

**FUN FACT: ALAN TURING WAS AN
OLYMPIC-LEVEL LONG DISTANCE
RUNNER. HIS TRYOUT TIME FOR
THE MARATHON WAS 2:46:00.**

FUN FACT: ADA LOVELACE WROTE
THE FIRST PUBLISHED COMPUT-
ER PROGRAM, AN ALGORITHM FOR
COMPUTING **BERNOULLI NUMBERS**
ON THE ANALYTICAL ENGINE.

FUN FACT: DENNIS RITCHIE WROTE
THE **C PROGRAMMING LANGUAGE**
AND ALSO, WITH KEN THOMPSON,
UNIX.

**FUN FACT: ALONZO CHURCH WAS A
DEVOUT PRESBYTERIAN.**

FUN FACT: GRACE HOPPER WROTE
THE FIRST COMPILER, A-0. SHE
WAS ALSO A **REAR ADMIRAL** IN THE
NAVY, ALTHOUGH INITIALLY HER EN-
LISTMENT WAS DENIED BECAUSE
SHE WAS **TOO OLD, TOO LIGHT, AND
TOO SHORT.**

FUN FACT: JOHN VON NEUMANN,
IN ADDITION TO **INVENTING GAME
THEORY**, INVENTED (AND WAS AN
AVID PROPONENT OF) THE IDEA OF
MUTUAL ASSURED DESTRUCTION.

FUN FACT: JOHN VON NEUMANN
LIKED TO PLAY GERMAN MARCHING
MUSIC IN HIS OFFICE AT PRINCE-
TON. THIS ANNOYED HIS NEIGHBOR,
ALBERT EINSTEIN.

FUN FACT: JOHN VON NEUMANN
LIKED **DIRTY LIMERICKS.**

**FUN FACT: ADA LOVELACE WAS THE
ONLY LEGITIMATE CHILD OF LORD
BYRON.**

FUN FACT: DENNIS RITCHIE'S USER-
NAME WAS **DMR**.

FUN FACT: ALONZO CHURCH WAS
THE FOUNDING EDITOR OF THE
JOURNAL OF SYMBOLIC LOGIC.

FUN FACT: IT HAS BEEN ESTIMATED
THAT ALAN TURING'S CODE-BREAK-
ING WORK IN WORLD WAR II SAVED
14 MILLION LIVES.

FUN FACT: ALAN TURING HAD A
STAMMER WHEN TALKING.

FUN FACT: GRACE HOPPER WAS DENIED EARLY ADMISSION TO VASSAR.
HER **LATIN SCORES** WERE TOO LOW.

**FUN FACT: GRACE HOPPER LIKED
TO GIVE OUT 11.8 INCH TELEPHONE
CABLES, THE DISTANCE THAT LIGHT
TRAVELS IN ONE NANOSECOND.**

FUN FACT: JOHN VON NEUMANN
WAS A NOTORIOUSLY BAD DRIV-
ER. HE LIKED TO READ WHILE DRIV-
ING, OCCASIONING **NUMEROUS AR-
RESTS.**

**FUN FACT: JOHN VON NEUMANN
WAS THE FIRST PERSON TO ESTAB-
LISH A RIGOROUS MATHEMATICAL
FRAMEWORK FOR **QUANTUM ME-
CHANICS.****

FUN FACT: JOHN VON NEUMANN, AFTER INVENTING CELLULAR AUTOMATA, SIMULATED THE FIRST ONE USING **PENCIL AND PAPER**. COMPUTERS HAD NOT YET BEEN INVENTED.

FUN FACT: JOHN VON NEUMANN MADE MAJOR CONTRIBUTIONS TO MATHEMATICS¹, PHYSICS², ECO- NOMICS, COMPUTING³, AND STATIS- TICS.

1 FOUNDATIONS OF MATHEMATICS, FUNCTIONAL ANALYSIS, ERGODIC THEORY, GEOMETRY, TOPOLOGY, AND NUMERICAL ANALYSIS.

2 QUANTUM MECHANICS, HYDRODYNAMICS, AND QUANTUM STATISTICAL MECHANICS

3 VON NEUMANN ARCHITECTURE, LINEAR PROGRAMMING, SELF-REPLICATING MACHINES, STOCHASTIC COMPUTING