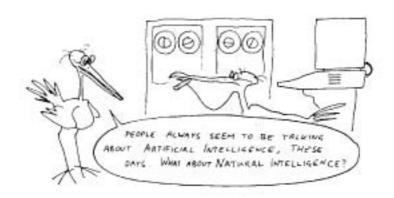
The Adventures of ARCHIBALD HIGGINS

COMPUTER MAGIC

Jean-Pierre Petit



The Association Knowledge without Borders, founded and chaired by Professor Jean-Pierre Petit, astrophysicist, aims at spreading scientific and technical knowledge in as many countries as possible and in as many languages as possible. To this end, all his popular scientific works, which cover a period of thirty years, and more particularly the illustrated albums he has created, are now freely accessible. Anyone is now free to duplicate the present file, either in digital form or in the form of printed copies and circulate these copies to libraries , within the context of schools or universities or associations whose aims would be the same as the association , provided that they do not derive any profit from this circulation and that they do not have any political, sectarian or confessional connotations. These pdf files may also be put on line in the computer networks of school and university libraries.



Jean-Pierre Petit intends to create numerous other works which will be accessible to a larger audience. Even illiterate people will be able to read them because the written parts will "speak" when the readers click on them. Thus it will be possible to use these works to support literacy schemes. Other albums will be "bilingual" in so far as it will be possible to switch from one language to another selected language with a mere click. Hence another tool made available to develop language skills.

Jean-Pierre Petit was born in 1937. He made his career in French research. He worked as a plasma physicist, he directed a computer science centre, he has created softwares, he has published hundreds of articles in scientific magazines, dealing with subjects ranging from fluid mechanics to theoretical cosmology. He has published about thirty books which have been translated in numerous languages.

The association can be contacted on the following internet site:

EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT COMPUTERS, BUT NEVER DARED ASK





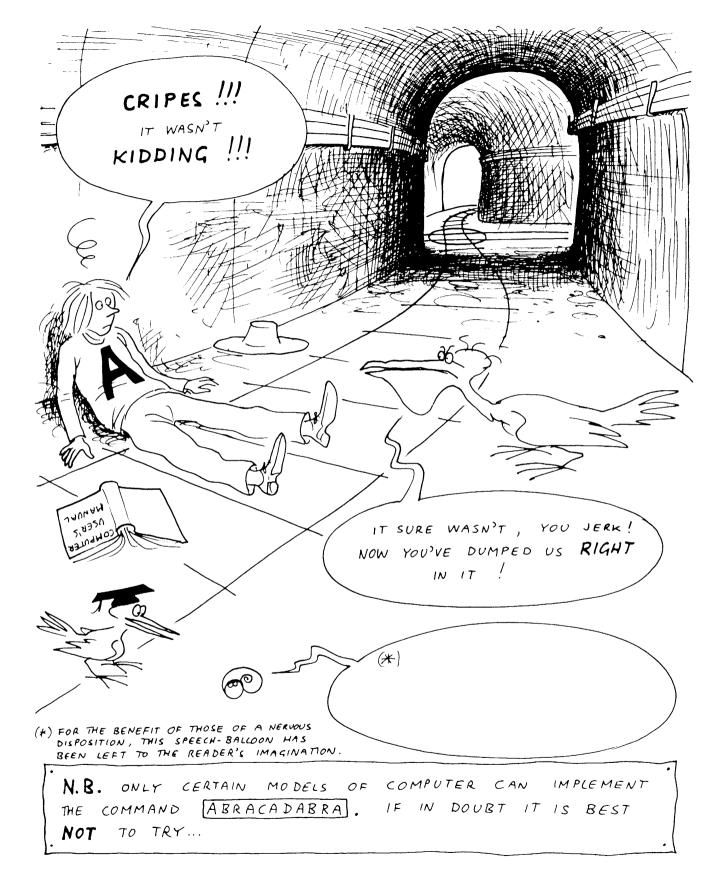




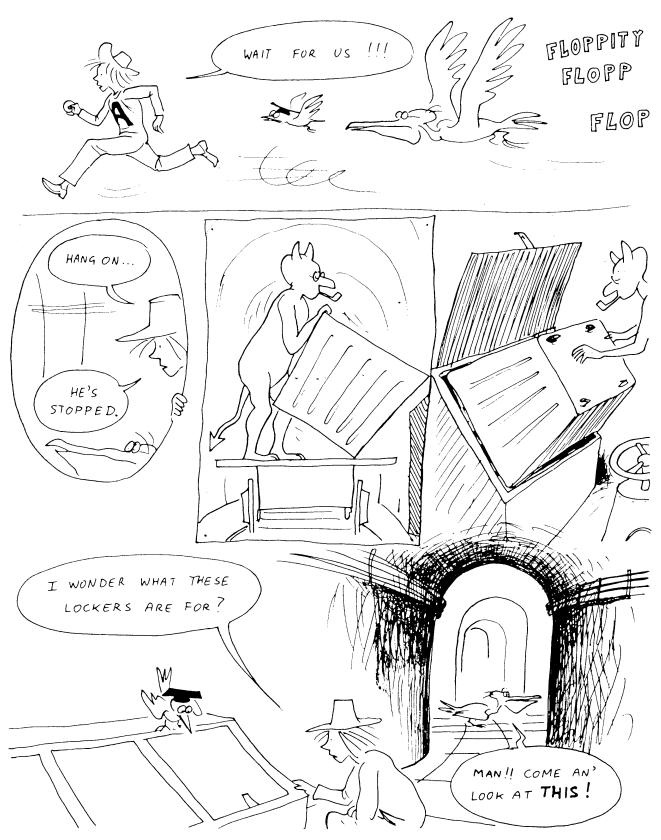


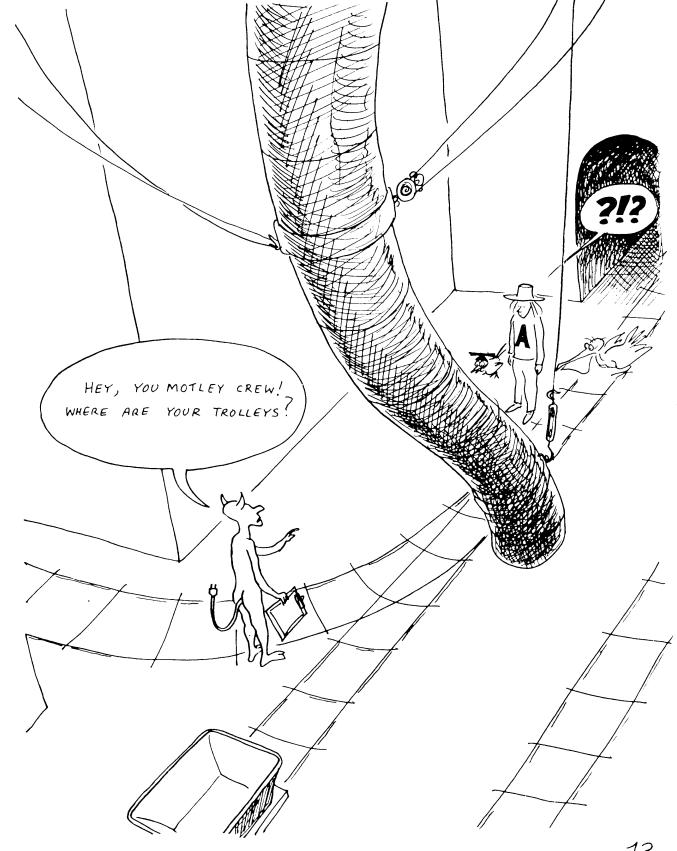














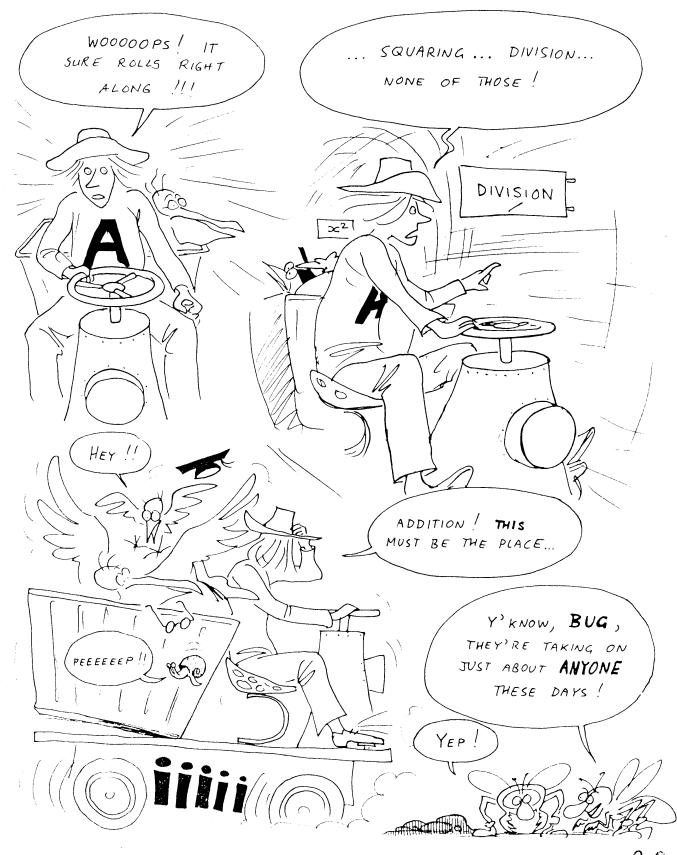










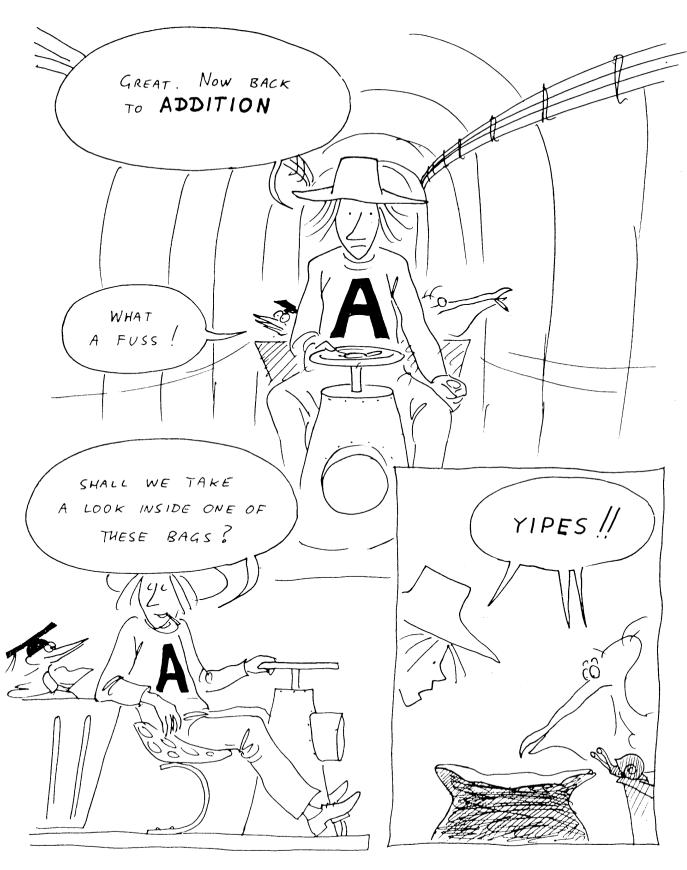


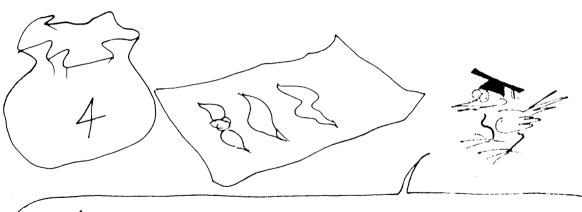












BAG 4 CONTAINS THE FOLLOWING: ONE KNOTTED HANDKERCHIEF
AND TWO UNKNOTTED ONES. IN THAT ORDER.

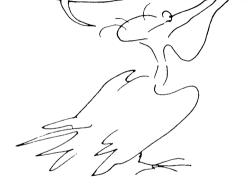
NOW FOR BAG A: TWO

KNOTTED HANDKERCHIEFS AND ONE

UNKNOTTED ONE - IN THAT

ORDER!

WHAT DO THEY WANT
ALL THEM PANKIES FOR,
MAX?



THEY'RE BINARY CODE .

I SAW HOW THEY WENT ABOUT

IT JUST NOW. THE UNKNOTTED

HANDKERCHIEF MEANS ZERO

AND THE KNOTTED ONE MEANS

ONE



IT'S EASY: WHEN YOU COUNT, YOU WRITE ONE = 1, TWO = 2, THREE = 3, FOUR = 4, FIVE = 5, SIX = 6, SEVEN = 7, EIGHT = 8, NINE = 9. AND THEN, TO GET TEN, YOU PUT 1 AND O TOGETHER.

THEN FOR ELEVEN, YOU PUT 11; TWELVE IS 12, AND SO ON...



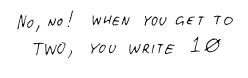
THAT'S BECAUSE YOU'RE GIVEN TEN SYMBOLS 1,2,3,4,5,6,7,8,9,0 TO CODE THE NUMBERS WITH.

BUT NOW SUPPOSE THAT
YOU'VE ONLY GOT TWO
SYMBOLS, INSTEAD OF
THE USUAL TEN; AND
THAT THESE SYMBOLS ARE
Ø AND 1 (*). INSTEAD
OF DECIMAL, YOU'VE
GOT TO CODE IN BINARY

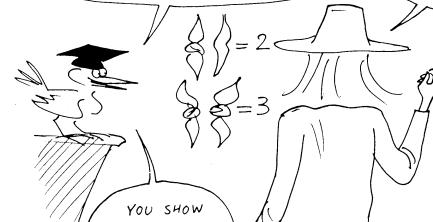
YES, BUT I KEEP

GETTING STUCK !

(*) IN COMPUTING, ZERO IS WRITTEN Ø.



... So THREE WORKS OUT AS 11. WHAT DO I DO AFTER THAT ?!?



BLIMEY,
I'M GETTING THE
'ANG OF THIS!



HIM, THEN.



 $\begin{cases}
= \emptyset = ZERO \\
= 1 = ONE
\end{cases}$ $\begin{cases}
= 1\emptyset = TWO \\
= 11 = THREE
\end{cases}$ $\begin{cases}
= 1\emptyset\emptyset = FOUR
\end{cases}$

WOT APPENS IS THAT THE

CONTENTS OF MEMORY

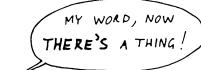
A IS SIX - WHICH IS WOT

YER GET IF YER DOES THE

OPERATION WE WAS TALKIN'

ABAHT - 2 x 3.

6 = 101 = FIVE = 110 = SIX





) = 1000 = EIGHT

ETC ...



















SOPHIE'S PROGRAM

- 1 GIVE TO N THE VALUE ONE
- 2 GIVE TO I A VALUE AT RANDOM BETWEEN 1 AND 300
- 3 GIVE TO J A VALUE AT RANDOM BETWEEN 1 AND 300
- 4 FIND A(I), THE ITH WORD
 IN LIST A
- 5 FIND B(J), THE J^{TH} WORD IN LIST B
- 6 FORM (BY CONCATENATION) M = A(I) + B(J)
- 7 PRINT N
- 8 ON THE SAME LINE, PRINT A SPACE AND THEN THE WORD M

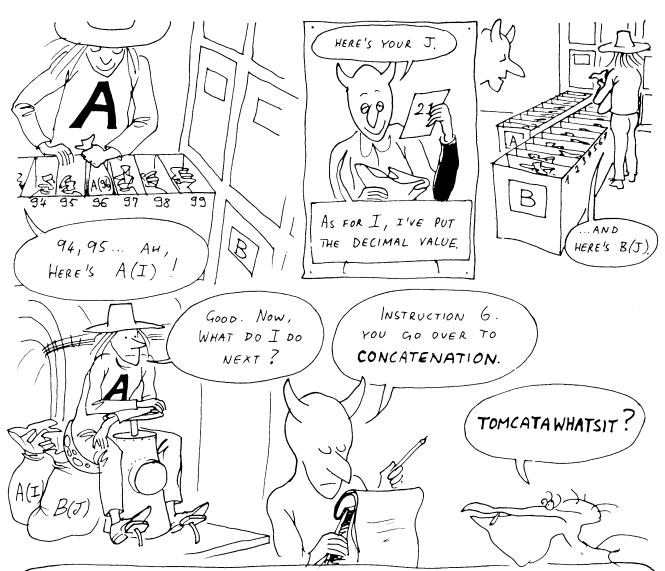
52

9 ADD 1 TO N

10 IF N>20 THEN STOP. OTHERWISE GO TO 2







EACH OPERATION, IN THE COMPUTER, IS IN EFFECT A MINI-PROGRAM.

ADDITION AND MULTIPLICATION, FOR EXAMPLE, ARE PROGRAMS

PERMANENTLY RESIDING IN THE COMPUTER. SUCH STRUCTURES ARE

CALLED SUBROUTINES. WHAT WE'VE CALLED CONCATENATION

IS ALSO A SUBROUTINE — ONE OF MANY AVAILABLE TO THE

MACHINE. REMEMBER: A(I) AND B(J) ARE STRINGS OF

LETTERS. CATENA IS LATIN FOR "CHAIN."

THIS SUBROUTINE CHAINS TOGETHER TWO

STRINGS OF LETTERS INTO A SINGLE

WORD, WRITTEN SYMBOLICALLY M = A(I)+B(J)

40





THEN YOU'D GET UNCONDITIONAL BRANCHING.

AND HERE THAT WOULD MEAN THAT THE PROGRAM WOULD GO ON LOOPING FOREVER, DOING THE SAME THING OVER AND OVER AGAIN.

OF COURSE, BECAUSE NOTHING HAS BEEN SET UP TO STOP IT. HERE WE FOLLOW ORDERS TO THE LETTER WITHOUT ARGUING. THE PROGRAM WE'RE WORKING ON HAS BEEN DESIGNED TO PRODUCE 20 WORDS; THAT IS, TO STOP AUTOMATICALLY AFTER LOOPING 20 TIMES. THE OPERATION "ADD I TO N" IS CALLED INCREMENTING, AND IT LETS US USE THE VARIABLE N AS A LOOP COUNTER. AND WHILE WE'RE WASTING TIME TALKING, VALUABLE MICROSECONDS ARE TRICKLING AWAY.

THIS IS WHAT HAPPENS WHEN YOU PROGRAM FIRST, THINK LATER!

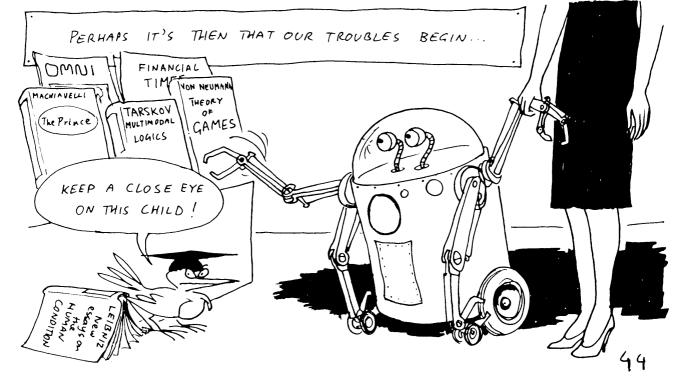


A COMPUTER POSSESSES A COMPLEX
RANGE OF INSTRUCTIONS, AND AN
EXTENSIVE LIBRARY OF SUBROUTINES,
THANKS TO WHICH YOU CAN COMPOSE A
VIRTUALLY LIMITLESS RANGE OF PROGRAMS.
HERE WE HAVE AN EXAMPLE OF WORDPROCESSING.

AT THE MOMENT, COMPUTERS HELP US TO MANIPULATE DATA AND MAKE CALCULATIONS QUICKLY. IT IS HOPED THAT SOON IT WILL BE POSSIBLE TO MAKE COMPUTERS THAT POSSESS WHAT IS ALREADY CALLED ARTIFICIAL INTELLIGENCE

THIS COMPUTER HAS STIMULATED SOPHIE'S IMAGINATION, BUT SHE IS THE MASTER. IN GENERAL WE CAN SAY THAT "THE COMPUTER CAN ONLY PERFORM THE TASKS THAT A MAN HAS INSTRUCTED IT TO DO, AND NOTHING MORE."

BUT SOON, EQUIPPED WITH EYES, EARS, AND HANDS, IT WILL COMMUNICATE WITH THE WORLD AUTONOMOUSLY, AND TAKE PART IN ITS OWN EXPERIENCES, BEING ABLE AT THE SAME TIME TO MODIFY ITS PROGRAMS, THAT IS, ITS "WAY OF THINKING," TO IMPROVE ITS PERFORMANCE AND ITS ABILITIES.

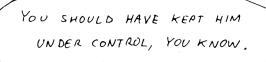












WE'D BETTER GET HIM

BACK PRONTO, BEFORE HE GOES

AND CRASHES THE ENTIRE

SYSTEM.





IF HE'S WANDERED INTO SIGN CHANGE, WHAT WILL BECOME OF HIM? HE MAY COME OUT A DIFFERENT SEX !!



ARCHIE AND MEGABYTE GO FULL-SPEED-AHEAD IN SEARCH OF THE ERRANT MOLLUSC, TIRESIAS...



















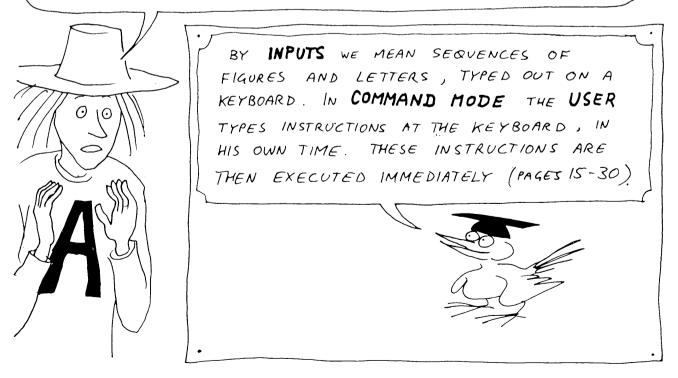
LET'S GET A FEW THINGS STRAIGHT. A COMPUTER, ABOVE ALL, IS

AN INPUT - OUTPUT SYSTEM. THE ITEMS THAT IT DEALS WITH

COME IN AT ONE END AND GO OUT AT THE OTHER. EVERYTHING

IS CODED IN BINARY, BECAUSE YOU GUYS ONLY KNOW

HOW TO COUNT UP TO ONE.



PAR ARES

THE WORK IS PERFORMED BY HIGHLY SPECIALIZED PROCESSING UNITS WHICH OPERATE ON ITEMS THAT ARE CODED IN BINARY (HANDKERCHIEFS); AND THERE IS A NON-STOP FLOW (BUS) OF INTERMEDIATE RESULTS INTO MEMORY.

PRECEDED BY A NUMBER, THE
COMPUTER KNOWS AUTOMATICALLY
THAT THESE ARE INTENDED FOR
DEFERRED EXECUTION. THEY
ARE THEN STORED IN THE
PROGRAM MEMORY.

THEY ARE AUTOMATICALLY SORTED BY THE
MACHINE; AND SUCH A SEQUENCE OF INSTRUCTIONS ARRANGED
IN INCREASING ORDER IS CALLED A PROGRAM.



A SPECIAL COMMAND TYPED ON THE KEYBOARD TELLS THE MACHINE TO EXECUTE THIS PROGRAMMED TASK. THIS IS KNOWN AS RUNNING THE PROGRAM.

IN PRACTICE THE INSTRUCTIONS ARE NOT WRITTEN AS ON PAGE 37. THEY ARE EXPRESSED IN A LANGUAGE APPROPRIATE TO THE PARTICULAR MACHINE.



THE RESULTS OF THE COMPUTER'S

LABORS ARE PRESENTED WITH

THE AID OF OUTPUT DEVICES

(VDU*, PRINTER, AUDIO).

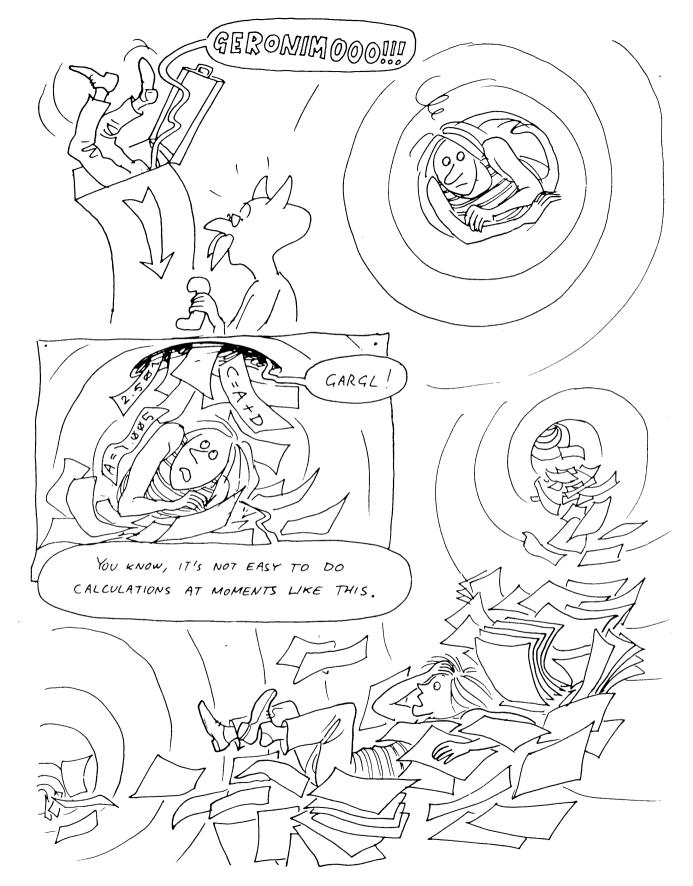
* VISUAL DISPLAY UNIT

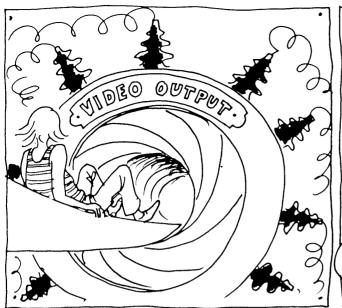














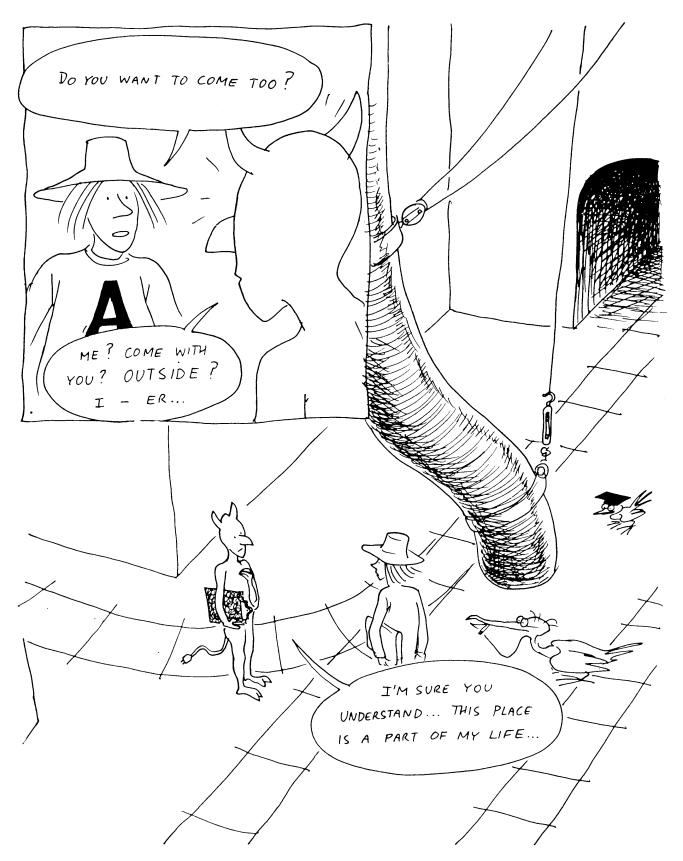
















BOT FROM THAT DAY FORTH, THE CENTER'S COMPUTER HAS SUFFERED FROM INEXPLICABLE BREAKDOWNS, WHICH NO SPECIALIST HAS BEEN ABLE TO CURE. PERHAPS THIS IS DUE TO ARCHIBALD HIGGINS'S SHOE, WHICH REMAINS INSIDE THE MACHINE - IN CONTACT WITH EVERY PART...

