

Contents

ABOUT COMPUTERS	1
1.1. <i>The Idea of a Program</i>	2
Programming a Simple Robot, 2 Programs in Perspective, 9 A Digital Wristwatch, 11 Bugs and Learning, 16 Suggestions for Further Reading, 18 Summary, 19 Glossary, 19 Exercises, 21 A Walk through the Computer Center, 24	
1.2. <i>Moving and Storing Information</i>	30
The Shape of a Computer System, 30 Coding, 37 A Payroll Job, 42 Suggestions for Further Reading, 48 Summary, 49 Glossary, 49 Exercises, 51 The Squirrel Nebula, 54	
1.3. <i>Teaching Turtle to Navigate</i>	61
The Basic Instructions, 61 Naming Programs and Subroutines, 65 Parameters, 66 Recursion, 67 Suggestions for Further Reading, 73 Summary, 74 Glossary, 74 Exercises, 75	

1.4. Text Processing	76
Interactive Preparation of an Index, 76 Getting a Text into the Machine, 82 Computers Cannot Do Everything, 84 Keywords and Concordances, 86	
Suggestions for Further Reading, 88 Summary, 88 Glossary, 88 Exercises, 89	
2. MORE ABOUT COMPUTERS	93
2.1. Translators, Operating Systems, and Time-Sharing	94
Translators, 94 Operating Systems, 100 Time-Sharing, 105	
Suggestions for Further Reading, 107 Summary, 108 Glossary, 108 Exercises, 109	
Cybernetic Landscape, 112	
2.2. Graphics and Networks	114
Computer Graphics, 114 Computer Networks, 119 Computer Conferencing, 125	
Suggestions for Further Reading, 128 Summary, 129 Glossary, 129 Exercises, 131	
The Shrinking Machine, 133	
2.3. The Shrinking Machine	137
Hardware Trends and Microcomputers, 137 New Uses for Microcomputers, 140	
Suggestions for Further Reading, 142 Summary, 143 Glossary, 143 Exercises, 144	
2.4. Writing and Rewriting Large Programs	145
Large Programs, 145 Structured Programming, 147 Programming Teams, 152 Program Validation, 153 Rewriting, 155	
Suggestions for Further Reading, 156 Summary, 157 Glossary, 157 Exercises, 158	
3. SIMULATING COMPLEX SYSTEMS	161
3.1. The Idea of Simulation	162
The State of a System, 164 Negative Feedback, 171	
Suggestions for Further Reading, 175 Summary, 175 Glossary, 176 Exercises, 177	
3.2. Prey and Predators	179
Isolated Species, 180 Putting the Species Together, 186 Solving the Problem, 190	

	Suggestions for Further Reading, 192	Summary, 193	
	Glossary, 193	Exercises, 194	
3.3.	<i>World Simulation</i>		196
	Garbage In/Garbage Out, 197	The Limits to Growth, 201	A
	Regional Approach to Global Planning, 205	The Danger of	Despair, 209
	Suggestions for Further Reading, 213	Summary, 213	
	Glossary, 214	Exercises, 215	
4.	THE RISE OF THE DATA BANK		219
4.1.	<i>Data Base Management</i>		220
	A Data Base for Airline Reservations, 221	The Problem of	Security, 228
	Suggestions for Further Reading, 233	Summary, 234	
	Glossary, 234	Exercises, 235	
4.2.	<i>Computers, Cash, and Crime</i>		236
	The Checkless Society, 237	A Sampler of Computer Crimes,	242
	Suggestions for Further Reading, 247	Summary, 248	
	Glossary, 248	Exercises, 248	
4.3.	<i>Data Banks and Privacy</i>		250
	The Need to Control Data Banks, 250	The Privacy Act of	1974, 254
	Implications and Developments, 259		
	Suggestions for Further Reading, 261	Summary, 261	
	Glossary, 262	Exercises, 262	
5.	ARTIFICIAL INTELLIGENCE		265
5.1.	<i>Brains and Computers</i>		266
	An Overview of the Brain, 267	Control of Movement, 272	
	Sight, 274	Brain Technology, 278	
	Suggestions for Further Reading, 280	Summary, 281	
	Glossary, 281	Exercises, 282	
5.2.	<i>Machines That See and Plan</i>		283
	Planning, 287	Scene Analysis, 293	
	Suggestions for Further Reading, 297	Summary, 298	
	Glossary, 298	Exercises, 299	
5.3.	<i>Machines That Understand Natural Language</i>		302
	Syntax and Semantics, 302	A Clarification System for a Data	Base, 304
	Talking about the Blocks World, 307	Speech	Understanding, 311

	Suggestions for Further Reading, 316	Summary, 317	
	Glossary, 317	Exercises, 318	
5.4.	<i>Computers in War and Peace</i>		319
	Guided Missiles, 319	Sensor Arrays, 323	Some Moral Issues, 325
	Suggestions for Further Reading, 327	Summary, 327	
	Glossary, 328	Exercises, 329	
6.	LEARNING AND WORKING		331
6.1.	<i>Computers in Education</i>		332
	Drill and Practice CAI, 334	Tutorial CAI, 338	Dialog-Inquiry CAI, 344
	The Computer as an Aid to Discovery, 348		
	Suggestions for Further Reading, 351	Summary, 352	
	Glossary, 352	Exercises, 353	
6.2.	<i>Information Flow in the Cybernetic Society</i>		354
	Making the News Responsive, 355	Computers and Communication, 358	The Computerized Library, 360
	Suggestions for Further Reading, 365	Summary, 366	
	Glossary, 366	Exercises, 367	
6.3.	<i>The Impact of Automation</i>		368
	The Industrial Revolution, 368	From Assembly Line to Automation, 371	Automation and the Unions, 374
	Cars and Computers, 377		
	Suggestions for Further Reading, 382	Summary, 382	
	Glossary, 383	Exercises, 383	
7.	NETWORKS AND POLITICS		387
7.1.	<i>Networks for Planning</i>		388
	The Idea of a Planning Network, 388	Networks for Local Planning, 393	Networks for Distributed Planning, 395
	Suggestions for Further Reading, 401	Summary, 401	
	Glossary, 402	Exercises, 403	
7.2.	<i>Democracy in the Computer Age</i>		404
	What Is Democracy? 405	Decisions Take Time and Knowledge, 407	Information Networks, 411
	Suggestions for Further Reading, 416	Summary, 416	
	Glossary, 416	Exercises, 417	

Contents	xxi
7.3. <i>A Brain for Planet Earth</i>	418
Grand Aims and Realistic Subgoals, 419 The Diversity of Nation-States, 424 From Regional Simulations to Global Networks, 427	
Suggestions for Further Reading, 433 Summary, 434 Glossary, 434 Exercises, 435	
8. DOWN AND UP FROM MACHINE LANGUAGE	439
8.1. <i>How Hardware Works</i>	440
Instructions and Data in Memory, 440 An Instruction Set, 444 Getting Information In and Out of Memory, 448 How the Computer Follows a Program, 452	
Suggestions for Further Reading, 459 Summary, 459 Glossary, 460 Exercises, 462	
8.2. <i>Programming and Compiling</i>	463
Adding 100 Numbers, 463 Compiling, 470	
Suggestions for Further Reading, 478 Summary, 479 Glossary, 479 Exercises, 479	
NAME INDEX	483
SUBJECT INDEX	487