

largely by engineering considerations, and with the vast majority of machines the number is two. Machines (e.g. ENIAC) have however been made with 10 different symbols. The number for the ~~Forrant~~ ^{Mark II} machine is two, and the symbols used are 0 and 1.

It is not difficult to see that information expressed with one set of symbols can be translated into information expressed with another set by some suitable conventions, e.g. to convert sequences of decimal digits into sequences of 0's and 1's we could replace 0 by 0000, 1 by 1000, 2 by 0100, 3 by 1100, 4 by 0010, 5 by 1010, 6 by 0110, 7 by 1110, 8 by 0001, and 9 by 1001. Alternatively one could assume that the sequence of decimal digits represented an integer according to the ordinary Arabic convention. This same integer could also be represented in the scale of two and would then appear as a sequence of 0's and 1's. There is an infinity of alternative possible conventions. However we are not obliged to choose any one of them. The possibility of this translation process was only mentioned to show that there need be no loss of generality involved in using only two symbols.

Although we shall not need these translation conventions we shall often wish to interpret a sequence of 0's and 1's as meaning some integer. The most natural convention to choose is that by which the value of a 1 in the r th position from the right hand end is 2^{r-1} , so that e.g. 11001 means 25. This is the closest possible analogue of the ordinary Arabic notation for integers. The convention chosen for use with the Mark II machine is different. The value of a 1 in the r th position from the left hand end is 2^{r-1} , so that 25 is represented by 10011 instead of 11001. These facts may be described by saying that the machine uses 'the scale of two with the most significant digits at the right hand end'.

Although the scale of two is appropriate for use within an electronic computer it is not so suitable for work on paper, and it is not possible to avoid paper work altogether. Without attempting to explain the reasons at this stage let us accept that there are occasions when it is desirable to write down on paper the sequence of

symbols stored in some part of the machine. Suppose for instance that the sequence was

100011101110100010011000111001010101101100100110

The copying of such sequences is slow and very liable to inaccuracy. It is very difficult to 'keep one's place'. It is therefore advisable to represent such a sequence on paper in a different form not subject to these difficulties. The method chosen is to divide the sequence into blocks of five

10001 11011 10100 01001 10001 11001 01010 10110 11001 00110

and then to replace each block by a single symbol, according to the table below. The above sequence then becomes Z"SLZWRFWN.

0	00000	/	11	11010	J	22	01101	P
1	10000	E	12	00110	N	23	11101	Q
2	01000	@	13	10110	F	24	00011	O
3	11000	A	14	01110	C	25	10011	B
4	00100	:	15	11110	K	26	01011	G
5	10100	S	16	00001	T	27	11011	"
6	01100	I	17	10001	Z	28	00111	M
7	11100	U	18	01001	L	29	10111	X
8	00010	¼	19	11001	W	30	01111	V
9	10010	D	20	00101	H	31	11111	£
10	01010	R	21	10101	Y			

These symbols are essentially the teletypewriter code, except that the combinations 00000, 01000, 00100, 00010, 11011, 11111 which in true teletypewriter are represented by

no effect, line feed, space, carriage return, figure shift, letter shift

respectively have here been given the representations /, @, :, ¼, ", £.

These symbols have been chosen so as to enable the upper case of a typewriter to be used throughout. In manuscript or with other typewriters we permit the synonyms % for /, ½ for ¼, β for £. With certain kinds of teletypewriter apparatus it may also be necessary to permit the synonyms 2 for @, 4 for :, 8 for ¼, 5 for ", β for £. These six combinations will be known as 'stunts'.

The uscris strongly recommended to learn the above table. A number of aids to computation in the scale of 32 are given on Figs. A, B, C, D, E, F, G, H. These include addition and multiplication tables, special tables to assist in multiplication by powers of two, powers of 10 in the scale of 32, and aids to decimal-to-teletype conversion. In principle it is possible to do without these aids for the machine itself can do all the conversion processes required. In practice it frequently happens that some single number is required in the scale of 32, and it is found less trouble to do the conversion by hand than to use the machine. To convert a decimal number less than 1 to the scale of 32 multiply repeatedly by 1024 subtracting and recording the integral part at each stage. This can be done very quickly with a Brunsviga with transfer. The integral parts obtained may be broken up into two teletype characters with the aid of the table on Fig. E.

3. The forms of storage used.

The information store in the Mark II machine consists of the magnetic store and the electronic store. The information in the magnetic store is of considerable volume viz. 655360 binary digits: in other words it corresponds to paper on which is written 655360 digits each of which might be either 0 or 1. But this information is not particularly readily available. It is (to maintain the analogy) as if it were written in a book. In order to find any required piece of information it is necessary to open the book at the appropriate page. The electronic store has a considerably smaller capacity viz. 20480 digits but this information is much more readily available and is to be compared rather to a number of sheets of paper exposed to the light on a table, so that any particular word or symbol becomes visible as soon as the eye focusses on it.

The information in the magnetic store consists of magnetised areas of nickel on the cylindrical surface of a rotating wheel. Each digit stored is represented by one magnetised area. These 655360 areas are arranged in 256 tracks of 2560 digits each. The controls

10	R	240	10-1	G N I T B N I A
10 ²	: A	245	10-2	O Y U R O Y U R
10 ³	‡ £	245	10-3	B J G F L O / E
10 ⁴	T O D	250	10-4	M O G S C " ‡ A
10 ⁵	/ Y E A	255	10-5	C M ‡ N F Z K R
10 ⁶	/ L T V	255	10-6	" @ H Q Q Z E E
10 ⁷	/ H S Z D	260	10-7	X Y I S E J J A
10 ⁸	/ ‡ O J £ @	265	10-8	@ I @ Q A W Q R
10 ⁹	/ T L Y B X	265	10-9	W / X J T J @ E
10 ¹⁰	// B Q / R D	270	10-10	O C P £ F V F A
2-10 10 ¹¹	Q P U : X @	275	10-11	I K E £ £ G £ R
2-10 10 ¹²	: R R R A X	275	10-12	Q : T B M S A E
2-10 10 ¹³	‡ S U U E A D	280	10-13	D @ G : M L T A
2-10 10 ¹⁴	T H U ‡ N V G @	285	10-14	S H I M I D ‡ J
2-10 10 ¹⁵	/ F N L G K F M	285	10-15	H " W K X / : E
2-15 10 ¹⁶	@ M Q D V I M ‡	290	10-16	B V S S J D T A
2-20 10 ¹⁷	B C E K S G @	295	10-17	" ‡ I R X X T J
2-20 10 ¹⁸	P V C P P S O "	295	10-18	D U G X L M : E
2-25 10 ¹⁹	S L / A B Z Y ‡	2100	10-19	Q X W L M E P A
2-30 10 ²⁰	P S V G Z Q P @	2105	10-20	D L N ‡ ‡ B B J

The figures given
have an accuracy
of ± 1 .

Binary-Decimal Conversion Table.

/ K @ A	: S I U	1/2 D R J	N F C K	T Z L W	H Y P Q	O B G "	M X V	/ E @ A
32	70	140		50			60	63
64	100		110	80		90		95
96					150	120		127
128	130				180		190	159
160		170		210			220	191
192					310	250		223
224	230		270	240				255
256	260				340	280		287
288	290	300					350	319
320		330	430	370	470	410	380	351
352	380		400					383
384					500			415
416	420	490		530				447
448	450		560		630	570	510	479
480							540	511
512		520	590	560				543
544	580				660			575
576			620	690				607
608	610	650			730			639
640				720		730		671
672		680	750		790			703
704	710							735
736	740				760			767
768		780						799
800	770	810		850			830	831
832			880				860	863
864						890		895
896	900		910					927
928	930	940			950			959
960		970		1010			990	991
992							1020	1023

