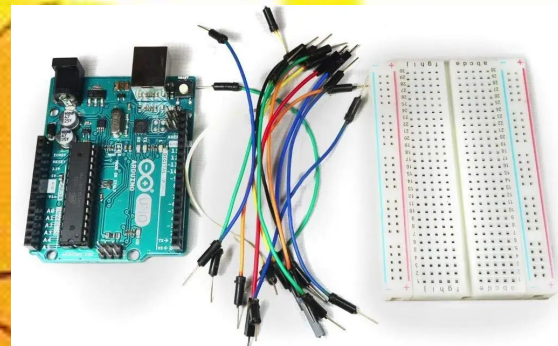
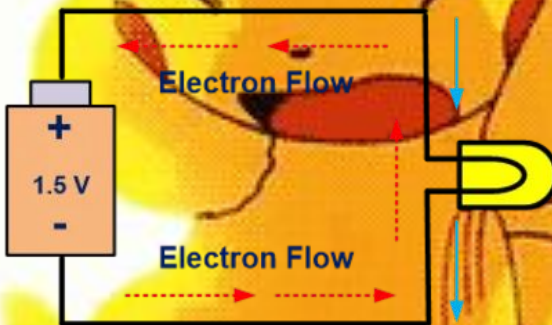
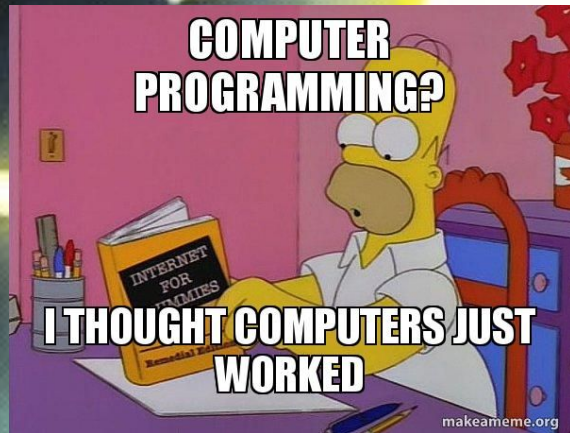
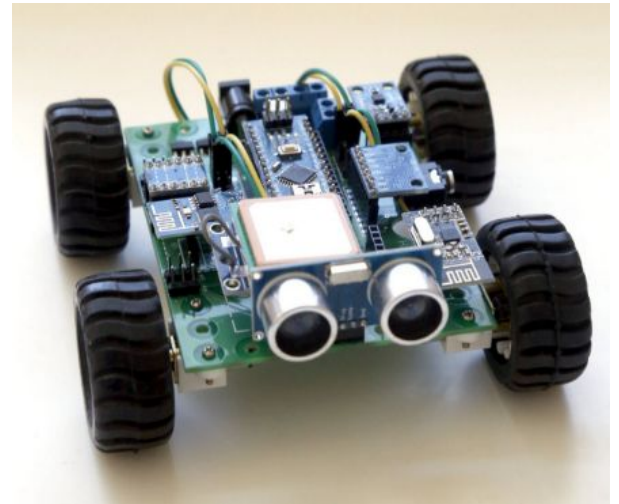


# Circuits!!!!



In JamCoders, so far: Software

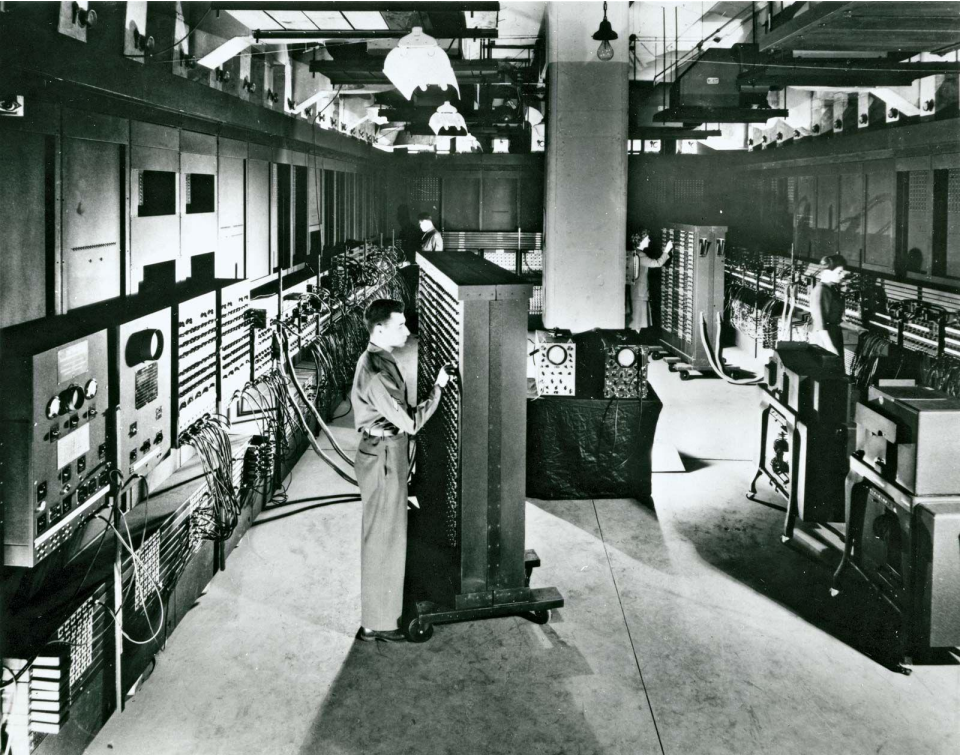
Today: Hardware!



**About Safety: Arduinos can't hurt you.**



# Electronic Numerical Integrator and Computer (ENIAC)

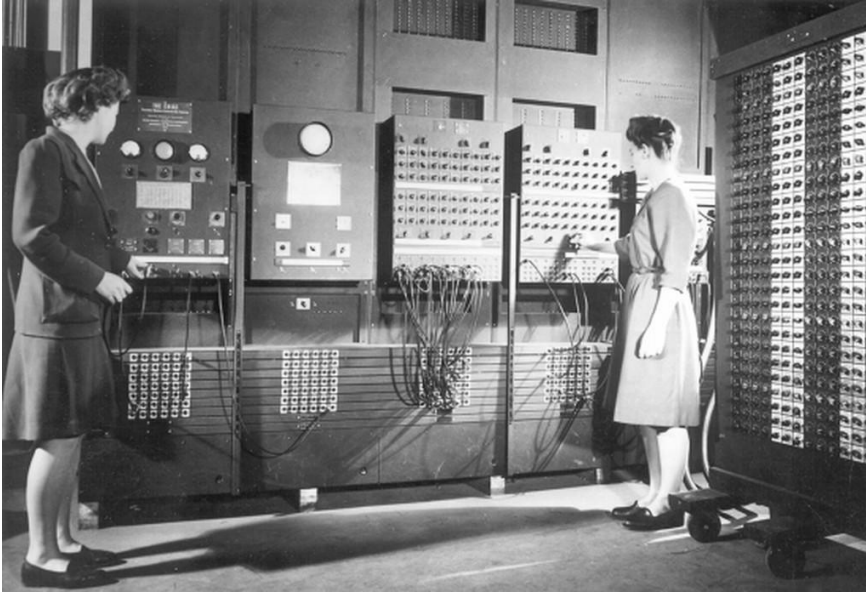


- Invented 1946
- University of Pennsylvania (U Penn)





Electronic Numerical Integrator and  
Computer (ENIAC): 5000  
calculations per second



M3Ultra: 36 trillion operations per  
second



# Who is Grace Hopper?

Grace Hopper: Born 1906

Early computer scientist

Navy admiral

Known for:

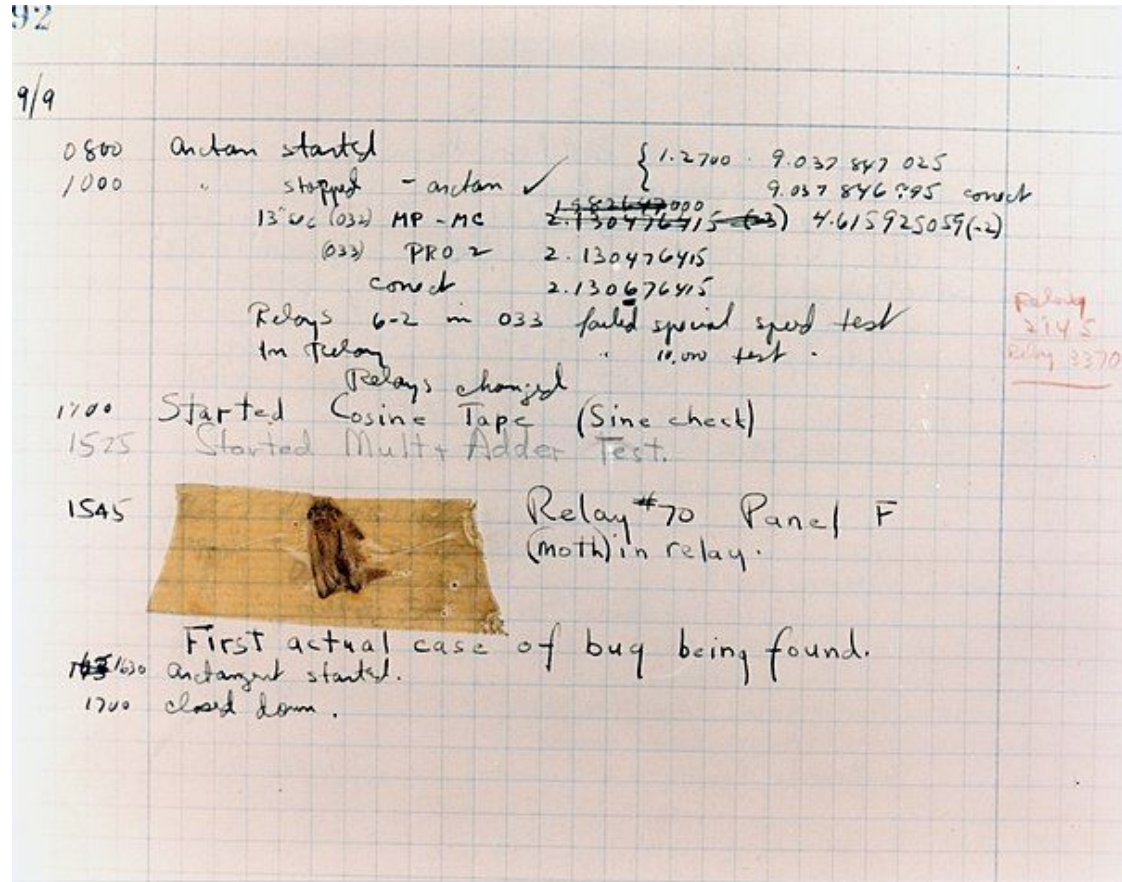
- Inventing one of the first linkers
- Theory of machine-independent programming languages



# What is debugging?

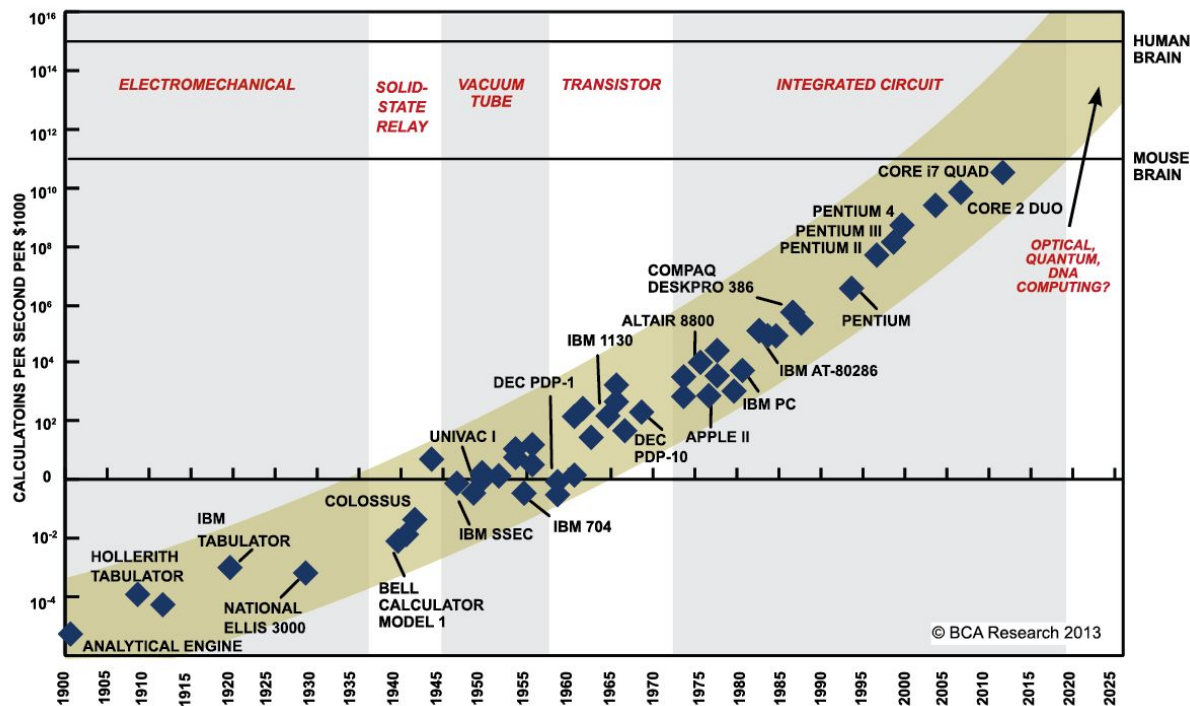
A bug died inside Grace  
Hopper's computer and  
impeded the relay operations

The term "debugging" was  
born



# Debugging is still difficult, but luckily doesn't involve real bugs

Today, computers are faster, store more data, and take up less space.



SOURCE: RAY KURZWEIL, "THE SINGULARITY IS NEAR: WHEN HUMANS TRANSCEND BIOLOGY", P.67, THE VIKING PRESS, 2006. DATAPPOINTS BETWEEN 2000 AND 2012 REPRESENT BCA ESTIMATES.



## Central Processing Unit ( CPU )

Control Unit

Arithmetic Logic Unit  
(ALU)

Memory Unit  
(RAM)

```
+ x vim hello.asm
0 section .text ; declare the .text section
1 global _start ; has to be declared for the linker (ld)
2 _start: ; entry point for _start
3 mov edx, len ; "invoke" the len of the message
4 mov ecx, msg ; "invoke" the message itself
5
6 mov ebx, 1 ; set the file descriptor (fd) to stdout
7
8 mov eax, 4 ; system call for "write"
9 int 0x80 ; call the kernel
10
11 mov eax, 1 ; system call for "exit"
12 int 0x80 ; call the kernel
13
14 section .data ; here you declare the data
15 msg db "Hello world!", 0xa ; the actual message to use
16 len equ $ -msg ; get the size of the message
```

# How to make computers faster?

- Get data faster.
  - Access to data is limited by distance (speed of light).
  - Multiple tiers of cache on a chip.

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Computer	Human Analogy

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Computer	Human Analogy
L1 Cache: 1ns	



# How to make computers faster?

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Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds

# How to make computers faster?

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Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)

# How to make computers faster?

- Get data faster.
  - Access to data is limited by distance (speed of light).
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Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	

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  - Access to data is limited by distance (speed of light).
  - Multiple tiers of cache on a chip.

Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)



# How to make computers faster?

- Get data faster.
  - Access to data is limited by distance (speed of light).
  - Multiple tiers of cache on a chip.

Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)
RAM: 100ns	

# How to make computers faster?

- Get data faster.
  - Access to data is limited by distance (speed of light).
  - Multiple tiers of cache on a chip.

Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)
RAM: 100ns	25 seconds (look in a book on your desk)

# How to make computers faster?

- Get data faster.
  - Access to data is limited by distance (speed of light).
  - Multiple tiers of cache on a chip.

Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)
RAM: 100ns	25 seconds (look in a book on your desk)
SSD: 100,000ns (100us)	

# How to make computers faster?

- Get data faster.
  - Access to data is limited by distance (speed of light).
  - Multiple tiers of cache on a chip.

Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)
RAM: 100ns	25 seconds (look in a book on your desk)
SSD: 100,000ns (100us)	~7 hours (go to the library today)



# How to make computers faster?

- Get data faster.
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L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)
RAM: 100ns	25 seconds (look in a book on your desk)
SSD: 100,000ns (100us)	~7 hours (go to the library today)
Disk: 10,000,000ns (10,000us, 10ms)	

# How to make computers faster?

- Get data faster.
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Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
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Disk: 10,000,000ns (10,000us, 10ms)	~29 days (Jamcoders!)

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Network (JAM ↔ NYC): 70,000,000ns (70,000us, 70ms)	

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Disk: 10,000,000ns (10,000us, 10ms)	~29 days (Jamcoders!)
Network (JAM ↔ NYC): 70,000,000ns (70,000us, 70ms)	~202 days (a year of school)

Why make them faster?

A man with curly hair, wearing a light blue sweater and a grey blazer, is the central figure. He wears large over-ear headphones and a small black microphone clipped to his sweater. He holds a large black video camera in his right hand and a large silver boombox in his left. A white telephone cord is draped over his shoulder. He is surrounded by a variety of electronic equipment: a portable CD player, a portable cassette player, a portable VCR, a portable DVD player, a portable MP3 player, a portable digital camera, a portable digital voice recorder, a portable digital scale, a portable digital thermometer, a portable digital clock, a portable digital watch, a portable digital calculator, a portable digital ruler, a portable digital compass, a portable digital protractor, a portable digital level, a portable digital spirit level, a portable digital bubble level, a portable digital laser level, a portable digital transit, a portable digital theodolite, a portable digital total station, a portable digital GPS, a portable digital surveying instrument, a portable digital leveling staff, a portable digital leveling rod, a portable digital leveling staff, a portable digital leveling rod, a portable digital leveling staff, a portable digital leveling rod. The background is a dark, textured wall. The overall image has a vintage, slightly grainy quality.



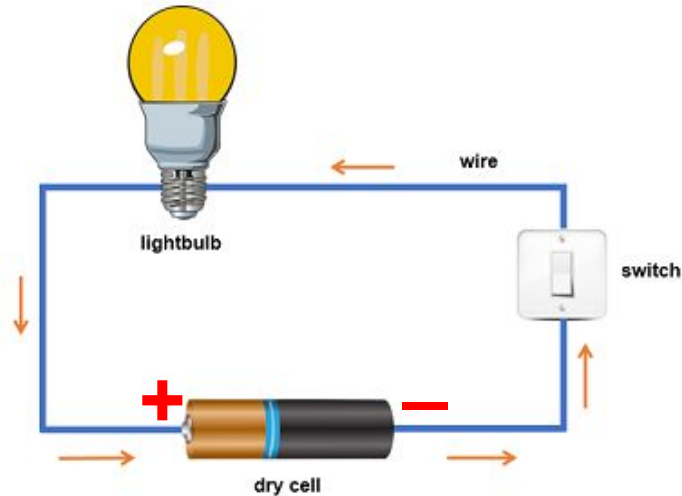


WARP NEWS

# Google's Quantum Computer!

# What is voltage?

Electric potential difference per unit charge between two points in a circuit's electric field.



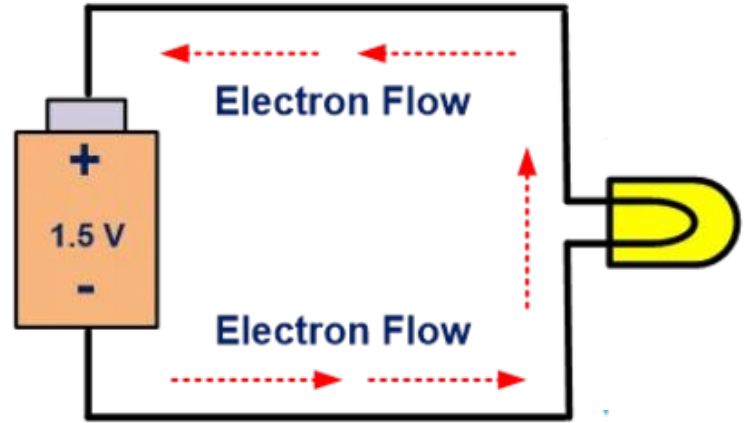
- The battery supplies voltage, causing an energy imbalance to exist between the **+** and **-**
- This causes current (electrons or ions) to flow



# What is current? Resistance?

Electrical current is a stream of charged particles, such as electrons or ions, moving through an electrical conductor.

**Resistance restricts the flow of current.**

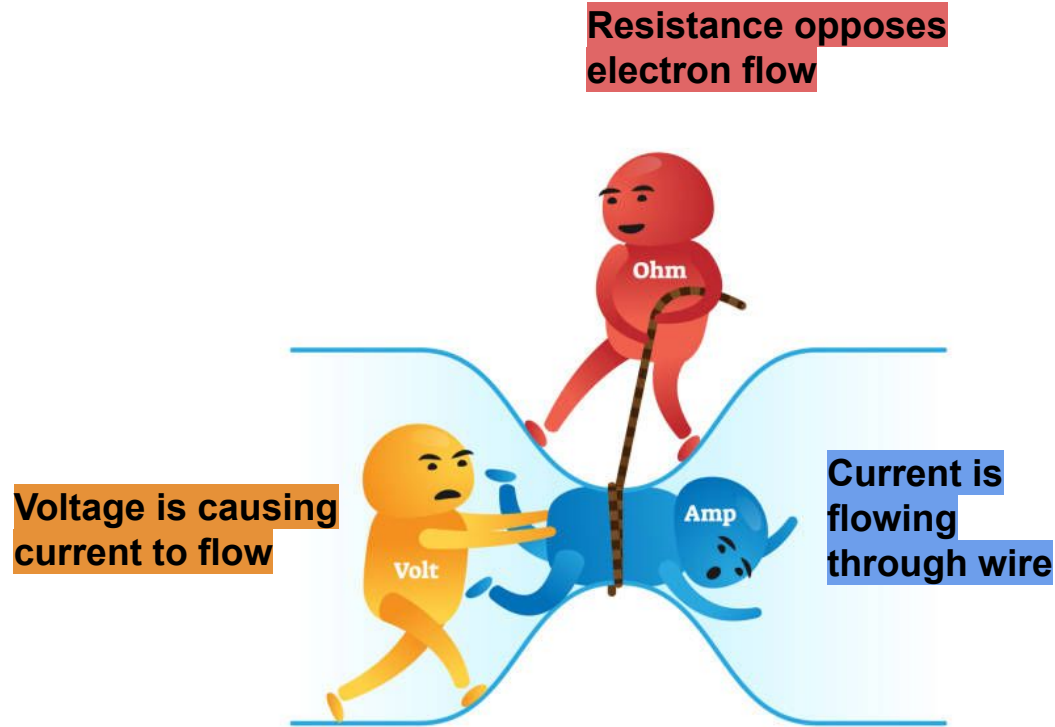


# Ohm's Law

Ohm's Law captures the relationship between:

- Current (I)
- Voltage (V)
- Resistance (R)

$$V = IR$$



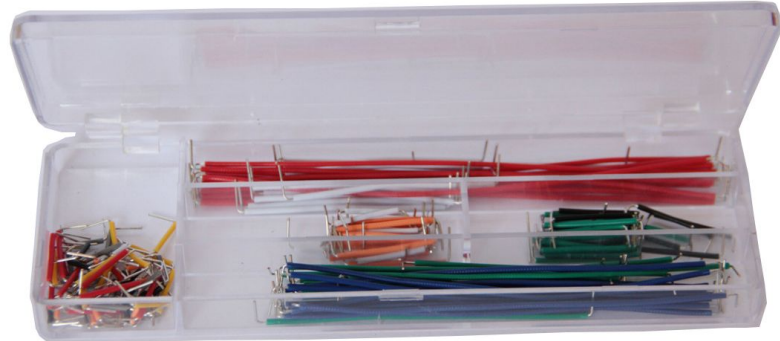
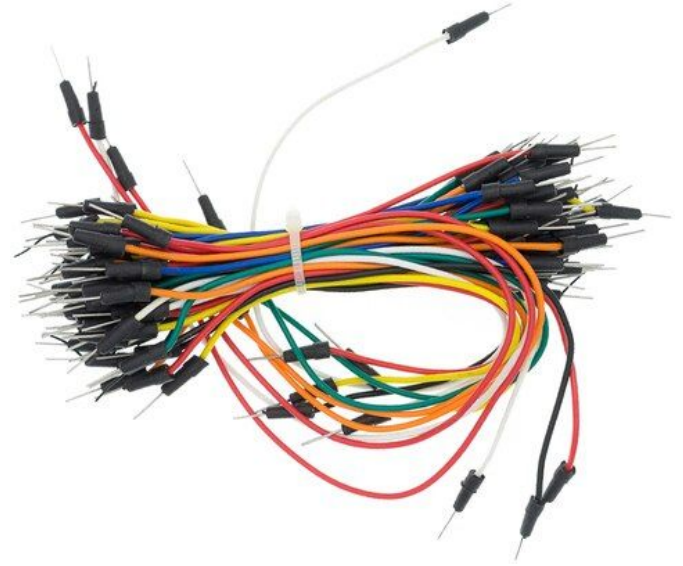
# Circuit Components

- Wires
- Resistors
- Capacitors
- TransistorsSwitches
- OR, AND, NOR, and NOT gates
- The list goes on...

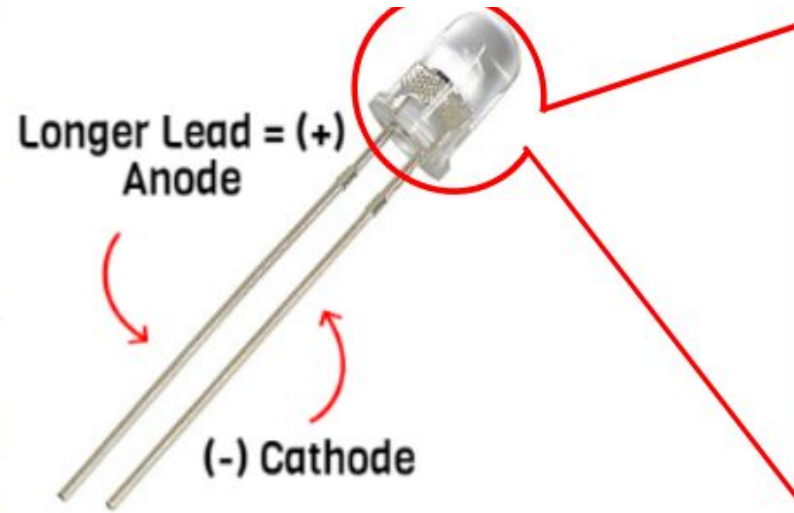
# Wires

I know you know what wires are, here are some photos of the ones we're using:

The metal ends enter the breadboard and Arduino pin holes



# LED Lightbulbs

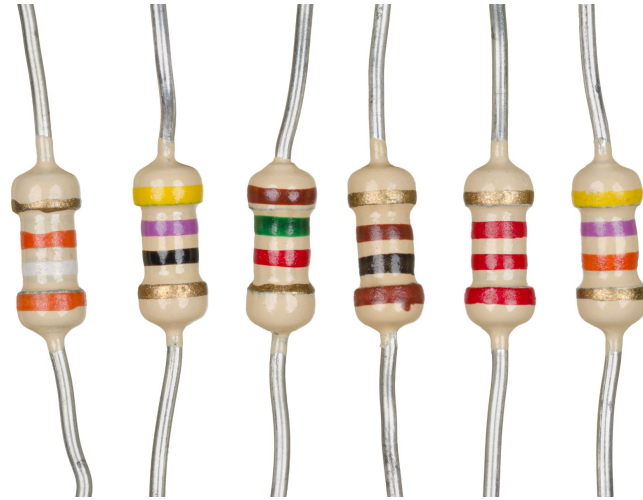


# Resistors

Resistors provide resistance to electrical current.

They are often needed to regulate the current and voltage in a circuit.

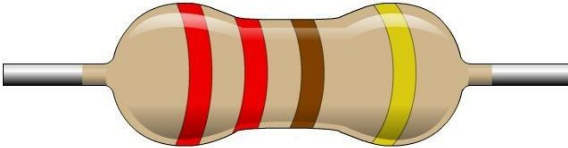
(You'll be using ~220 Ohms)



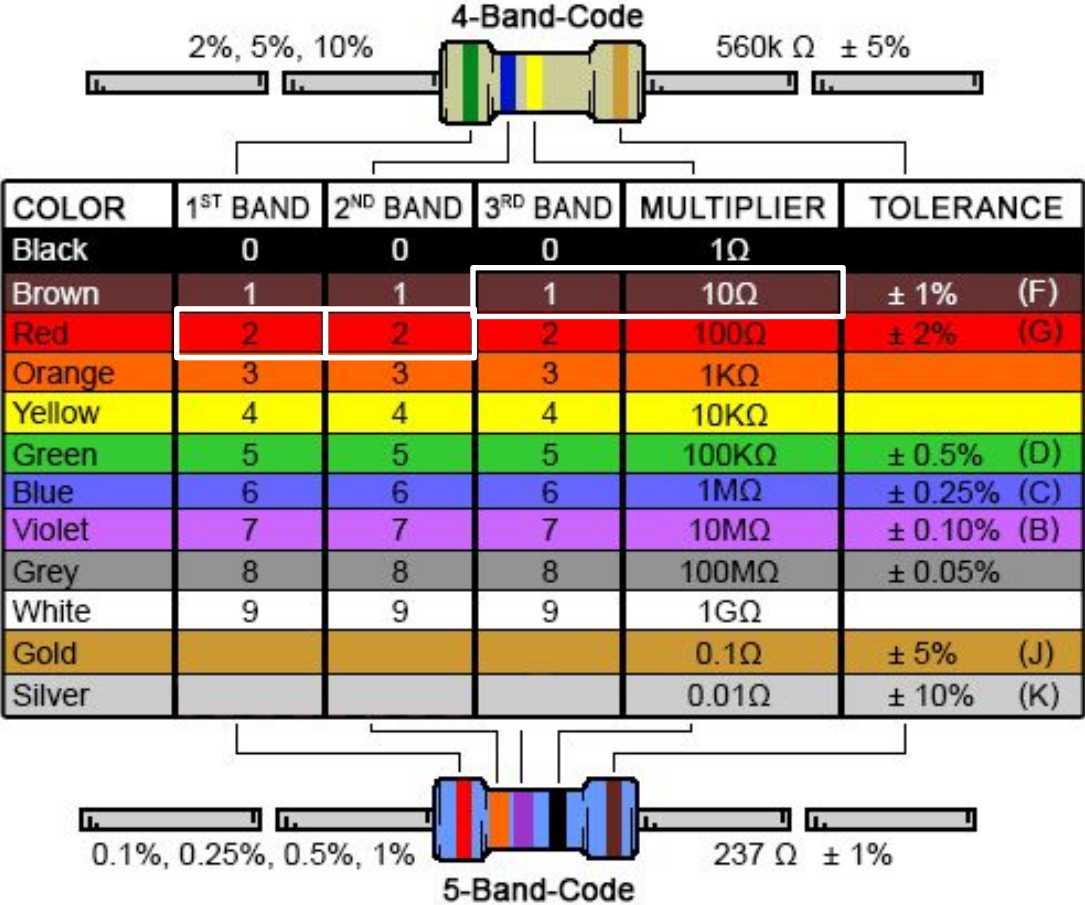
**SORRY, I COULDN'T RESIST**



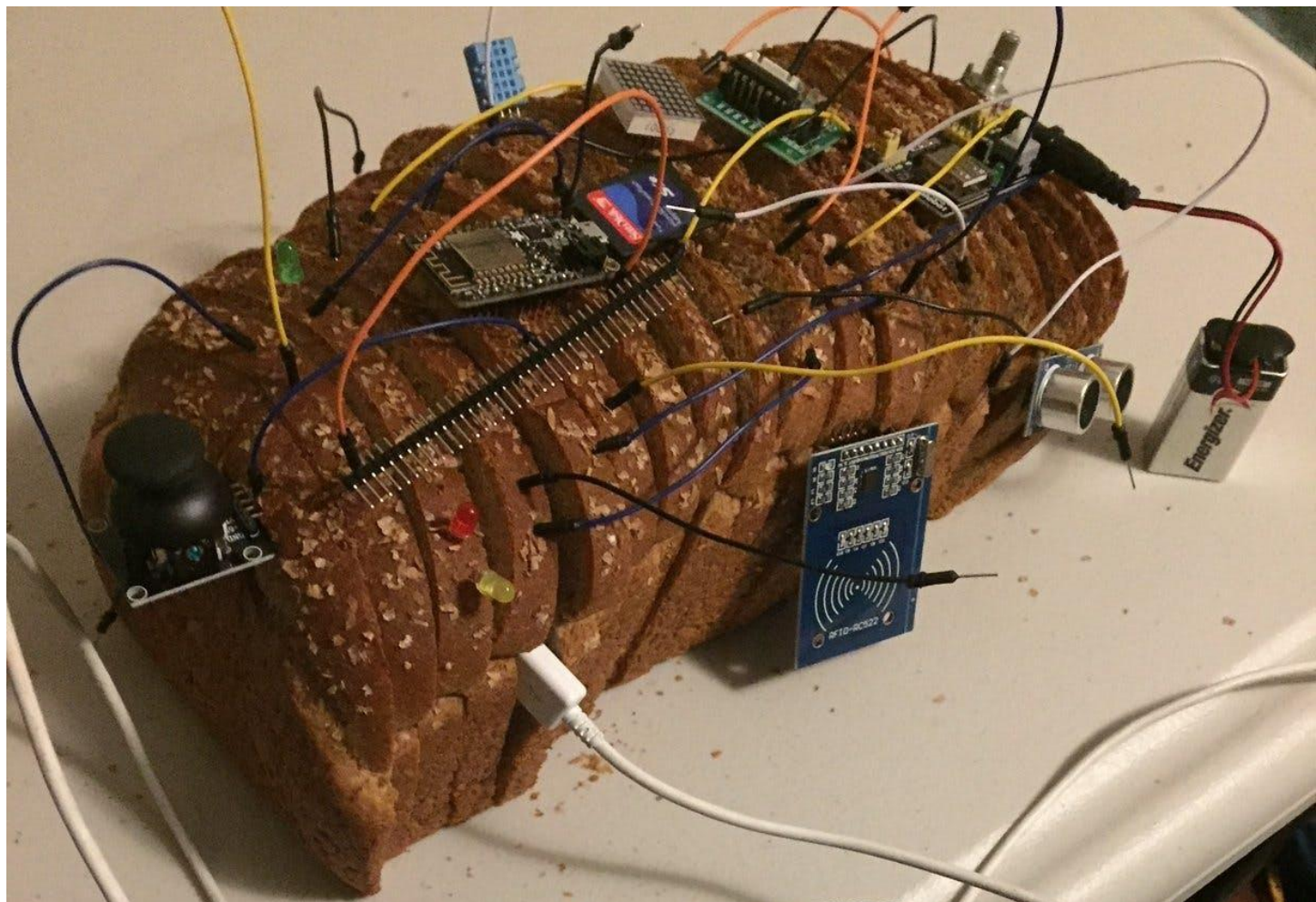
# Resistors



You'll be using ~220 Ohms



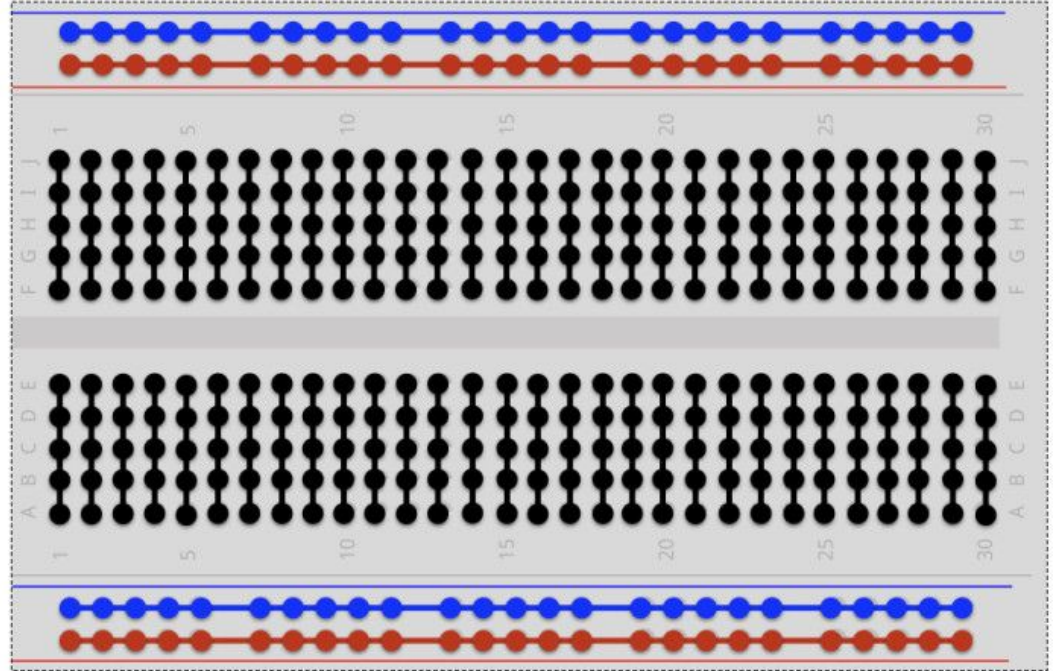






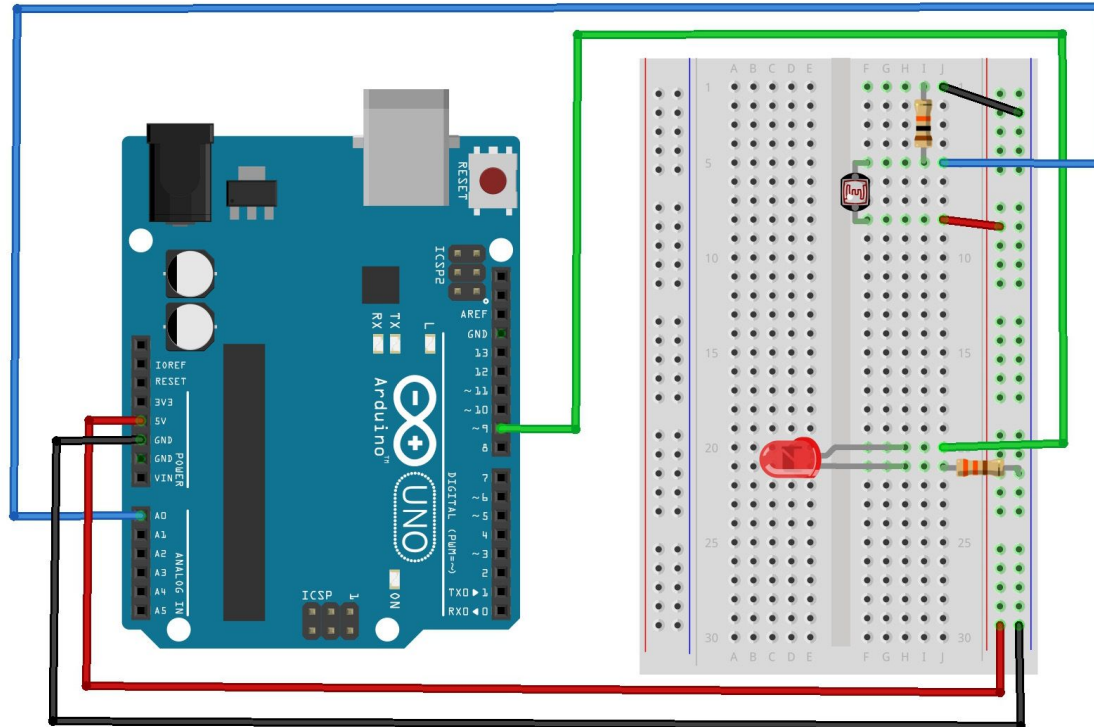
# Breadboard

Breadboards are used to organize and connect circuit elements.



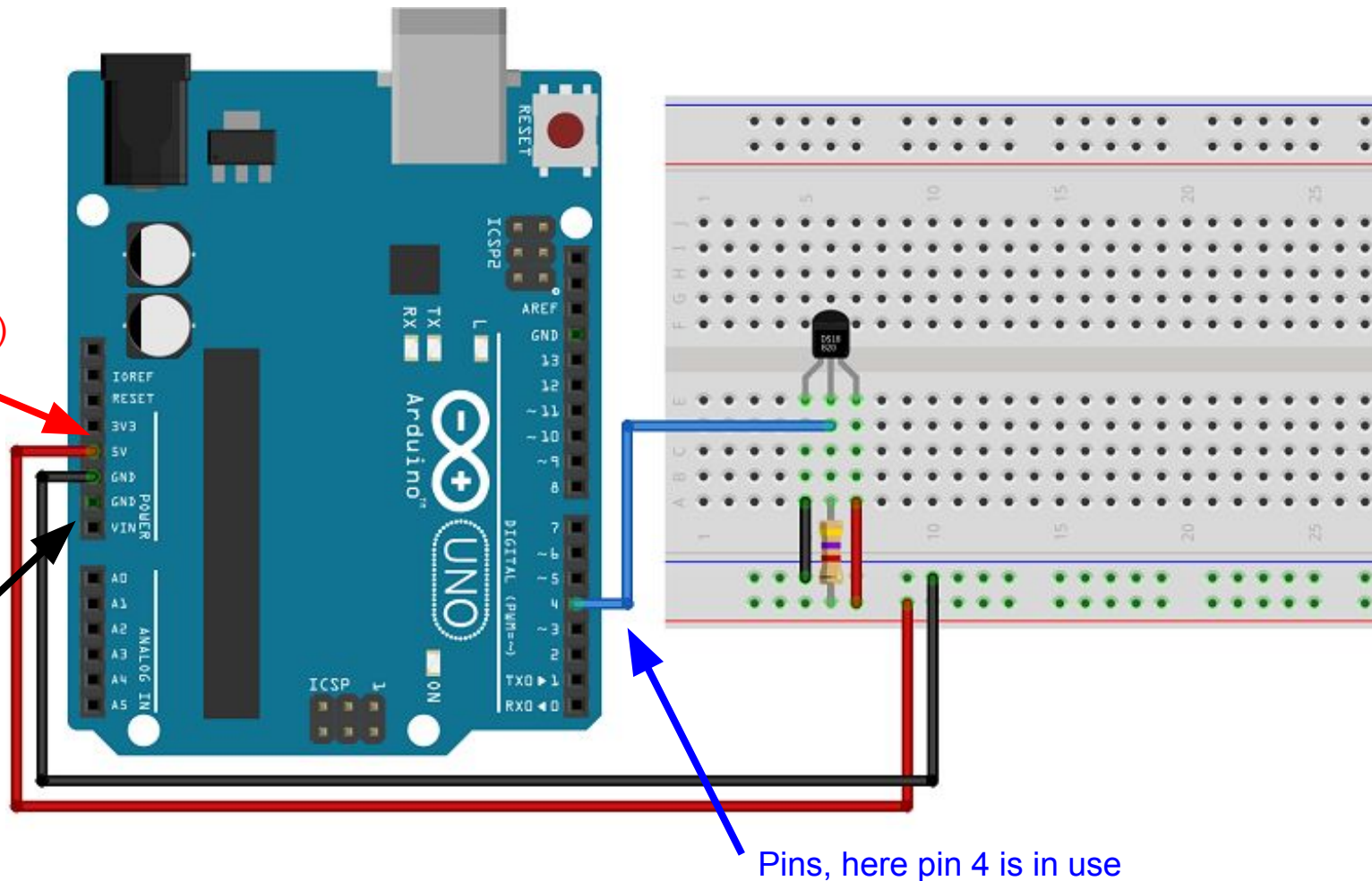
# Arduino Chip

# Breadboard



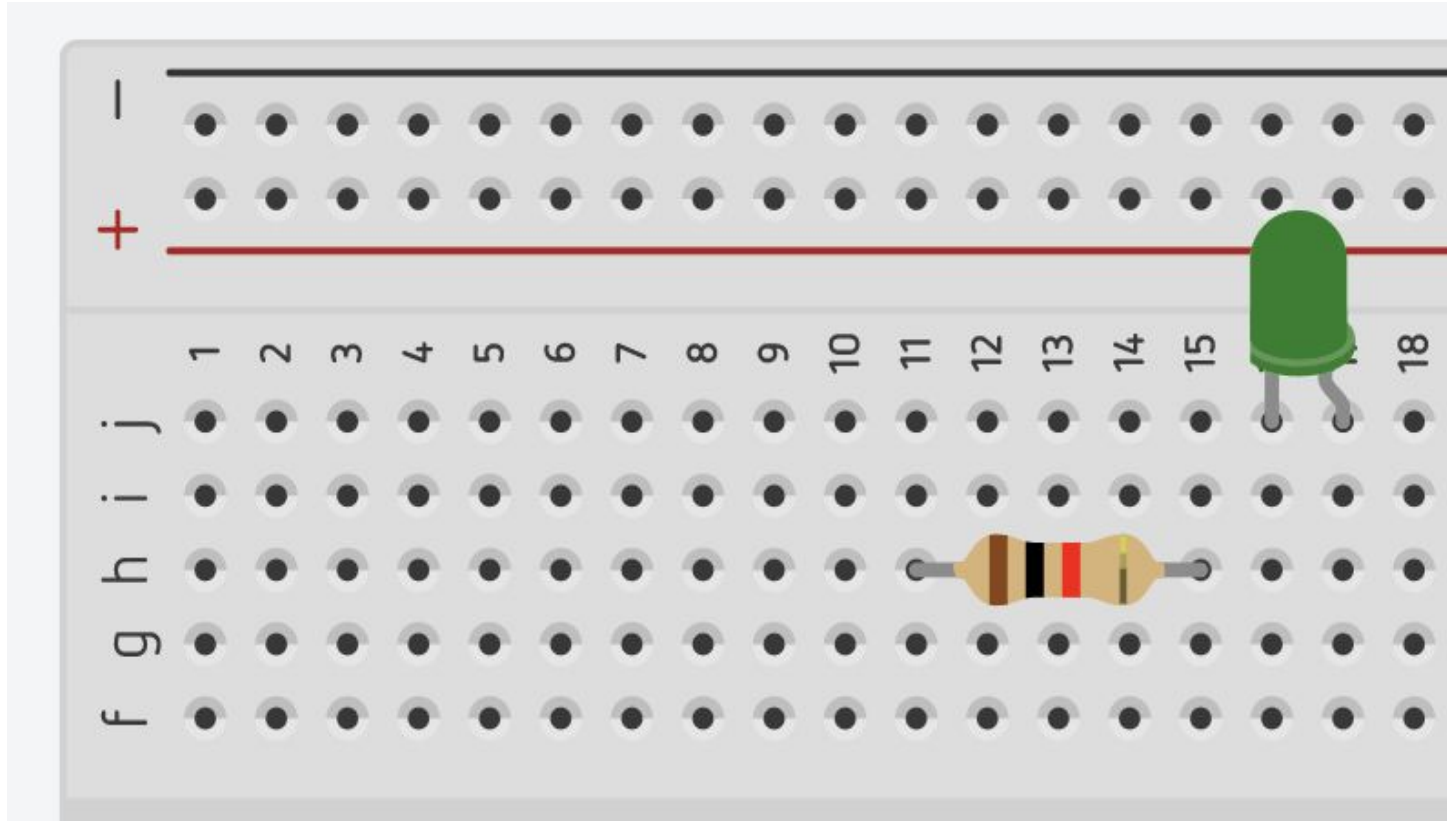
Power  
(5V or 3.3V)

Ground  
(GND)

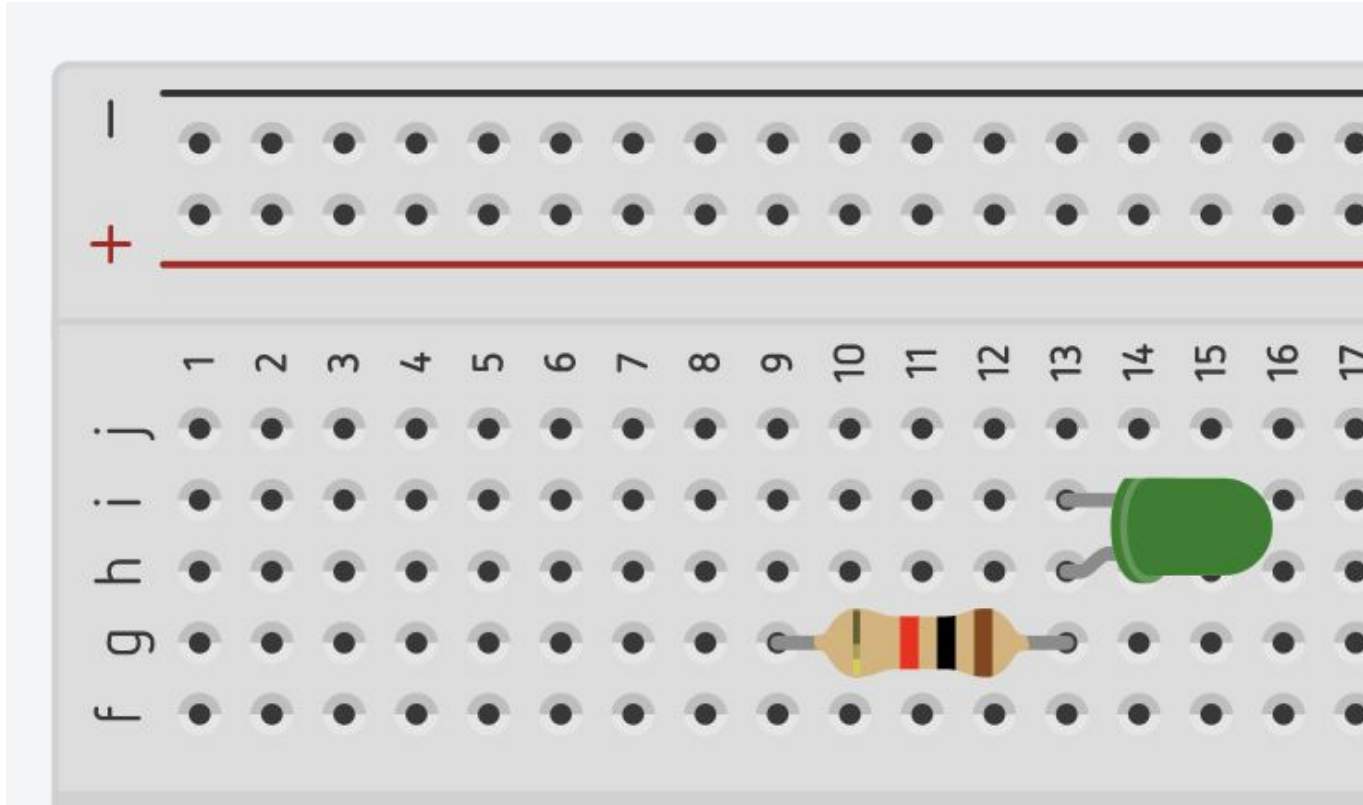


Pins, here pin 4 is in use

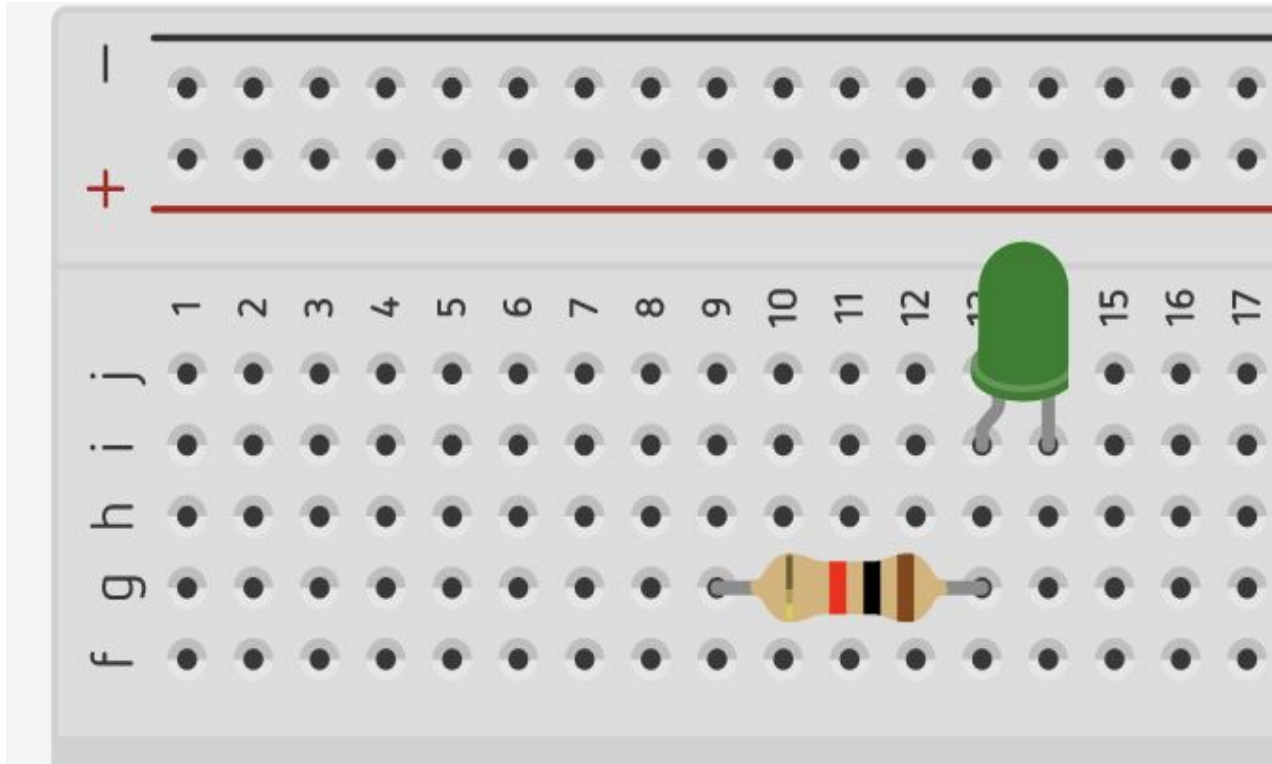
Are the resistor and the lightbulb connected?



What about now? Is there anything wrong with this connection?



What about now? Is there anything wrong with this connection?



Now it's your turn to make some circuits!

**Group 1:** Shechanyah, Kalani, Joelle, Ayeisha, Zyeka

**Group 2:** Nyla, Kayleigh, Austin, Sean, Rebekah, Oksana

**Group 3:** Aiden, Naandi, Jozanne, Yemesi, Gisele

**Group 4:** Antwaun, Alyssa, Rishi, Kairo-Alexis, Tariq

**Group 5:** Robert, Chenelle, Daniel, Tessanne, Brianna

**Group 6:** Aprille, Oscar, Kamali, Kara-Lee, Kayla

**Group 7:** Jadon, Aneika, Kejaaun, Jemila, Tiandra, Damir

**Group 8:** Kiana, Zephan, Janic, Orett, Larissa, Cavier

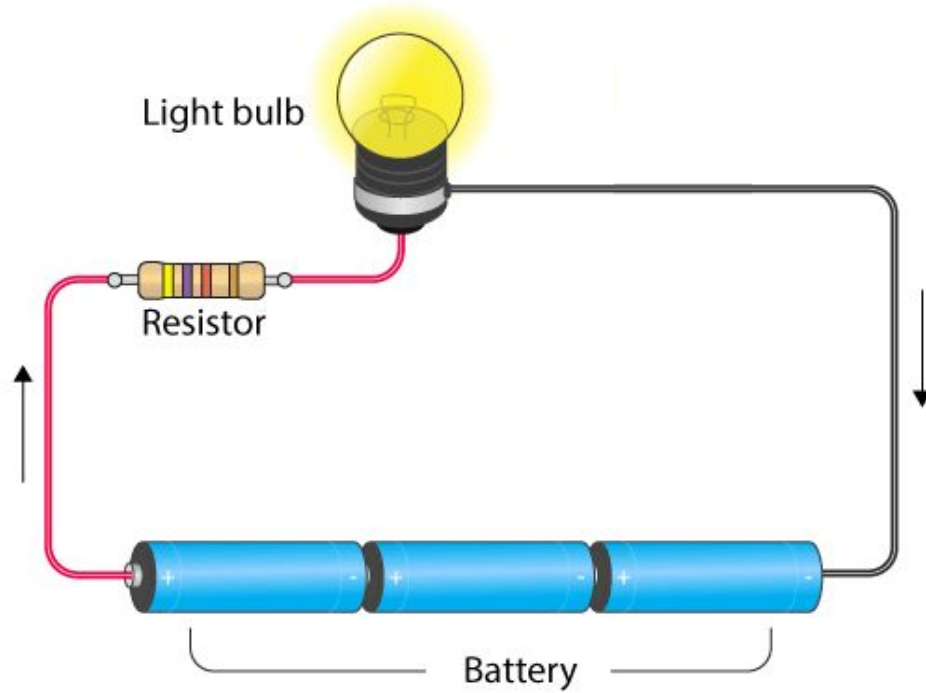
**Group 9:** Neveno, Malique, Daniela, Gabrielle, Richaiya, Raheem



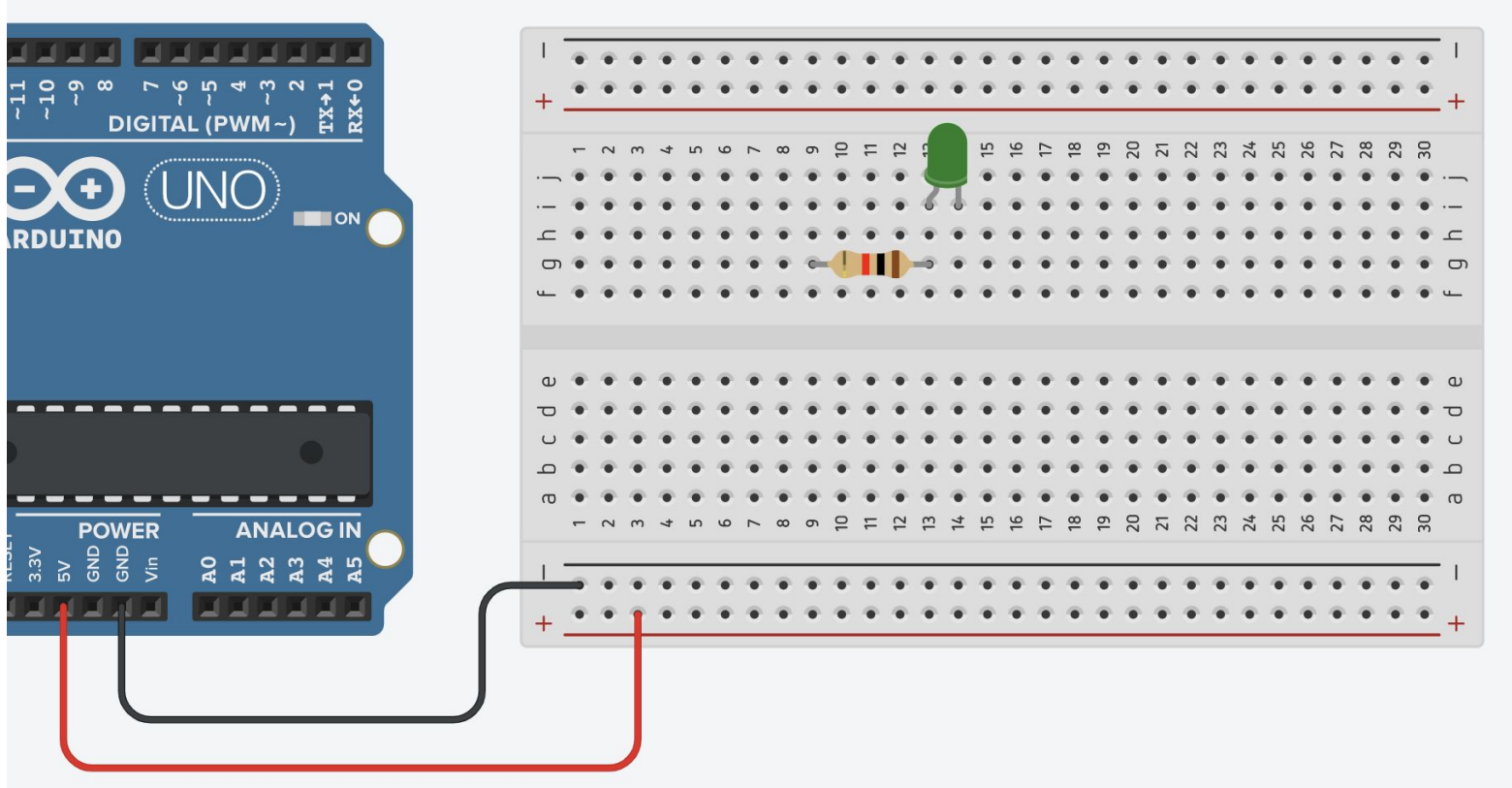
# What's in Your Kit? → Call a TA if you're missing things

- 1 Arduino Uno
- 1 Single-Colour LED 
- 1 RGB LED 
- 3 Resistors (100-330 Ohms)
- 1 Breadboard 
- Wires

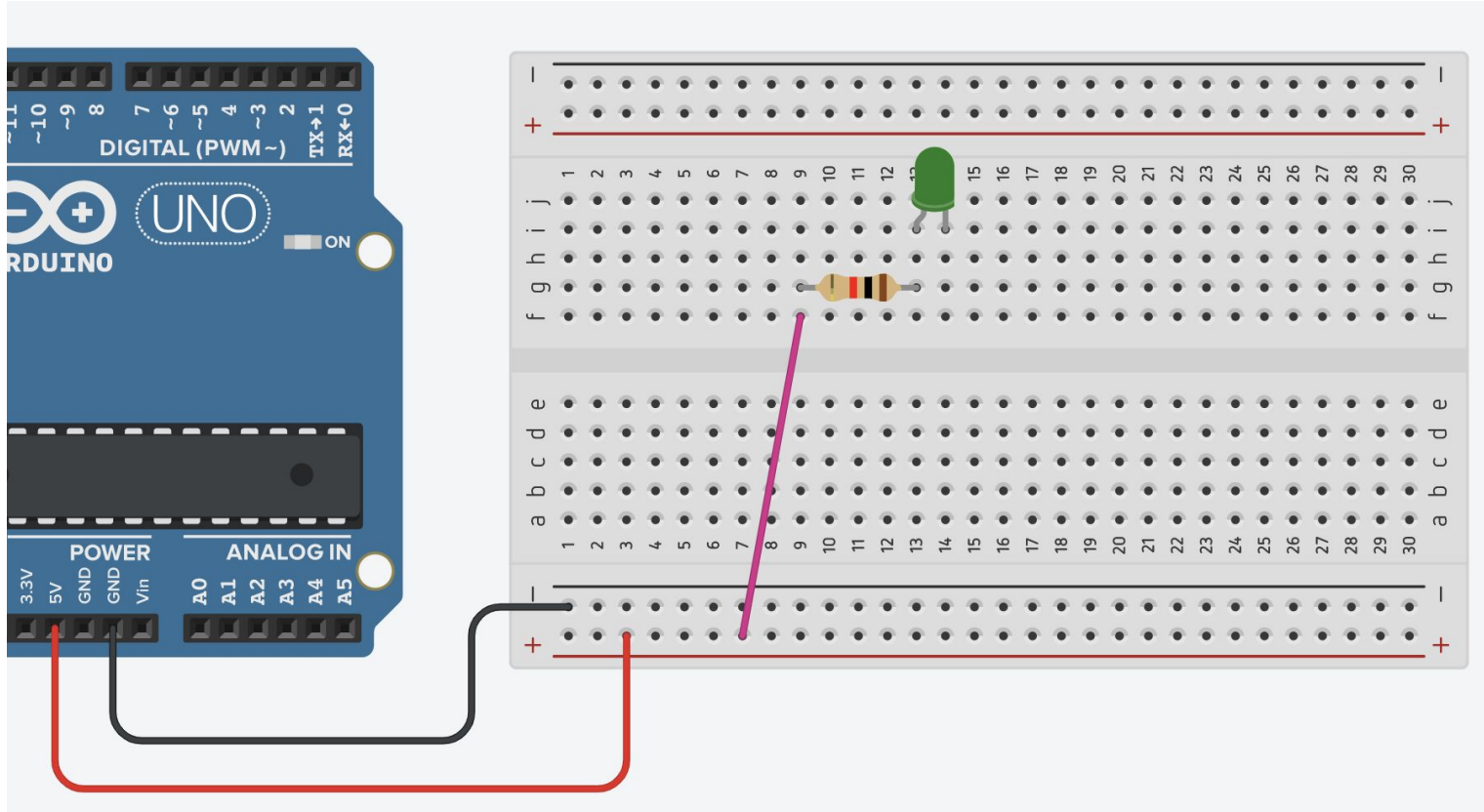
# Let's Make a Simple Light Circuit!



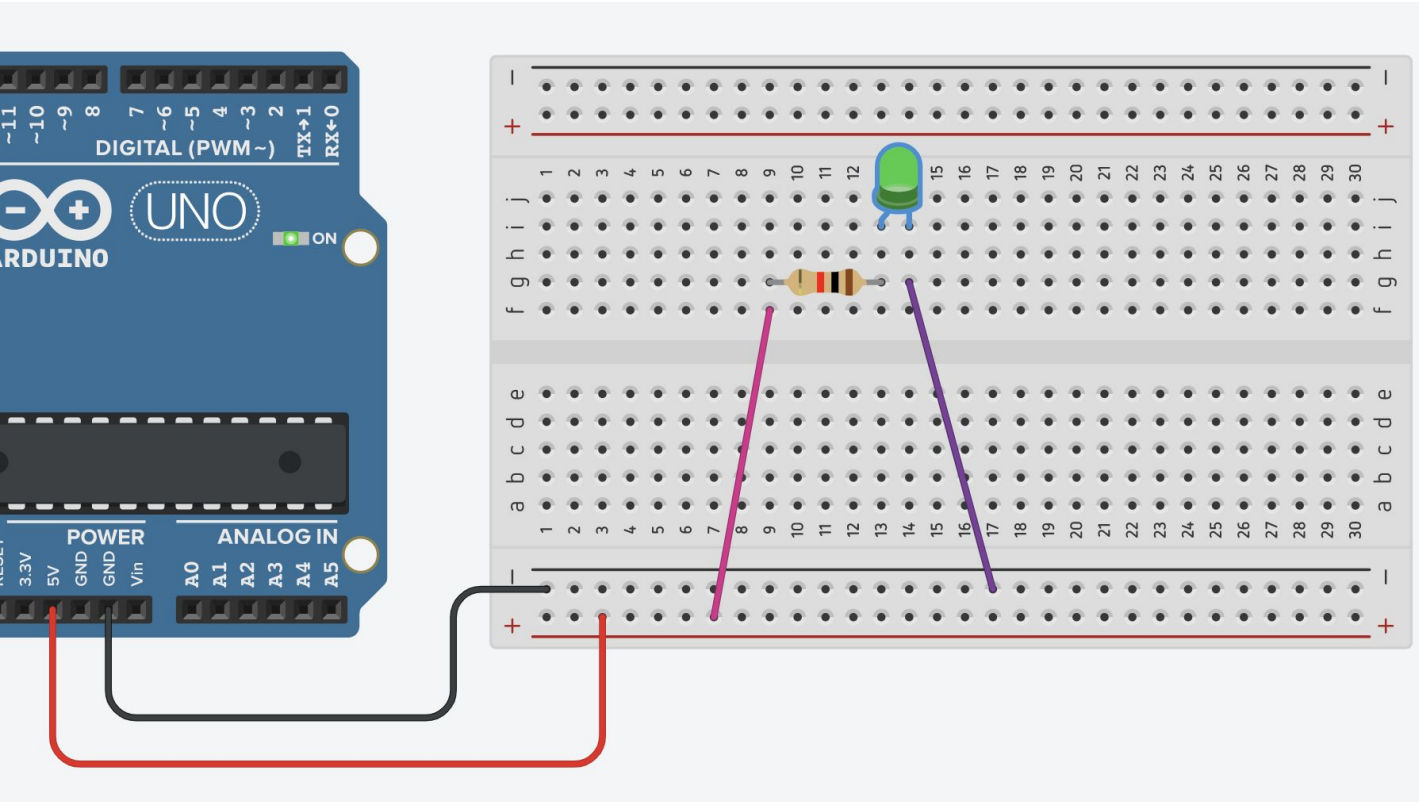
Let's connect our circuit board to +/- voltage:



Now let's connect the positive voltage to the resistor:



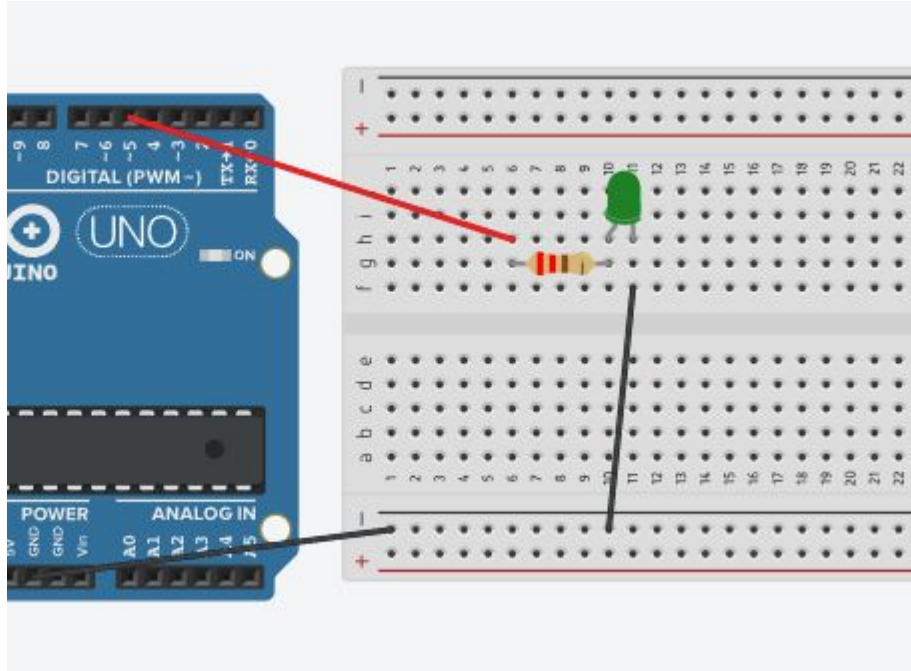
Now let's connect the negative voltage to the lightbulb:



Now, raise your hand and I will plug in the Arduino microcontroller!

But what if I want it to blink?

# Giving our Circuit Personality



Move your positive voltage to pin 5 on the Arduino and open the following file and run it:

**blink\_led.ino**

Image of Arduino ui  
- connect to board



Arduino chips run code which controls the voltage and current applied via wires into our circuit

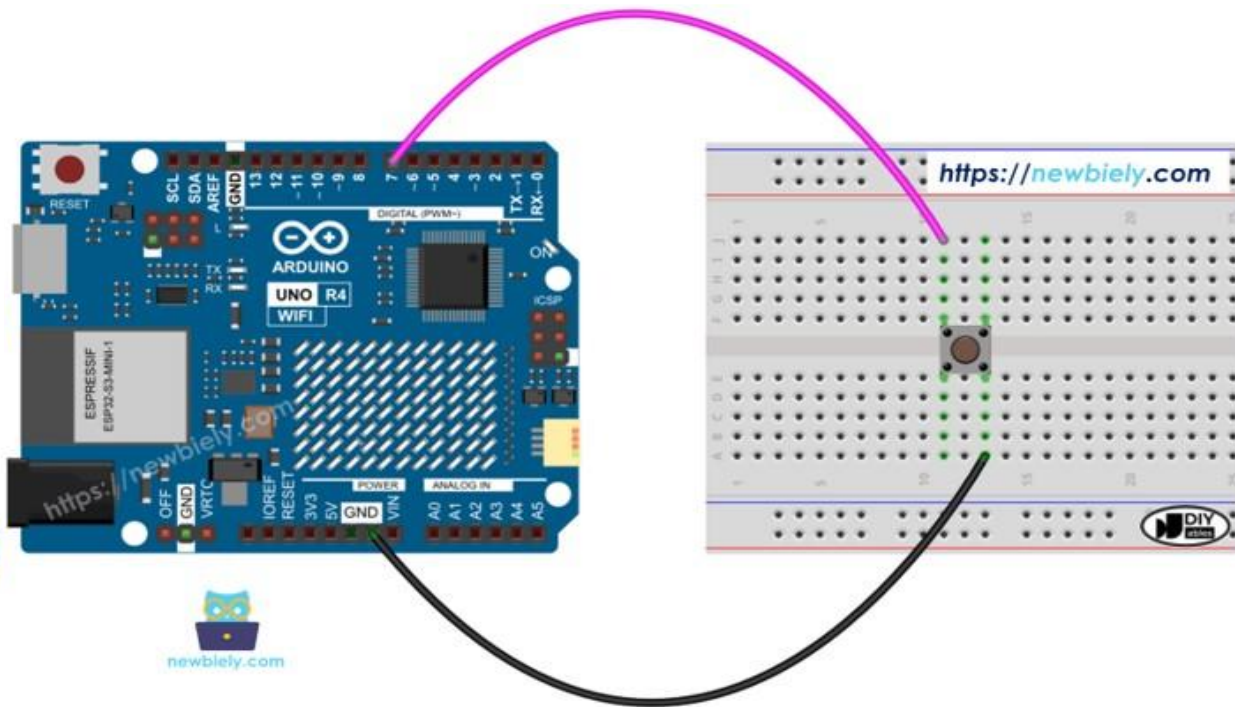
But what if I want to make a light switch?



Not Pressed

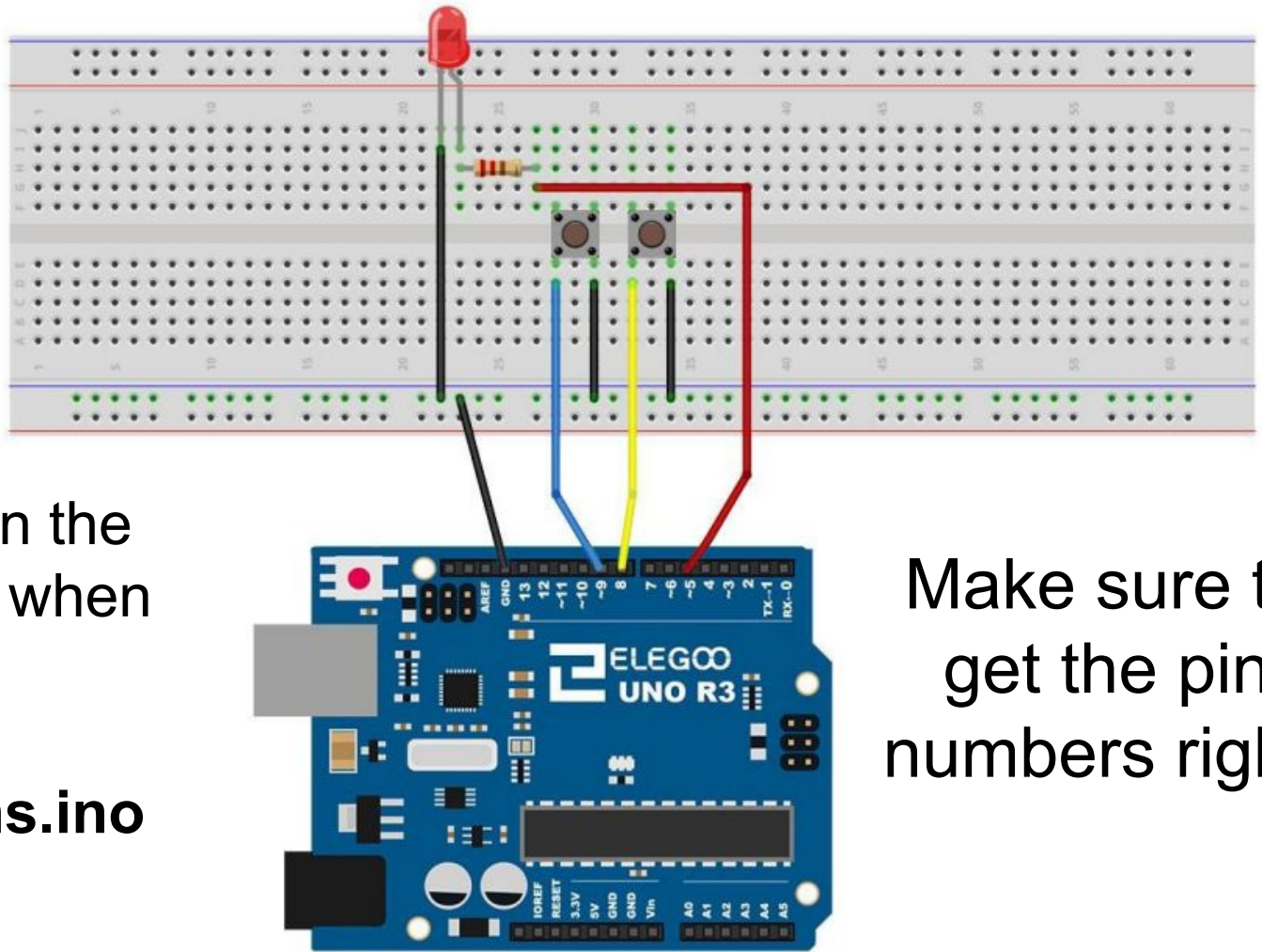


Pressed



Try to make a circuit that turns an  
LED on and off with a button.

Try it on your own first, but don't be afraid to  
ask for help!



Open and run the  
following file when  
finished:

**LED\_buttons.ino**

Make sure to  
get the pin  
numbers right!

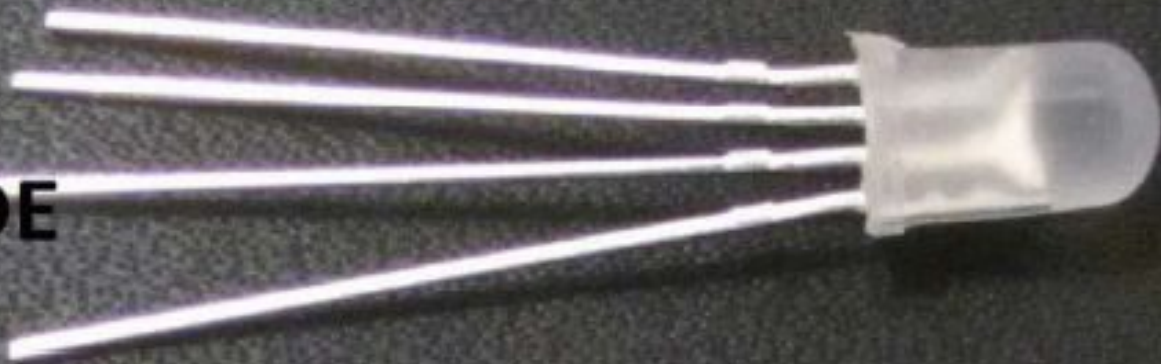
But what if I want to have a colorful light?

**BLUE**

**GREEN**

**CATHODE**

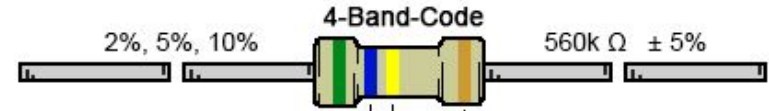
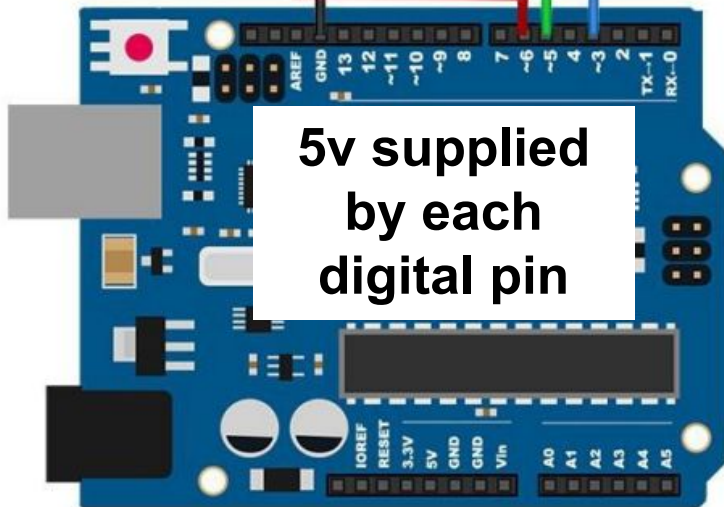
**RED**



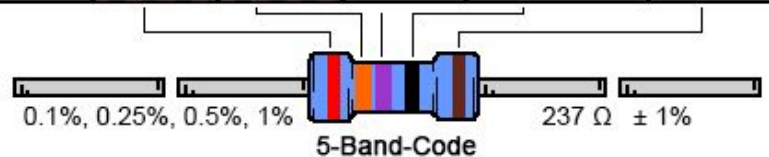


$$V = IR$$

**Raise your hand when you have built this circuit and know the current (in Amps) supplied to each RGB pin!!**



COLOR	1 <sup>ST</sup> BAND	2 <sup>ND</sup> BAND	3 <sup>RD</sup> BAND	MULTIPLIER	TOLERANCE
Black	0	0	0	1 $\Omega$	
Brown	1	1	1	10 $\Omega$	$\pm$ 1% (F)
Red	2	2	2	100 $\Omega$	$\pm$ 2% (G)
Orange	3	3	3	1K $\Omega$	
Yellow	4	4	4	10K $\Omega$	
Green	5	5	5	100K $\Omega$	$\pm$ 0.5% (D)
Blue	6	6	6	1M $\Omega$	$\pm$ 0.25% (C)
Violet	7	7	7	10M $\Omega$	$\pm$ 0.10% (B)
Grey	8	8	8	100M $\Omega$	$\pm$ 0.05%
White	9	9	9	1G $\Omega$	
Gold				0.1 $\Omega$	$\pm$ 5% (J)
Silver				0.01 $\Omega$	$\pm$ 10% (K)





Now put it together!

Make a circuit that uses TWO buttons to control the colour of an RGB LED.

Use pins 8 and 9 for the buttons  
RED -> 3, BLUE -> 6, GREEN -> 5  
Remember your resistors!!!!

Call a TA when you're done!

**Open rbg\_buttons.ino**

# Challenge Problem! Dimming light with potentiometer (analog input)

Open `led_dim.ino`

