コードとデザイン

東京藝術大学 芸術情報センター開設科目 金曜4-5限 第5週

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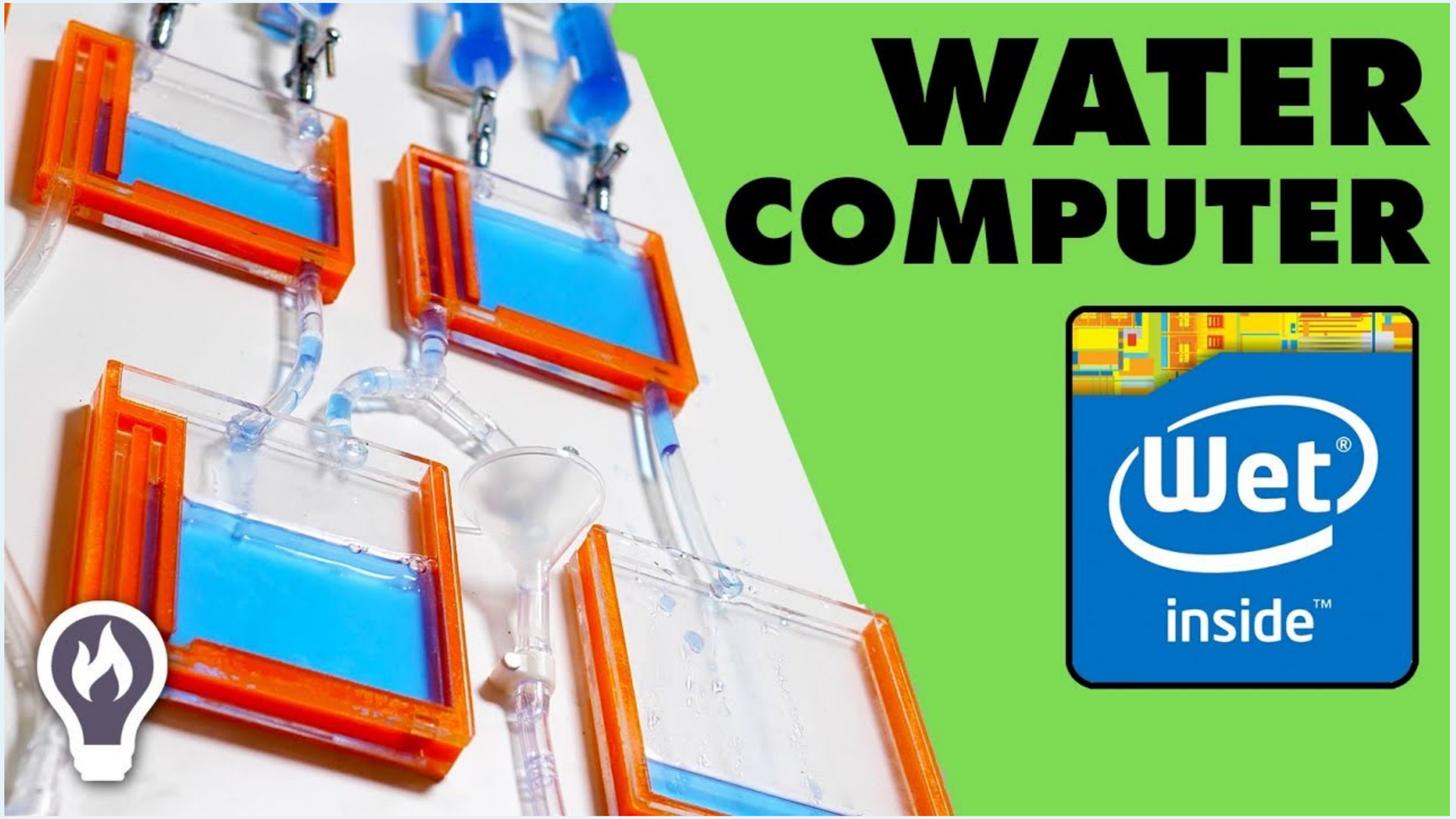
本日のスケジュール

- Unconventional Computingの紹介（15分）
- ロジック回路の組み合わせと加算器の作り方（20分）
- NAND回路を作ってみよう
- NAND回路を組み合わせて全加算器を作ろう

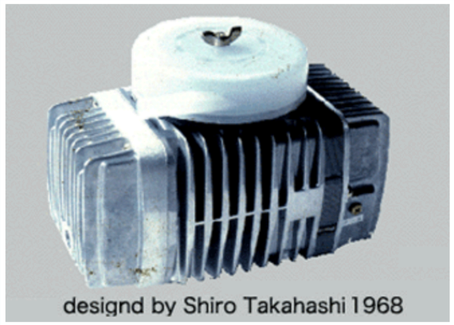
課題で出してくれたアイデアで近しいものがたくさんあったので紹介

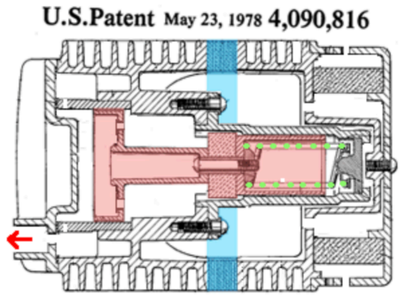
Unconventional Computing

Domino Addition - Numberphile(2012)
https://www.youtube.com/watch?v=INuPy-r1GuQ

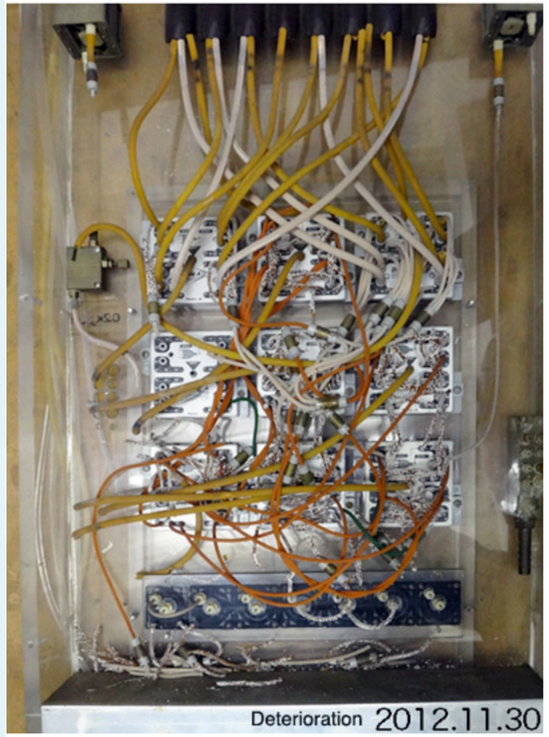


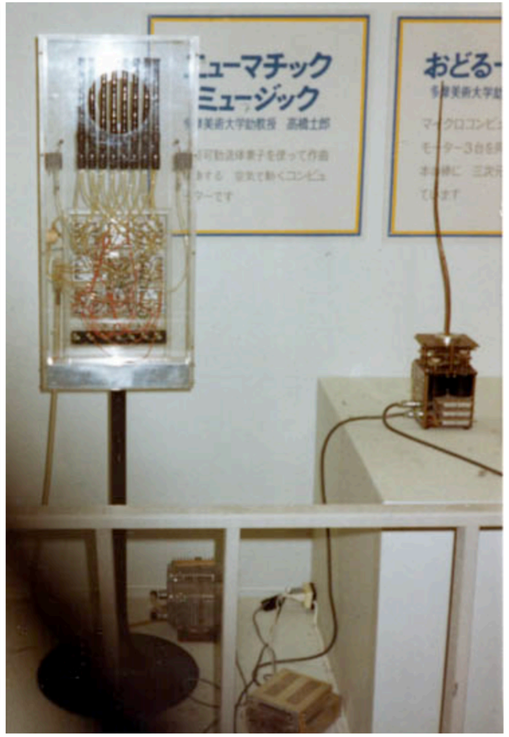
https://youtube.com/watch?v=IxXaizglscw



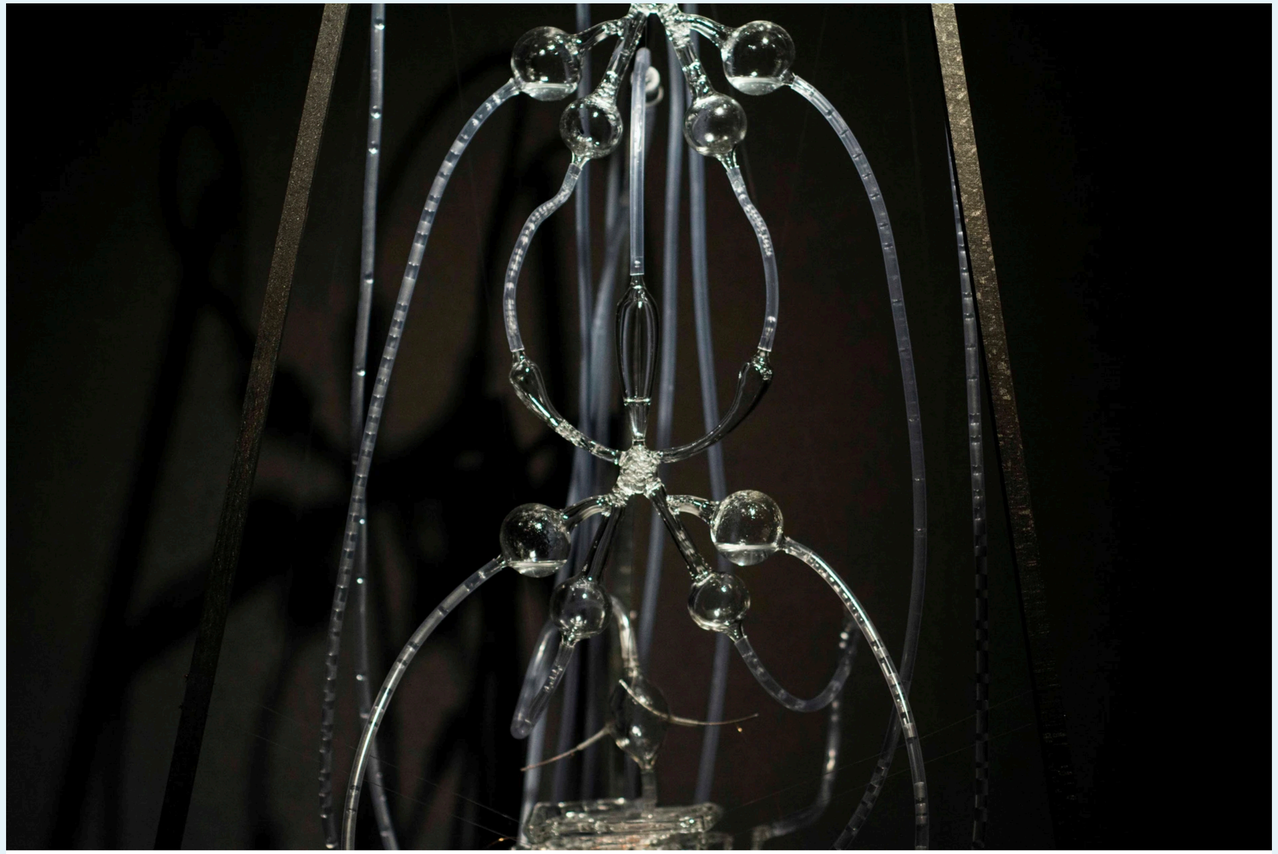


Air compressor
[Pat.4090816]





“ニューマチック　コンピューター” 高橋士郎　（1970）
http://www.shiro1000.jp/mpu/compo.htm
https://mediaarts-db.bunka.go.jp/id/M781436



"Fluid Memory” Ioana Vreme Moser (2019-2020)

https://www.ioanavrememoser.com/fluidmemory

“PISS (ON) LOGIC”, MARTIN HOWSE & JONATHAN KEMP(2015)

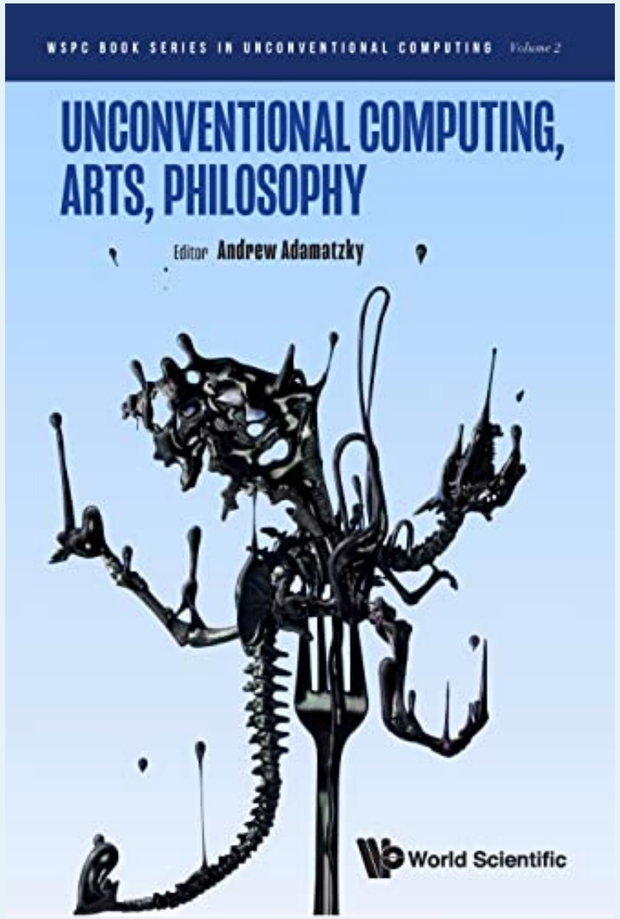
https://vimeo.com/172568522

https://projects.stwst.at/stwst48/pissonlogic-by-martin-howse-and-jonathan-kemp/index.html

https://ja.wikipedia.org/wiki/酒船石遺跡

酒船石が流体素子であった可能性に関する考察(2017),村上優依・窪田佳寛・望月修

https://www.nagare.or.jp/download/noauth.html?d=36-6_tokushu13.pdf&dir=63



Unconventional Computing, Arts, Philosophy (Unconventional Computing, 2), Edited by Andrew Adamatzky, 2022, World Scientific Pub Co Inc

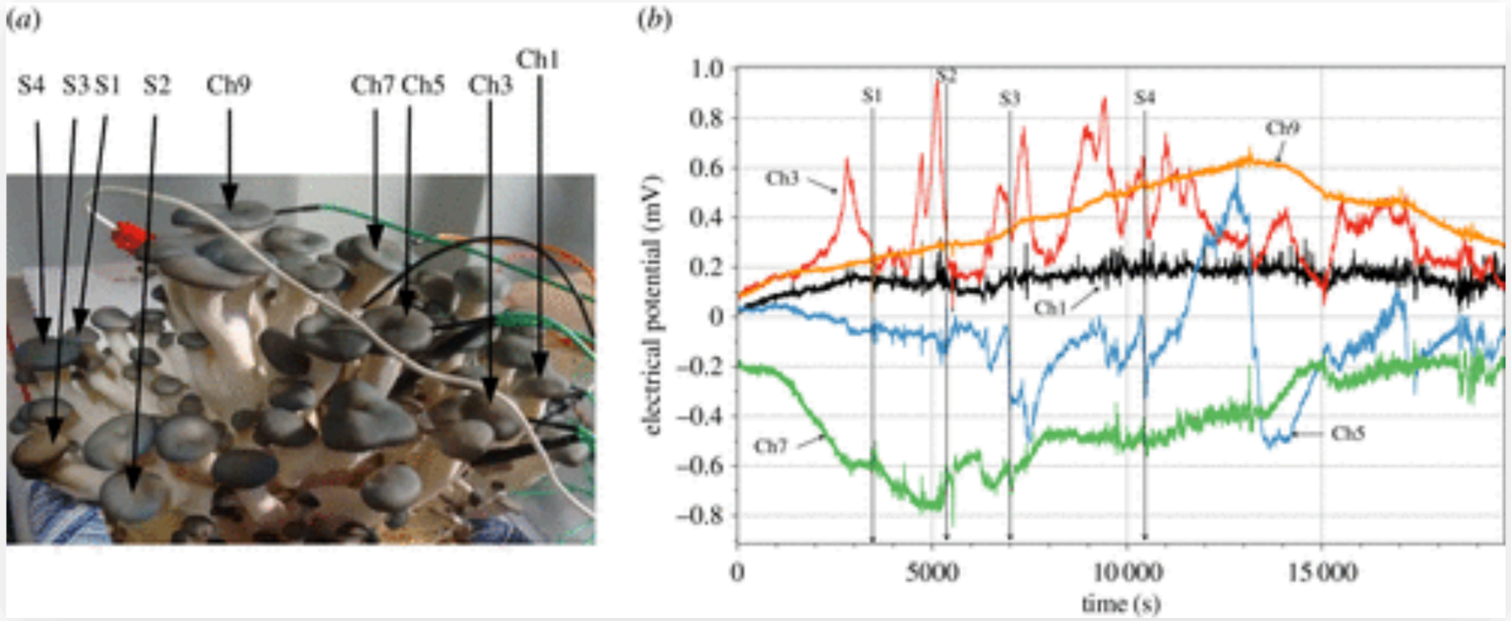


Figure 4. Stimulation of fruits. (*a*) Set-up of recording, sites of stimulation and location of electrode pairs corresponding to channels Ch1–Ch9. (*b*) Electrical potential recording on five mushrooms. Channel Ch1 is shown by black, Ch3 red, Ch5 blue, Ch7 green and Ch9 orange. The following stimuli have been applied to fruiting bodies. (S1) 3450 s: start open flame stimulation for 20 s. (S2) 5310 s: start open flame stimulation for 60 s. (S3) 7000 s: ethanol drop is placed on a cap of the fruit. (S4) 10440 s: 15 mg of table salt is placed on a cap of one of fruiting bodies.

"Towards fungal computer", Adamatzky Andrew, (2018),*Interface Focus.***8,**20180029 20180029
http://doi.org/10.1098/rsfs.2018.0029

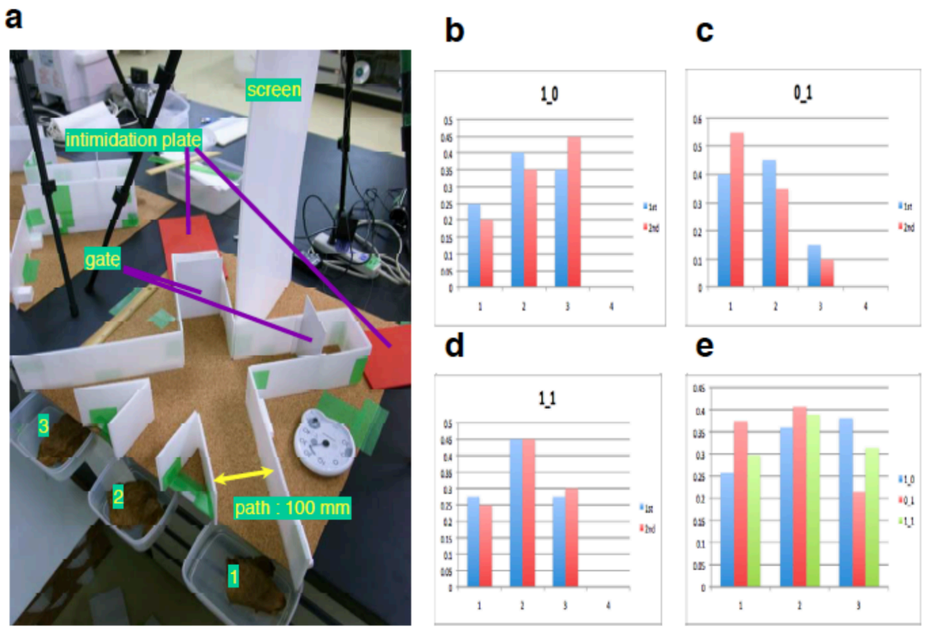


FIGURE 5. a. Implementation of AND gate by real soldier crabs. A or B represents input space for input x or y, respectively. The symbol 1, 2 and 3 represent output for NOT(x) AND y, x AND y, and x AND NOT(y), respectively. The experimental results of AND gate implemented by real soldier crabs. b. Frequency distribution of output 1, 2 and 3 for input, (1, 0). Output 4 represents the rate of individuals not reaching the output in a limited time. c. Frequency distribution for input, (0, 1). d. Frequency distribution for input, (1, 1). e. Frequency distribution of output 1, 2 and 3 over 21 trials.

"Robust Soldier Crab Ball Gate" Yukio-Pegio Gunji, Yuta Nishiyama, Andrew Adamatzky(2012)
https://arxiv.org/abs/1204.1749

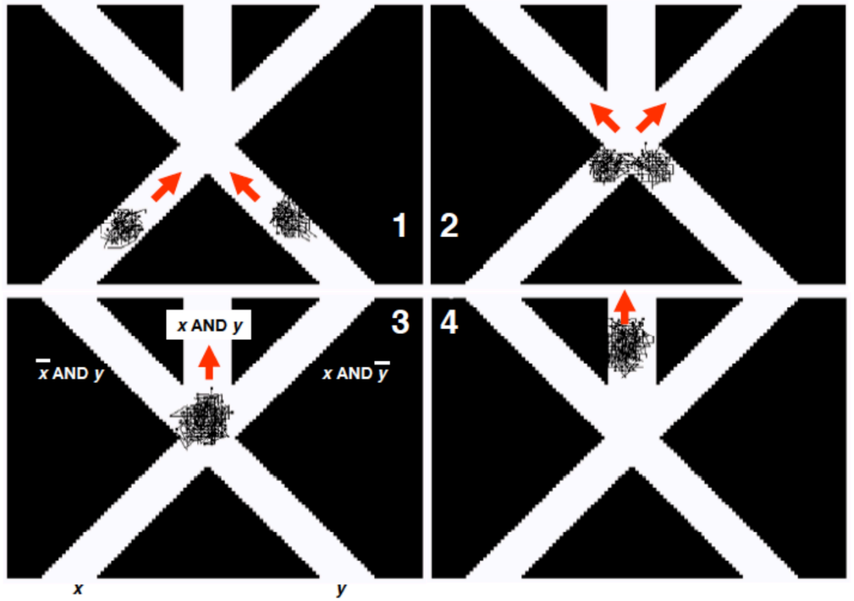


FIGURE 3. A series of snap shots (1, 2, 3 and 4) in AND gate of swarm balls. A swarm ball locate at x- and y-position consists of 40 agents, respectively. Each agent is represented by a square with its 5-steps-trajectories. Red arrows represent the direction of motion of a swarm ball.

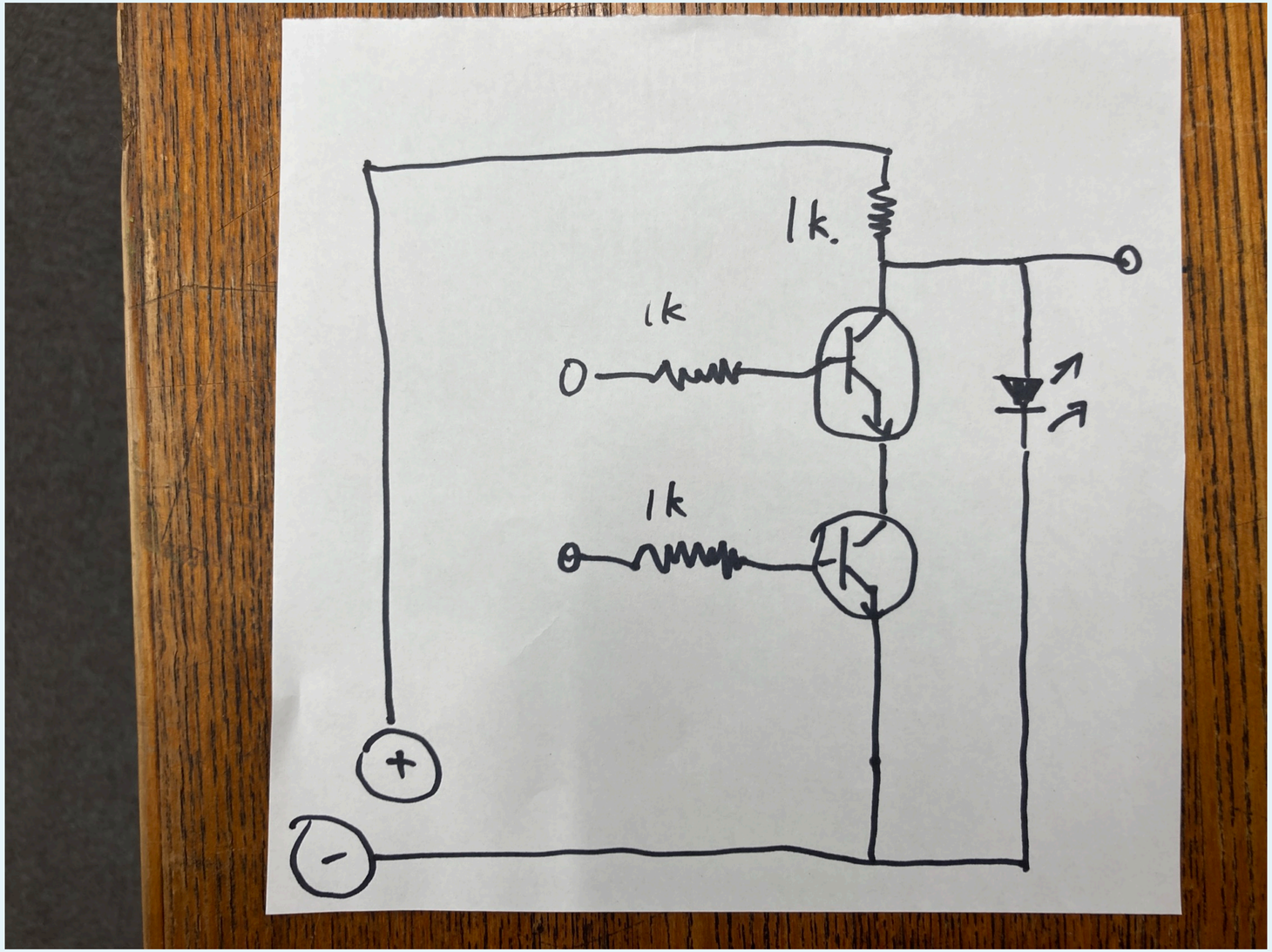
“Dr.Stone(24)” 原作：稲垣理一郎、作画：Boichi、2022、21p

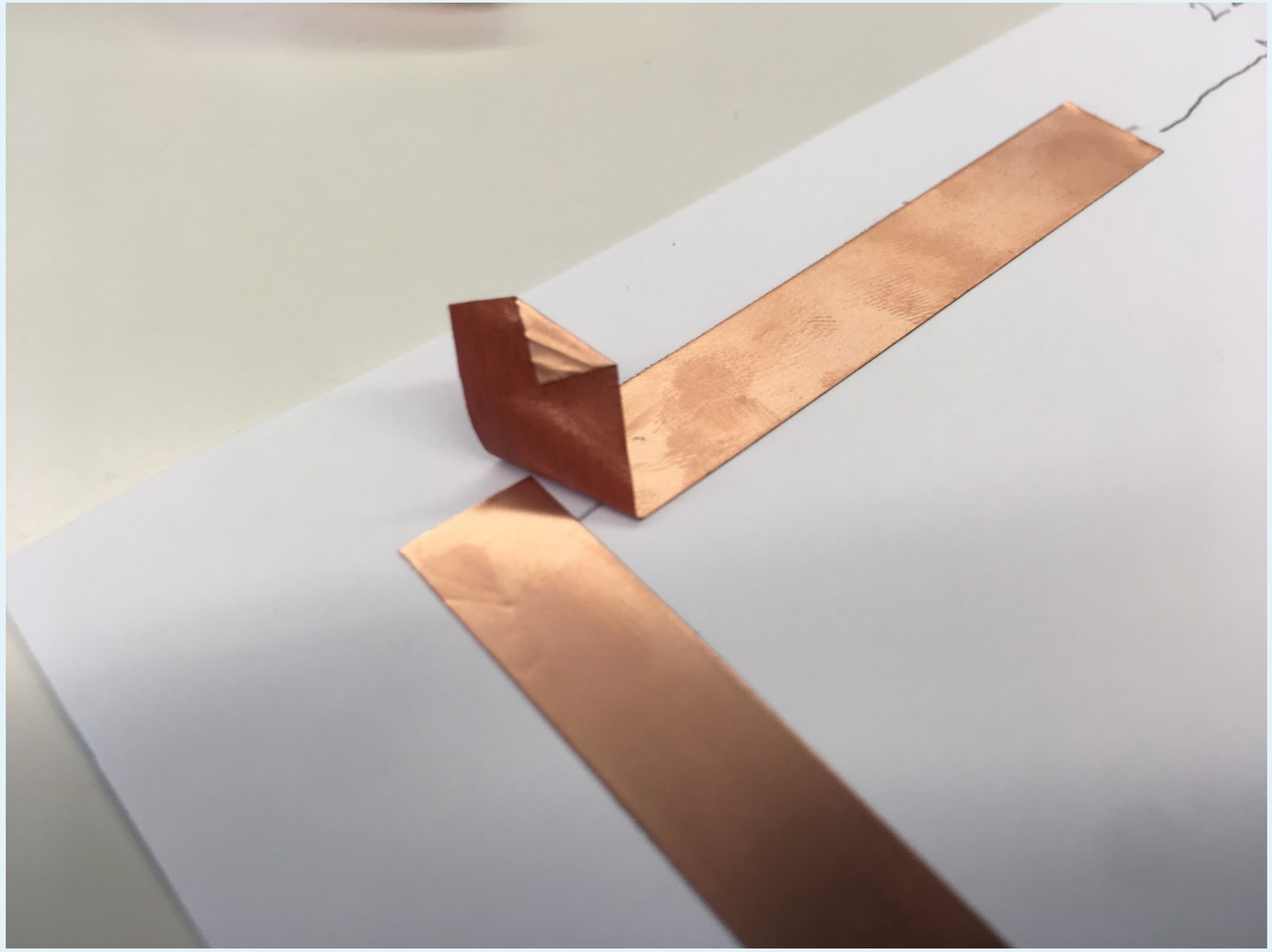
https://ja.wikipedia.org/wiki/%E3%83%91%E3%83%A9%E3%83%A1%E3%83%88%E3%83%AD%E3%83%B3

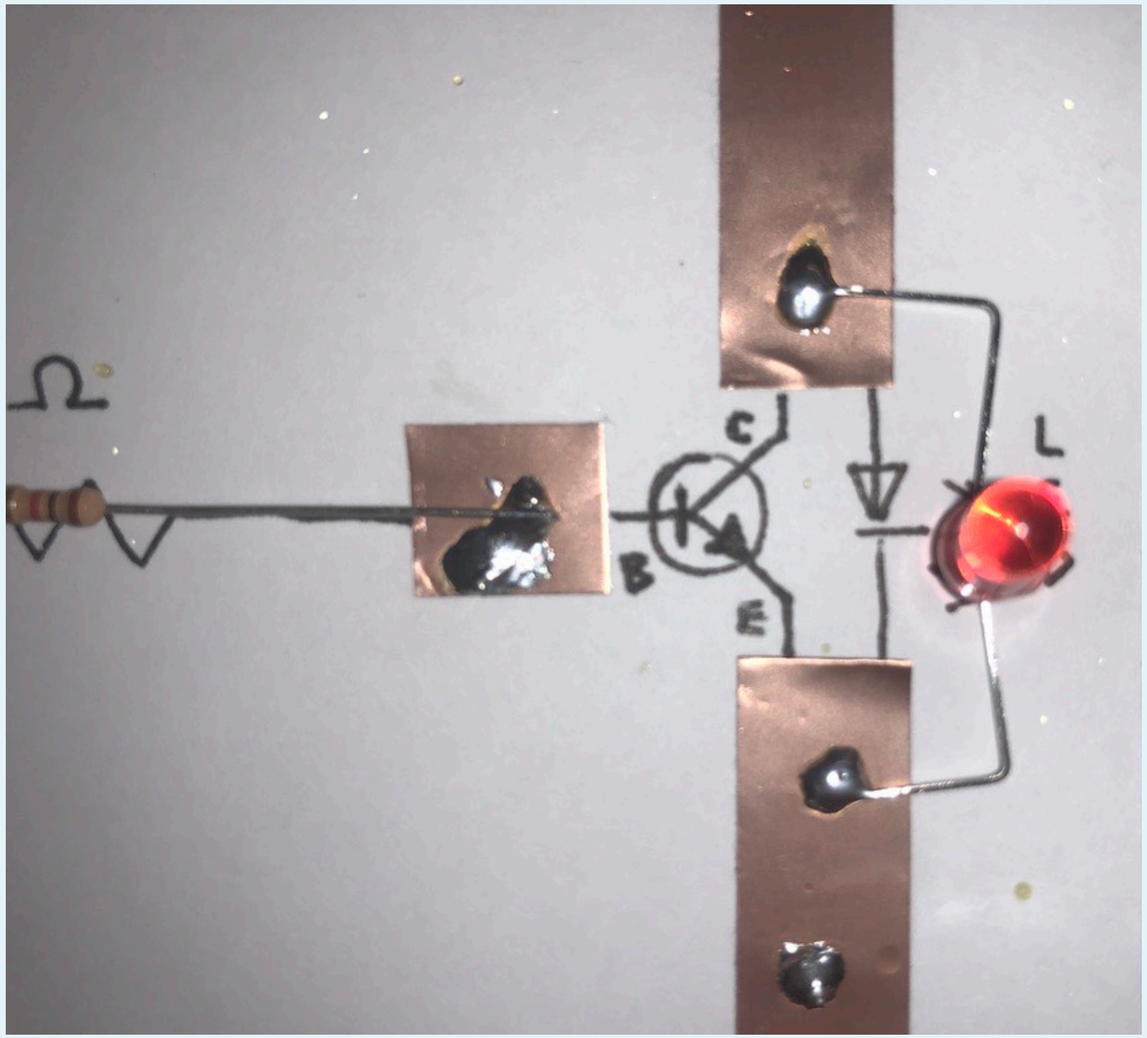
NANDゲートを作ろう

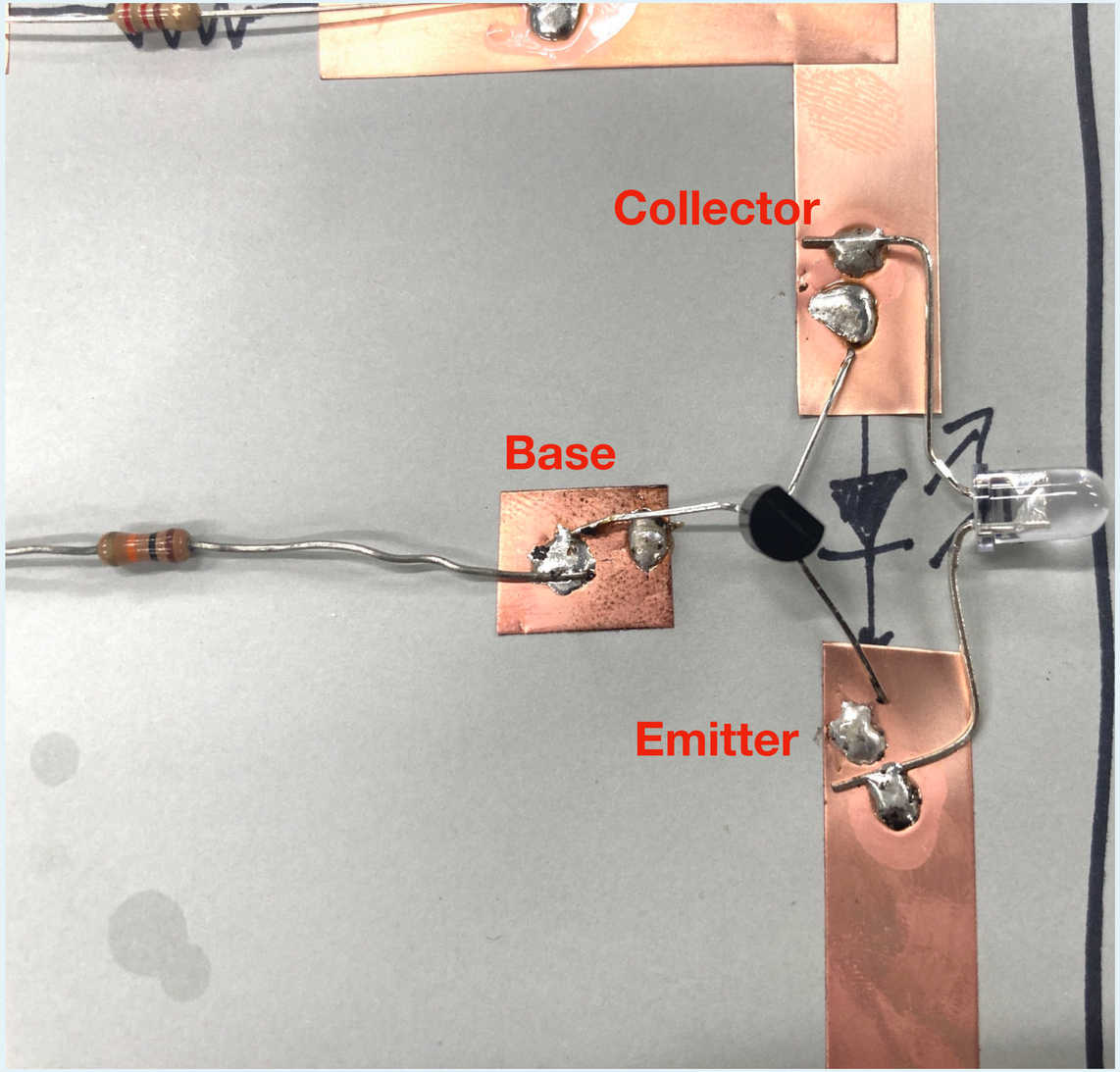
必要パーツ

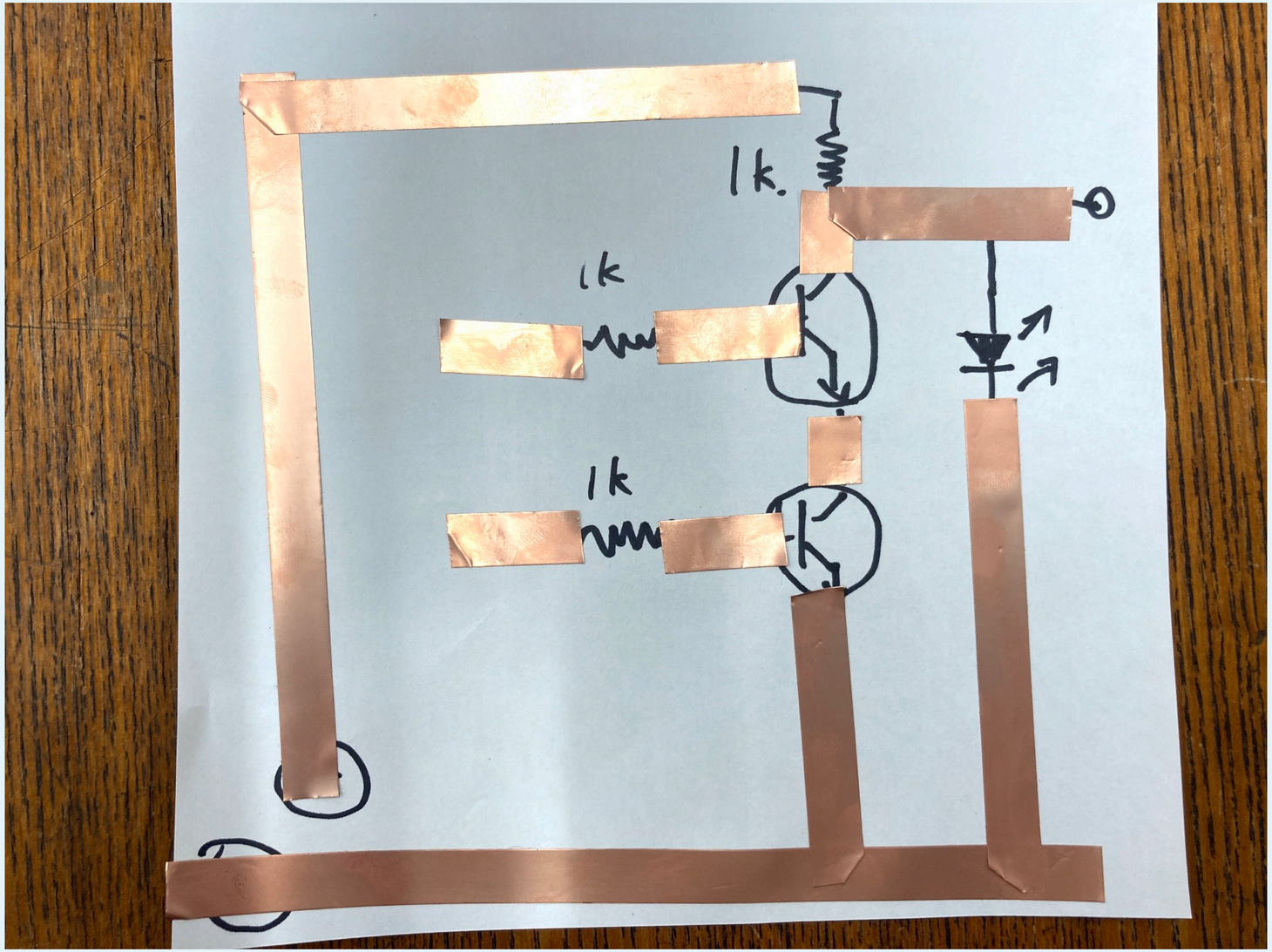
- 1kΩ抵抗 x3
- 電線 x3
- ボタン電池x1
- 銅箔テープ
- NPNトランジスタx2

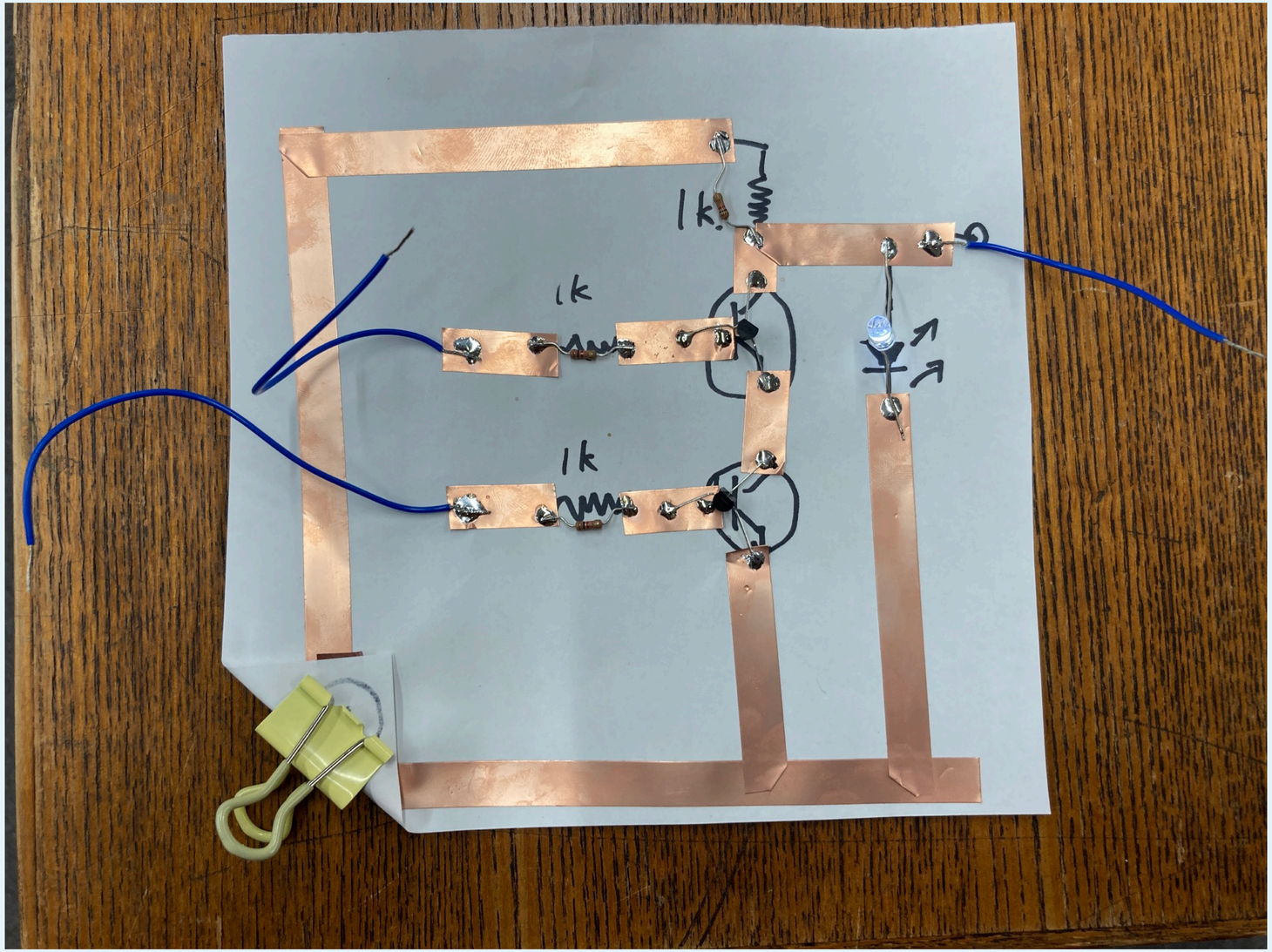

1k.
1k
0
1k
+
-

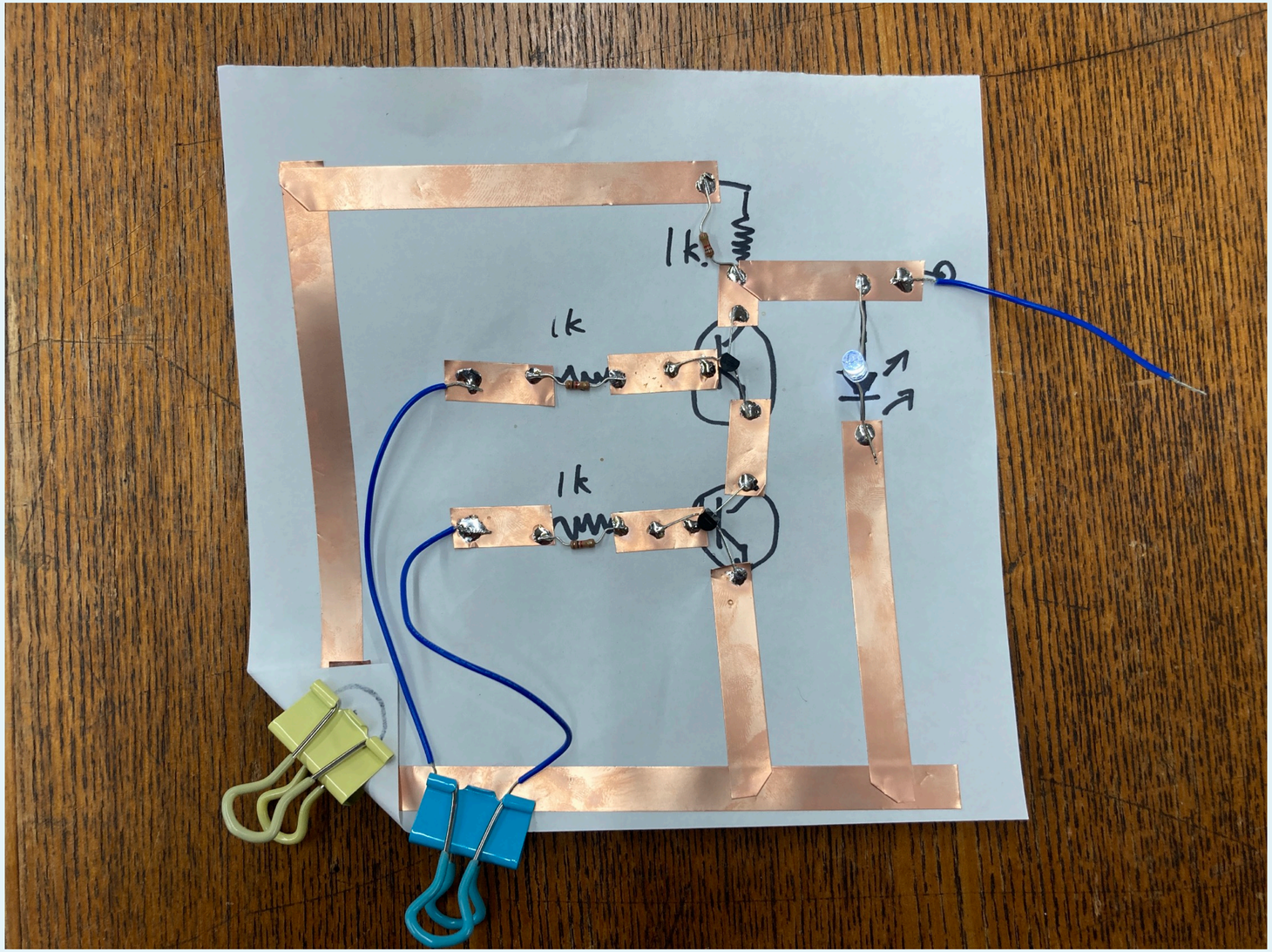


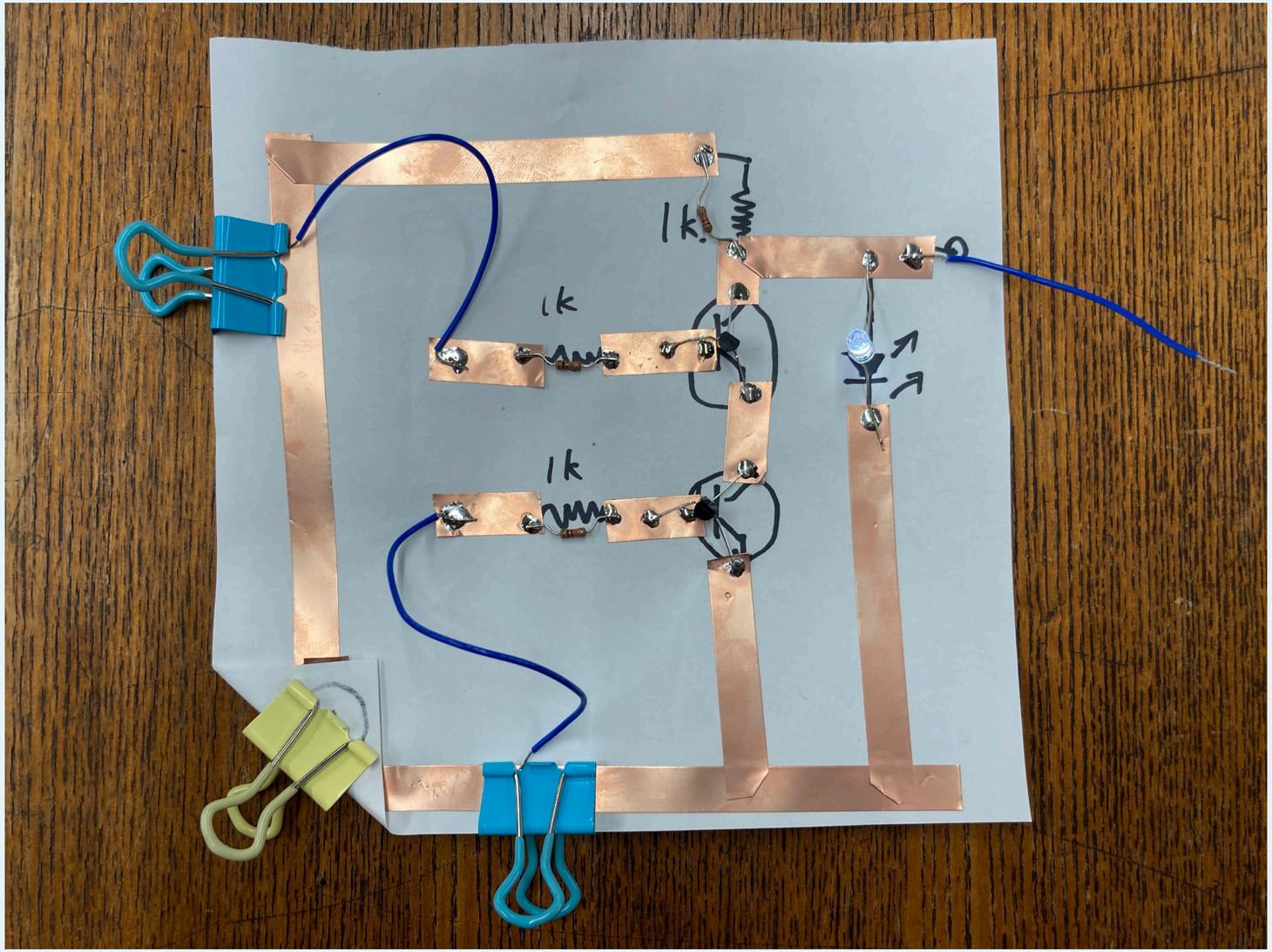

Ω
C
B
E
L

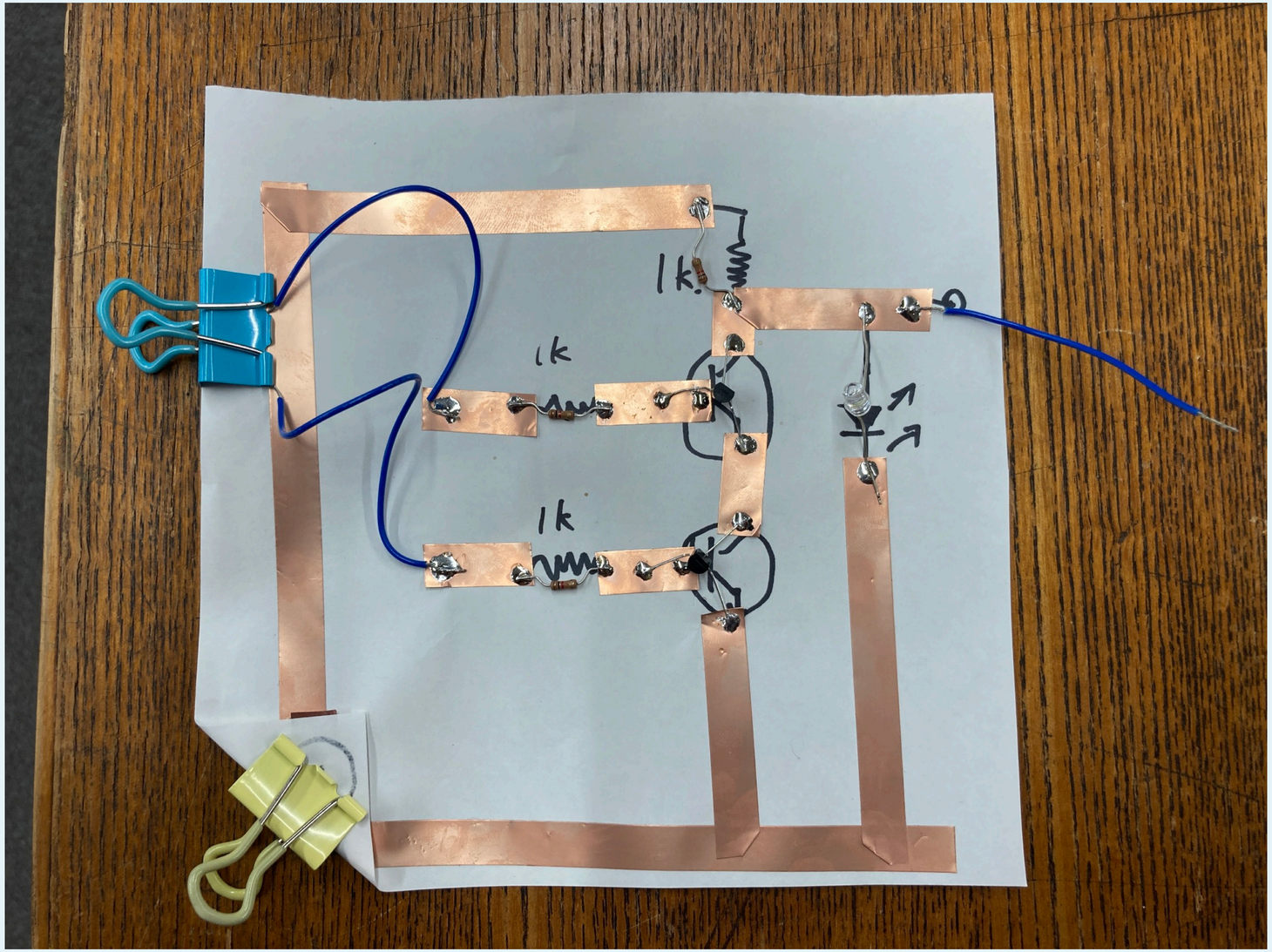

Collector
Base
Emitter

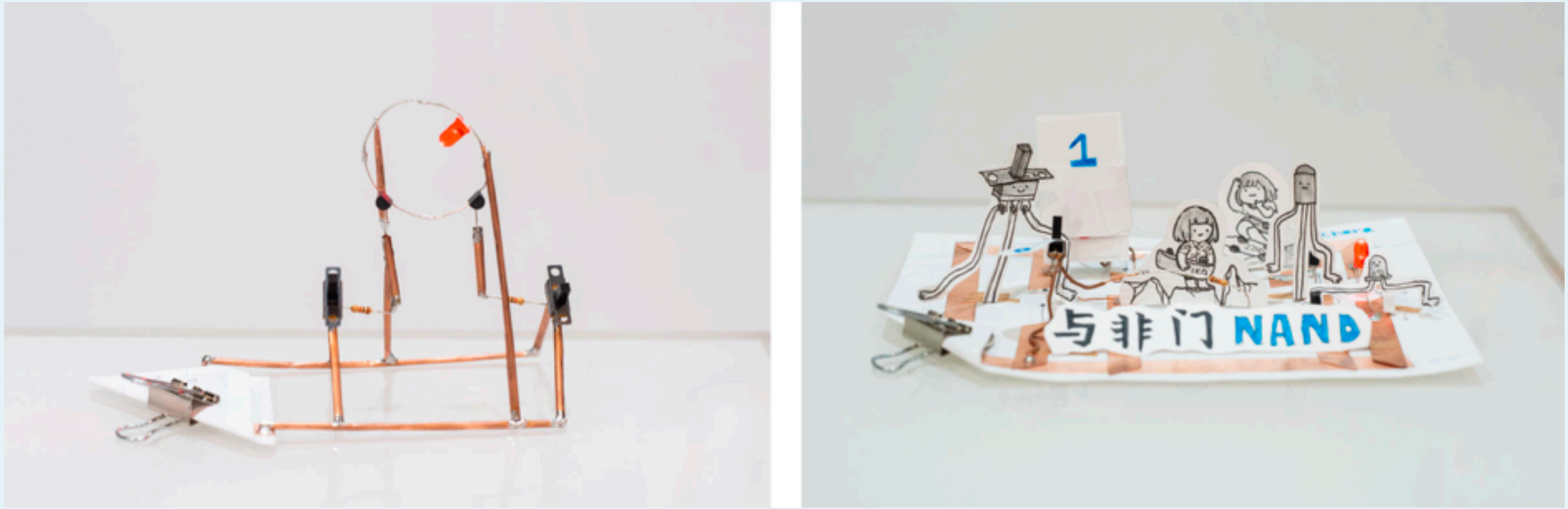

1k.
1k
1k


1k
1k
1k


1k
1k
1k


1k
1k
1k


1k
1k
1k



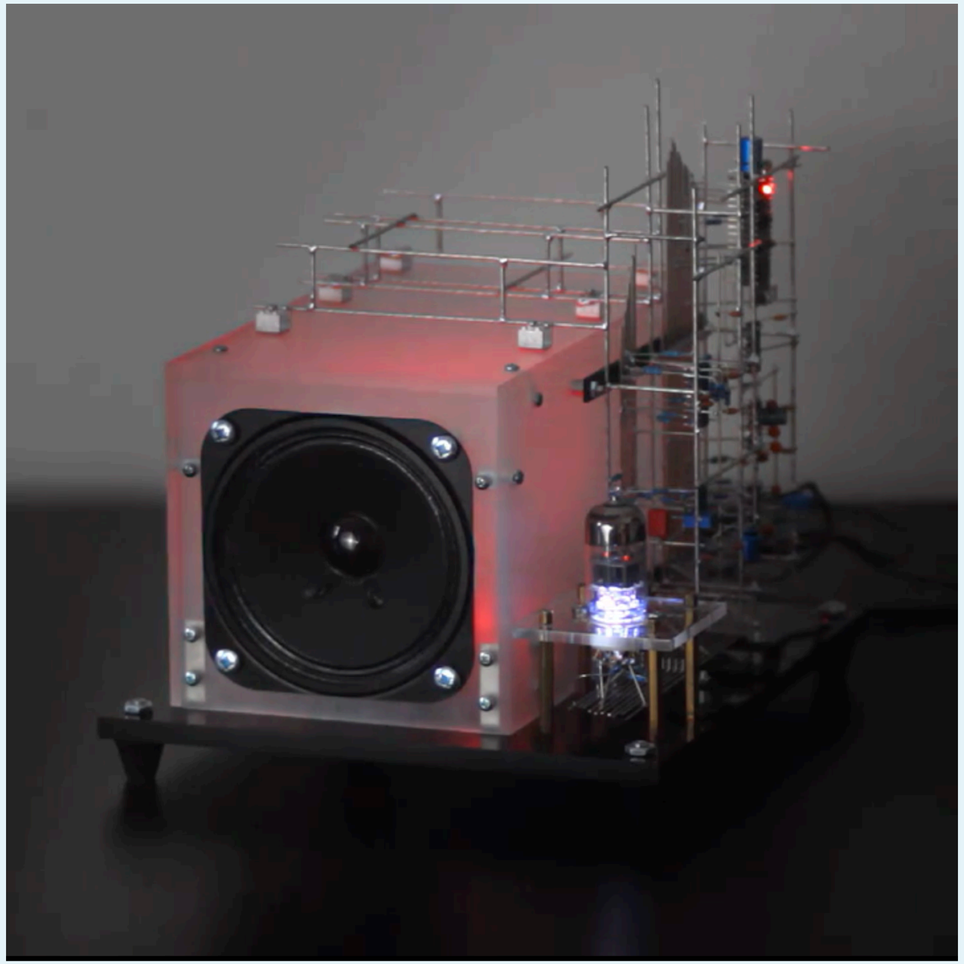
SFPC Summer in Yamaguchi 2019 での製作例(左：大網拓真、右：Chara Wang)

https://makezine.jp/blog/2019/11/sfpc_report_01.html

Peter Vogel

https://www.youtube.com/watch?v=NIixUuoDrHw

Eirik Brandal



https://www.instagram.com/p/CYmRmb5hWAX/

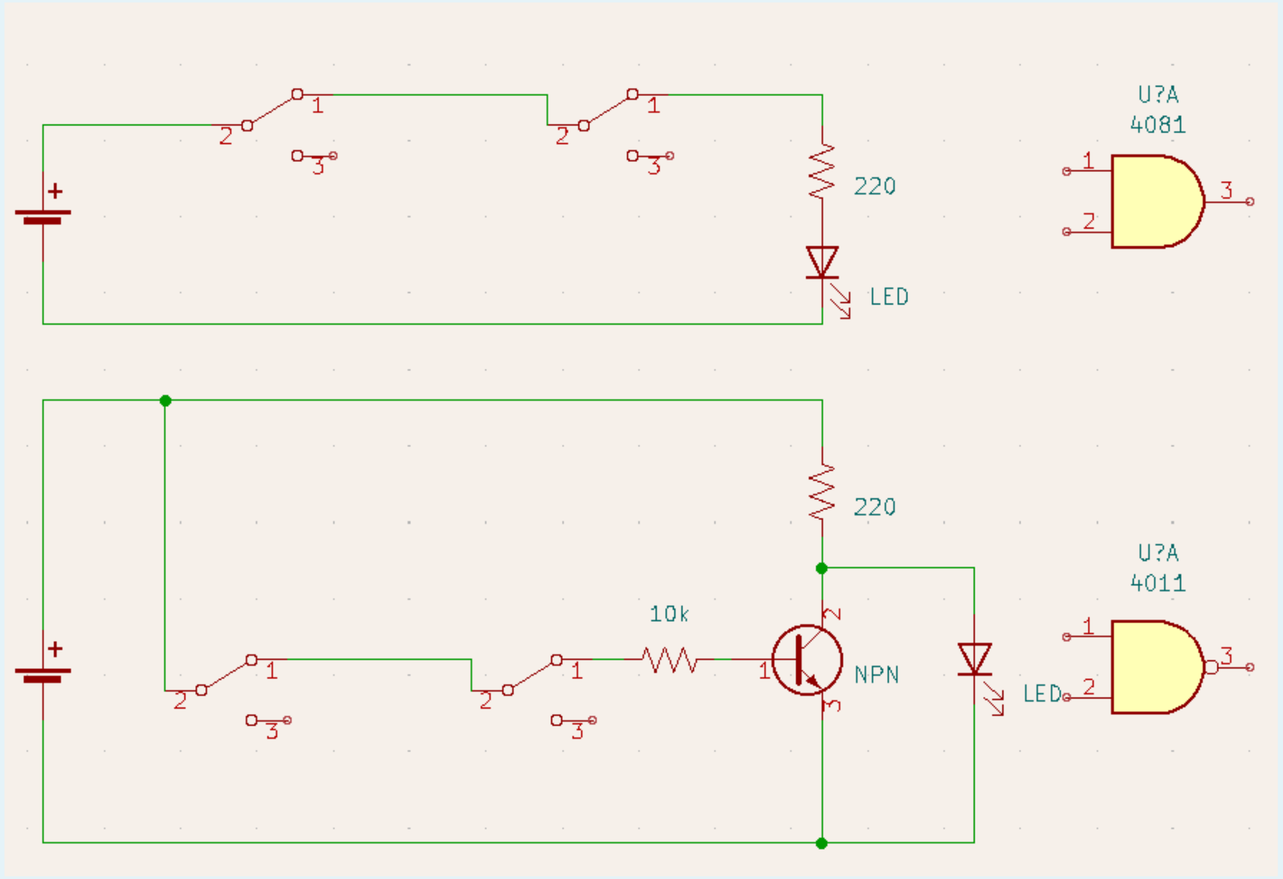
活線プロジェクト（ひつじ）

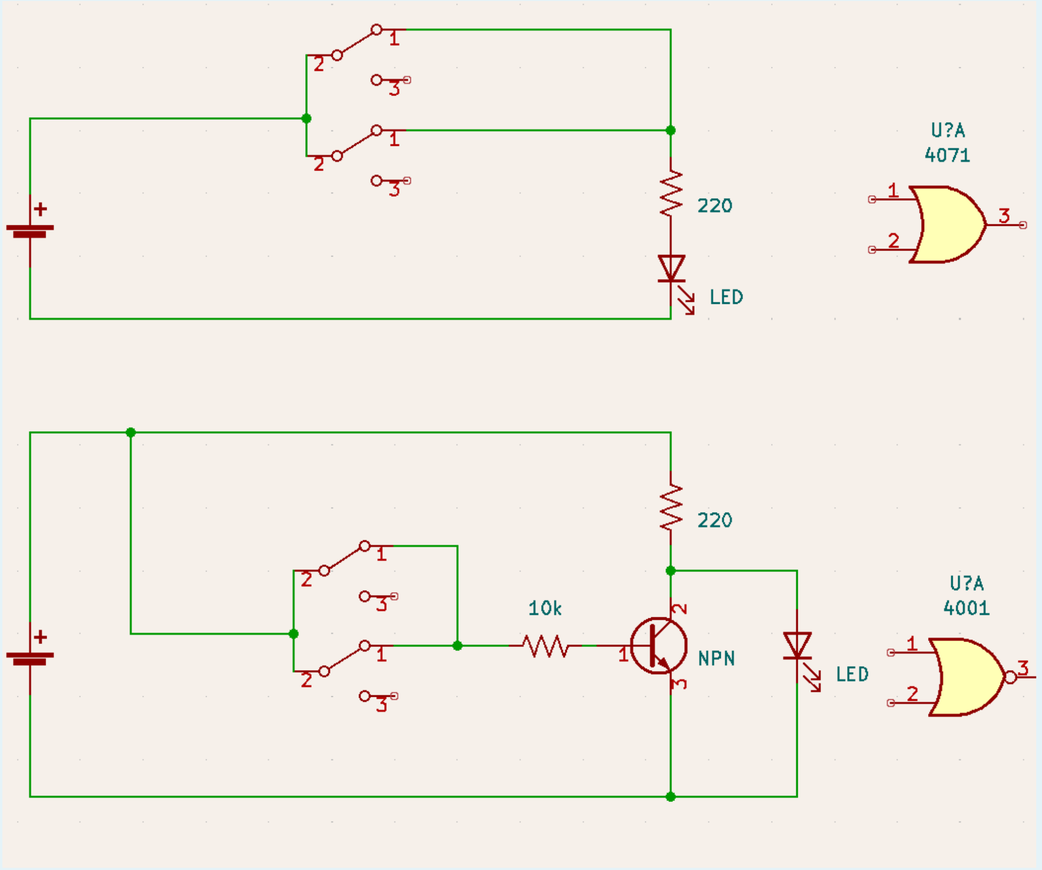
https://github.com/tenari-jp/electrical-Ikebana

1Bit 1Hz CPU(CW&T)

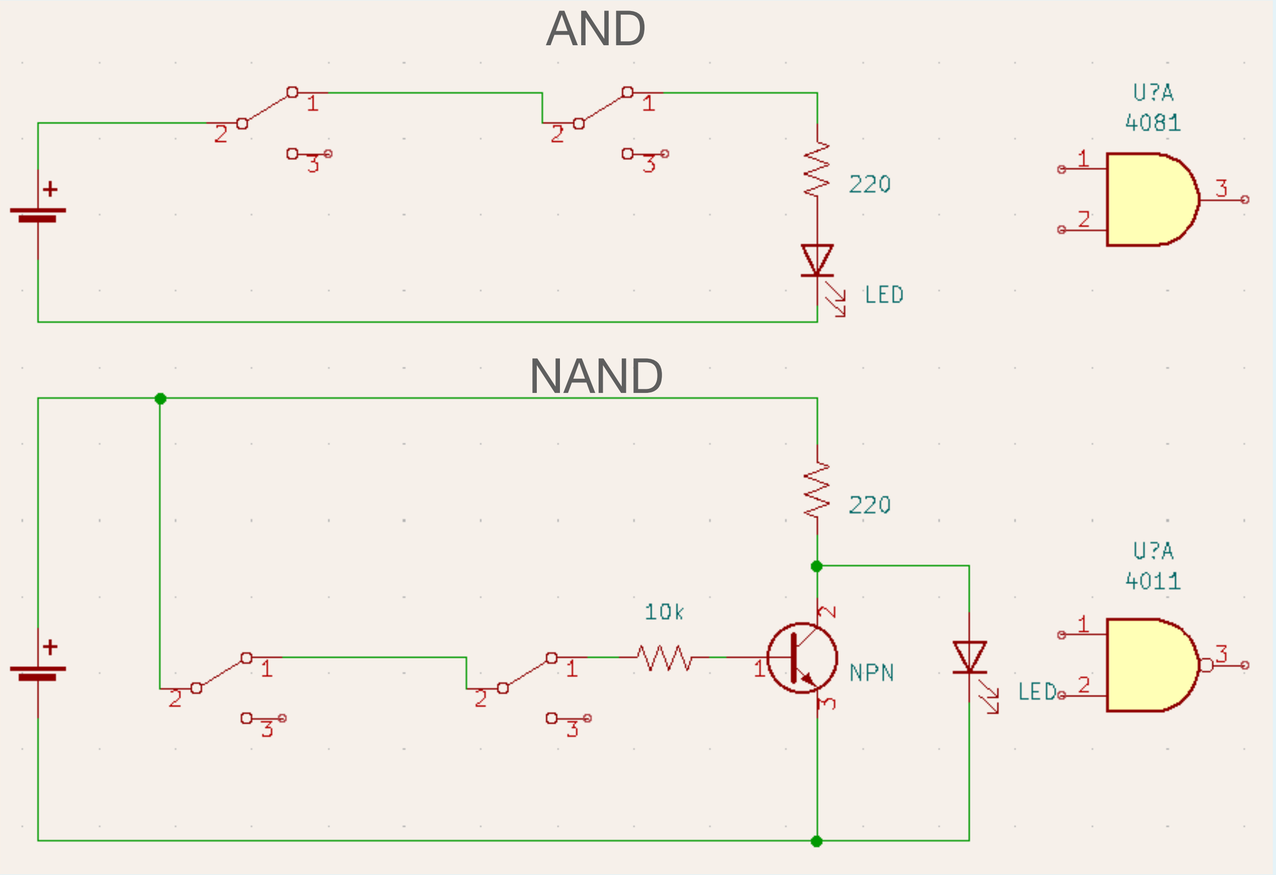
https://vimeo.com/58737613

NANDゲートから加算器を作ろう


220
LED
U?A
4081
220
10k
NPN
LED
U?A
4011

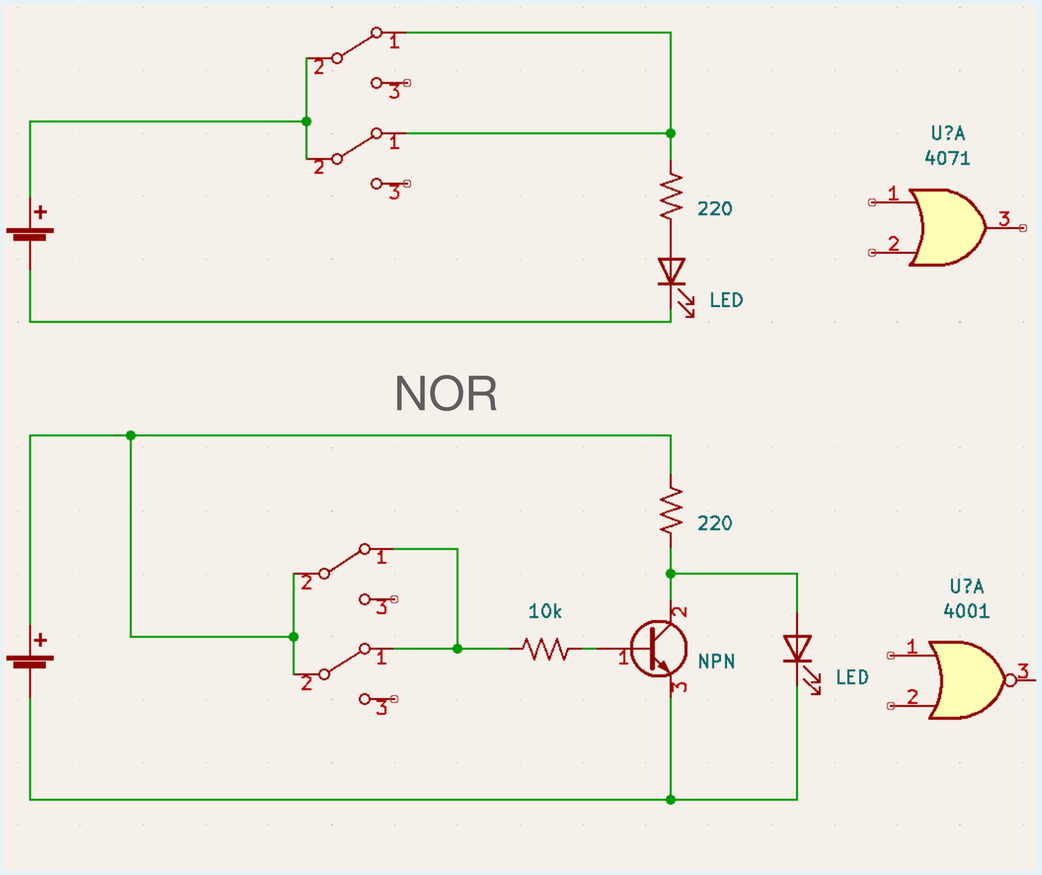

220
LED
U?A
4071
220
10k
NPN
LED
U?A
4001

AND

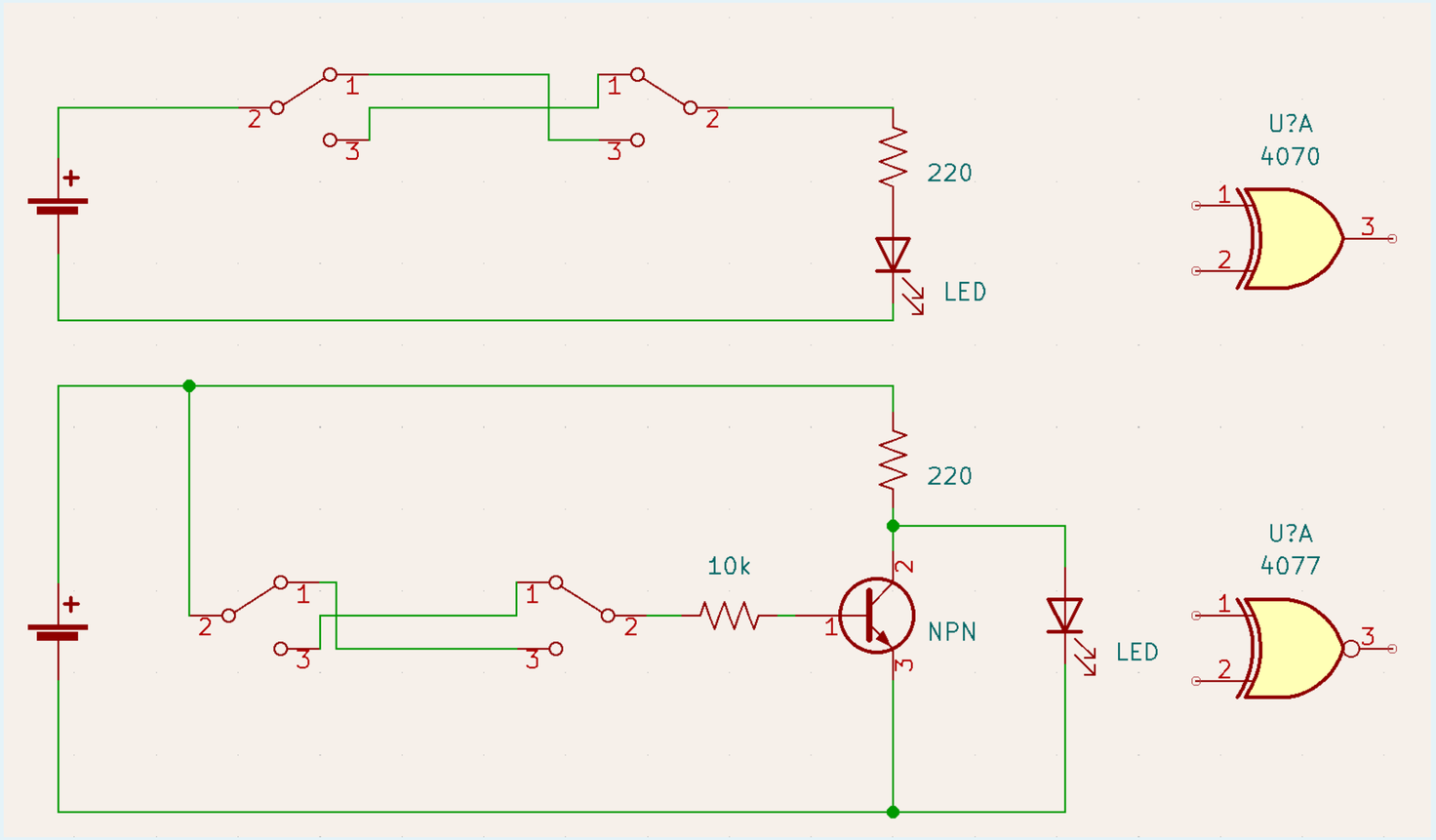


NAND

OR

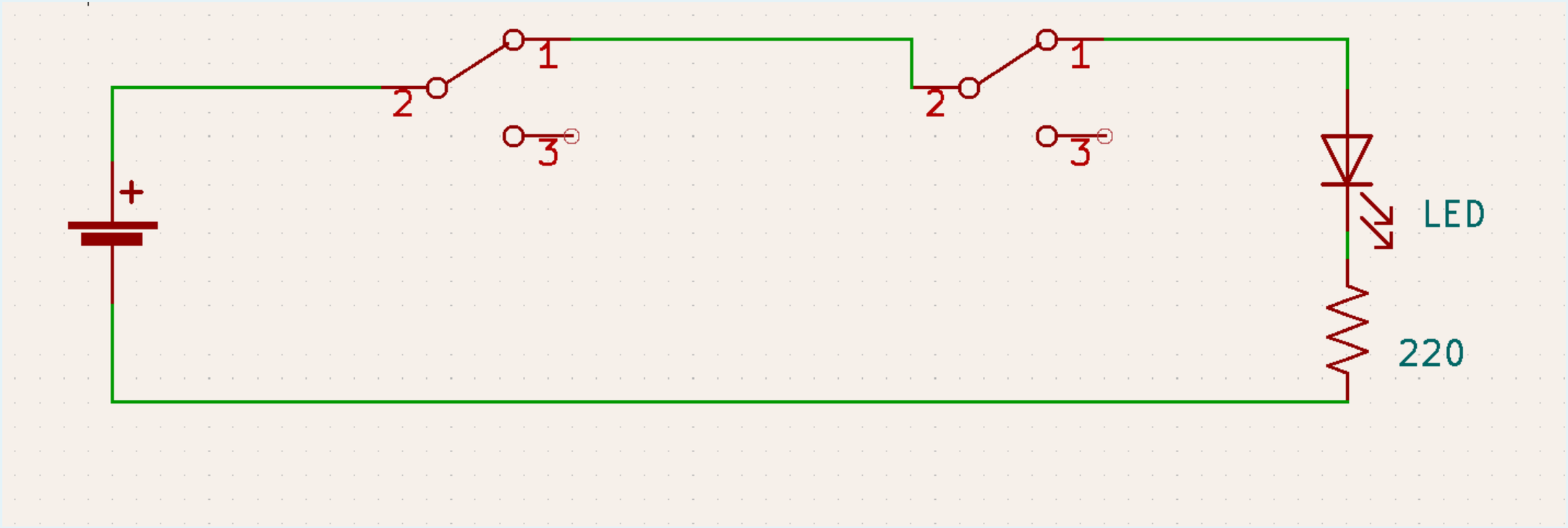


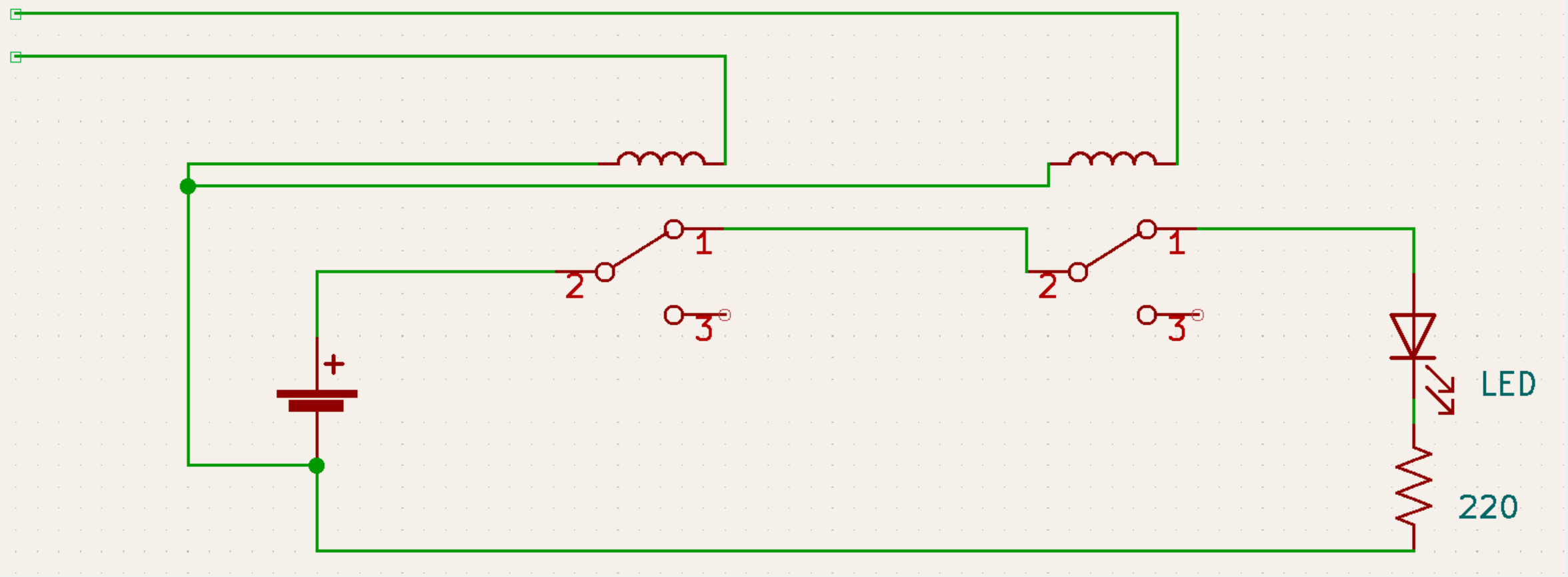
NOR



XOR

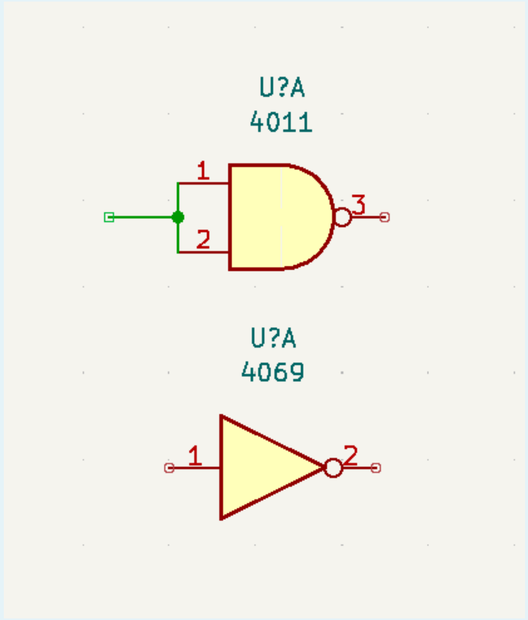
XNOR


1
2
3
1
2
3
+
LED
220



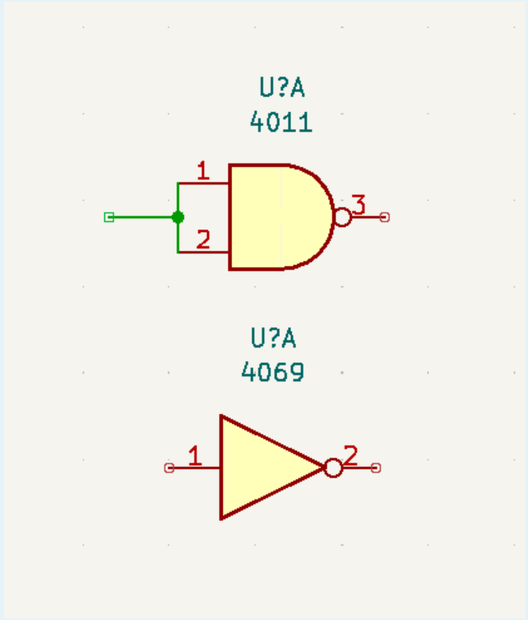
スイッチのオンオフも、電気的にコントロールしたい

NANDからNOT



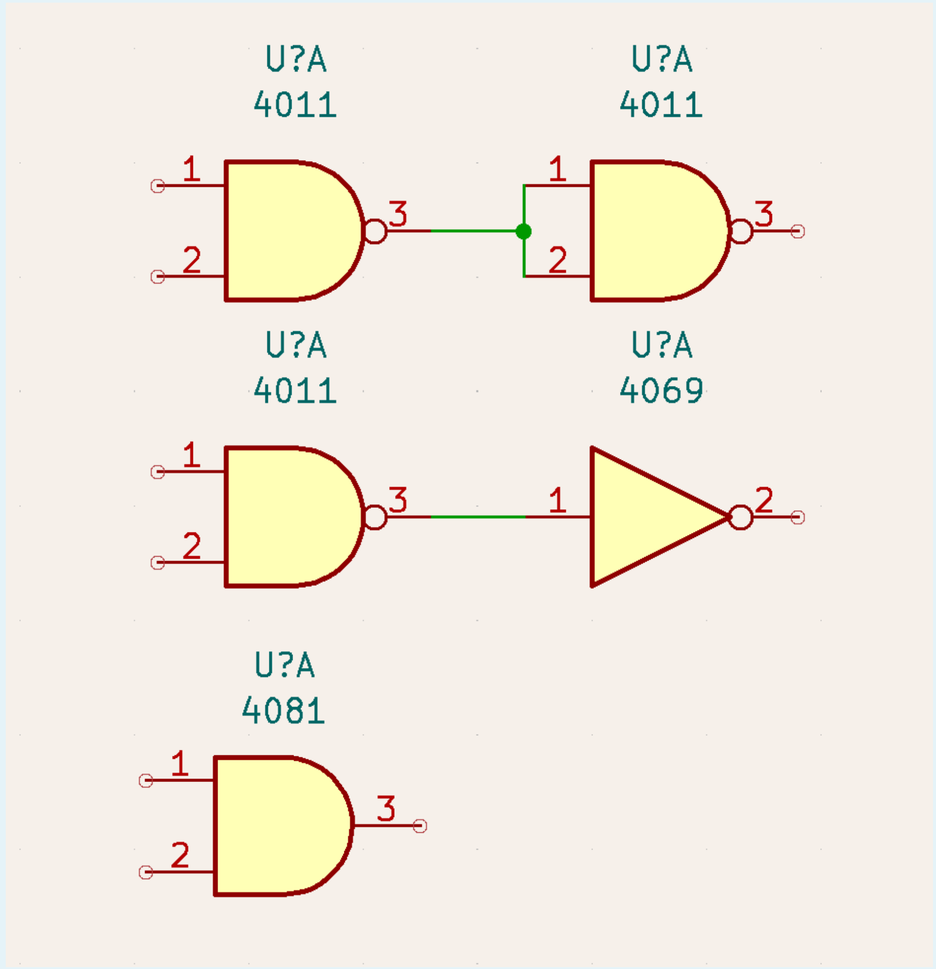
A	B	X
0	0	1
0	1	1
1	0	1
1	1	0

NANDからNOT



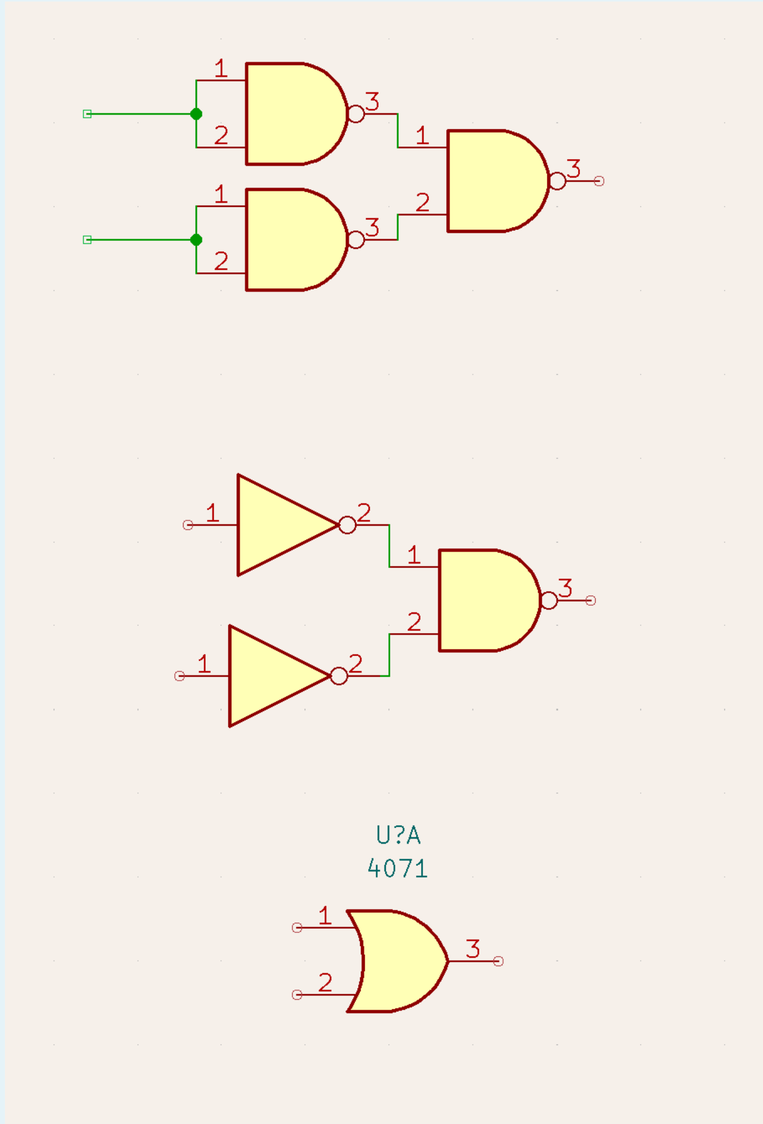
A	B	X
0	0	1
0	1	1
1	0	1
1	1	0

NANDからAND

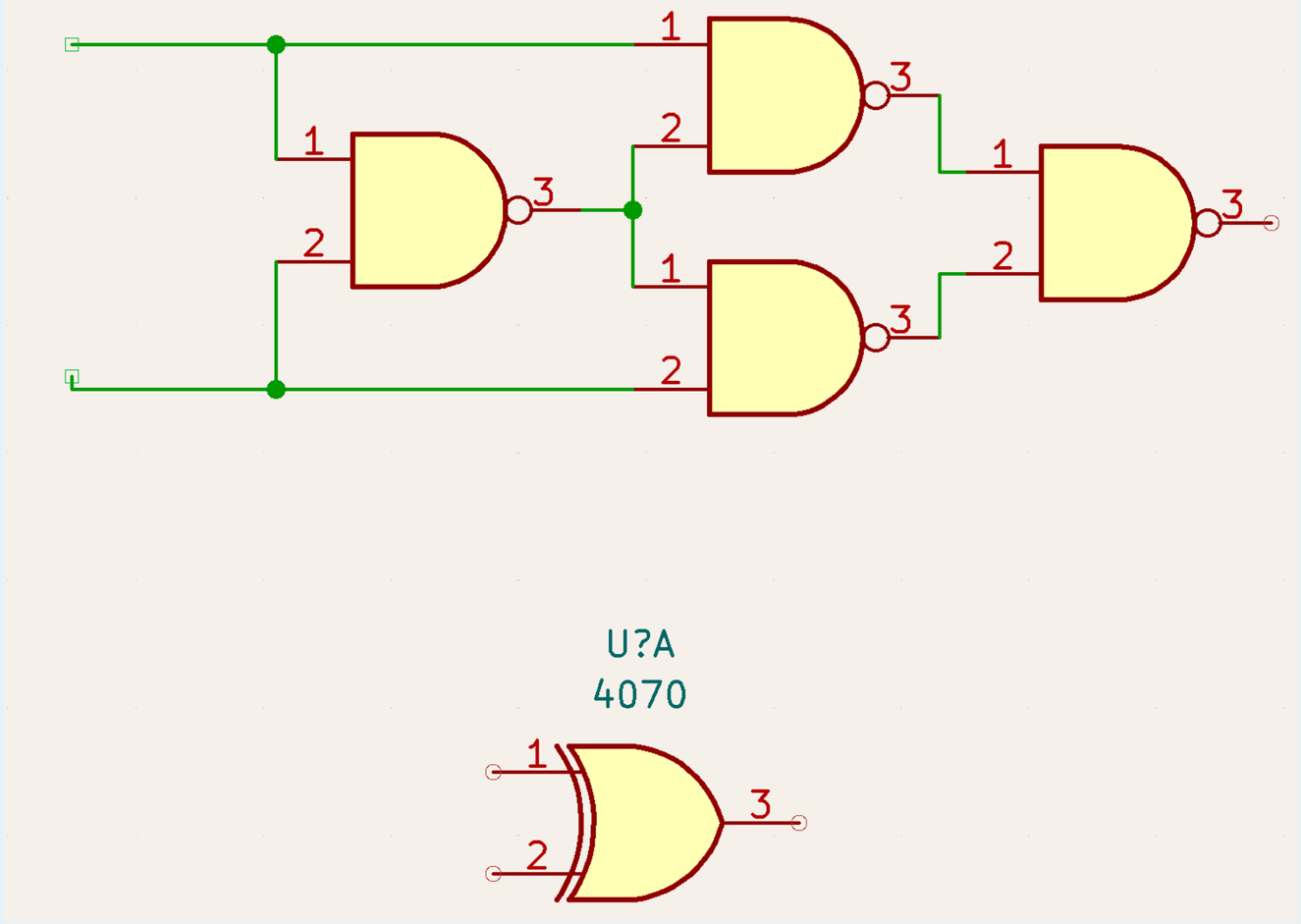


A	B	X	NOT(X)
0	0	1	0
0	1	1	0
1	0	1	0
1	1	0	1

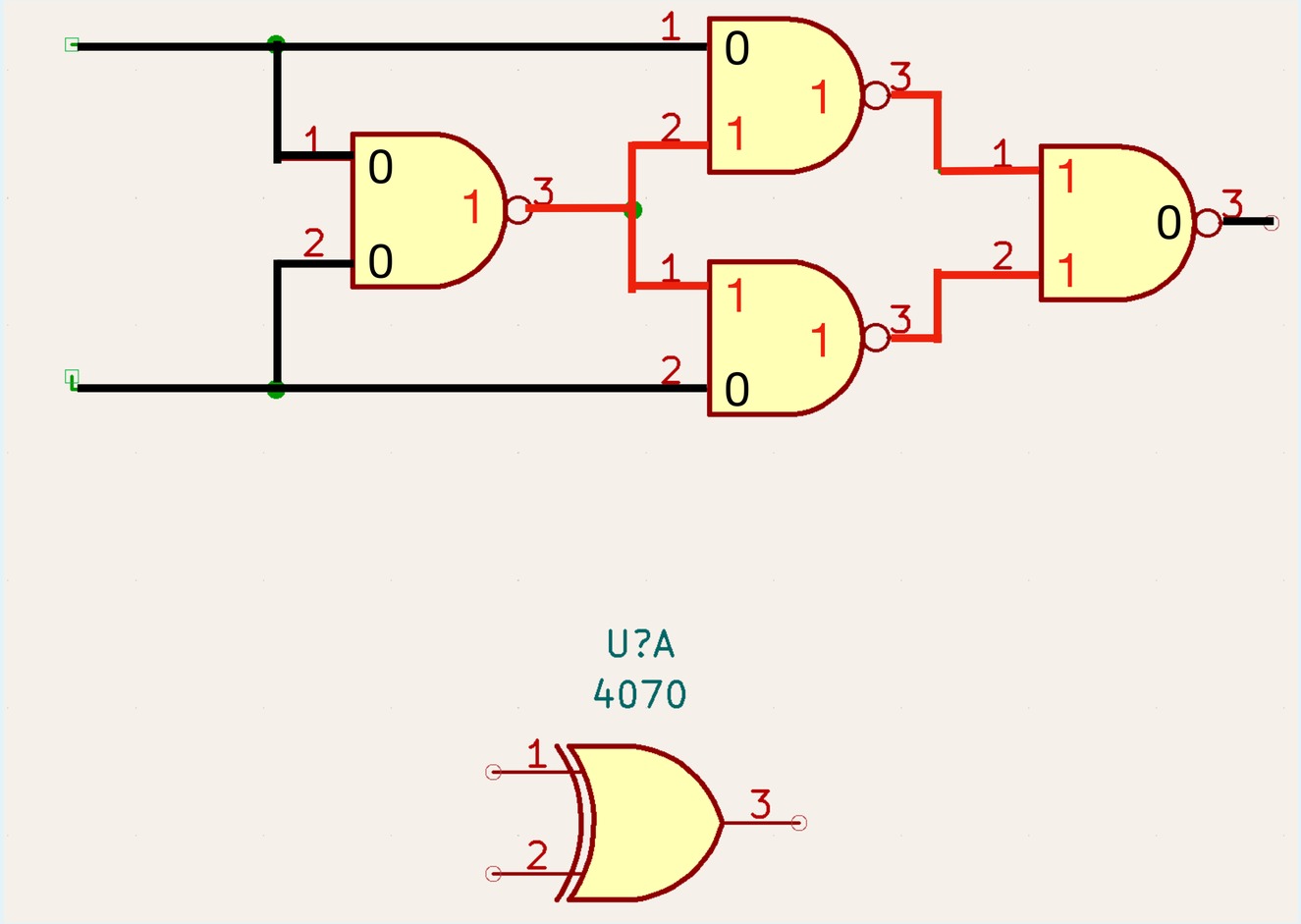
NANDからOR



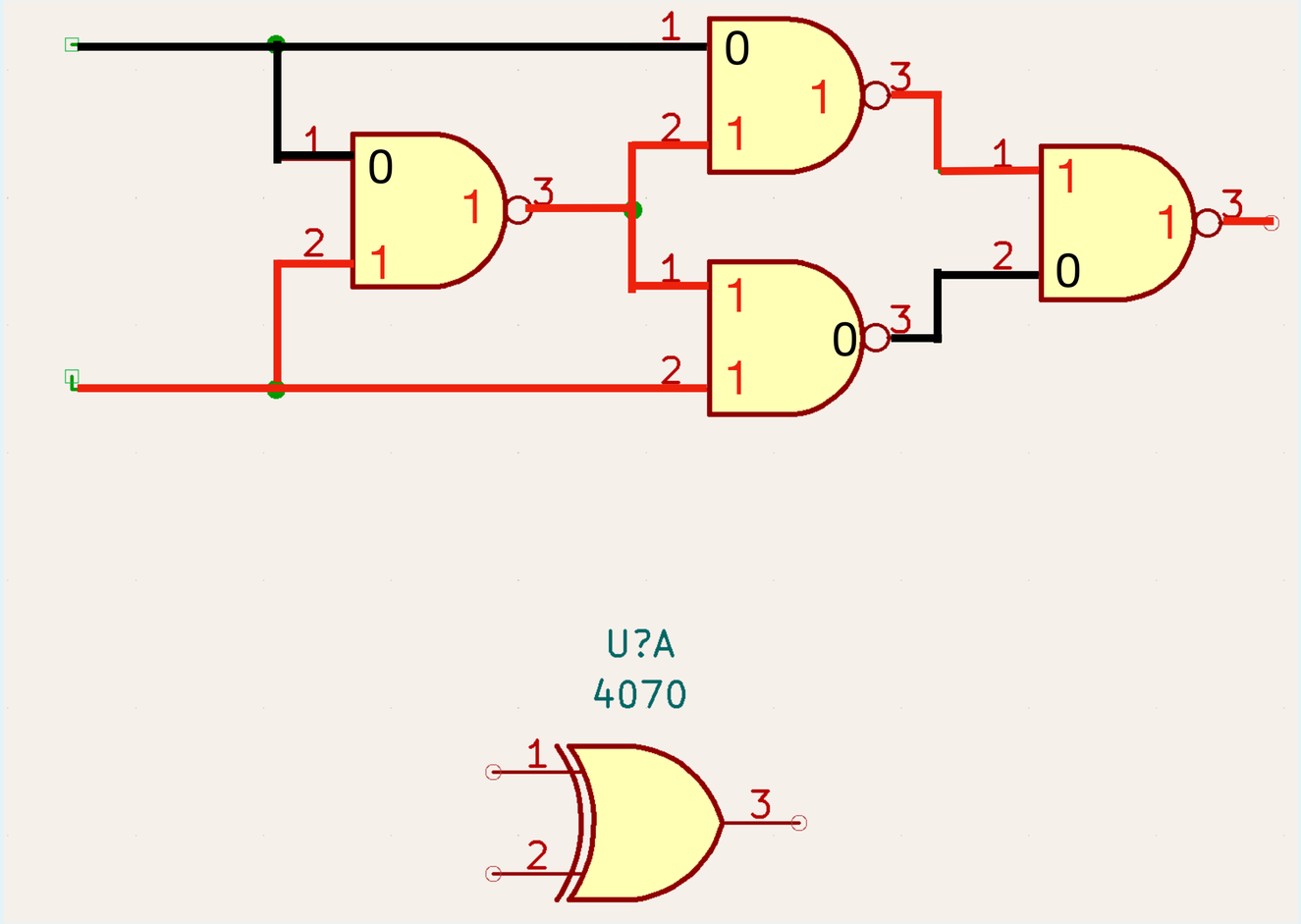
NANDからXOR



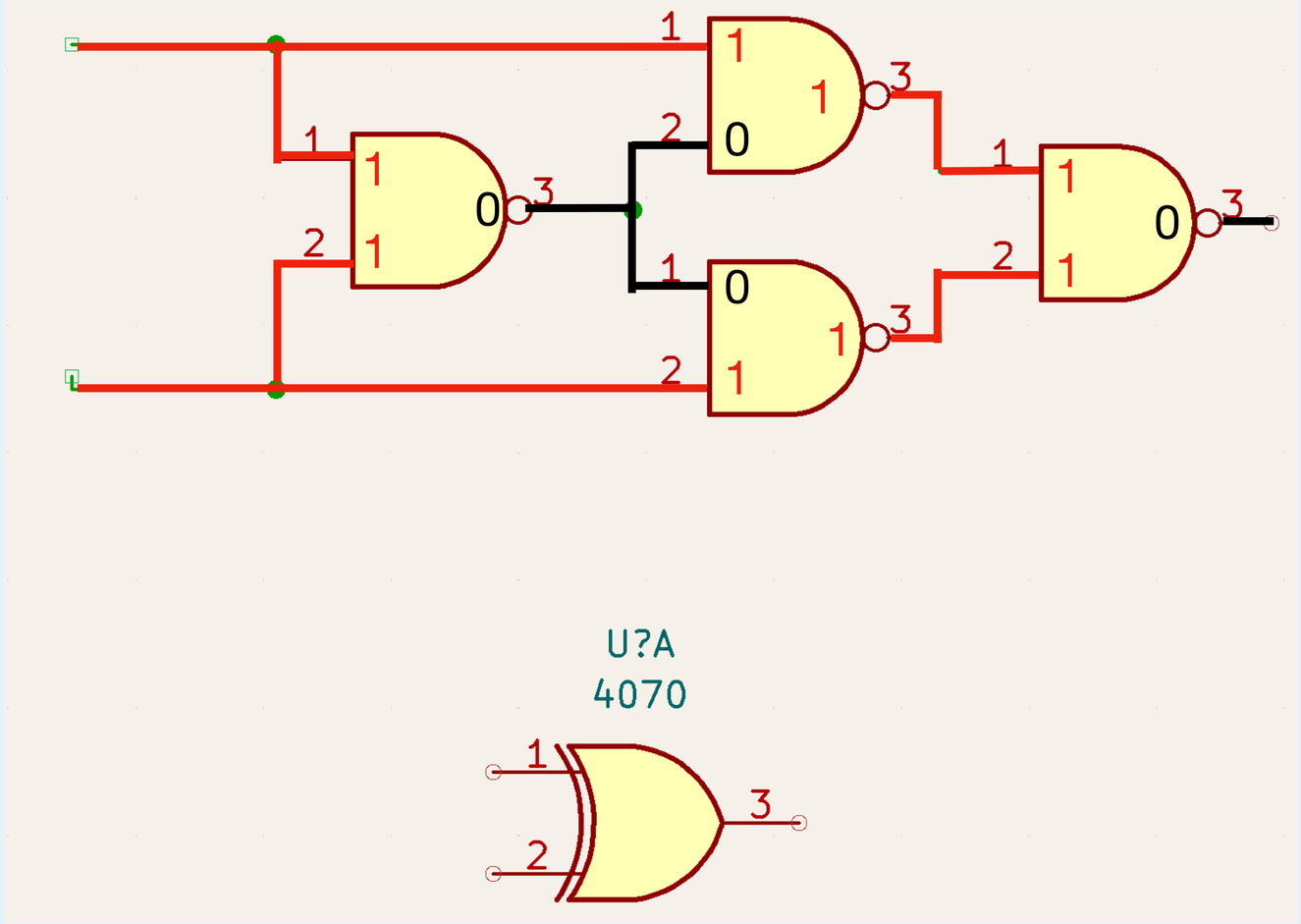
NANDからXOR

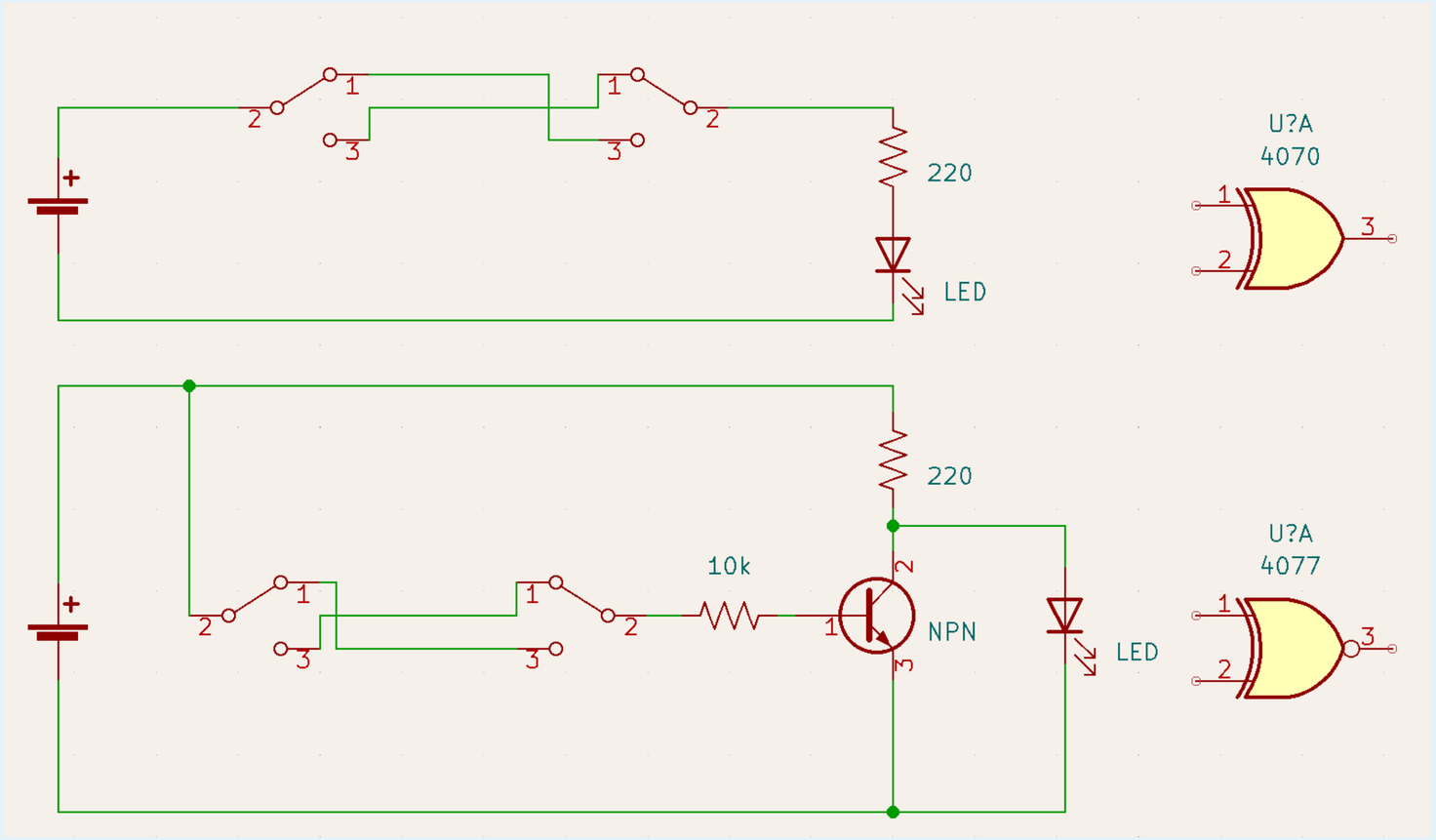


NANDからXOR



NANDからXOR

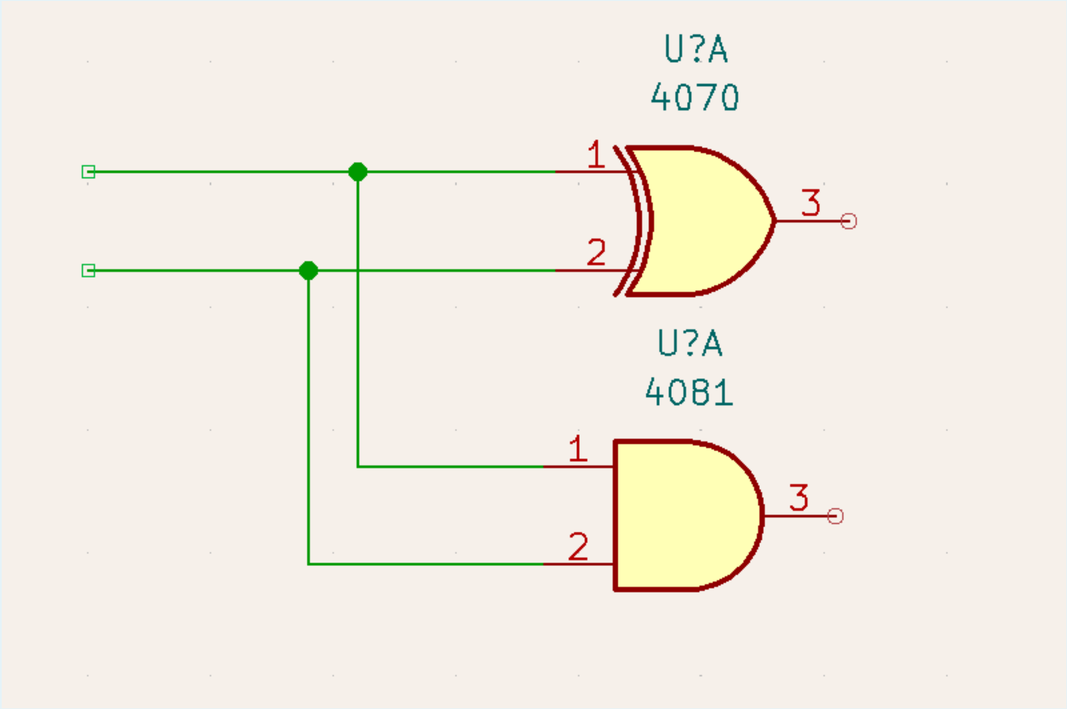




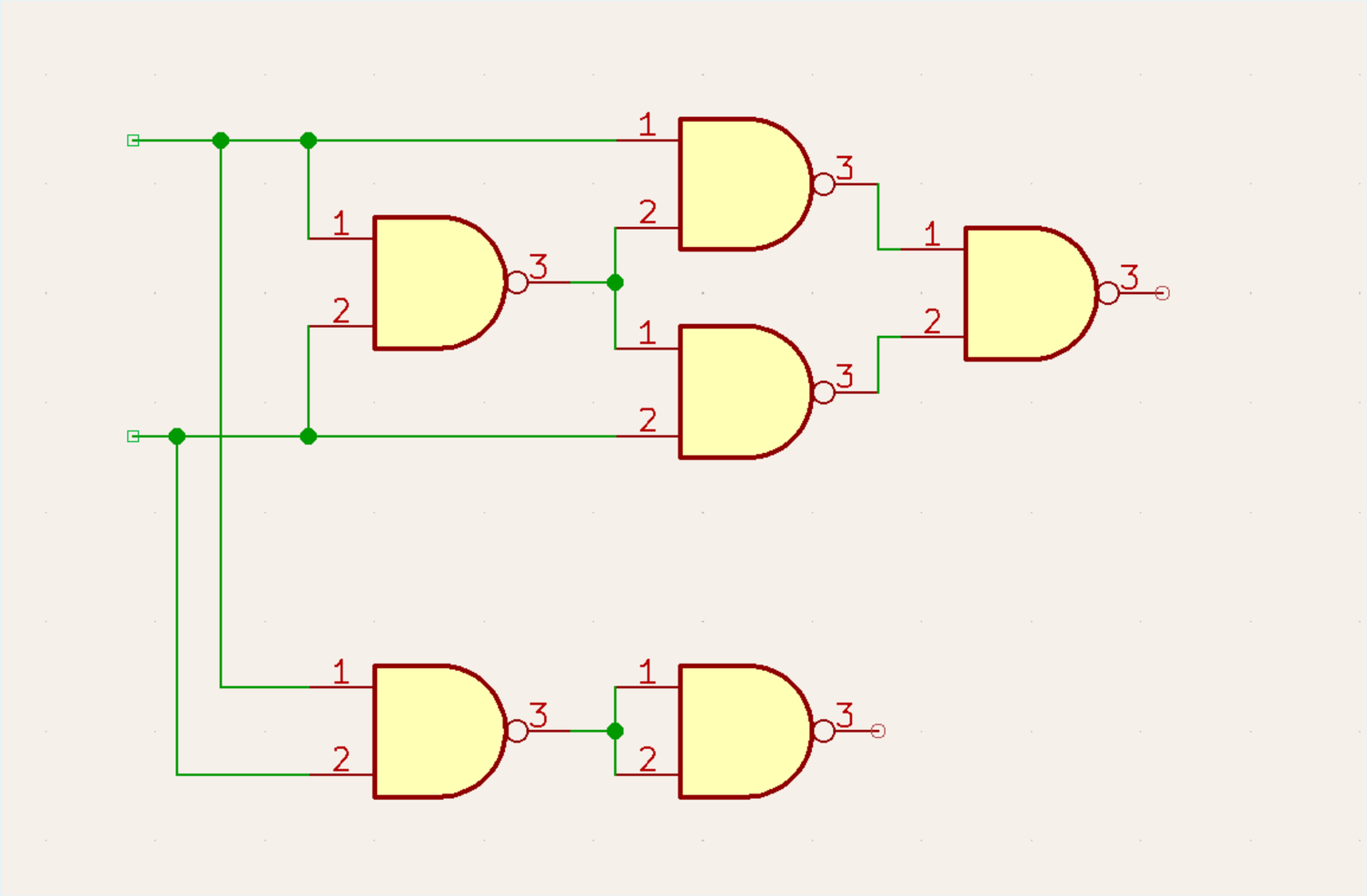
XOR

XNOR

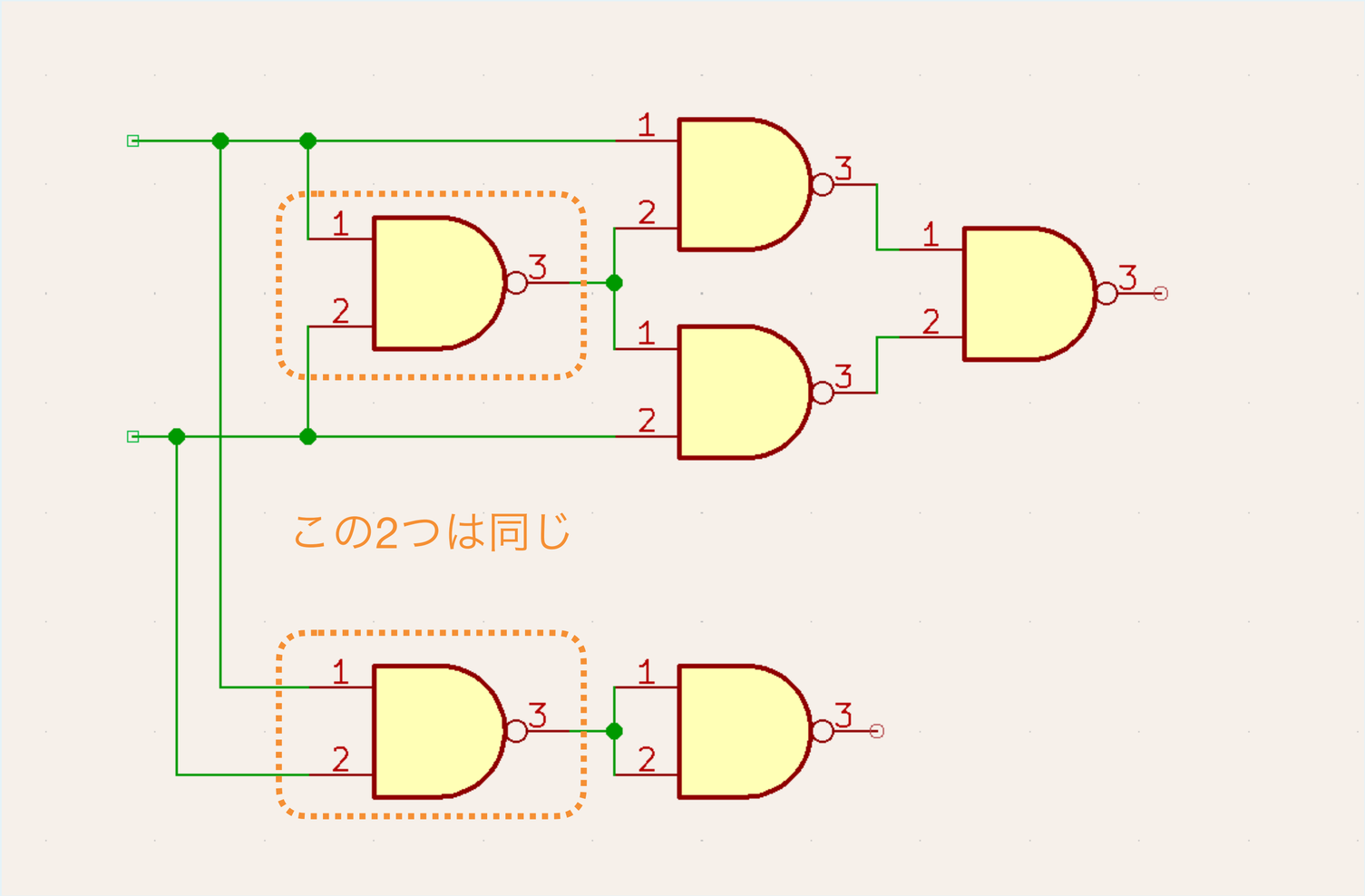
半加算器(一桁入力の足し算)



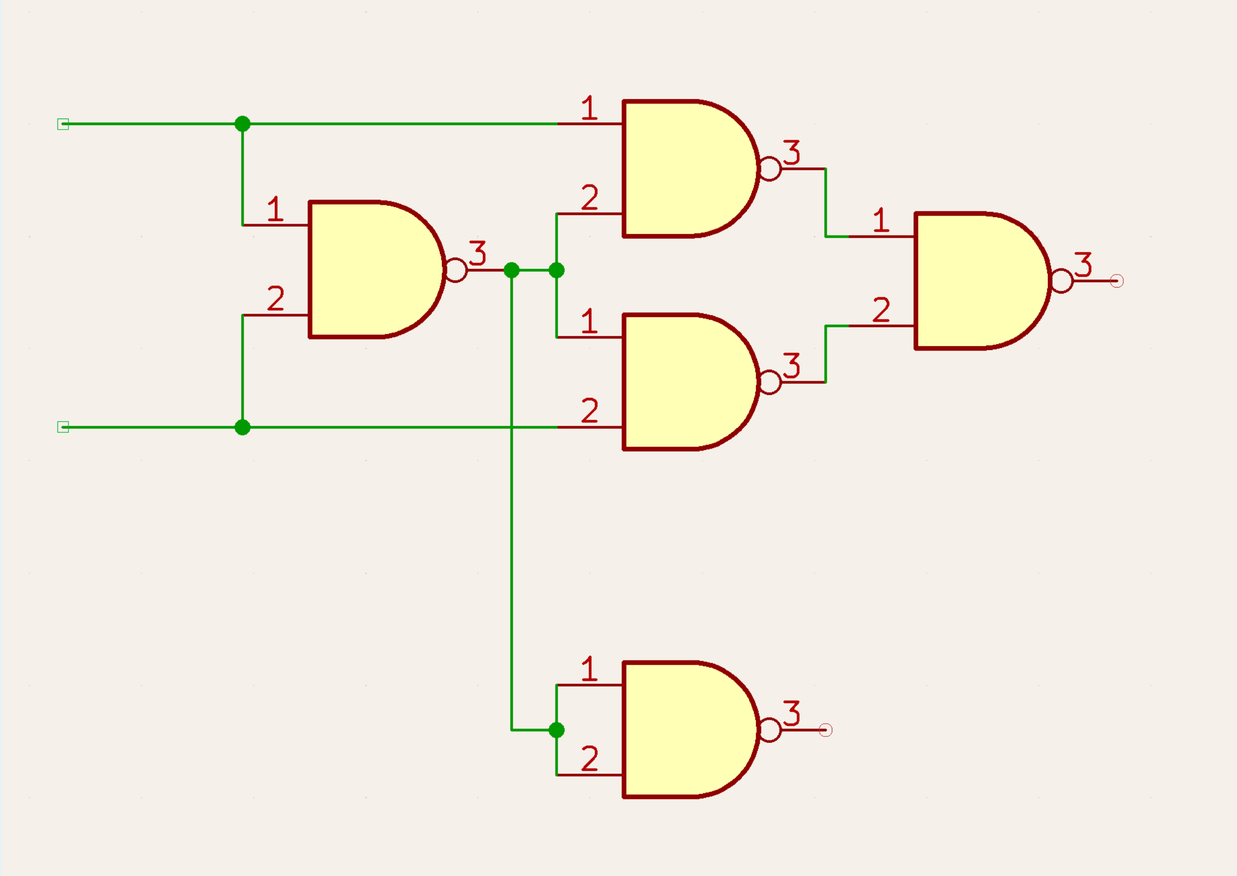
半加算器(一桁入力の足し算)



半加算器(一桁入力の足し算)



半加算器(一桁入力の足し算)

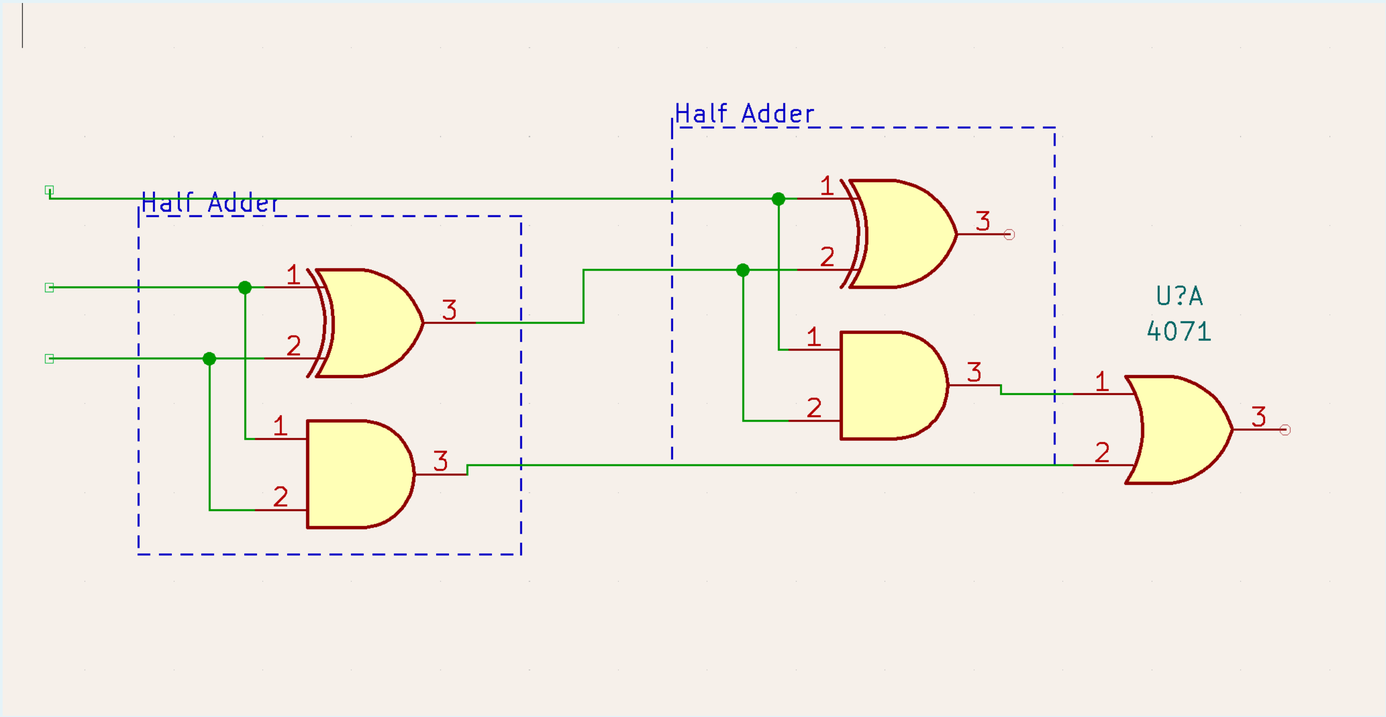


全加算器(一桁入力の足し算、桁上がり対応)

A

B

Carry In



X

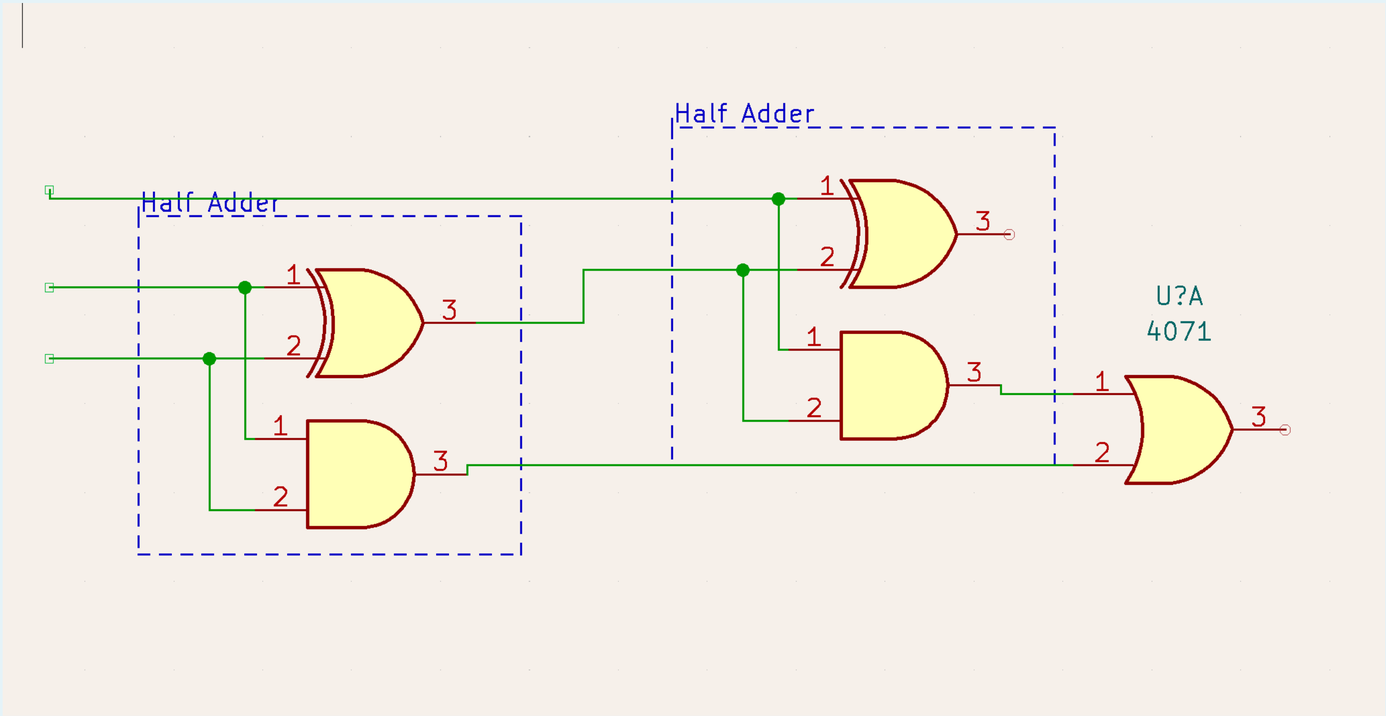
Carry Out

全加算器(一桁入力の足し算、桁上がり対応)

A

B

Carry In



X

ABCのうち1が奇数個

Carry Out

ABCのうち1が2個以上

実は入力端子はどの順番に入れ替えても同じ働きをする

全加算器(一桁入力の足し算、桁上がり対応)

A

B

Carry In

A	B	Carry In	X	Carry Out
0	0	0	0	0
0	1	0	1	0
1	0	0	1	0
1	1	0	0	1
0	0	1	1	0
0	1	1	0	1
1	0	1	0	1
1	1	1	1	1

X

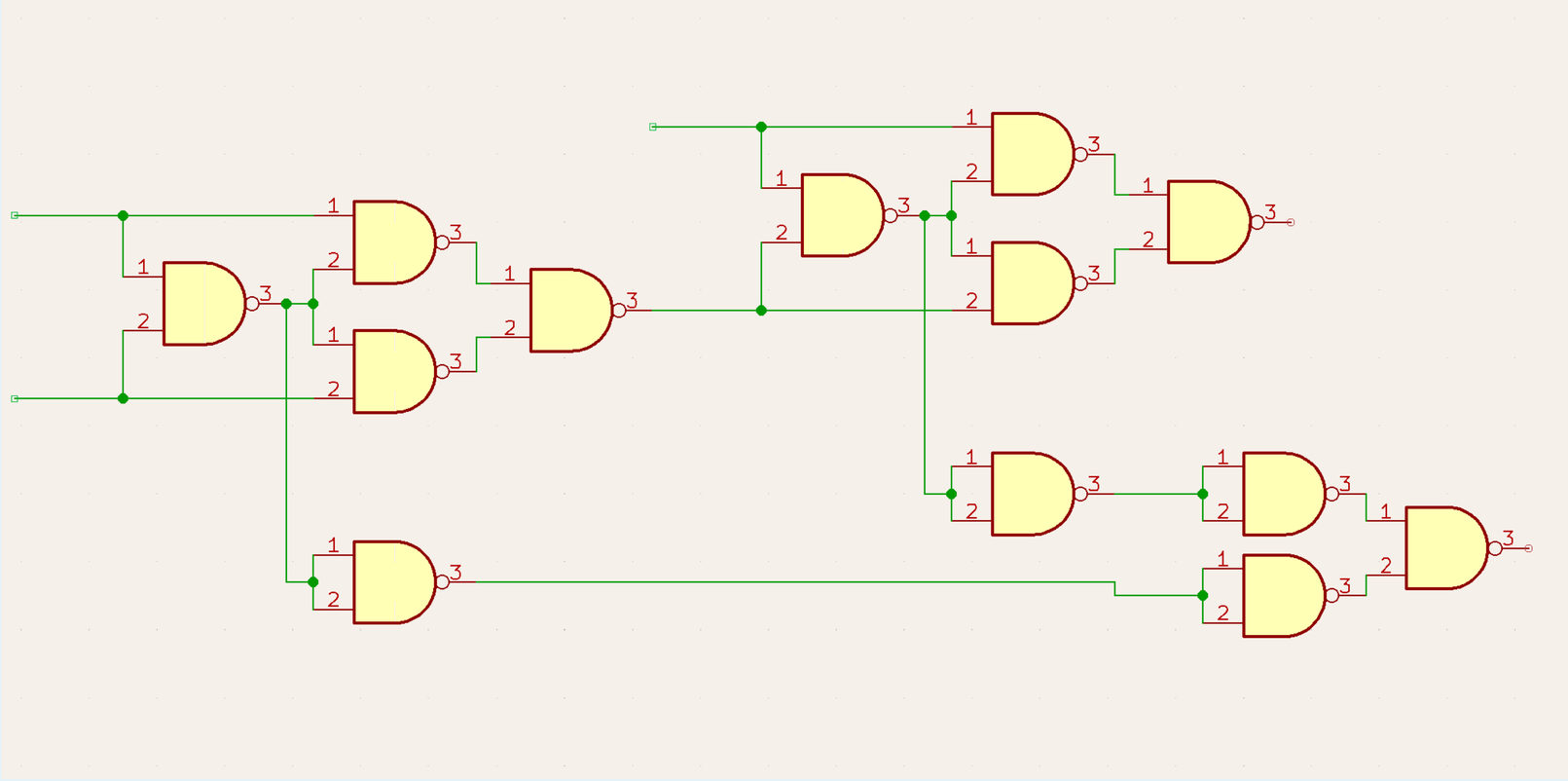
ABCのうち1が奇数個

Carry Out

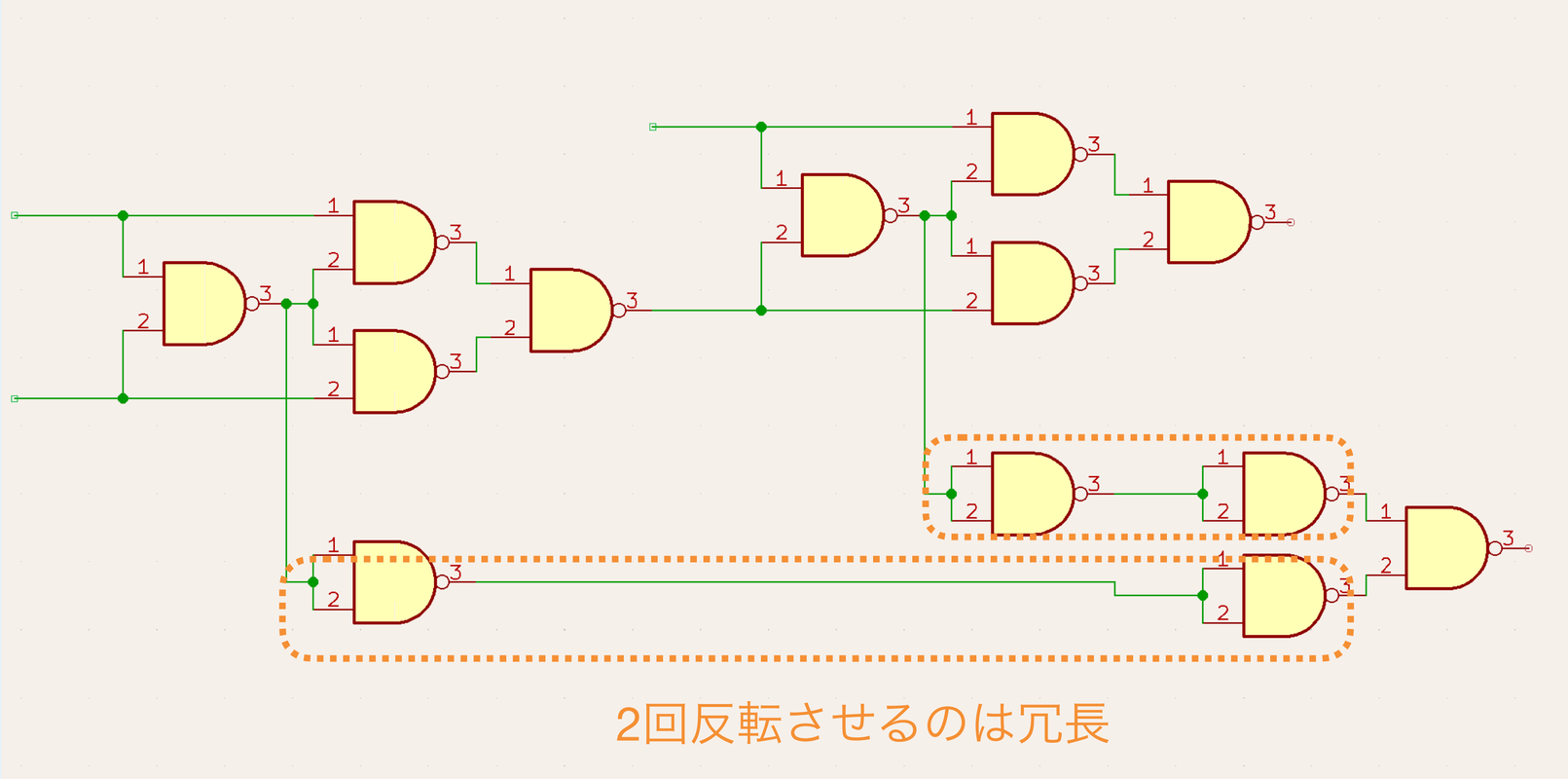
ABCのうち1が2個以上

実は入力端子はどの順番に入れ替えても同じ働きをする

全加算器(一桁入力の足し算、桁上がり対応)

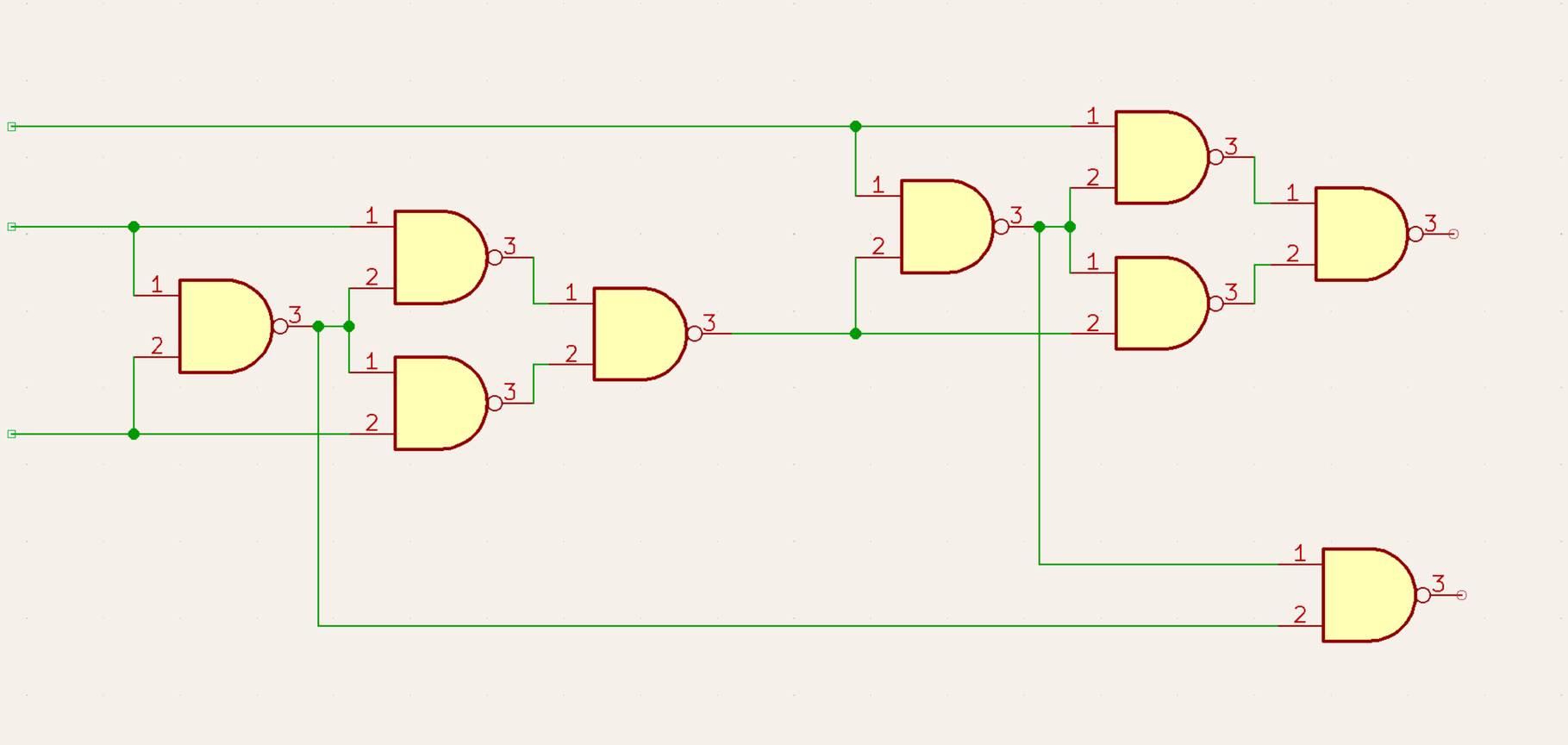


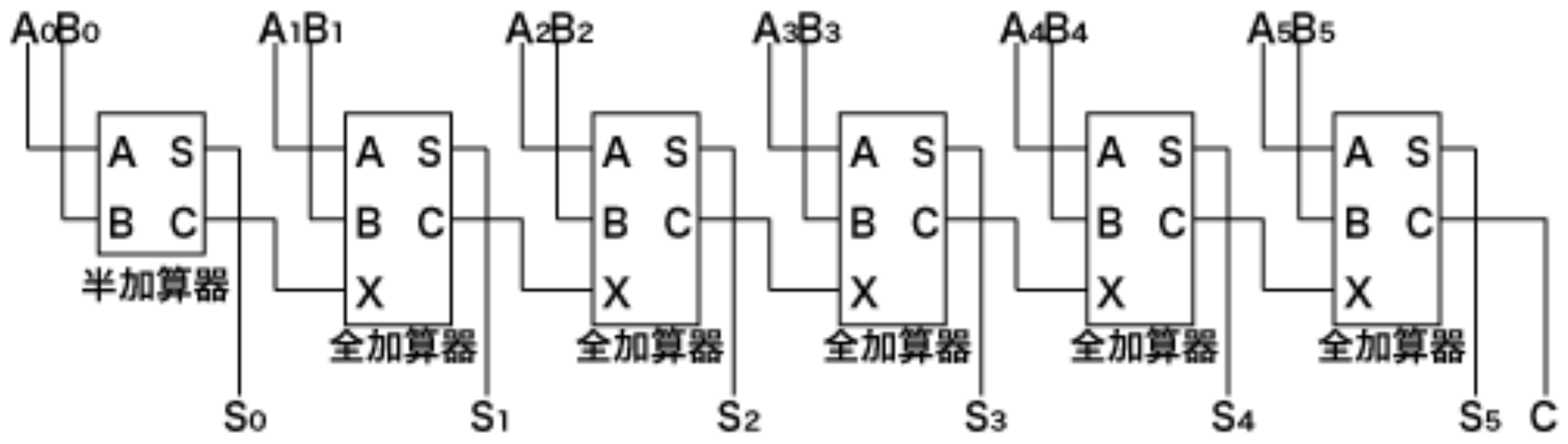
全加算器(一桁入力の足し算、桁上がり対応)



2回反転させるのは冗長

最小構成




A0 B0
A1 B1
A2 B2
A3 B3
A4 B4
A5 B5
A S
B C
X
半加算器
全加算器
S0
S1
S2
S3
S4
S5
C

今週の課題

- 1. 今日作ったNANDゲートの写真を取って貼り付け
- 2. 日常生活の中からANDゲート、ORゲート、XORゲートや論理回路の組み合わせで表現できるものを探して記述してください。
- Google Docsで提出

次回の予告

- マイクロコントローラ（Arduino）を使って、プログラミングと電子工作を組み合わせていきます。
- Arduino IDEを自分のコンピューターで作業したい場合のインストール方法は後日共有します