

Origins of Data, Computing Lines, Curves, and Numbers

Dr. Charles R. Severance

www.ca4e.com

online.dr-chuck.com

Outline

- Measuring the Solar System
 - Stonehenge / Sun Dial
- Continuous physical analog computing
 - Ankithera / Planet Mobile / Slide Rule / Pilot E6B
- Digital physical devices
 - Pen / Clocks / Adders / Multipliers
- CRC Standard Mathematical Tables
 - More complex mathematical functions without calculator
- Iteration
 - "Human Computers" / Babbage Difference Engine
- Electromechanical Computers
 - Bombe / Pinball Machine
- Electronic Computers – Tubes
 - Colossus

Computing and Mathematics

- This is not a math class and there is no math pre-requisite
- In my C class I talk about how everything changed in 1978 (roughly)
- Before 1978
 - Much of computing was computations – numbers were the focus
 - No Internet
 - Computers were large – filled a room
- After 1978
 - Much of computing is information
 - Internet - people communicating to other people through text
 - Computers kept getting smaller and faster
- The arc of computers and computing starts with numbers

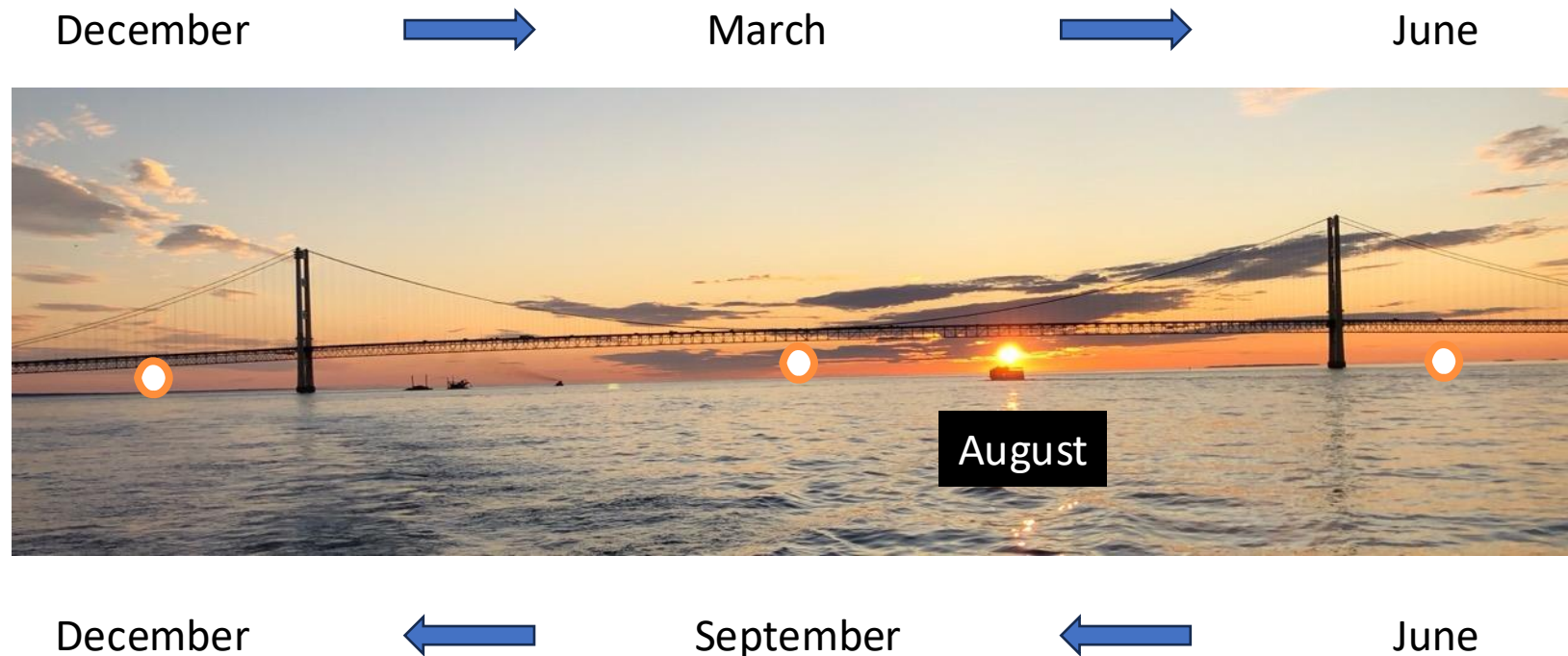
Our eyes "see" objects in a straight line from our eye to the object. But in nature, any moving object is moving along a curve. Predicting the path of a moving object requires a lot of measuring, analysis, and mathematics. Our brains understand (or have been programmed to understand) curved motion implicitly. Predicting the path of a moving object in three dimensions is necessary for us to survive (or play sports)



Photo Courtesy of @WarWheelz

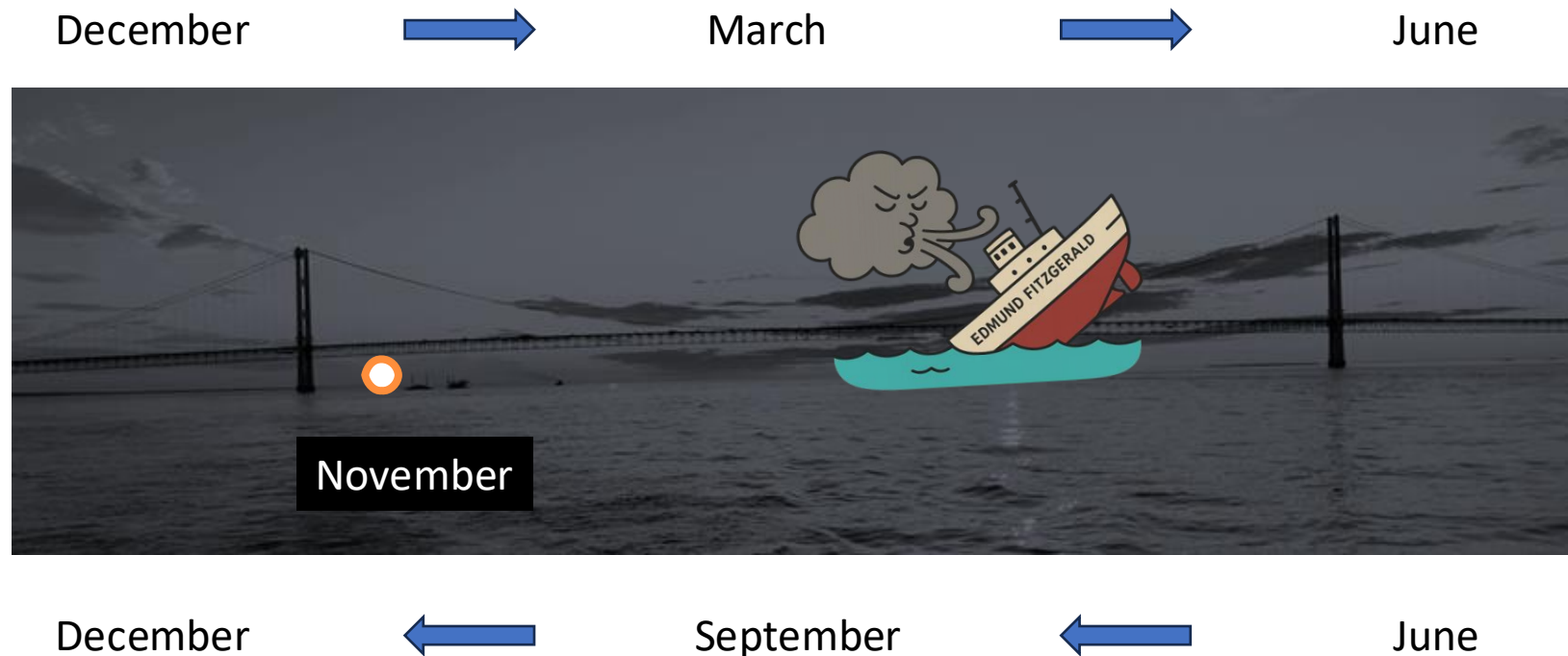
Astronomy – Star Gazing

- Amateur scientists from the beginning of human consciousness have gazed at the Sun, Moon, Planets, and Stars and tried to gain insight



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Stonehenge – 4500 Years Ago (YA)

- AI: Ancient artifacts to measure the Sun around the world
 - Göbekli Tepe, Turkey Lunar / Solar Calendar (?) – 12000YA
 - Egypt Sun dials invented 3500 years ago (YA)
 - China sun dials over 3000 YA
 - Mexico The Descent of Kukulcán – 1200 YA
 - Temple of Petra 1000 YA
 - India Sun Temple, Konark – 750 YA
- Modern Henges
 - Manhattan Henge 2020-01
 - Chicago henge 2022-03
 - Dr. Chuck's commute henge 2024-09

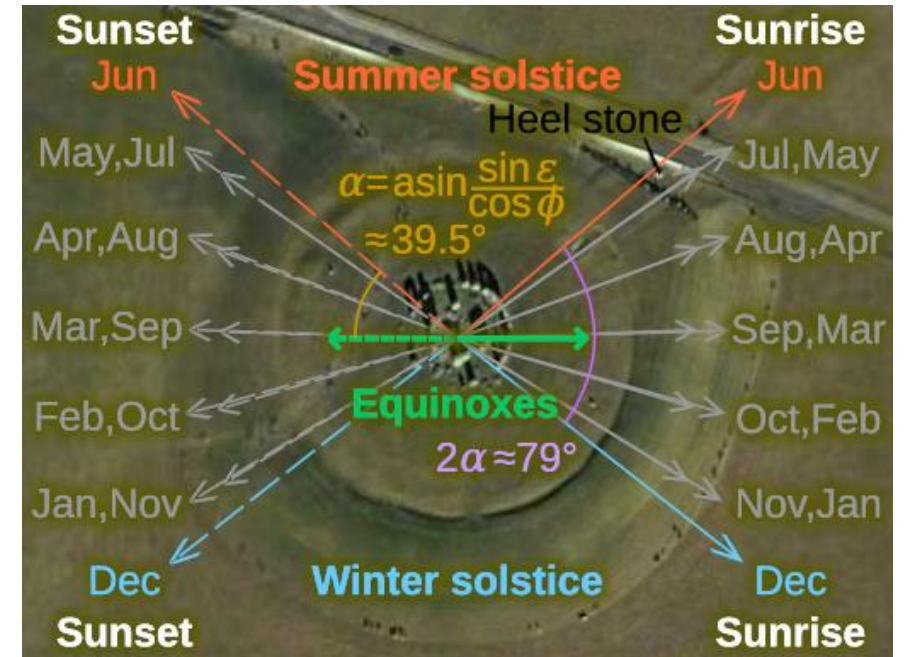


Photos from
Wikipedia.



Stonehenge: Sunrise and sunset tracking

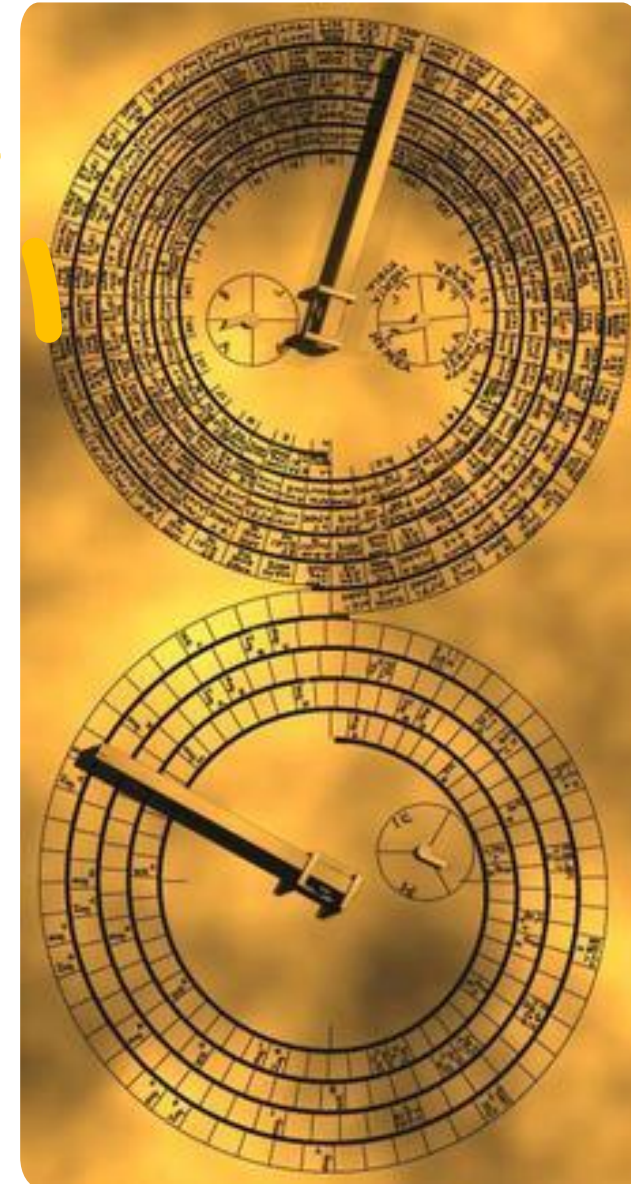
- Stonehenge had several versions and was built iteratively from 5100 YA to 3600 YA (Years ago)
- By the time the latest structure was built, the earlier structures measured the angle of sunrise and sunset throughout the year
- You can think of it as a sun tracking data table calibrated over 2500 years



Continuous / Analog Computing

Physical Devices - Printed Scales

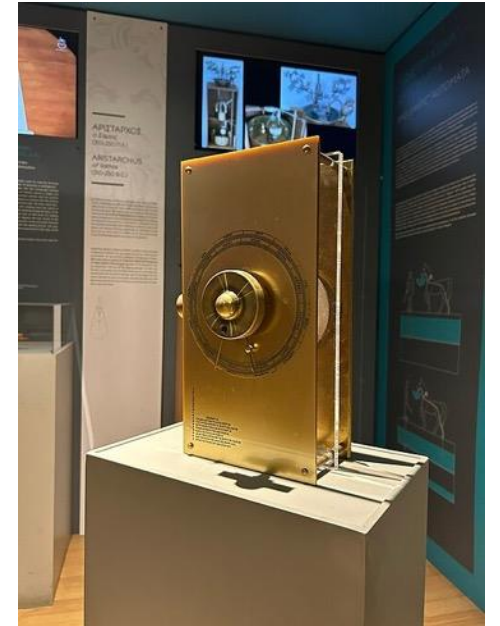
- "Continuous" means that these devices have knobs, gears or sliders that use physical movement to accurately approximate a computation
- A key to these devices is intricate and accurate printed scale
- Data is input into the devices by moving an indicator to a point on a scale and then moving something else and reading an answer from an indicator and scale.



Wikipedia

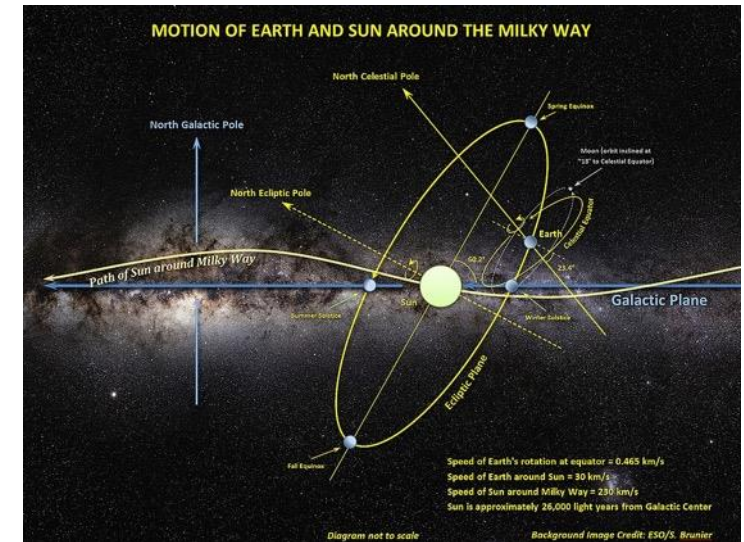
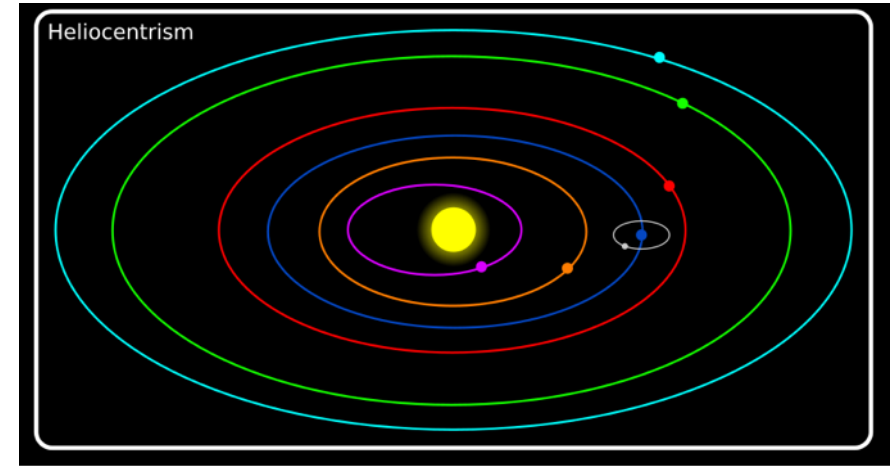
Antikythera mechanism – 2100 YA

- Oldest known continuous analogue computer
- Uses gears to model the known solar system
 - Sun, Moon, Earth, Mercury, Venus, Mars, Jupiter, Saturn
 - Models more complex Sun-Moon-Earth 19, 76 and 223 year cycles
- *Indiana Jones and The Dial of Destiny*
- You can buy one on Amazon
- AI: Antikythera like mechanisms in cultures around the world



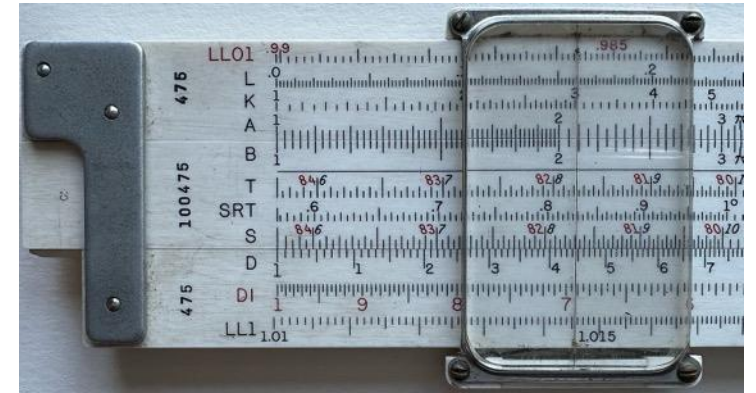
Reflections on Solar System Models

- We have been taught a simple model of the solar system called "heliocentrism" conceived by Nicolaus Copernicus in 1543
- But the planets orbits are at different angles and the sun is also moving
- As the Sun moves through the Milky Way, Earth and the other planets follow along — so our orbits trace helical paths through space.
- AI: Actual motion of earth through the milky way galaxy
- AI: Nicolaus Copernicus gets in trouble

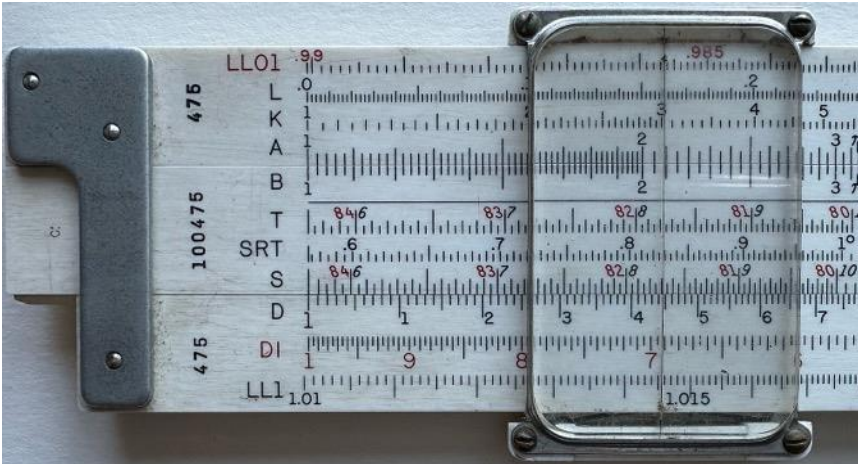


Modern Continuous Analog Computing Devices

- Slide Rule – Multiplication using addition and logarithms
- E6B wind calculator for airplane pilots that uses a circular calculator to do trigonometry and Pythagorean theorem computations
- Ignore the math details 😊



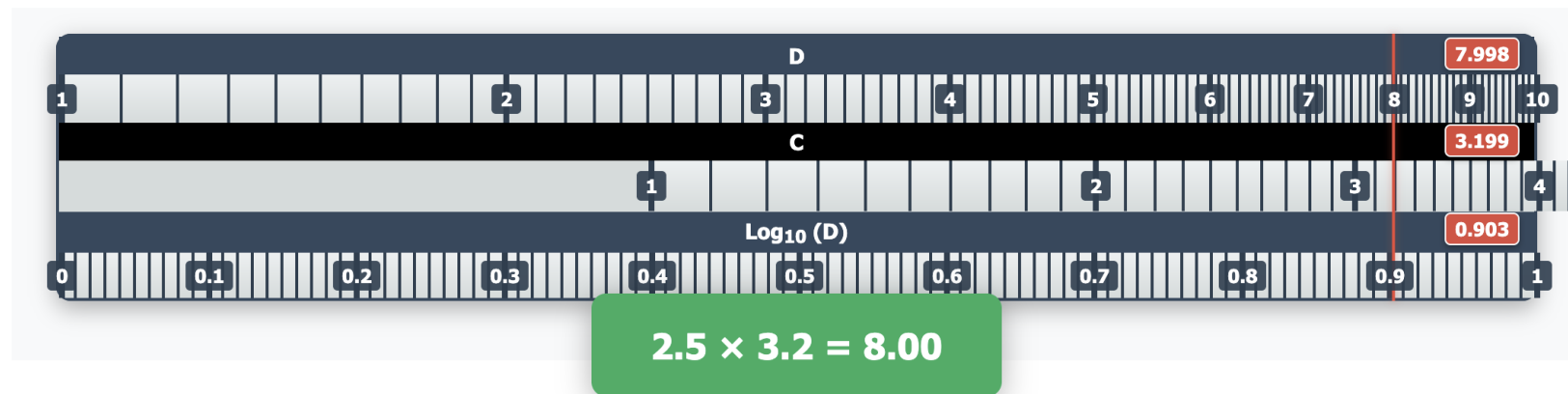
Slide Rule



https://commons.wikimedia.org/wiki/File:Slide_rule_scales_front.jpg



Screen shot from Hidden Figures movie

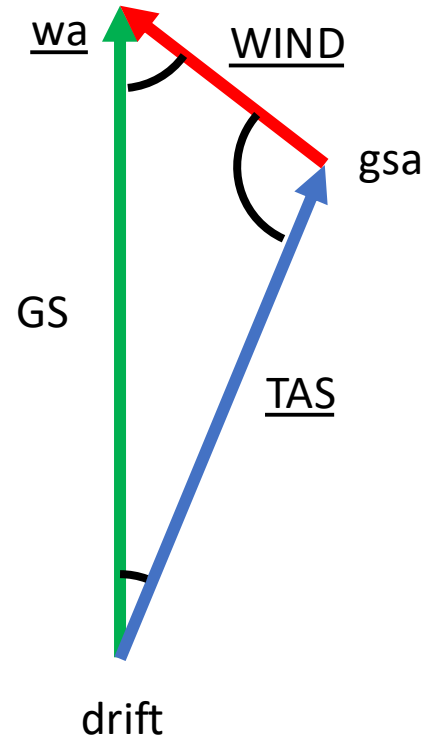
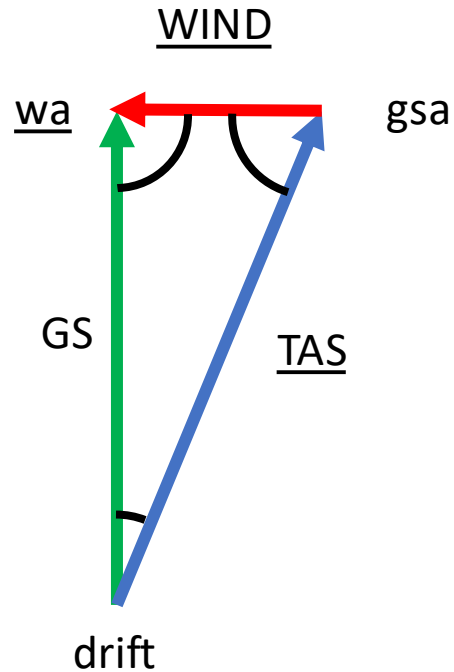
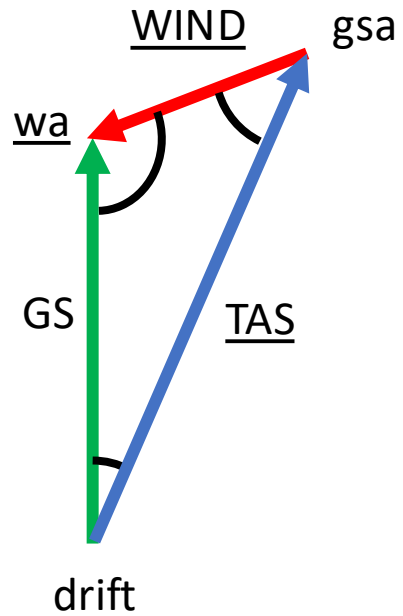


Computing Wind Correction for Airplanes (drift angle)

- Our airplane goes 100 knots air speed and we want to go west (270 degrees)
- The wind is out of the northwest (300 degrees) at 15 knots
- If we fly straight west, the wind will both slow us down and push us south
- Where should we point the plane to actually have a ground track that is west and what is our effective ground speed?



Use Law
of Sines!



$$\frac{TAS}{\sin wa} = \frac{Wind}{\sin drift} = \frac{GS}{\sin gsa}$$

Python:

```
drift = math.degrees(math.asin(math.sin(math.radians(wa)) / tas * wind))  
gsa = 180 - ((wa % 180) + drift)  
gs = math.fabs((wind * math.sin(math.radians(gsa))) / math.sin(math.radians(drift)))
```

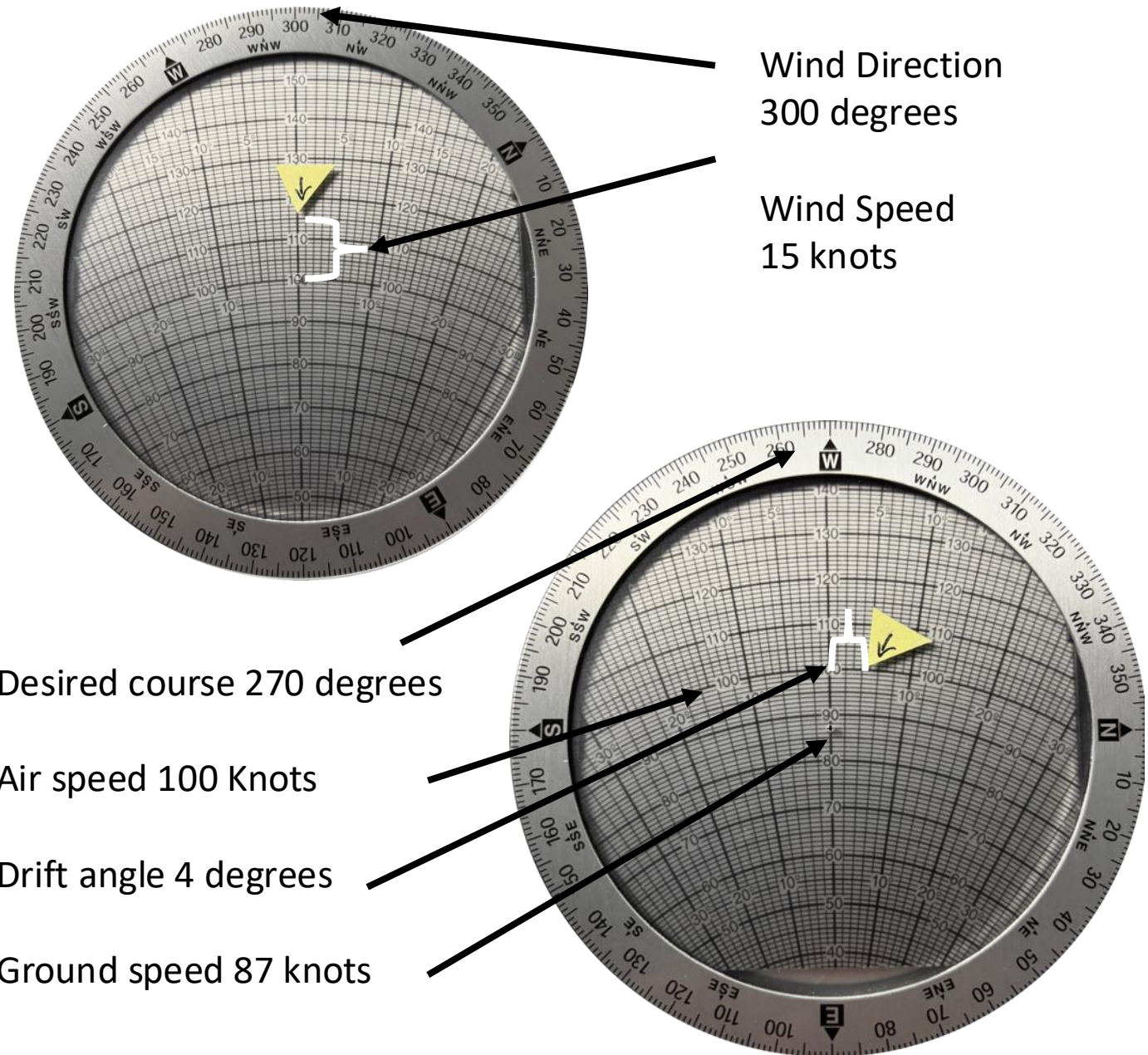

To *actually* go west...

- Our airplane goes 100 knots and we want to go west (270 degrees)
- The wind is out of the northwest (300 degrees) at 15 knots
- We will fly a heading of 274.3 degrees and expect a ground speed (west) of 87 knots



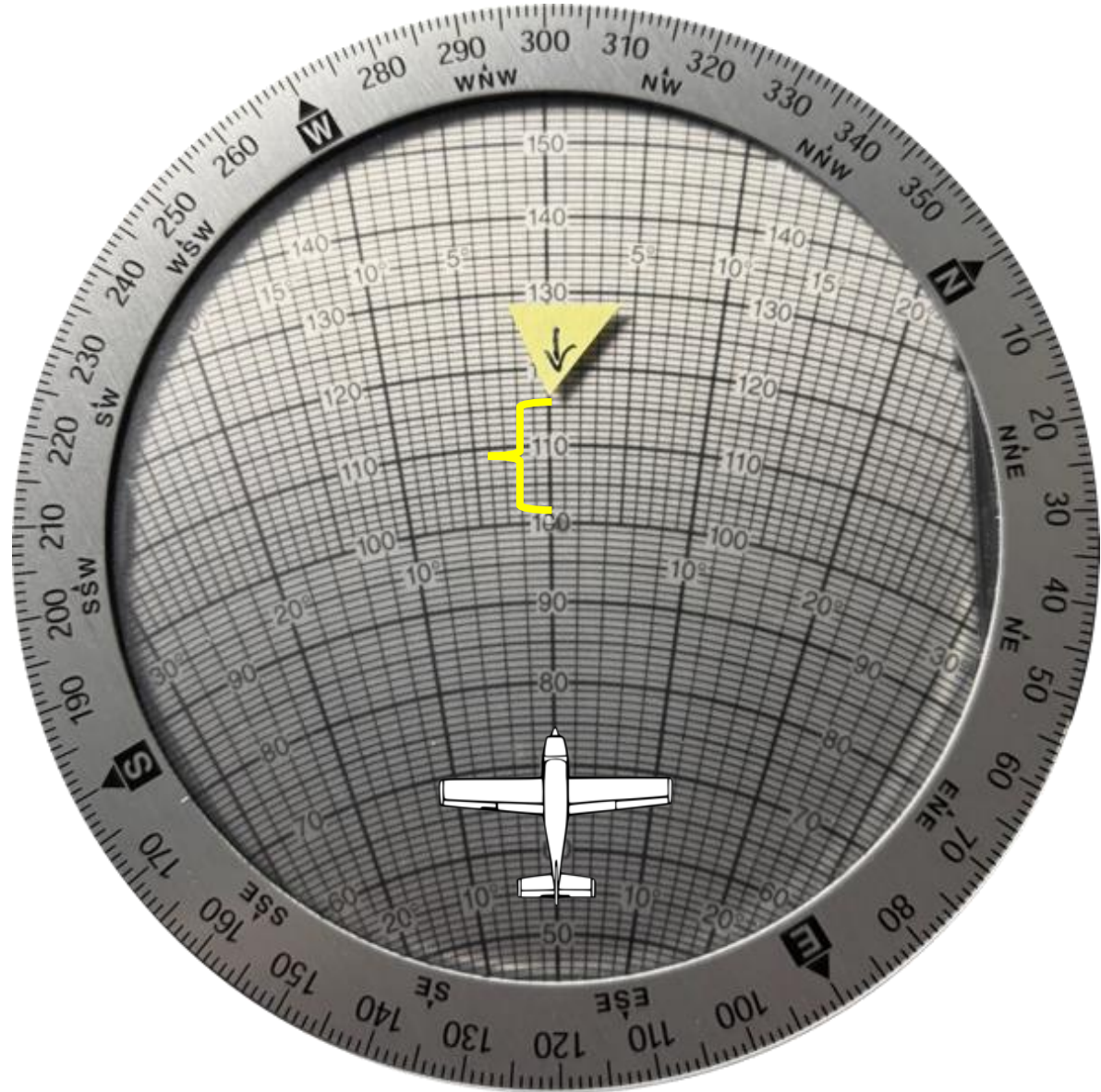
Pilots and Trigonometry?

- We have an analog computer called the E6B that does the entire calculation by rotating and sliding and reading numbers directly from the device
- This is an analogue equivalent to the law of sines computation



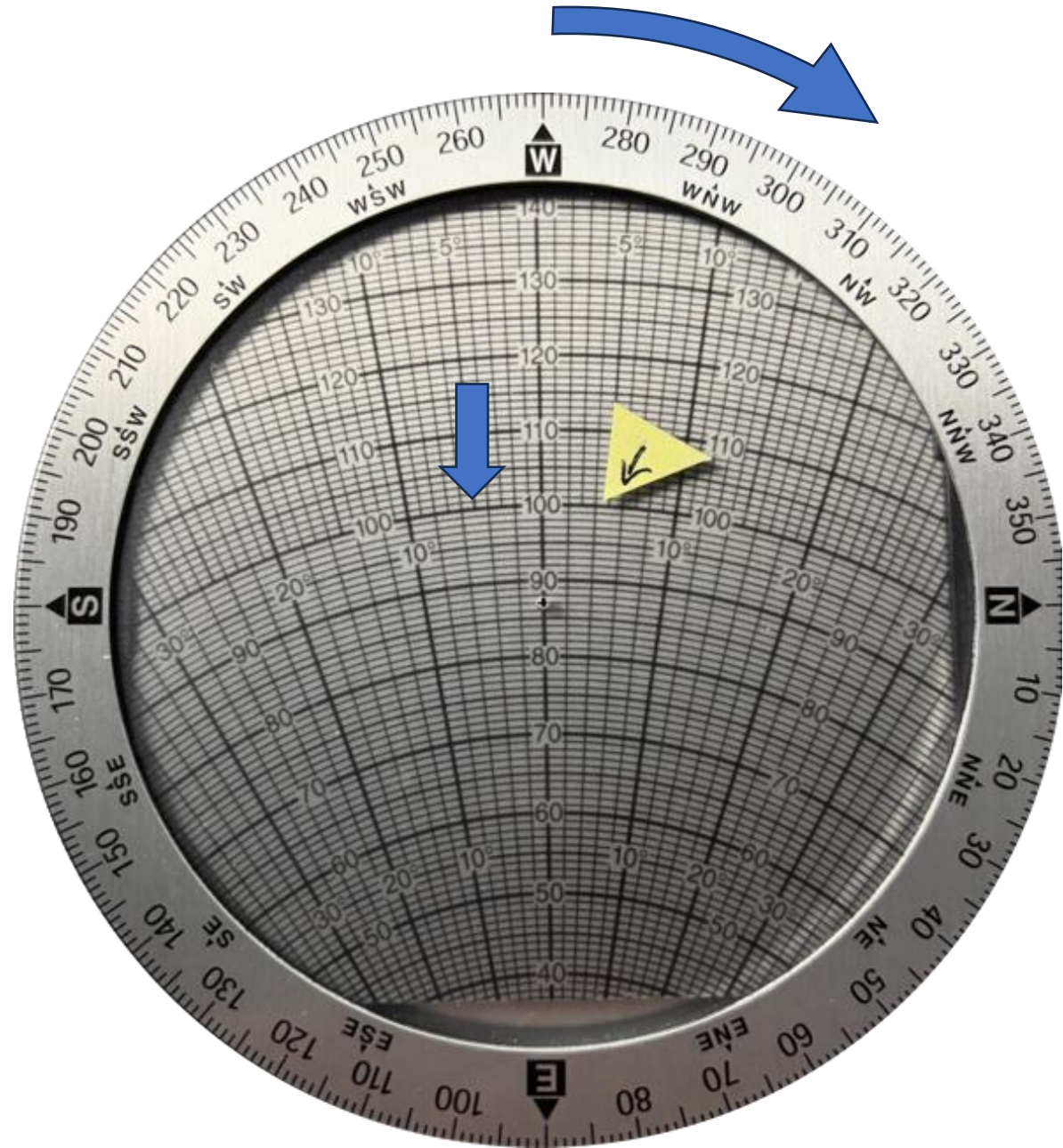
Put the wind in the E6B

1. Rotate the dial to the wind direction (300 degrees)
2. Move the speed slider to 100 knots
3. Add 15 knots and make a mark at 115 knots.



Apply the wind to the plane

1. Rotate to desired course of 270 degrees
2. Move the mark to the true air speed of the plane (100 knots)



Read the result of the calculation

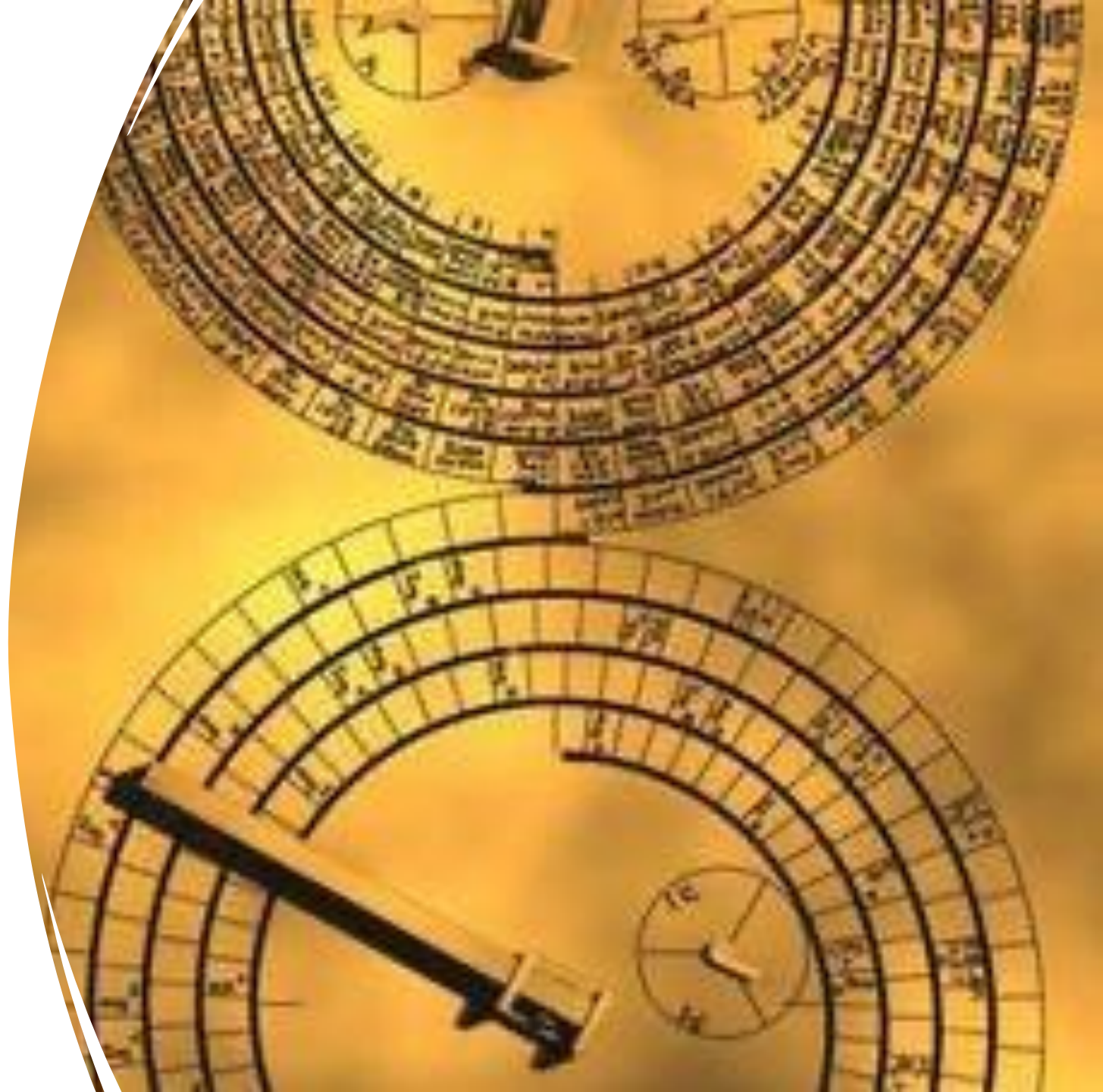
1. Since the wind is mostly coming from the front, the ground speed will be about 87 knots
2. To compensate for the drift we need a "crab angle" of 4 degrees so we fly a heading of 274 degrees



The point is not to teach flying

- A physical (analog) device can do "graphical calculations"
- Sliding or rotating scales
- Gears
- Other things can compute
 - Water
 - Pulleys

Wikipedia



Physical Digital Devices

Physical devices that are digital

- Physically built to have two stable states
 - On (1) or Off (0)
- Require sufficient physical input to switch states – you often hear a click
- If the input is not enough to change state they usually fall back to the previous stable state
- Capturing the new state is often called "latching" – it sounds a bit like clicking

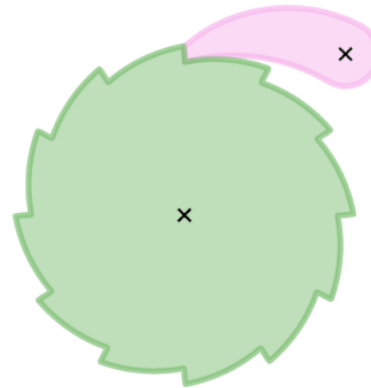


https://en.wikipedia.org/wiki/Retractable_pen

Clocks as Counters

- Early clocks used a pendulum and a series of ratchets and gears that acted as counters for seconds, minutes, and hours
- At particular times / counts they would run "programs" to make sounds to mark the passage of time

[https://en.wikipedia.org/wiki/Ratchet_\(device\)](https://en.wikipedia.org/wiki/Ratchet_(device))
https://en.wikipedia.org/wiki/Cuckoo_clock



Counters with Carry Propagation

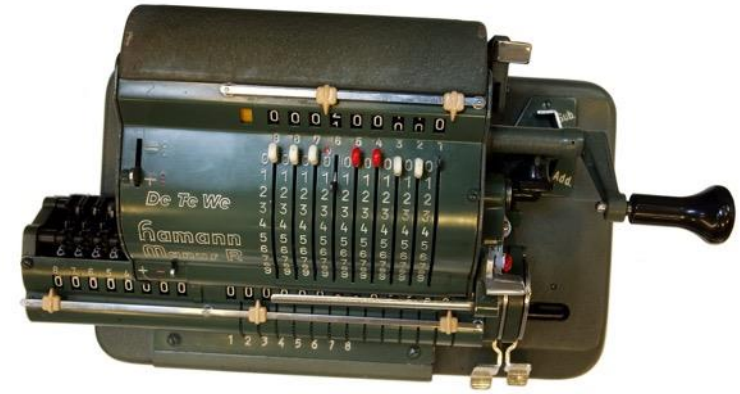
- Numbers with multiple columns can be added if there is a carry mechanism that advances the next column when the current column overflows
- Note that carrying into a column can cause overflow into the next column – so we call this "ripple carry" as it has the potential to ripple through several columns.



Iteration

- With larger numbers and addition with carry as something that can work, the move is to "iterate"
- Multiplication is repeated addition. If you have a way to count down from a number, you can add a motor or crank to automate multiplication.

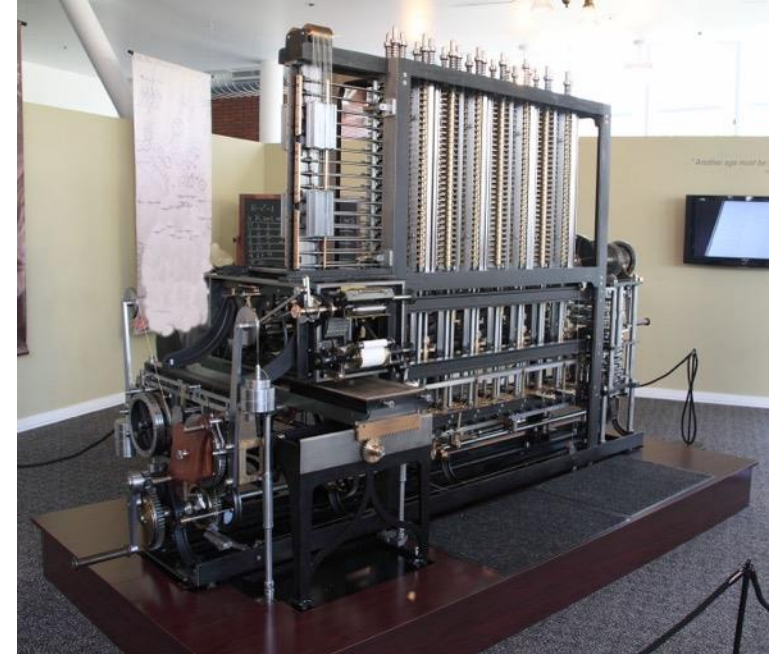
https://en.wikipedia.org/wiki/Mechanical_computer



More Complex Math

Babbage Difference Engine

- In the 1820's Charles Babbage designed a mechanical calculator to compute up to seventh order polynomials
- It could produce tables of advanced functions using polynomial approximation
- Babbage built a small prototype in the 1800's but a full scale system was not built until 1991 – and it worked!



https://en.wikipedia.org/wiki/Difference_engine

Human Computers

- Until the advent of Scientific Calculators (sin, log, etc.) we depended on tables for complex functions
- Often these tables were produced using "Computers" – people that used add/multiply machines to run long calculations to produce the tables
- The movie "Hidden Figures" (2016) explores the shift from human to electronic computers

[https://en.wikipedia.org/wiki/Computer_\(occupation\)](https://en.wikipedia.org/wiki/Computer_(occupation))

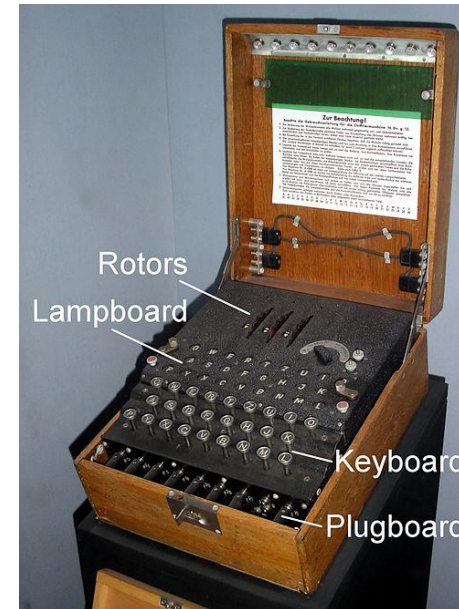
https://en.wikipedia.org/wiki/Hidden_Figures



Iteration / Loops

Bombe – Electromechanical Iteration

- During World War II, the Germans used a device called "Enigma" to encrypt messages and send them using morse code and radios
- The Bombe was a British device that tried repeatedly to guess the Enigma settings for the day (like a "password")



Pinball Machine – Electromechanical

- A Pinball machine uses switches, relays, and physical storage to keep track of a game score, award specials, count the number of balls, take money, start and stop games
- It requires careful attention to the timing of signals and devices
- It is very much like a simple Bombe in terms of the technology used



Electronic Computers

Colossus – Moving toward pure electronic

- Up to this point, when there is a numeric value, we are changing like the "current time" or the "total points" we must physically change the value.
 - "Latch", "Click", etc..
 - This takes time, power, and generates friction / heat / wear
- The speed of computation is physically limited so as not to damage the machine

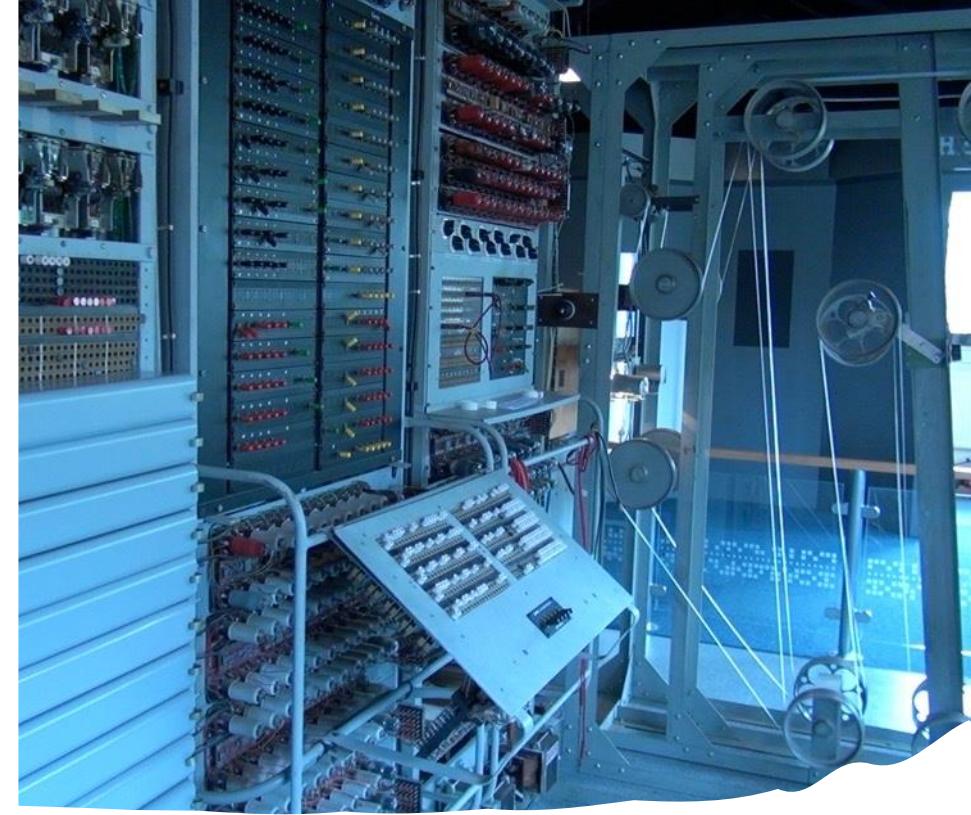


ChatGPT: A Babbage Difference Engine overheating and starting to fall apart because it is running too fast.

Electronic Switching using Tubes

- An electronic "tube" or "valve" takes an input signal and power connection and produces a "louder" / "amplified" version of the signal
- Tubes are analog and continuous but with a little more electronics they can be "digital" and latch in and maintain a "zero" or "one" value
- Tubes take power and generate heat, but have no moving parts so they can switch faster than physical "latches"





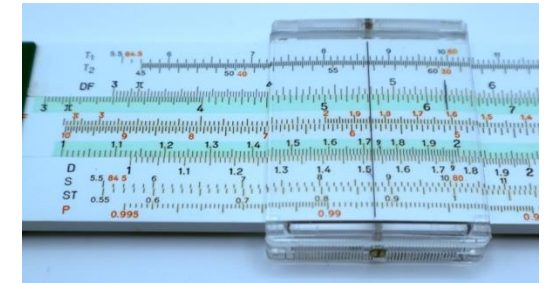
Colossus

By using tubes, Colossus could do addition and other computations much faster than the Bombe.

Power consumption and heat dissipation are still a challenge.

Hidden Figures - Programming

- A subplot within the Hidden Figures (2016) movie is the transition from doing complex calculations manually to writing programs using FORTRAN on an IBM 7090
- There was a natural parallel between following instructions precisely and precisely defining the instructions that a computer would follow
- Being a human computer was a natural training ground for the emerging programming field



```
SUM = 0
DO 10 I = 1, 10
SUM = SUM + I
10 CONTINUE
```


Summary

- Humans have built endless physical devices over time to help us better understand things like
 - Astronomy
 - The passage of time
 - Navigation through moving mediums (airplane / boat)
 - Accounting / money
 - Curved motion under the effect of gravity (space craft)
- The IBM 7090 in Hidden Figures was built using transistors – solid state electronics that greatly reduced heat and power consumption and increased speed (40,000 multiplications per second)

Acknowledgements / Contributions

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Initial Development: Charles Severance, University of Michigan School of Information

Insert new Contributors and Translators here including names and dates

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