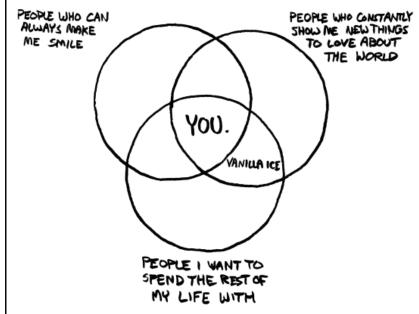
Cogwheels of the The John Venn Logic THE SYMBOLIC LOGIC PRINCIPLES of OF The Story of Venn Diagrams Chance EMPIRICAL OR INDUCTIVE LOGIC John Venn **Elibron Classics** 

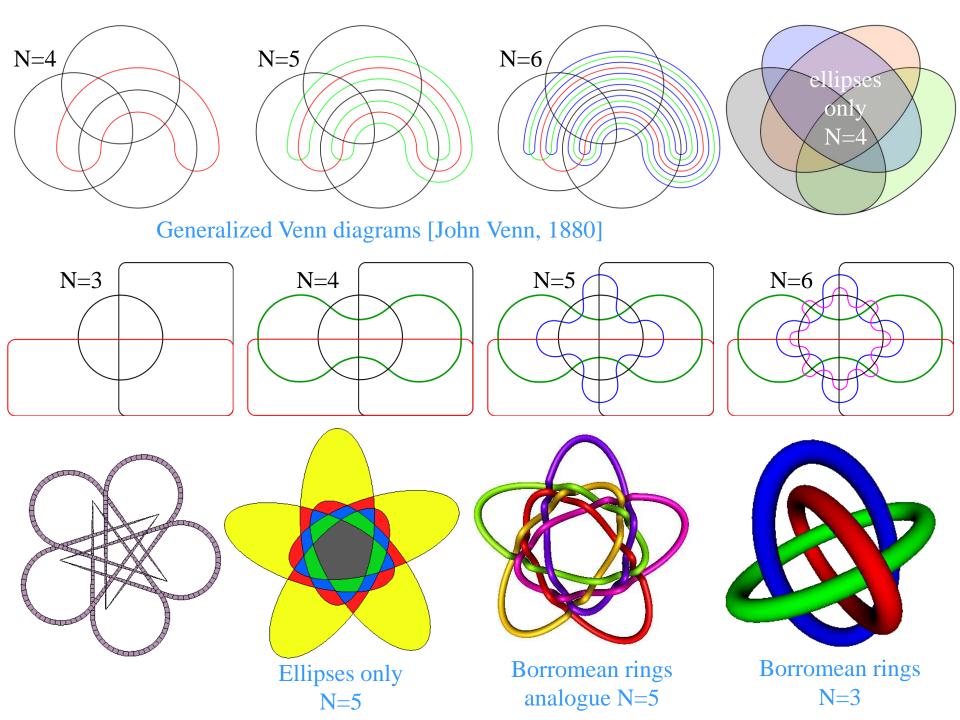
### Generalized Numbers

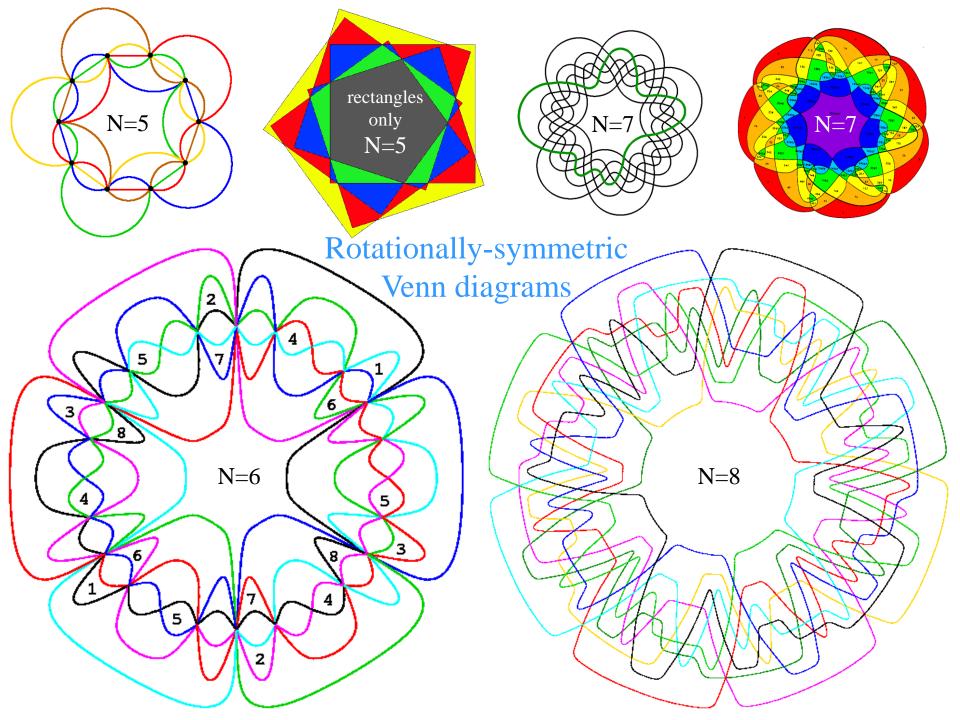


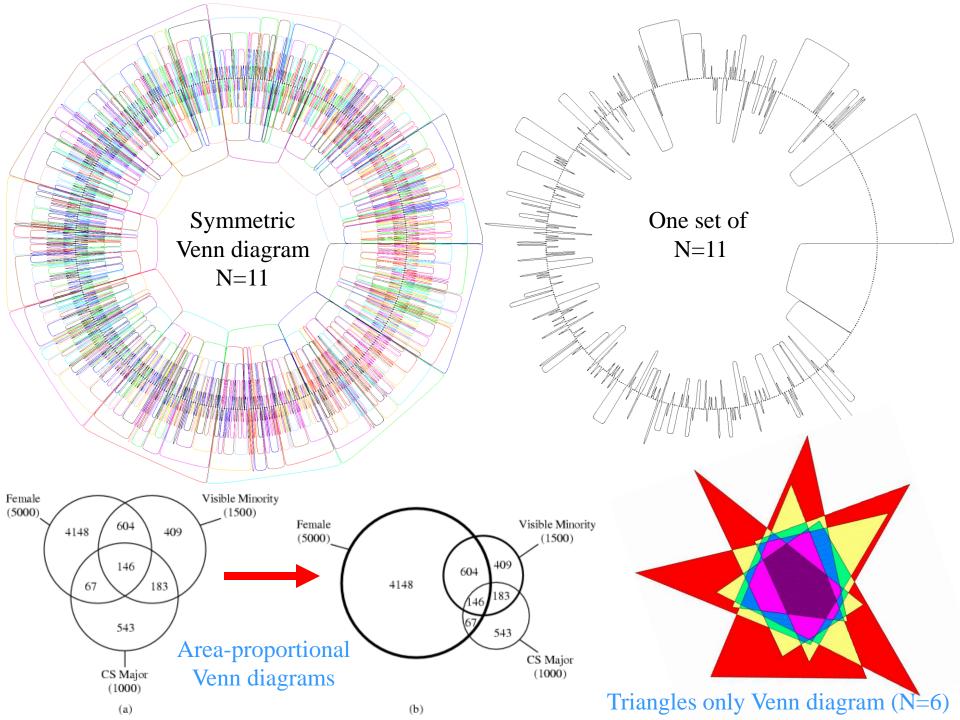
## The Extended Chomsky Hierarchy

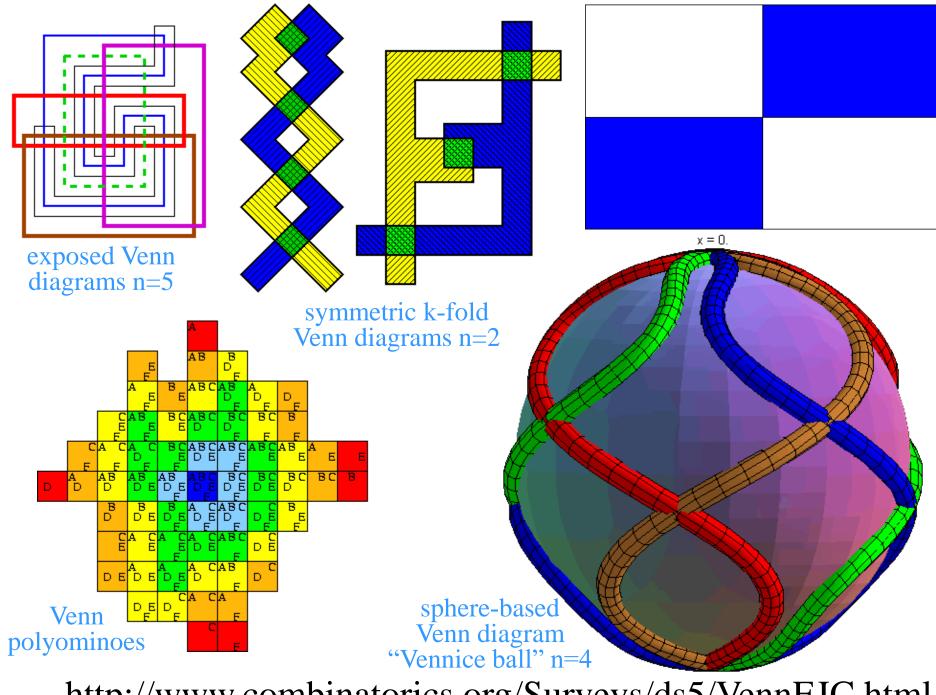






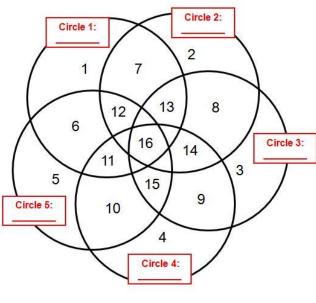


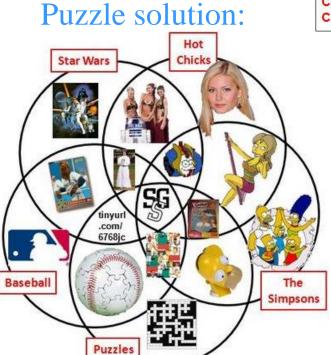




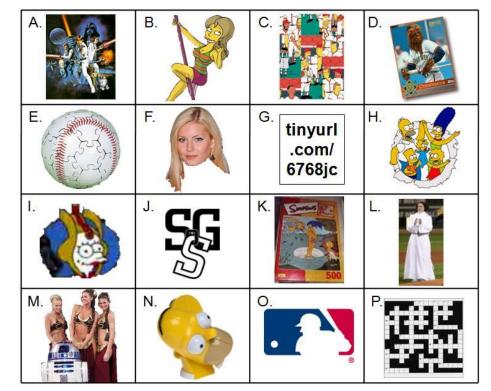
http://www.combinatorics.org/Surveys/ds5/VennEJC.html

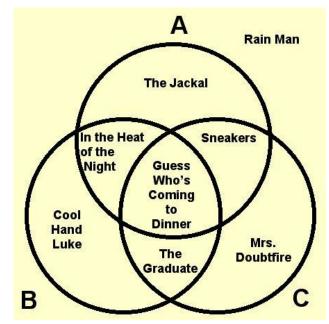
## Venn diagram puzzles:

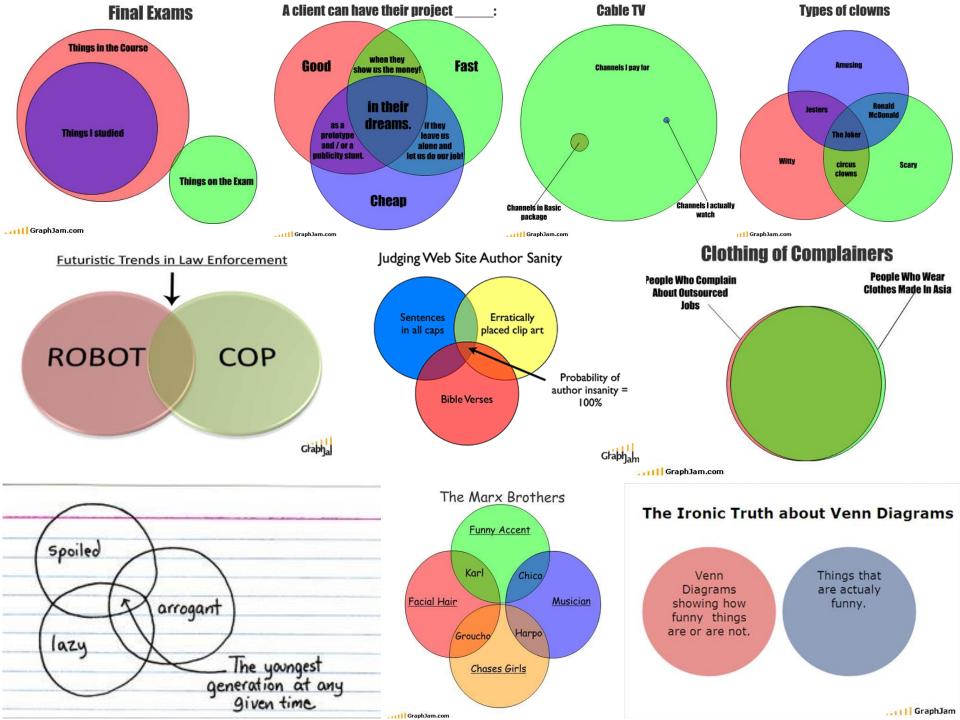


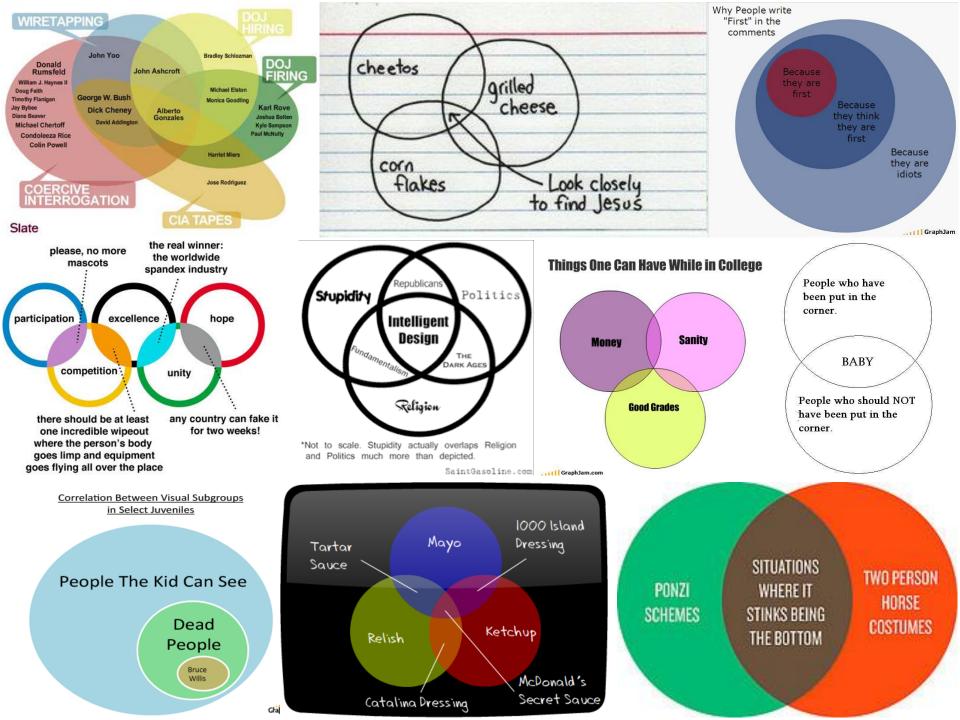


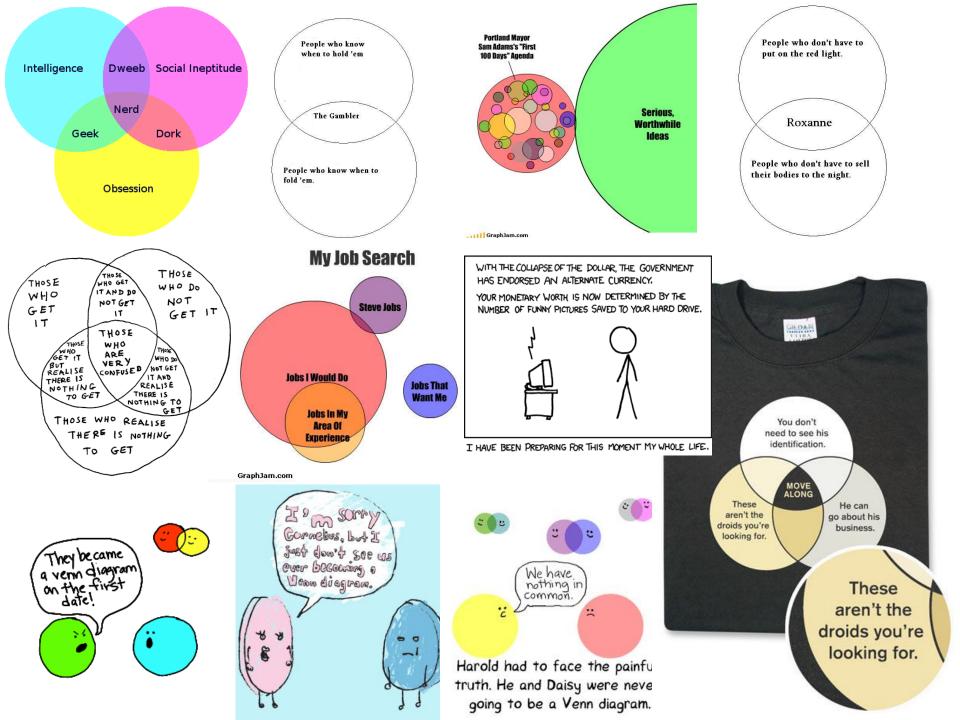
Answe	er Panel:	
1	A	
2.	?	
3.	?	
4.	?	
5.	?	
6.	?	
7.	? ?	
8.	?	
9.	?	
10.	?	
11.	?	
12.	?	
13.	?	
14.	?	
15.	? ?	
16.	?	
Circle 1:	?	
Circle 2:	?	
Circle 3:	?	
Circle 4:	?	
Circle 5:	?	







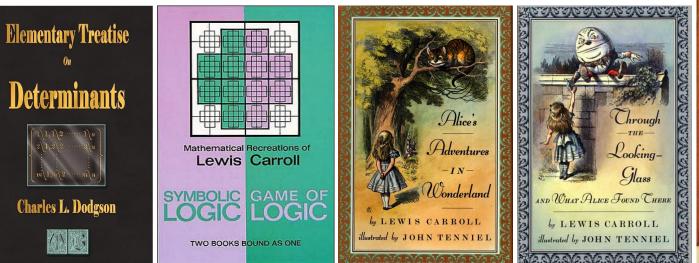




# Historical Perspectives

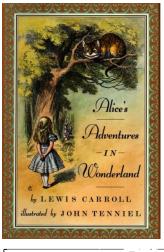
## Charles Dodgson (1832-1898)

- AKA "Lewis Carroll"
- Mathematician, logician, author, photographer
- Wrote "Alice in Wonderland", "Jabberwocky", and "Through the Looking Glass"
- Popularized logic & syllogisms and made it fun!
- Invented "Scrabble" and "word ladder" games
- Profoundly influenced literature, art, and culture











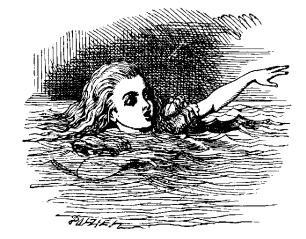


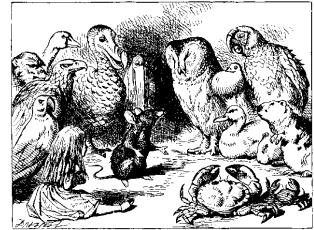


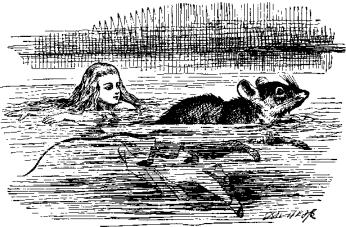






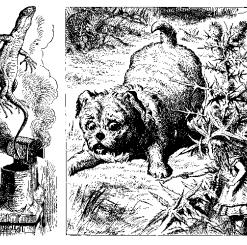








































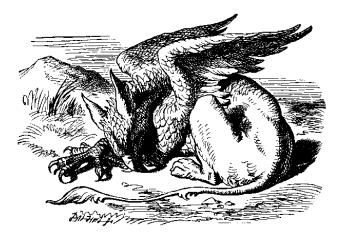








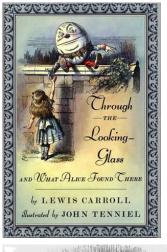








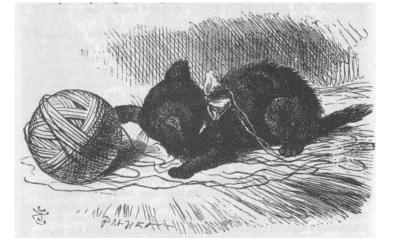






#### White Pawn (Alice) to play, and win in eleven moves.

	PAGE		
1. Alice meets R. Q.	140	1. R. Q. to K. R.'s 4th	
2. Alice through Q.'s 3rd (by railway)	147	2. W. Q. to Q. B.'s 4th (after shawl)	
to Q.'s 4th (Tweedledum		3. W. Q. to Q. B.'s 5th (becomes sheep)	
and Tweedledee	149	4. W. Q. to K. B.'s 8th (leaves egg on	
3. Alice meets W. Q. (with shawl)	168	shelf)	
4. Alice to Q.'s 5th (shop, river, shop) .	173	5. W. Q. to Q. B.'s 8th (flying from R.	
5. Alice to Q.'s 6th (Humpty Dumpty) .	179	Kt.)	
6. Alice to Q.'s 7th (forest)	200	6. R. Kt. to K.'s 2nd (ch.)	
7 W Kt takes R. Kt	202	7. W. Kt. to K. B.'s 5th	
8. Alice to Q.'s 8th (coronation)	213	8. R. Q. to K.'s sq. (examination)	
9. Alice becomes Queen	220	9. Queens castle	
10. Alice castles (feast)		10. W. Q. to Q. R.'s 6th (soup)	
11. Alice takes R.Q. & wins	230		











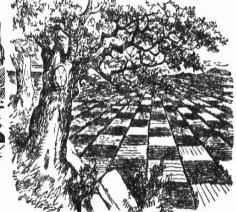


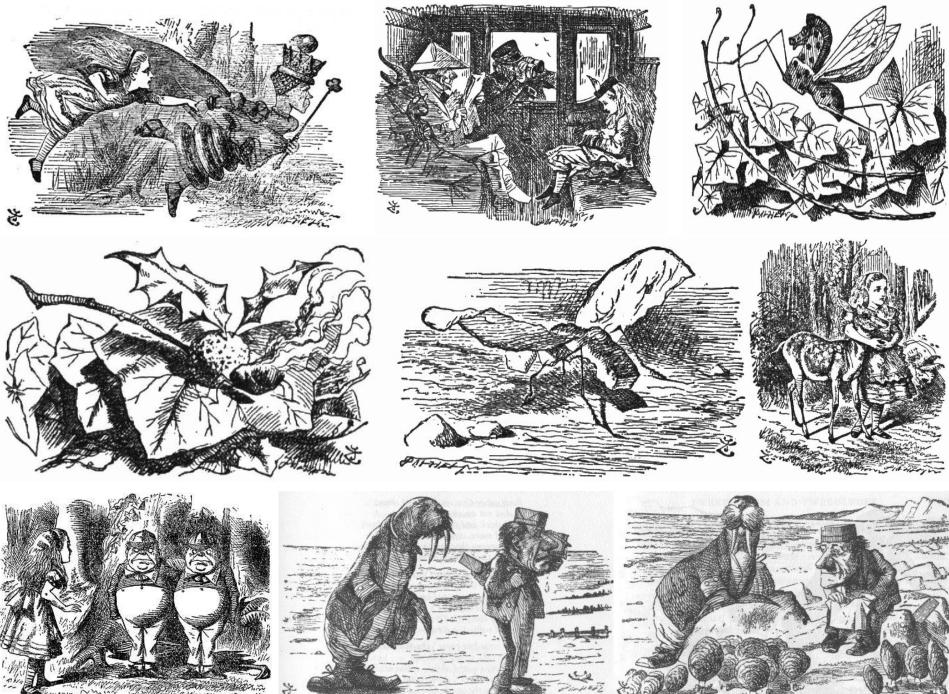








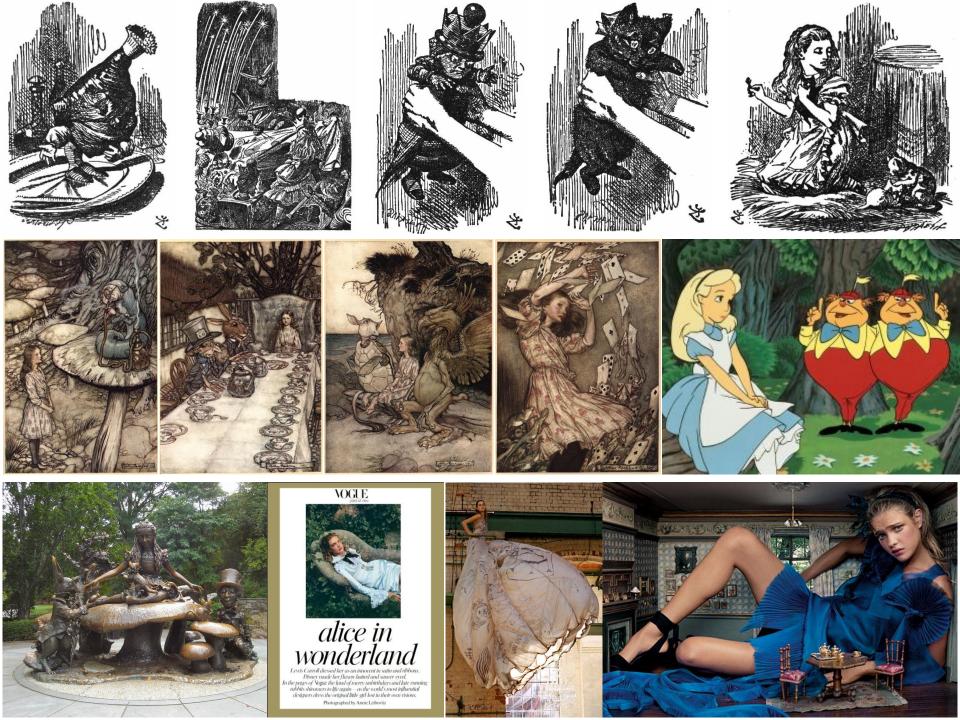


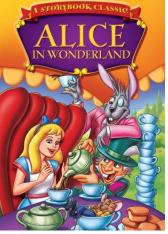


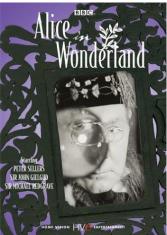


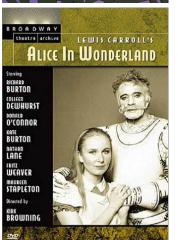






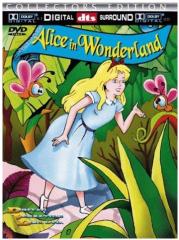






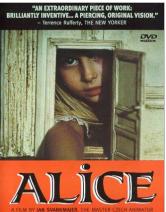


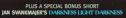




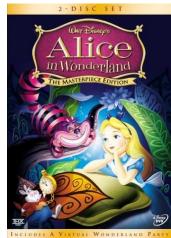




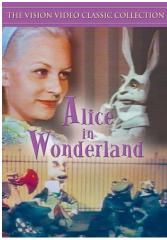


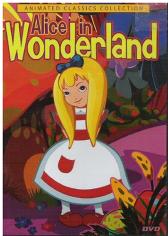


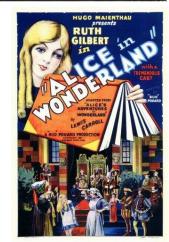


























**CLIT'S KIND OF A MIXTURE** Of some distorted live action and animation. I can't relate it to anything because I'm not sure what to relate it to. It's kind of new territory for me...\* -Tim: Deriver







## Alice and the White Knight: A Lesson in Logic, Semantics, and Pointers

`You are sad,' the Knight said in an anxious tone: `let me sing you a song to comfort you.'

`Is it very long?' Alice asked, for she had heard a good deal of poetry that day.

`It's long,' said the Knight, `but it's very, *very* beautiful. Everybody that hears me sing it -- either it brings the *tears* into their eyes, or else --' logical disjunction!

- `Or else what?' said Alice, for the Knight had made a sudden pause. law of the excluded middle!
- `Or else it doesn't, you know. The name of the song is called "*Haddocks' Eyes*".' pointer to a pointer!

`Oh, that's the name of the song, is it?' Alice said, trying to feel interested.

`No, you don't understand,' the Knight said, looking a little vexed. `That's what the name is *called*. The name really *is "The Aged Aged Man*".' pointer dereferencing: meta-pointer resolved!
`Then I ought to have said "That's what the *song* is called"?' Alice corrected herself. separation of abstractions: variable vs. pointer!

`No, you oughtn't: that's quite another thing! The *song* is called "*Ways and Means*": but that's only what it's *called*, you know!' call-by-name vs. call-by-value!

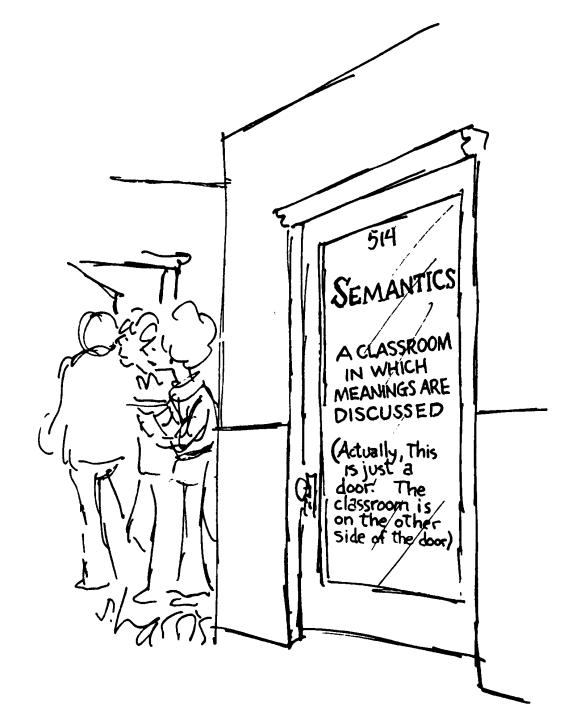
`Well, what *is* the song, then?' said Alice, who was by this time completely bewildered

`I was coming to that,' the Knight said. `The song really *is "A-sitting On a Gate "*: and the tune's my own invention.'









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## Lewis Carroll Society of North America

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### WELCOME

Welcome to The Lewis Carroll Society of North America (LCSNA) homepage. The LCSNA is a non-profit organization dedicated to furthering Carroll studies, increasing accessibility of research material, and maintaining public awareness of Carroll's contributions to society and culture. This website is one way we share information with Carroll enthusiasts around the World. If you are a Carrollian and would like to help in these endeavors, or if you simply enjoy Carroll and want to be among other people with a like interest, please consider joining the LCSNA.

For detailed information about C.L.Dodgson ("Lewis Carroll") and his creations, please access the Lewis Carroll Homepage.

### Spring Meeting

The 2009 Spring meeting will be held in beautiful Sante Fe, New Mexico, on May 9. Please consult the **newly updated (as of April 24th)** meeting agenda for all of the details. See you there.





# Historical Perspectives

## Georg Cantor (1845-1918)

- Created modern set theory
- Invented trans-finite arithmetic (highly controvertial at the time)
- Invented diagonalization argument
- First to use 1-to-1 correspondences with sets
- Proved some infinities "bigger" than others
- Showed an infinite hierarchy of infinities
- Formulated continuum hypothesis
- Cantor's theorem, "Cantor set", Cantor dust, Cantor cube, Cantor space, Cantor's paradox
- Laid foundation for computer science theory
- Influenced Hilbert, Godel, Church, Turing



GEORG

CANTOR

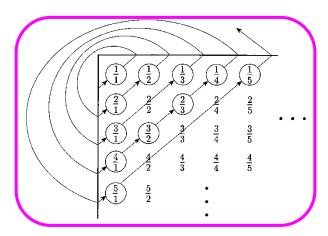
CONTRIBUTIONS





To get this list we make an infinite matrix containing all the positive rational numbers, as shown in Figure 4.16. The *i*th row contains all numbers with numerator *i* and the *j*th column has all numbers with denominator *j*. So the number  $\frac{i}{4}$  occurs in the *i*th row and *j*th column.

Now we turn this matrix into a list. One (bad) way to attempt it would be to begin the list with all the elements in the first row. That isn't a good approach because the first row is infinite, so the list would never get to the second row. Instead we list the elements on the diagonals, starting from the corner, which are superimposed on the diagram. The first diagonal contains the single element  $\frac{1}{1}$ , and the second diagonal contains the two elements  $\frac{2}{1}$  and  $\frac{1}{2}$ . So the first three elements on the list are  $\frac{1}{1}$ ,  $\frac{2}{1}$ , and  $\frac{1}{2}$ . In the third diagonal a complication arises. It contains  $\frac{3}{1}$ ,  $\frac{2}{2}$ , and  $\frac{1}{3}$ . If we simply added these to the list, we would repeat  $\frac{1}{1} = \frac{2}{2}$ . We avoid doing so by skipping an element when it would cause a repetition. So we add only the two new elements  $\frac{3}{1}$  and  $\frac{1}{3}$ . Continuing in this way we obtain a list of all the elements of Q.



### FIGURE **4.16** A correspondence of $\mathcal{N}$ and $\mathcal{Q}$

After seeing the correspondence of  $\mathcal{N}$  and  $\mathcal{Q}$ , you might think that any two infinite sets can be shown to have the same size. After all, you need only demonstrate a correspondence, and this example shows that surprising correspondences do exist. However, for some infinite sets no correspondence with  $\mathcal{N}$  exists. These sets are simply too big. Such sets are called *uncountable*.

The set of real numbers is an example of an uncountable set. A *real number* is one that has a decimal representation. The numbers  $\pi = 3.1415926...$  and  $\sqrt{2} = 1.4142135...$  are examples of real numbers. Let  $\mathcal{R}$  be the set of real numbers. Cantor proved that  $\mathcal{R}$  is uncountable. In doing so he introduced the diagonalization method.

### 174 CHAPTER 4 / DECIDABILITY

 $A_{\text{DFA}}$  and  $A_{\text{CFG}}$  were decidable,  $A_{\text{TM}}$  is not. Let

 $A_{\mathsf{TM}} = \{ \langle M, w \rangle | M \text{ is a TM and } M \text{ accepts } w \}.$ 

### THEOREM 4.11

### $A_{\mathsf{TM}}$ is undecidable.

Before we get to the proof, let's first observe that  $A_{\text{TM}}$  is Turing-recognizable. Thus this theorem shows that recognizers *are* more powerful than deciders. Requiring a TM to halt on all inputs restricts the kinds of languages that it can recognize. The following Turing machine U recognizes  $A_{\text{TM}}$ .

U = "On input  $\langle M, w \rangle$ , where M is a TM and w is a string:

- 1. Simulate M on input w.
- 2. If M ever enters its accept state, accept; if M ever enters its reject state, reject."

Note that this machine loops on input  $\langle M, w \rangle$  if M loops on w, which is why this machine does not decide  $A_{\text{TM}}$ . If the algorithm had some way to determine that M was not halting on w, it could reject. Hence  $A_{\text{TM}}$  is sometimes called the **balting problem**. As we demonstrate, an algorithm has no way to make this determination.

The Turing machine U is interesting in its own right. It is an example of the *universal Turing machine* first proposed by Turing. This machine is called universal because it is capable of simulating any other Turing machine from the description of that machine. The universal Turing machine played an important early role in stimulating the development of stored-program computers.

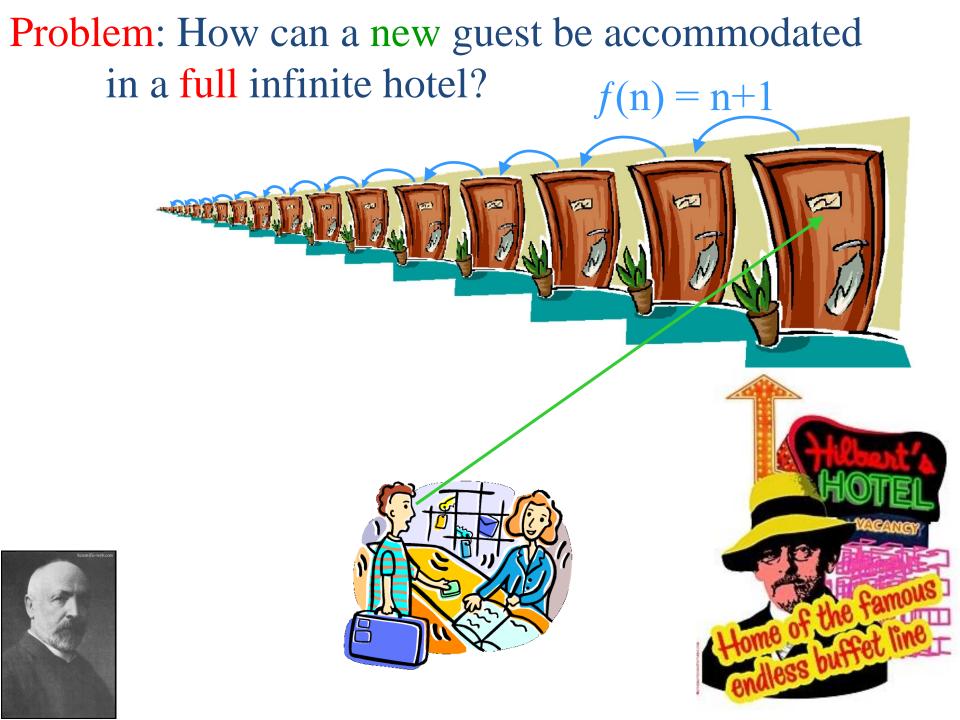
### THE DIAGONALIZATION METHOD

The proof of the undecidability of the halting problem uses a technique called *diagonalization*, discovered by mathematician Georg Cantor in 1873. Cantor was concerned with the problem of measuring the sizes of infinite sets. If we have two infinite sets, how can we tell whether one is larger than the other or whether they are of the same size? For finite sets, of course, answering these questions is easy. We simply count the elements in a finite set, and the resulting number is its size. But, if we try to count the elements of an infinite set, we will never finish! So we can't use the counting method to determine the relative sizes of infinite sets.

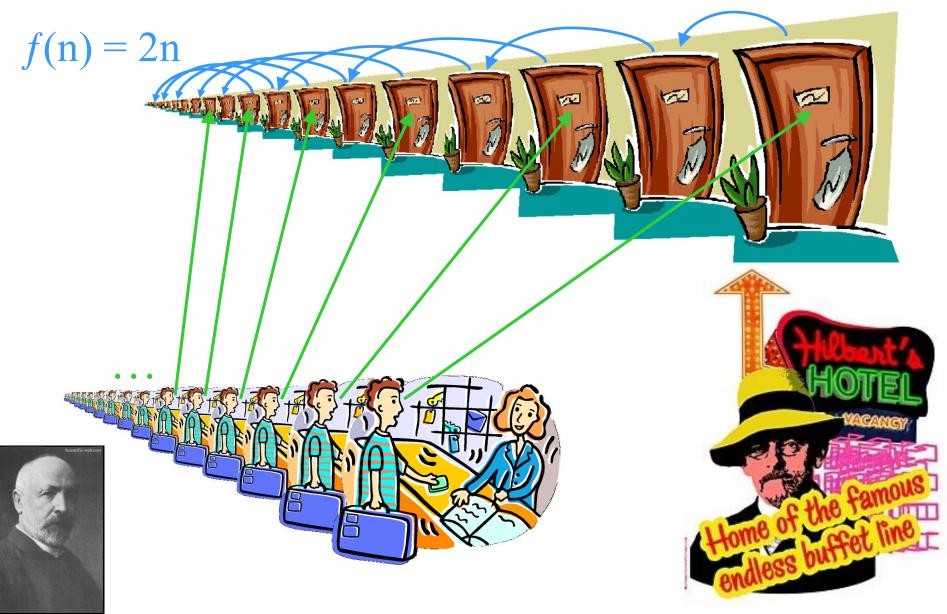
For example, take the set of even integers and the set of all strings over  $\{0,1\}$ . Both sets are infinite and thus larger than any finite set, but is one of the two larger than the other? How can we compare their relative size?

Cantor proposed a rather nice solution to this problem. He observed that two finite sets have the same size if the elements of one set can be paired with the elements of the other set. This method compares the sizes without resorting to counting. We can extend this idea to infinite sets. Let's see what it means more precisely.

Introduction to the Theory of COMPUTATION Second Edition



Problem: How can an infinity of new guests be accommodated in a full infinite hotel?

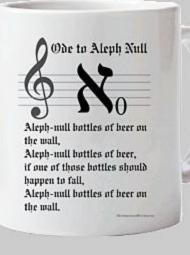


Problem: How can an infinity of infinities of new guests be accommodated in a full infinite hotel?

one-to-one

correspondence

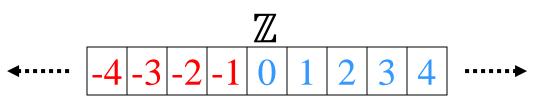






## **Problem:** Are there more integers than natural #'s?

 $\mathbb{N} \subset \mathbb{Z}$  $\mathbb{N} \neq \mathbb{Z}$ So  $|\mathbb{N}| < |\mathbb{Z}|$ ?



Rearrangement: Establishes 1-1 correspondence  $f: \mathbb{N} \leftrightarrow \mathbb{Z}$ 

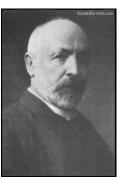
 $\Rightarrow |\mathbb{N}| = |\mathbb{Z}|$ 

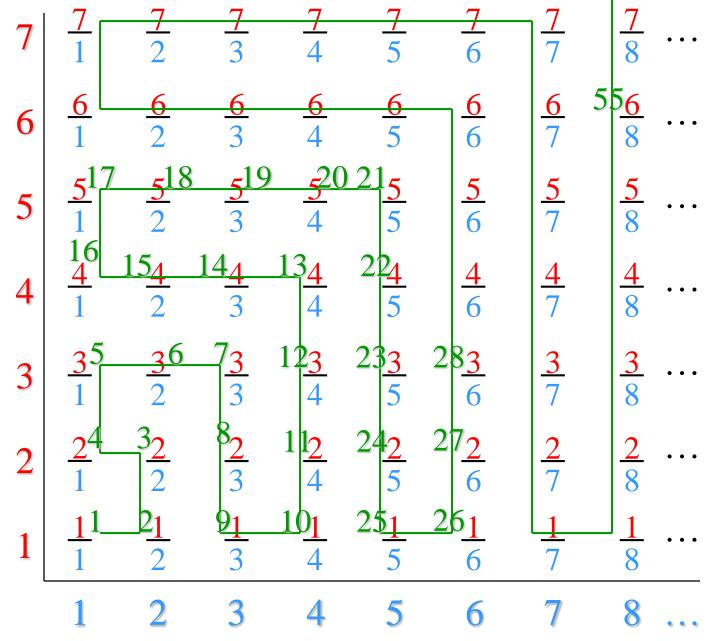




**Problem:** Are there more rationals than natural #'s?

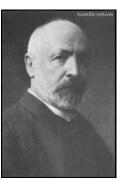
 $\mathbb{N} \subset \mathbb{Q}$  $\mathbb{N} \neq \mathbb{Q}$ So  $|\mathbb{N}| < |\mathbb{Q}|$ ? Dovetailing: Establishes 1-1 correspondence  $f: \mathbb{N} \leftrightarrow \mathbb{Q}$  $\Rightarrow |\mathbb{N}| = |\mathbb{Q}|$ 

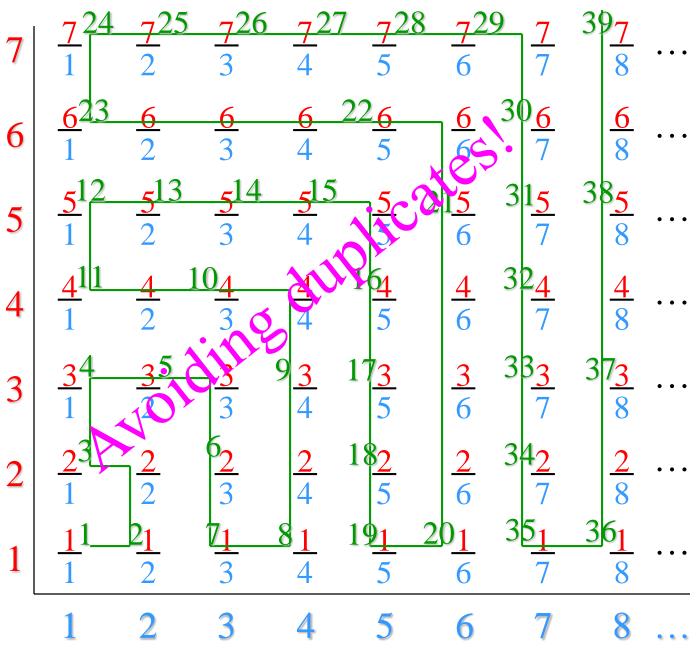




**Problem:** Are there more rationals than natural #'s?

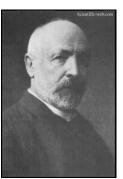
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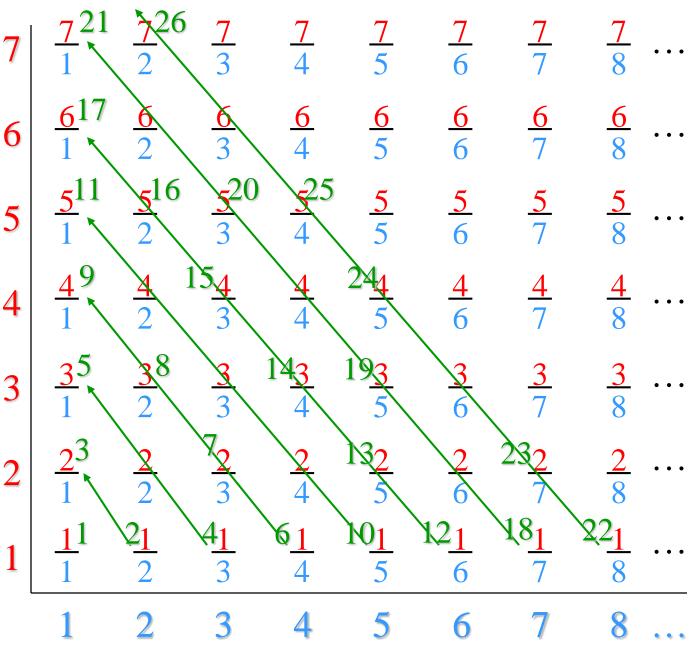




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Problem: Why doesn't this "dovetailing" work?

<u>7</u> 6 <u>7</u> 5 <u>/</u> 4 There's no "last" element <u>6</u> 5 <u>6</u> 2 <u>6</u> 4 <u>6</u> <u>6</u> 1 <u>6</u> 3 <u>6</u> 7 <u>6</u> 8 6 on the first line! <u>5</u> 2 <u>5</u> 5 <u>5</u> 3 <u>5</u> 6 <u>5</u> 4 <u>5</u> 1 <u>5</u> 7 <u>5</u> 8 5 So the 2<sup>nd</sup> line is never reached!  $\frac{4}{2}$ <u>4</u> 6 <u>4</u> 3  $\frac{4}{5}$ <u>4</u> 4  $\Rightarrow$  1-1 function <u>3</u> 2 3 is not defined! 5 4 6 8 6

3

4

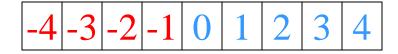
5

6

8

## Dovetailing Reloaded

Dovetailing:  $f: \mathbb{N} \leftrightarrow \mathbb{Z}$ 



 $\frac{1}{2}$   $\frac{2}{3}$   $\frac{3}{4}$   $\frac{5}{6}$   $\frac{6}{7}$ 

N 1 2 3 4 5 6 7 8 9

To show  $|\mathbf{N}| = |\mathbf{Q}|$  we can construct  $f: \mathbf{N} \leftrightarrow \mathbf{Q}$  by sorting  $\mathbf{x}/\mathbf{y}$ by increasing key max( $|\mathbf{x}|, |\mathbf{y}|$ ), while avoiding duplicates: max( $|\mathbf{x}|, |\mathbf{y}|$ ) =  $\mathbf{Q} \cdot \{\mathbf{p}\}$ max( $|\mathbf{x}|, |\mathbf{y}|$ ) =  $\mathbf{Q} \cdot \{\mathbf{p}\}$ max( $|\mathbf{x}|, |\mathbf{y}|$ ) =  $\mathbf{1} : 0^{11}, 1^{21}$ max( $|\mathbf{x}|, |\mathbf{y}|$ ) =  $2 : 1^{32}, 2^{41}$ max( $|\mathbf{x}|, |\mathbf{y}|$ ) =  $3 : 1^{53}, 2^{53}, 3^{71}, 3^{82}$ 

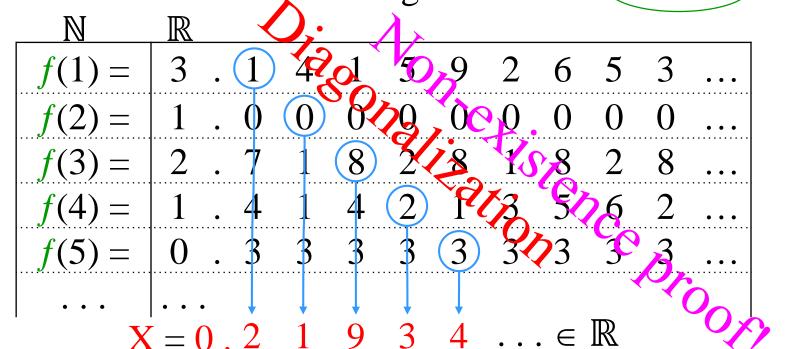
{finite new set at each step}

 $\mathbb{Z}$ 

- Dovetailing can have many disguises!
- So can diagonalization!



Theorem: There are more reals than rationals / integers. Proof [Cantor]: Assume a 1-1 correspondence  $f: \mathbb{N} \leftrightarrow \mathbb{R}$ i.e., there exists a table containing all of  $\mathbb{N}$  and all of  $\mathbb{R}$ :

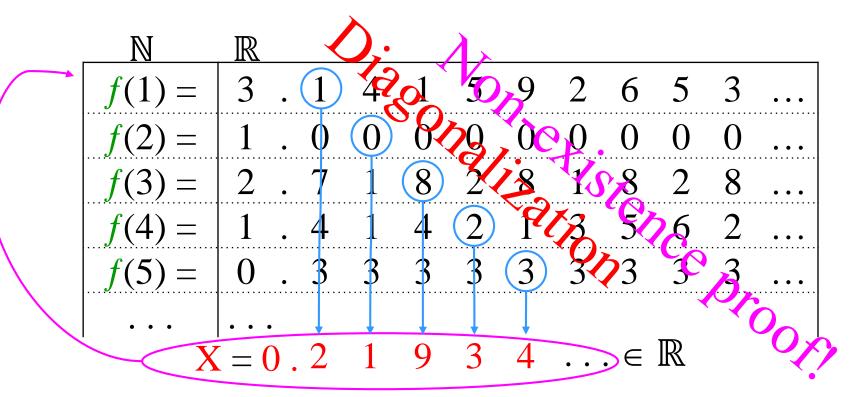


But X is missing from our table!  $X \neq f(k) \forall k \in \mathbb{N}$ 

- $\Rightarrow$  f not a 1-1 correspondence
- $\Rightarrow$  contradiction
- $\Rightarrow \mathbb{R}$  is not countable!

There are more reals than rationals / integers!

Problem 1: Why not just insert X into the table?
Problem 2: What if X=0.999... but 1.000... is already in table?





- Table with X inserted will have X' still missing! Inserting X (or any number of X's) will not help!
- To enforce unique table values, we can avoid using 9's and 0's in X.



### Non-Existence Proofs

- Must cover all possible (usually infinite) scenarios!
- Examples / counter-examples are not convincing!
- Not "symmetric" to existence proofs!

# Ex: proofs that you are a millionaire:

#### "Proof" that you are not a millionaire ?



## Cantor set:

- Start with unit segment
- Remove (open) middle third
- Repeat recursively on all remaining segments
- Cantor set is all the remaining points



- Total length removed: 1/3 + 2/9 + 4/27 + 8/81 + ... = 1
- Cantor set does not contain any intervals
- Cantor set is not empty (since, e.g. interval endpoints remain)
- An uncountable number of non-endpoints remain as well (e.g., 1/4) Cantor set is totally disconnected (no nontrivial connected subsets) Cantor set is self-similar with Hausdorff dimension of  $\log_3 2=1.585$ Cantor set is a closed, totally bounded, compact, complete metric space, with uncountable cardinality and lebesque measure zero

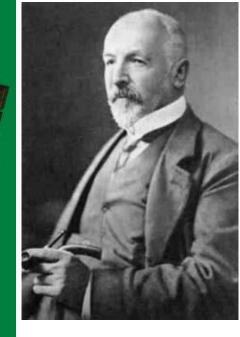


Cantor dust (2D generalization): Cantor set crossed with itself

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### Cantor cube (3D): Cantor set crossed with itself three times