



Terms of Endearment

FIT 100, Spring 2006

Fluency in Information Technology

<http://www.cs.washington.edu/education/courses/100/06sp/>



Readings and References

- Reading
 - Fluency with Information Technology
 - » Chapter 1, Terms of Endearment

Le Mot Juste

- Learning *le mot juste*, the right word for something, aids us in two ways:
 - Helps our learning ... our brains like to connect concepts to words and phrases
 - Helps us to communicate with others ... asking “tech support” for help or using online HELP requires us to describe the problem precisely



Not Another Term?!?

- Blog (from weblog)
 - Online journal
- Geocaching
 - GPS scavenger hunt type of game
- Pod-casting
 - Program broadcasting from your iPod

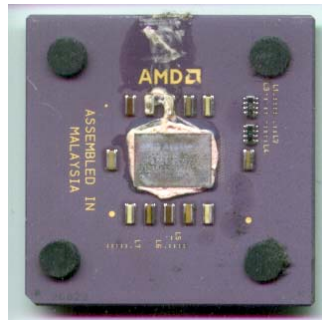
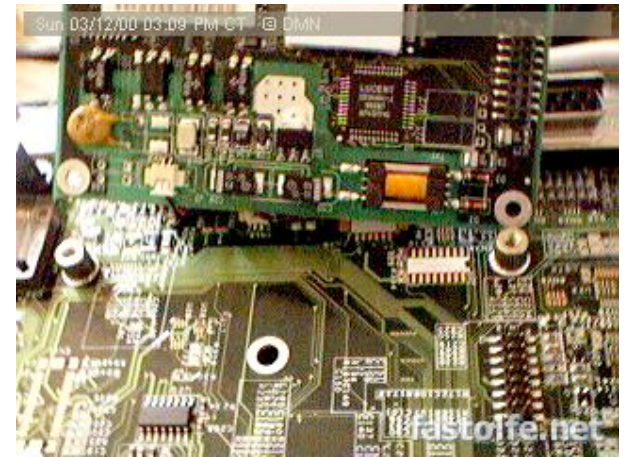
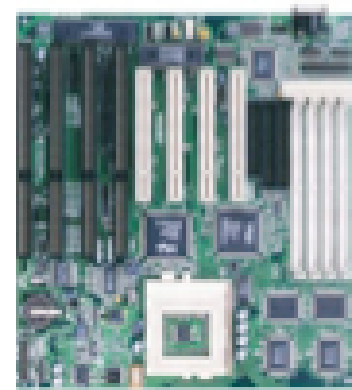
Computer Terms

- Possibly familiar terms....
 - monitor
 - screen saver
 - CRT vs LCD vs plasma
 - pixel (1024 X 768)
 - RGB



Computer Terms con'd

- motherboard
- daughterboards / cards
 - » Video card
 - » Modem
- CPU (central processing unit)
- [micro] processor



Computer Memory

- Types of memory
 - » ROM (read-only memory)
 - » RAM (random access memory)
 - » hard disk / hard drive
- sequential access vs. random access
- persistent vs. volatile



Hardware/Software

- Hardware refers to the physical devices
- Software refers to the programs
 - The *instructions* for directing a computer
- The main difference is that hardware cannot be changed, while software can be modified
 - The same computer hardware often runs many different software applications
 - The same software application can often run on several different (but similar) computers



Encountering New Terms

- Definitions for information technology terms like byte, pixel, etc.. Are found in glossaries
 - There is a glossary in the back of the text book
 - Online glossaries are also handy ...
 - A useful study aid is to start your own glossary, write down the definitions of the new words that you encounter
 - Use Google with define: <term>
 - Use Wikipedia: <http://en.wikipedia.org>



Invisible Terms

- Understanding the “tangible” parts of IT is important
 - system board, CPU, memory, disk, etc...
- Understanding the “intangible” parts of IT is important too!
 - algorithm, abstraction, generalization, interface, user model (eg. deadbolt example in the book)

An Algorithm

- algorithm = is a precise and system method for solving a problem
 - Writing out the steps of an algorithm is *programming*
 - » We write instructions to build a *program*
 - » We ask a computer to *run* a program
 - » A computer *executes* a program when it performs instructions

To Abstract

- abstract = to extract or remove something
 - In FIT100 abstracting will usually involve removing the core idea or process from a specific situation (eg. A fable with a moral)
 - » The “thing removed” is an abstraction
 - » What do we take away?
 - Humans abstract core ideas, principles, rules, themes, etc... naturally



Imagine A Story...

- The fable of the boy who cried wolf...
 - Shepherd boy was tending his flock of sheep
 - He was lonely, so decided to cry out to the villagers, “wolf, wolf”
 - The villagers came running to his aid, and were very disappointed when they discovered no wolf!
 - Then one day a wolf did actually come and when the boy called out to the villagers, no one came
 - » Moral: no one believes a liar, even one who speaks the truth

To Generalize

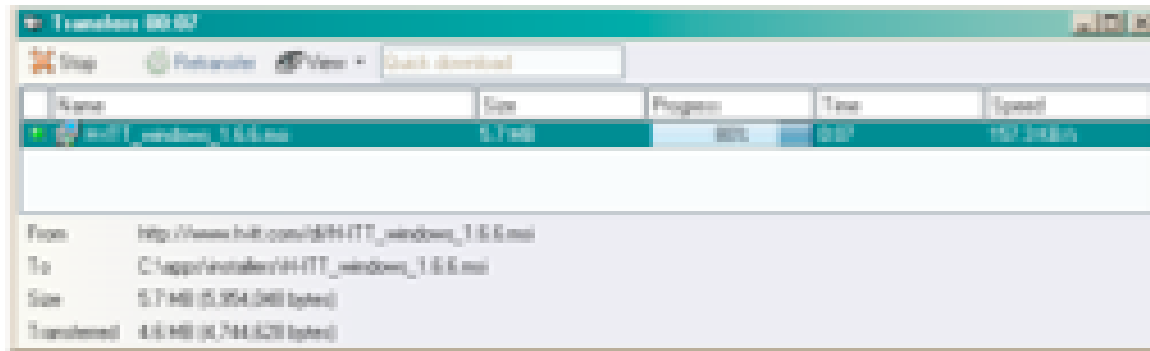
- generalize = infer a rule that applies in many situations
 - Suppose you notice that a faucet works like this:
 - » Turn counter-clockwise (left) to turn the water on
 - » Turn clockwise (right) to turn the water off
 - To infer that all faucets work the same way is to generalize

To Generalize con'd

- Can we generalize further?
 - Twisting lids, caps and screws counter-clockwise usually opens or loosens them
 - Volume knobs usually work the other way
- Can we create an abstraction from this?
 - A twisting motion is often used as an “on or an off”, more or less, a control gesture, but the correct direction is not always obvious unless there are other clues

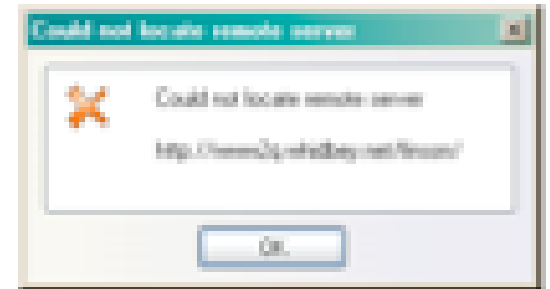
Operationally Attuned

- Noticing how devices operate simplifies their use
 - Observation: computer programs often give feedback when they are working



Operationally Attuned con'd

- Noticing how devices operate simplifies their use
 - Observation: computer programs often give feedback when they are not working
 - So, if you think you're waiting for the computer but there is no indication that its working, its probably waiting for you!
- Look around the screen
 - Is there an input dialog box?
 - Is there an error message that you need to ok?



Analytical Thinking

- Allows us to talk about changes in a meaningful way
 - By giving facts as a measure of performance
- We can compare changes to other changes



The Speed of Change

- Consider running a mile ...
 - How fast can anyone run a mile?
 - » In 1999 Hicham El Guerrouj ran it in 3.43.13
 - » A rate of 16.134 mph
 - Compare that with Roger Bannister
 - » In 1954 Bannister ran a mile in 3.59.4
 - » A rate of 15.038 mph
 - In 45 years the top runners got 7% faster

New rate - Old rate / Old rate = Percent improvement

$$16.134 - 15.038 / 15.038 = 0.07 = 7\%$$



A Speed Comparison

- Compared to normal people...
 - How fast can you run the mile?
 - » El Guerrouj ran it in 3.43.13 (16.134mph)
 - » Health people in their 20s run in ~7.30 (8mph)
 - That is, El Geurrouj is twice as fast as you
- El Guerrouj is about a factor-of-2 X faster than normal people ...

New rate / Old rate = Factor of improvement

16.134 / 15.038 = 1.07 X Bannister

16.134 / 8 = 2 X normal people



One More Factor

- How fast do computers run now?
 - Univac I ran 100,000 adds(+)/sec in 1954
 - BlueGene ran 138 teraFLOPS
 - » 138 trillion adds/sec in 2005

(new rate/ old rate = factor of improvement)

138 trillion / 100,000 = a factor of 1.38
billion times faster!

Summary

- We reviewed a lot of terms (and more terms!)
- Talked about where to learn more about new terms
- Discussed why its good to be operationally attuned
- Learned how to calculate factors, which we can use to compare changes