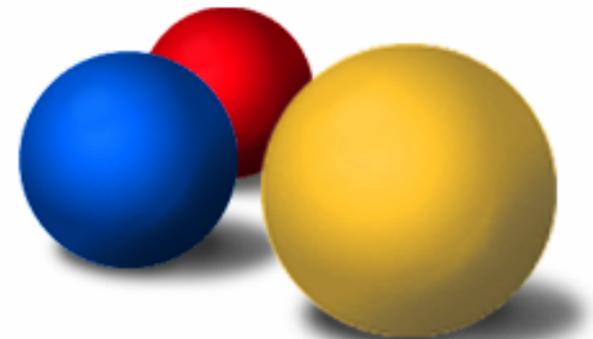
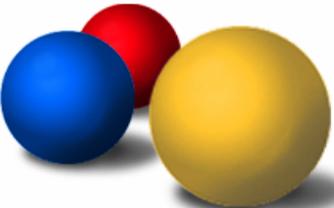
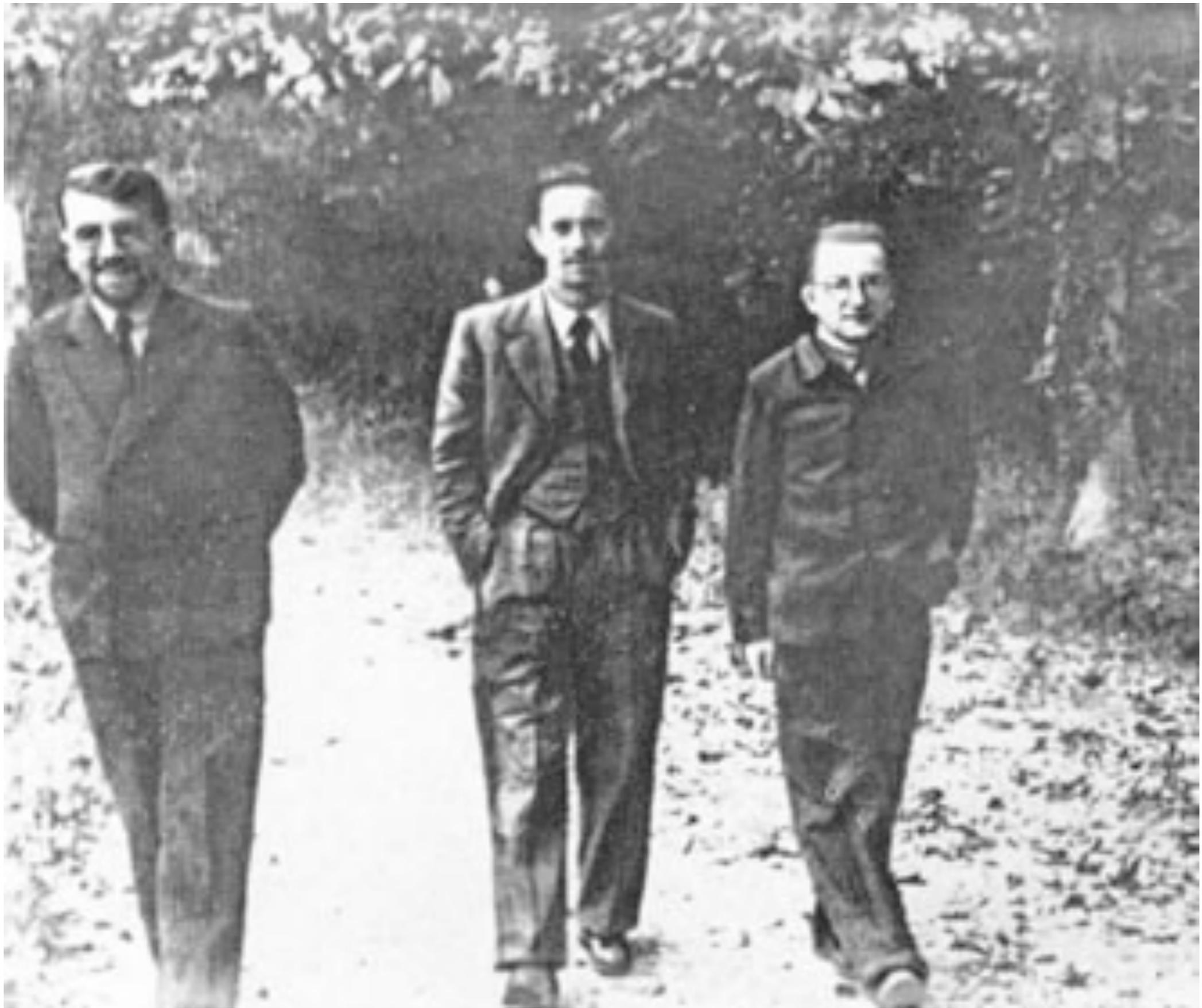


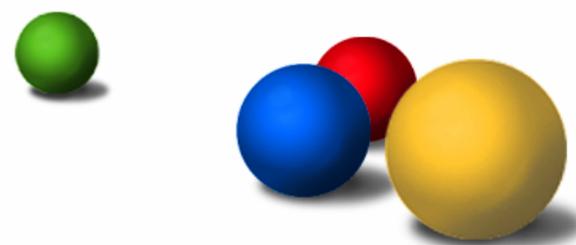


From Real-Life to the Classroom

Doug Aberdeen

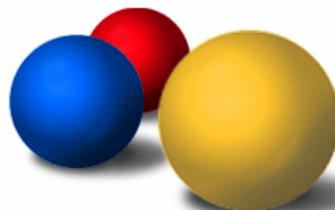








Henryk Zygański, Jerzy Różycki,
Marian Rejewski



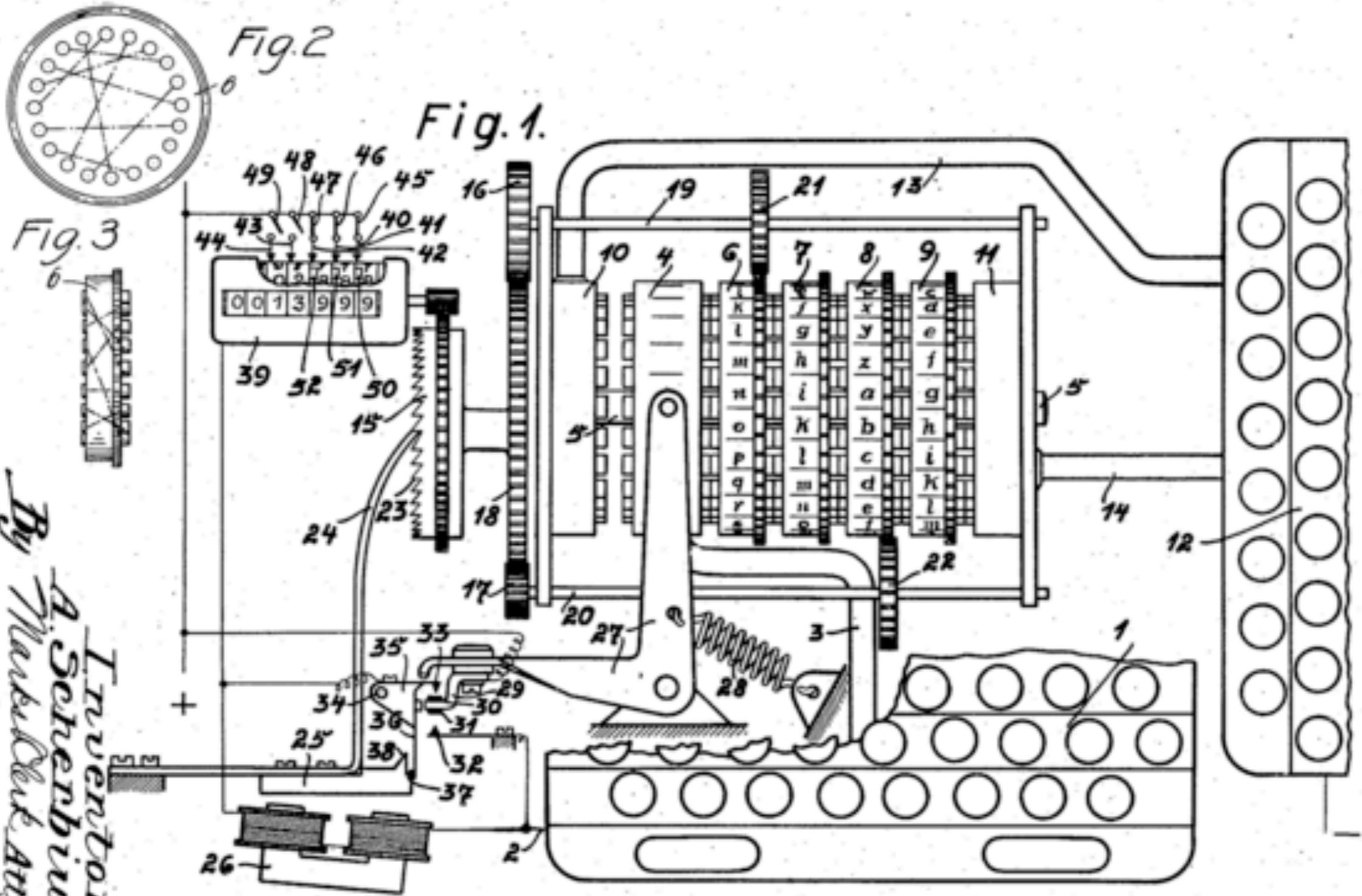
Jan. 24, 1928.

1,657,411

A. SCHERBIUS

CIPHERING MACHINE

Filed Feb. 6, 1923



Inventor
A. Scherbius,
By Mark Deit. Atty.



Zur Beachtung!
Beachte die Gebrauchsanleitung für die Chiffriermaschine (H. Dr. g. 12):
1. Zur Sicherung der Wechselscheibe alle Wechselscheiben separat vor- und rückwärtsdrehen.
2. Zur Sicherung der Tastenkontakte sämtliche Tasten vor Einstellung der Scheibe mehrfach leicht berühren und nachprüfen lassen, wobei eine Taste zweimal gedrückt werden.
3. Bei Einstellung der in den Tasten verfahrenen Zeichen beachten, daß die Wechselscheibe richtig gesetzt sind.
4. Die unverschiebbaren doppelseitigen Scheiben sind bis zum Anschlag in ihre Richtungen einzustellen. Die meisten Hebelzüge in Betrieb zu schalten, die sonst 1. Lampen zugleich schalten lassen.
5. Lampen bei Tastendruck keine Lampen auf, so sind die Batterien, ihre Anschlüsse an Umstecker und die Umstecker zu prüfen.
6. Scheiben bei Tastendruck nie oder mehrere Lampen auf, so sind die entsprechenden Lampen die Scheiben unter Strom, die Kette der doppelseitigen Scheiben, die Wechselscheiben einschließlich ihrer Anschlüsse, die Wechselscheiben, die Anschlüsse einer der jeweils geschalteten Lampen und die Kette Scheiben unter Strom mit einem Kurzschlußschalter Lampen zu prüfen und bei einem vorhandenen Kurzschluß sofort zu beheben. (siehe auch Tabelle 5).
7. Von Maschine Nr. 4 1938 ab dient zur Lampenprüfung die Lampe der rechten Lampenreihe.
8. Von Maschine Nr. 4 1938 ab dienen zur Lampenprüfung die Lampen links und rechts neben der mittleren Lampe von Wechselscheibe und die Kette der Lampenreihe.
9. Wechselscheiben und Wechselscheiben sind wieder zu betriebs und wie alle übrigen Lampen bis und wieder mit Strom und abschließen 10. Licht abschalten. Die Lampen Kontakte der Wechselscheiben und alle 4 Wechselscheiben und Peripherie abzusuchen und nur wenn nötig geringfügige Reparaturen ausführen. Die Tastenkontakte der Tastenkontakte und die Tastenkontakte sind mit 10 zu schalten.
10. Schlüsselgruppen sollten abwechselnd durch Rollen oder Rollen.
11. Im Interesse der Sicherheit bei Benutzung oder Reparatur zum Ausschalten haben:
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z



enigmaco.de



10^{114} combinations for unknown wiring (380 bits). 10^{93} years assuming 1T combinations/s.



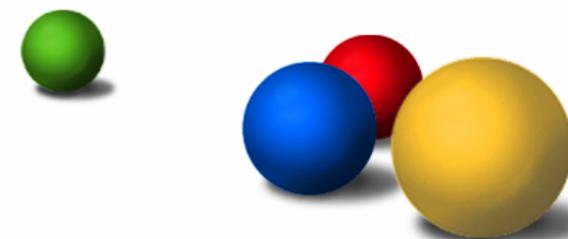
10^{23} combinations for known wiring (76 bits). 3170 years.



Procedural errors further reduced the search space.



“Bombe” automated the search.





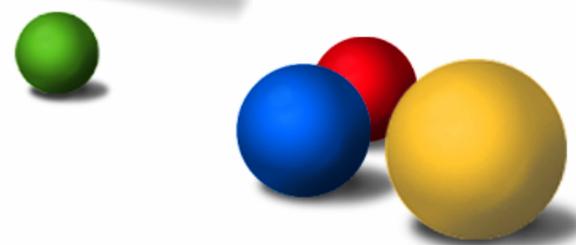
Zur Beachtung!
Beachte die Gebrauchsanleitung für die Chiffriermaschine (H. Dr. g. 12):

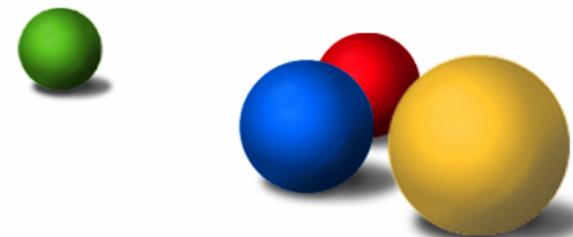
1. Zur Sicherung der Wahlkonstante alle Wahlen mehrmals gegenseitig vor- und rückwärtsdrehen.
2. Zur Sicherung der Textkonstante sämtliche Texten zur Einstellung der Maschine mehrmals leiblich her- und rückwärtsdrehen, wobei eine Taste zweimal gedrückt werden.
3. Bei Einstellung der in den Texten vorkommenden Zeichen beachten, daß die Wahlen richtig gesetzt sind.
4. Die unverschiebbar doppelseitigen Stecher sind bei einer Anordnung in ihre Reihenfolge einzufügen. Die meisten Hebelzüge in Betrieb zu schalten, die sonst 2 Lampen zugleich schalten können.
5. Lampen bei Textendruck keine Lampen auf, so sind die Buchst. des Textendruckes, des Anschlusses an Umschalter und die Umschalter zu prüfen.
6. Leuchten bei Textendruck alle oder mehrere Lampen nicht auf, so sind die entsprechenden Lampen, die Buchstaben unter ihnen, die Kasten der doppelseitigen Stecher, die Buchstaben entsprechend ihrer Reihenfolge, die Wahlkonstante, die Arbeitskonstante sowie der jeweils gedrückte Text und die Buchst. des Textes unter ihm mit diesen korrespondierenden Lampen zu prüfen und bei einer vorhandenen Verschiebung und Doppelstellung zu ändern. (Siehe auch Seite 5).
7. Von Maschine Nr. A 4288 ab dient zur Lampenprüfung die Öffnung auf der rechten Lampenplatte. Von Maschine Nr. A 4289 ab dient zur Lampenprüfung die Öffnung links und rechts neben der mittleren Lampe von Buchstaben und die Buchstabenplatte auf der linken Lampenplatte.
8. Wahlkonstante und Wahlkonstanten sind wieder zu prüfen und wie alle übrigen Lampen bei und wieder mit dem und abwechselnd 12 Buchst. anzustellen. Die Buchst. Konstante der Wahlen sind alle 1-4 Wahlen mit Permutation abzuwechseln und nach einer richtig gesetzten Öffnung abwechselnd die Textkonstante, die Textkonstante und die Textkonstante sind von 12 zu prüfen.
9. Schlüsselgruppen sollten abwechselnd durch Buchst. oder Buchstaben.

Um Umschalten der Buchst. in Buchstaben oder umgekehrt durch nachstehende Taste:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

- Codes
- Circuits
- Combinatorics
- Search spaces
- Base 2
- Information theory

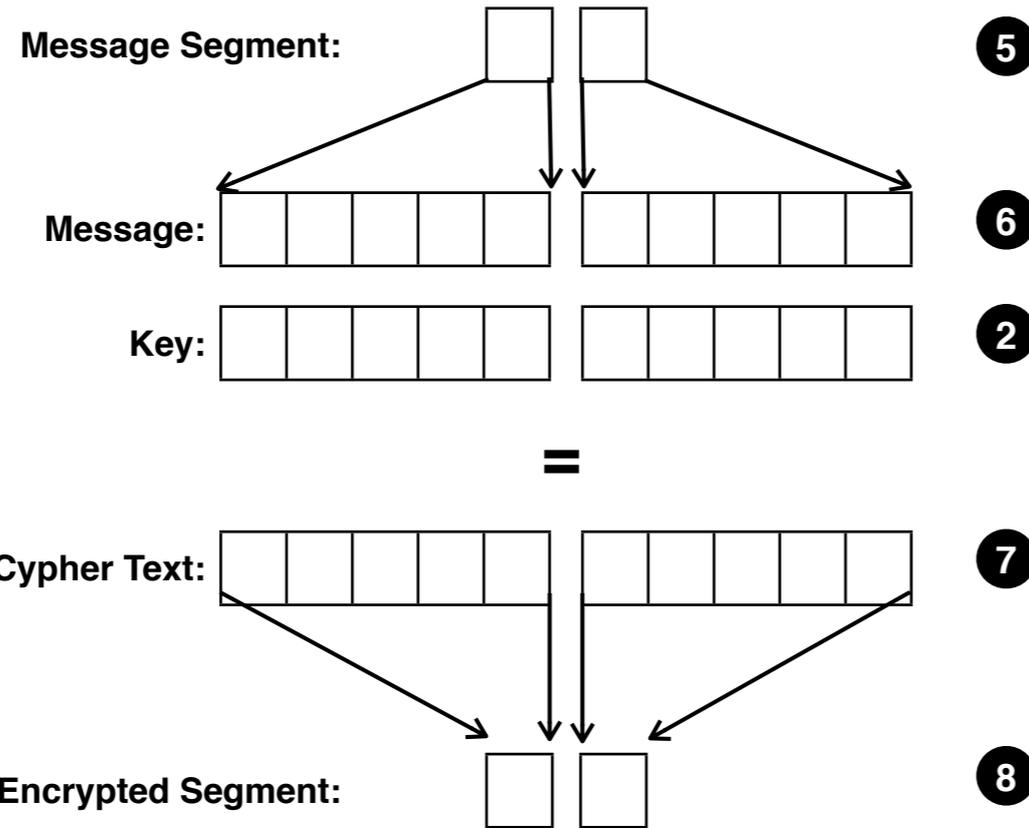




Encryption

Sequence Number: 1

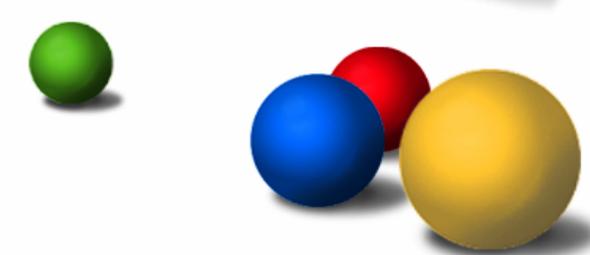
- 'A' = 00000
- 'B' = 00001
- 'C' = 00010
- 'D' = 00011
- 'E' = 00100
- 'F' = 00101
- 'G' = 00110
- 'H' = 00111
- 'I' = 01000
- 'J' = 01001
- 'K' = 01010
- 'L' = 01011
- 'M' = 01100
- 'N' = 01101
- 'O' = 01110
- 'P' = 01111
- 'Q' = 10000
- 'R' = 10001
- 'S' = 10010
- 'T' = 10011
- 'U' = 10100
- 'V' = 10101
- 'W' = 10110
- 'X' = 10111
- 'Y' = 11000
- 'Z' = 11001
- '.' = 11010
- '!' = 11011
- '?' = 11100
- '/' = 11101
- '-' = 11110
- '#' = 11111

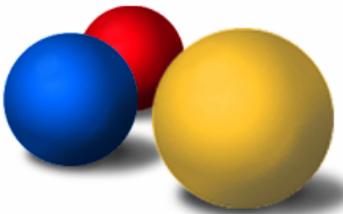


Encryption				
Text:	0	0	1	1
Key:	0	1	0	1
Message:	0	1	1	0

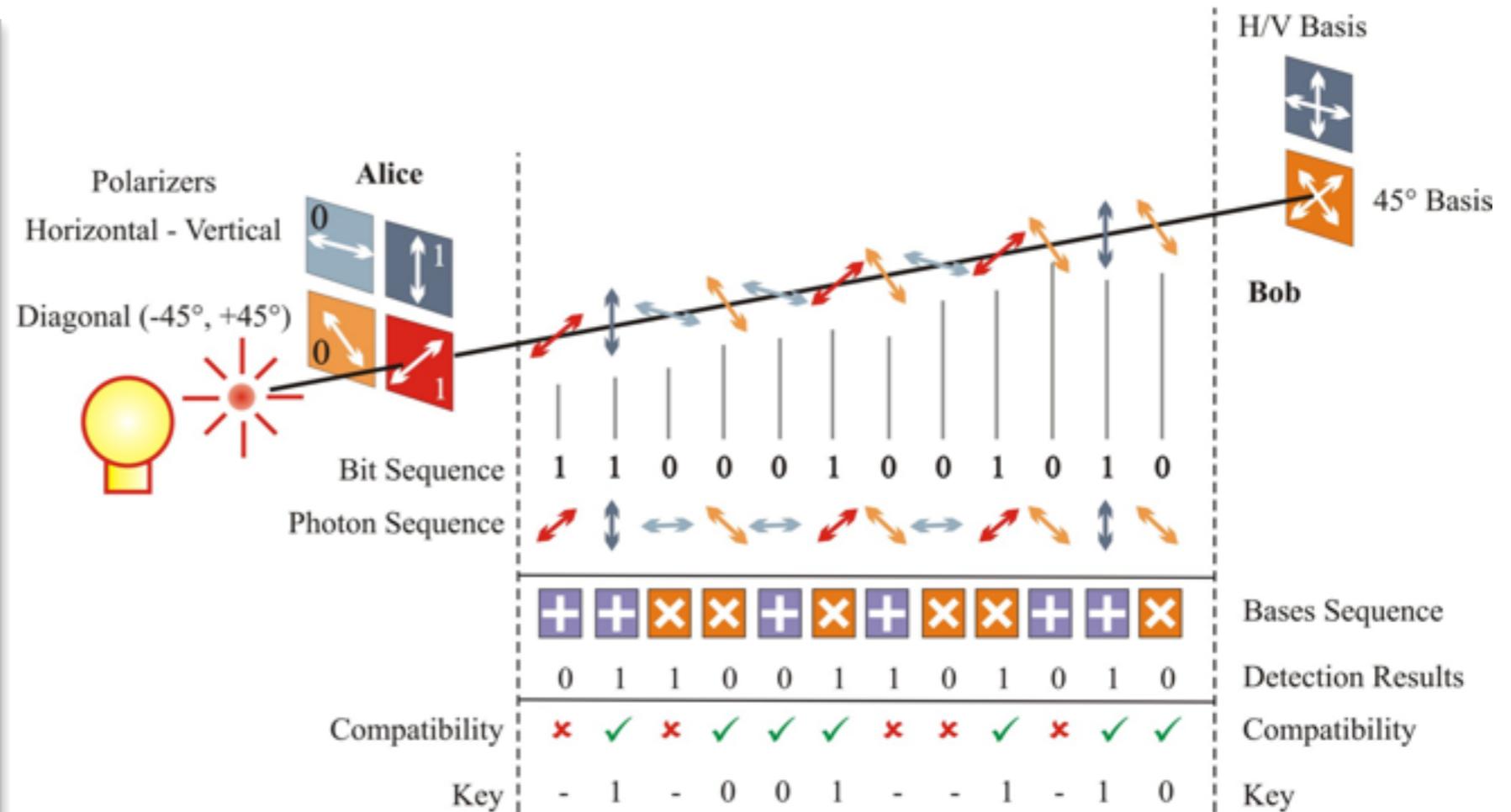
- 2 - Create your *key* segment by flipping your token and write it in the *key* boxes above.
- 3 - Copy your *key* segment onto your group **encryption key** sheet.
- 4 - Your group should create a *message* on the **plain text** worksheet.
- 5 - Copy your segment of the *message* onto this worksheet.
- 6 - Convert your two letters into binary using the table above.
- 7 - Encrypt the 1's and 0's of the *key* and *message* together using the table above.
- 8 - Convert your *cypher text* to letters using the table above.
- 9 - Copy your encrypted segment to your group **encrypted message** worksheet.

- Codes
- Circuits
- Combinatorics
- Search spaces
- Base 2
- Information theory
- Pseudo-random numbers
- Probability
- Binary arithmetic
- Logic gates
- Encoding text

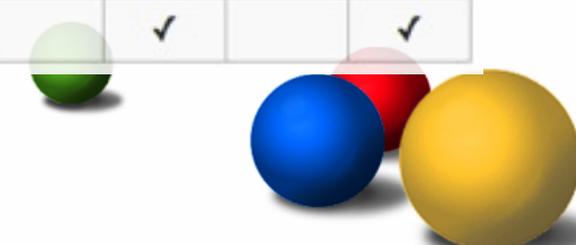




- Codes
- Circuits
- Combinatorics
- Search spaces
- Base 2
- Information theory
- Pseudo-random numbers
- Probability
- Binary arithmetic
- Logic gates
- Encoding text
- Optical transmission
- Polarization
- Quantum computing

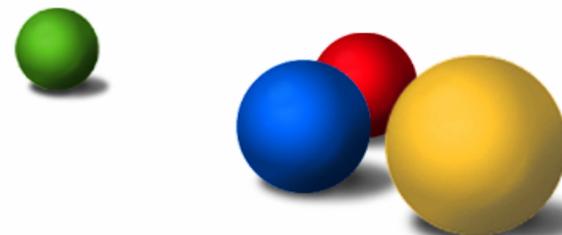
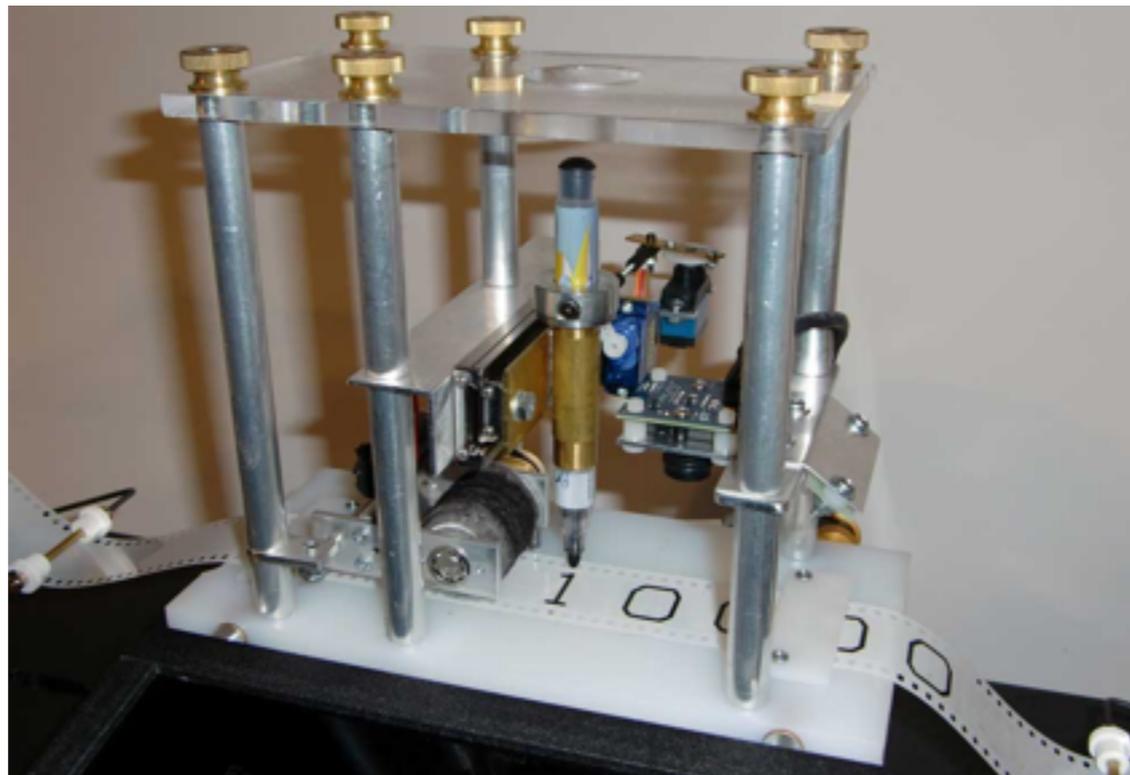


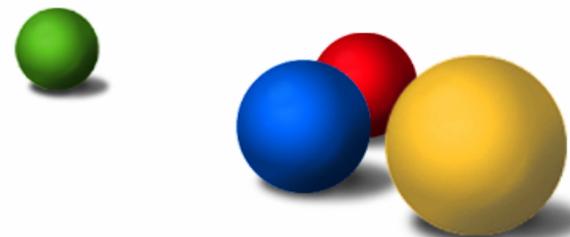
Alice's random bit	0	1	1	0	1	0	0	1
Alice's random sending basis	+	+	×	+	×	×	×	+
Photon polarization Alice sends	↑	→	↘	↑	↘	↗	↗	→
Eve's random measuring basis	+	×	+	+	×	+	×	+
Polarization Eve measures and sends	↑	↗	→	↑	↘	→	↗	→
Bob's random measuring basis	+	×	×	×	+	×	+	+
Photon polarization Bob measures	↑	↗	↗	↘	→	↗	↑	→
PUBLIC DISCUSSION OF BASIS								
Shared secret key	0		0			0		1
Errors in key	✓		×			✓		✓



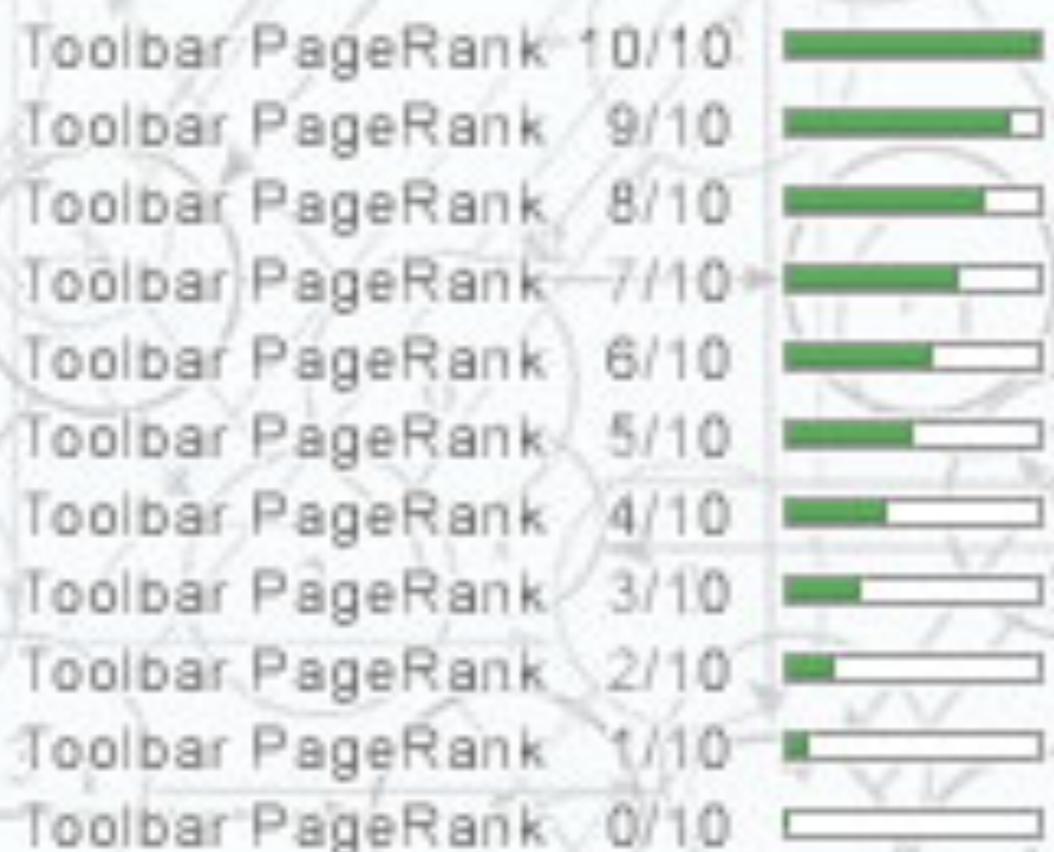
What's the point?

- Tell the human story.
- Demonstrate the *IMMENSE* impact of tech.
- Dive deep.
- Computers can only do three things.
- Most stories can teach the fundamentals.





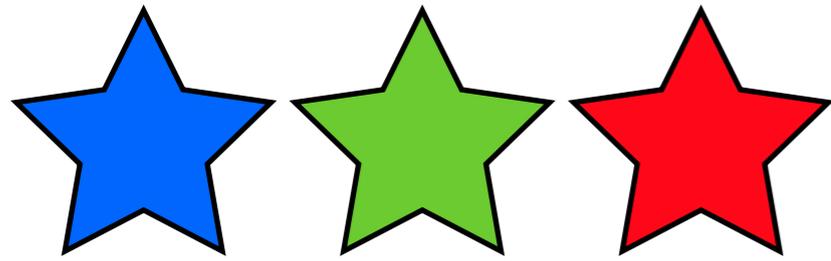
GOOGLE



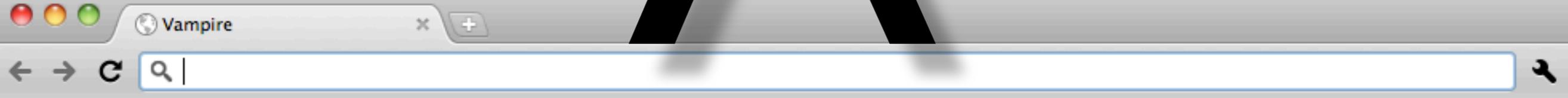
$PR(A) =$

$(1-d) + d (PR(T1)/C(T1) +$

$\dots + PR(Tn)/C(Tn))$



A



My Favourite Vampire Stories

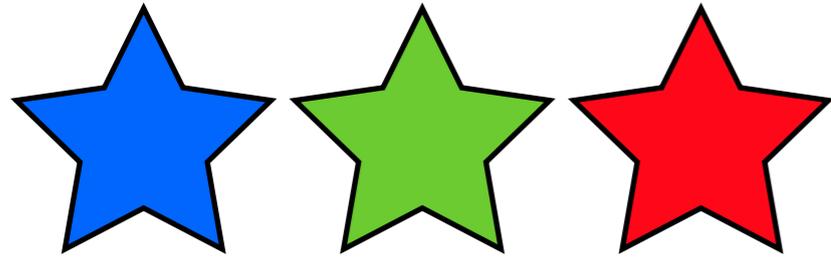
- Dracula - Bram Stoker.
- Carpe Jugulum - Terry Pratchett.

Notable for its non-shapeshifting vampire flight, as documented [here](#) [1:E].

Of course, there are numerous other websites devoted to [vampires](#) [2:E].

There are also quite a few people who take seriously such myths as the [flying pig](#) [3:E]! Other vampire sites [Real Life Vampires](#) [4:B]; [Spotter's Guide](#) [5:E].

Other mythology sites: [Hairy Mythology](#) [6:J]



B



Real Life Myths

We start by mentioning the other websites that have joined us in our crusade to cut through the mishmash of mythology has obscured the eyes of humanity for aeons. One excellent example is [here](#) [1:I].

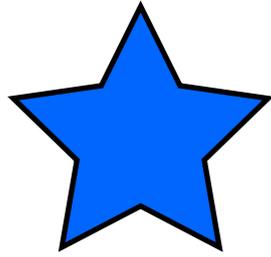
Vampire

The myth of the blood drinking vampire (as espoused [here](#) [2:A]) is based in part on the very real vampire bat of Central and South America. The growth into legend was probably fuelled by [hallucinations](#) [3:I], as well as being an effective means of [child control](#) [4:I].

Flying Pigs

The myth of the flying pig is a curious one, and would seem to be nothing more than a nonsense piece of doggerel, or perhaps the result of [ingesting certain substances](#) [5:I]. However, it has a basis in fact, the defining moment occurring in 1800, as the vessel HMS Cantaloupe was sailing past a small island in the Pacific ocean, laden with a cargo of wheat, cows and the rare Polynesian Hibernating Pig. The captain, Commander Jake 'Kaboom' Moran, decided to conduct a gunnery drill.

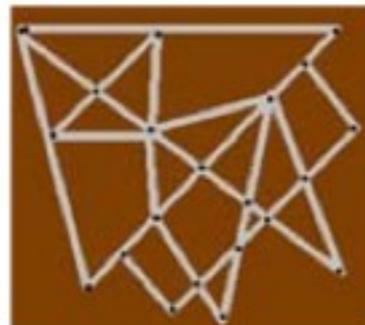
Unbeknownst to the brave captain was that one of the pigs had escaped, and had found its way to the gun deck. Seeing in the open muzzles of the cannon a memory of its home burrow, it picked one, struggled in, and drifted off to sleep. Now, this would not have been a problem, if the Commander was not regularly in the grip of paranoid delusion ([a common ingredient](#). [6:I] in the genesis of legends) and as such, had decreed that the guns were to be loaded at all times. This meant that the happily snoozing pig was in fact just centimeters away from one sack of gunpowder and one very heavy cannon ball.



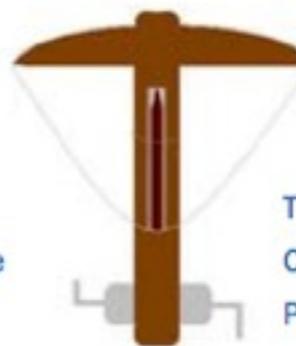
Vampire Slayers

Welcome to Harker's Sales, the one-stop equipment shop for every aspiring slayer. After purchasing your equipment below, you will be ready to slay the most demented of vampires. Take a look at this [informative page \[1:E\]](#) to see what your primary target looks like. Of course, as an aspiring hunter, you should be ready and willing to practice your craft on any passing myth, such as [the flying pig \[2:E\]](#). Contrary to Hollywood myth, the basic vampire is a creature of cunning, [employing many devices \[3:V\]](#) to outwit you, from [armoured vests \[4:V\]](#) to the humble bottle of [sunscreen \[5:V\]](#). Reading the basics from a [vampire oriented page \[6:V\]](#) is good preparation for your career in legend-dispatching.

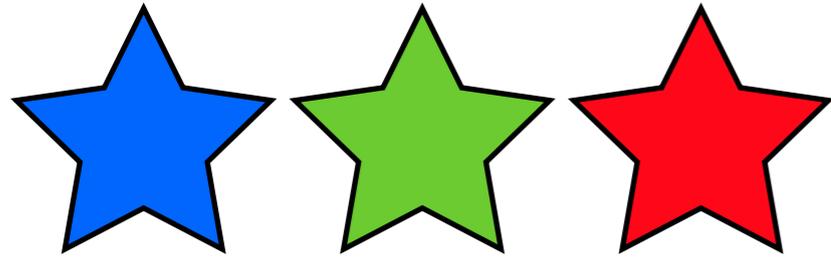
Equipment



The 'Twister'
customisable all-purpose
religious symbol.



The 'Kebab' crossbow.
Comes with 10 Free
Pre-sharpened oak stakes!

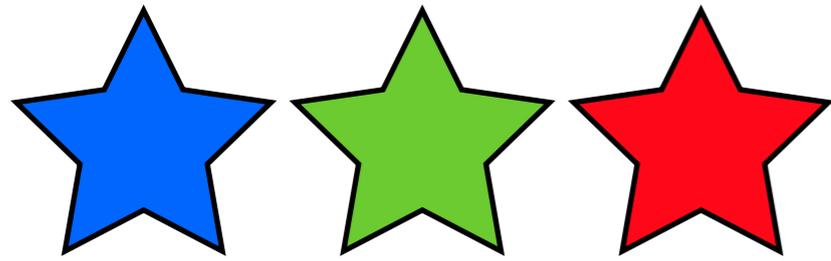


Do-It-Yourself Vampire

Welcome to Count Alucard's Do-It-Yourself vampire page! This page contains all the information you will need to make a successful life as a bloodsucker.

Etiquette

It is **traditional** [1:A] that vampires are extremely polite, even to their prey. Of course, there are (**well documented** [2:A]) times when this rule has to be broken in order to survive. It is much classier, however, to thwart suspicion with vast arrays of facts, such as those found **here** [3:B]. Of course, one should be extremely careful not to let slip too much information about vampires, but mistakes can happen. At such times, reference to some popular **vampire stories** [4:A] can explain your knowledge. When stalking your prey, it is useful to be able to anticipate their actions. Some insight into their psyche can be gained from examining the legends they believe in, **such as ourselves** [5:B], as well as what they have forgotten. The disappearance of the legend of **the flying pig** [6:B] is useful when you yourself need to slip from the mind.



F



PHB

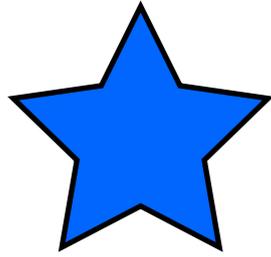
Peter Hallory Blasted was tried and convicted of spawning numerous WerePayraises. He was sentenced to five slaps on the wrist. A cult has grown up around the notion that he was pushed out of his office window and descended to Earth on a golden parachute, but if that were true, it would no doubt be listed [here \[1:E\]](#). But it isn't. So he didn't.

WAR

Wesley Andrew Raymond was tried and convicted of the fatal mauling of Truth. This was his first and only killing, but he was sentenced to perpetual reincarnation. [More information \[2:J\]](#). On every one of his numerous deathbeds, [a flying pig \[3:E\]](#) has appeared briefly in the sky.

YHBT

Yvonne Hayley Basing-Tripp was tried and convicted of multiple fatal maulings of conversations. She was tangled in a never-ending thread and choked to death. [More information \[4:J\]](#). As these trials show, mythical creatures can be a severe source of trouble. A handy guide to spotting them before they get too close can be found [here \[5:E\]](#).
More information on werewolf mythology can be found [here \[6:J\]](#).

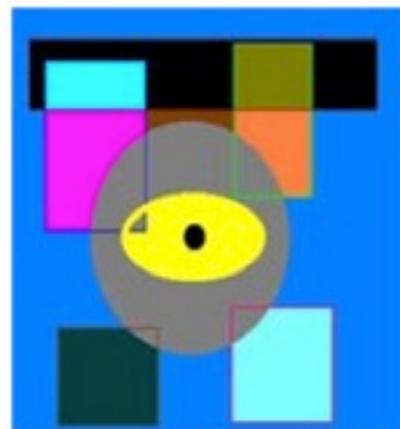


G



Hi! I'm an aspiring artist, and here are some of my drawings on my favourite theme: werebeasts! Werebeasts are many and varied, and include the rare [Were Payraise \[1:H\]](#), and the not so rare [Were Fact \[2:H\]](#).

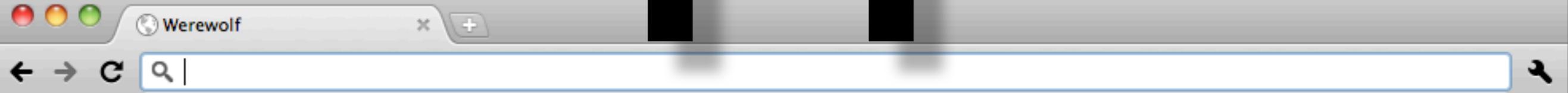
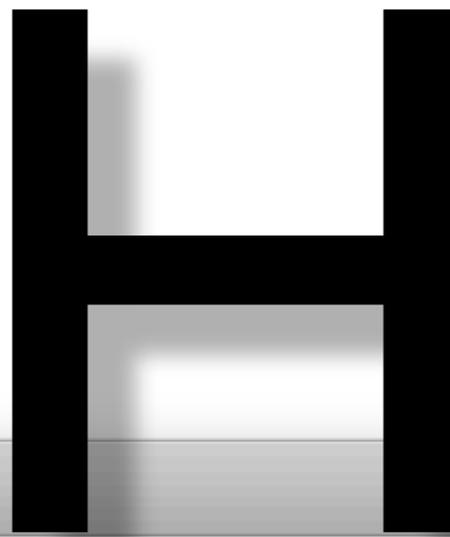
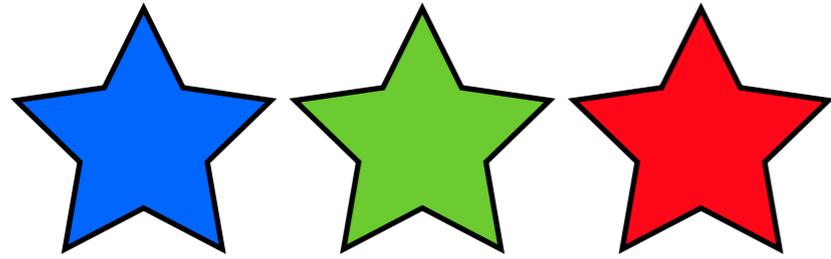
Throughout history, many people have been pilloried as werebeasts, like [Wesley Andrew Raymond \[3:F\]](#). [One](#) of the lucky ones was [Peter Hallory Blasted \[4:F\]](#), who escaped severe penalty and was able to continue his activities unpunished. Some sad, lonely people may not find this site the unparalleled haven of artistic wonderment that it is. They might find solace [here \[5:A\]](#). In fact, everyone who doesn't want to give me money should go [here \[6:A\]](#) and stop wasting my precious bandwidth.



The eyeball of doom



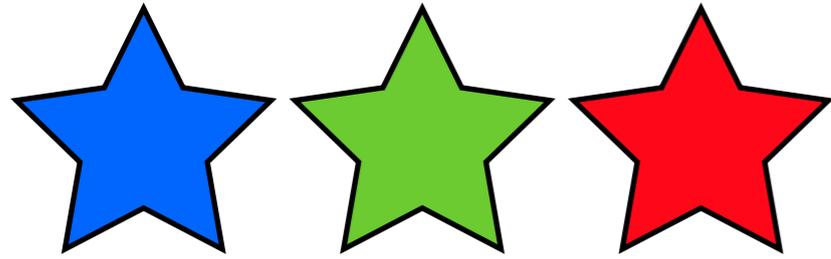
Uber in Blue



Were?

Several people have been tried and convicted of various shapeshifting incidents. Among the most famous of these are Wesley Andrew Raymond [1:J] who was convicted of infecting Truth with WereFacts [3:F], and Yvonne Hayley Basing-Tripp [2:J] who was found guilty of mauling a conversation [4:F] to death. Of course, perhaps the most famous of all the undead is the Vampire [6:A].

- **WerePayraise:** Turns into a pat onto the back after one full moon has passed. Once spawned by Peter Hallory Blasted [5:F].
- **Werefact:** A fact that subtly shifts its shape into a lie while unwatched.
- **Wereship:** The most famous example is the Marie Celeste. Unknown triggers cause them to voraciously consume all life aboard them, and then resume their slow drift. There can be many hundreds of years between shapeshifts.
- **Werehosepipe:** On an almost weekly basis, these leave their dormant form and congregate in writhing masses of green plastic, a mating ritual almost as old as humanity. When they return to their home, they are so twitchy from the numerous cars they've had to dodge that they twitch themselves into a horrendous tangle before returning to dormancy.
- **Werehouse:** Often found in remote, swampy areas, they grow webbed feet and wander around for a few hours, before returning whence they came. No-one knows why. No-one cares.



WereSolves

Werewolves are just one instance of a general myth: that of a shapeshifter whose metamorphosis is triggered by some event. Other creatures similarly afflicted include **werefacts** [1:H], **werepayraises** [2:H], **werehouses** [3:H], **wereships** [4:H] and **werehosepipes** [5:H].

Some theories about their origins are: Hallucinogenics unwittingly ingested - for example, fungus in rye bread. Knocks to the head, inducing fits and hallucinations. A good story to scare the kids with, to get them in before dark. Psychological disorders, such as paranoia. It's amazing what a variety of **beliefs** [6:H] can grow out of such humble roots.

Google

Vampire

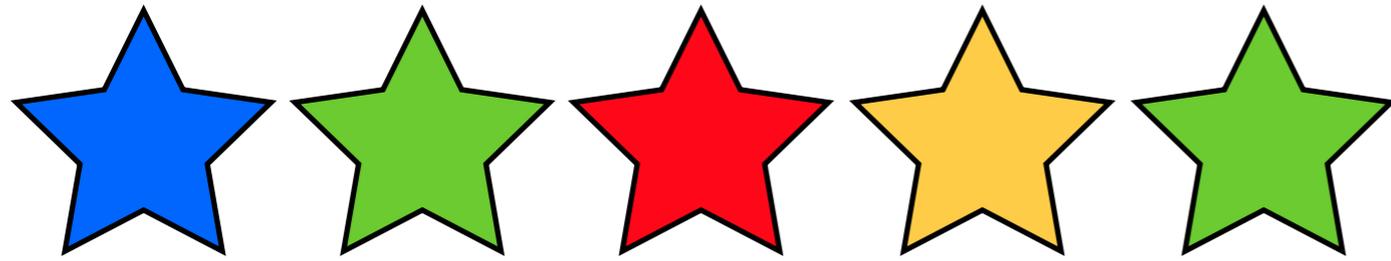


[Advanced search](#)
[Language tools](#)

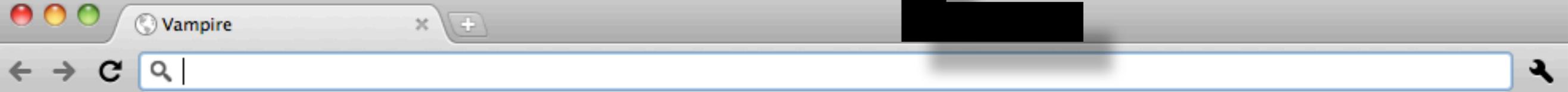
Google Search

I'm Feeling Lucky

New! [Voice Search](#). Just click the mic and say your search.



E



AIRBORN CREATURES OF MYTH AND LEGEND - A SPOTTER'S GUIDE

VAMPIRE

THE VAMPIRE IS A HUMANOID. SOMETIMES THEY SHAPESHIFT TO A BAT WHEN FLYING, BUT THAT IS NOT NECESSARY, AND THE MORE MODERN ONES DISDAIN IT. FOR MORE INFORMATION ON THESE CREATURES, SEE [THIS PAGE \[1:A\]](#).

FLYING PIG

OFTEN INVOKED, THIS RARE SPECIES COULD CAUSE A LOT OF CHAOS IF IT EVER LEFT ITS WELL HIDDEN HIDING PLACE.

RUMOUR

NEVER SEEN, SELDOM HEARD, AND VISIBLE ONLY BY ITS EFFECTS, RUMOUR HAS BEEN RESPONSIBLE FOR A LOT OF HUMAN CATASTROPHES THROUGHOUT THE AGES.

SEVERAL MYTHICAL CREATURES CAN'T FLY, BUT ARE STILL FASCINATING TO READ ABOUT. THEY INCLUDE [WEREFACETS \[2:J\]](#), A STRANGE SPECIES MOST CLOSELY ASSOCIATED WITH [WESLEY ANDREW RAYMOND \[3:J\]](#). A WELL KNOWN CLASS OF MYTHICAL CREATURES ARE [SHAPESHIFTERS \[4:J\]](#), WHICH CAN TAKE ON EVEN THE MOST [UNUSUAL FORMS \[5:J\]](#), SUCH AS THAT ASSUMED BY [YVONNE HAYLEY BASING-TRIPP \[6:J\]](#).

Google

Werewolf

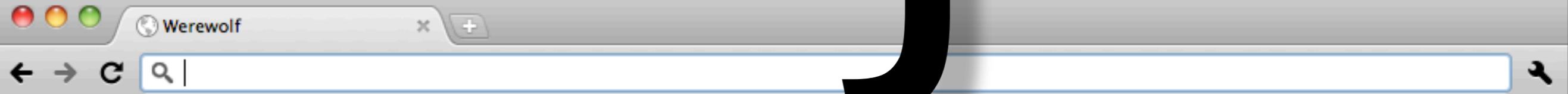
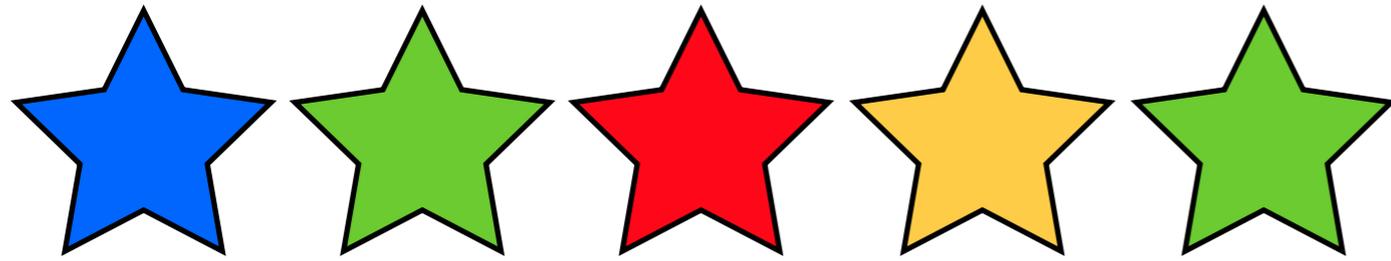


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This page is a list of famous myths of werewolves. Unlike some [other myths \[1:E\]](#), the werewolves documented here are historical figures - no [flying pigs \[2:E\]](#) to be found here! Of course, mythology can be taken a bit [too far \[3:D\]](#).

Wesley Andrew Raymond

Wesley Andrew Raymond started out young. He was barely five years old when he made his first sweeping generalisation. By the time he was seven, he had progressed to fibs, and age twelve saw him switch to outright lies. Spotted as a potential star by the Ministry of Truth, he was recruited at fifteen years old, and sent to the Academy Demagogue, where he placed first in his class, earning an award for his taming of [rumour \[4:E\]](#). Rising quickly through the ranks, he finally succeeded in convincing the populace that black was indeed white, a fact confirmed by the Great Colour Ballot. War broke out in the next year, and country was overrun. Wesley was sentenced to exile, but unfortunately for him, he decided to appeal. The appeal was scheduled for the night of the full moon, and Wesley couldn't control himself - shapeshifting into a small leaflet, he flung himself viciously at a handy victim. He was convicted of spawning werifacts, and sentenced to perpetual reincarnation.

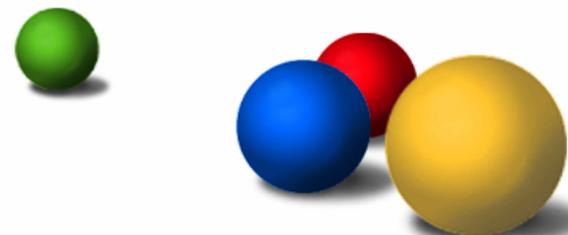
Yvonne Hayley Basing-Tripp

Several promising discussions on such varied topics as Linux vs Windows, religion, gun control and the habitat of [the flying pig \[5:E\]](#) were tragically cut short in the prime of their lives, their savaged corpses alone except for faint smears of bile and traces of [rumour \[6:E\]](#). Eventually, a young woman named Yvonne Hayley Basing-Tripp was arrested. It was alleged that, every full moon, the demure university student shapeshifted into a rampaging wolf, sometimes killing as many as ten innocent conversations in a single night. She was tried, convicted and killed for these murders. However, rumour has spread of new conversations suddenly disappearing...

Search Factoids

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- Page Rank is one of 200+ signals.
- More than 1B searches per day.
- More than 100 million Gb indexed.
- Average response less than 250ms.
- 1000 person-years of development.
- 6000 quality experiments resulted in 500 changes in 2010.
- Blogs and news content updated instantly.
- YouTube gets 35 hours of video uploaded per minute.





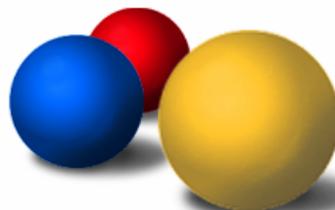
Slazenger

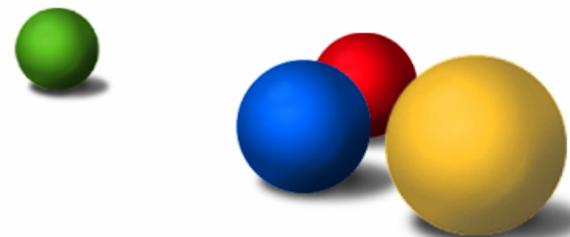
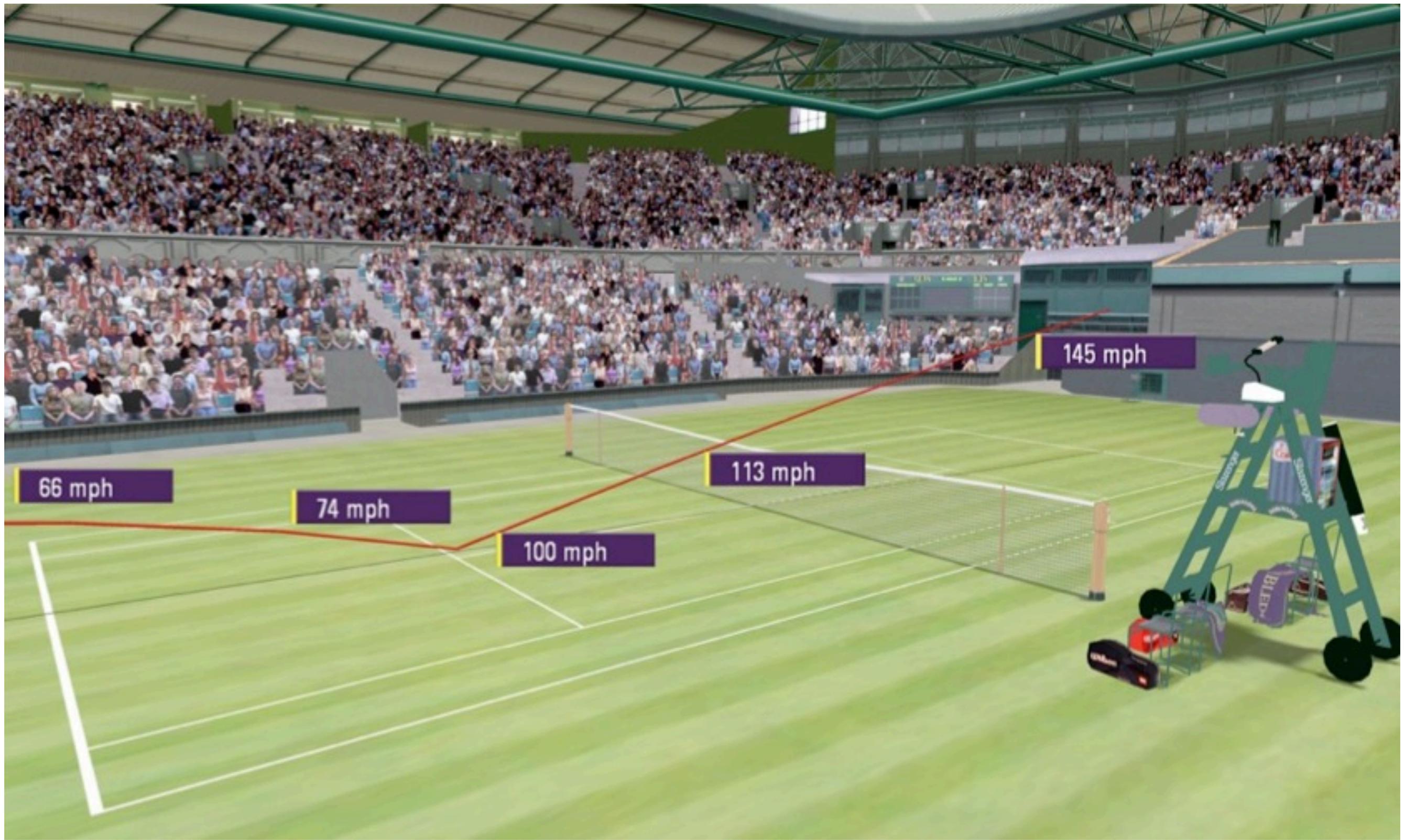
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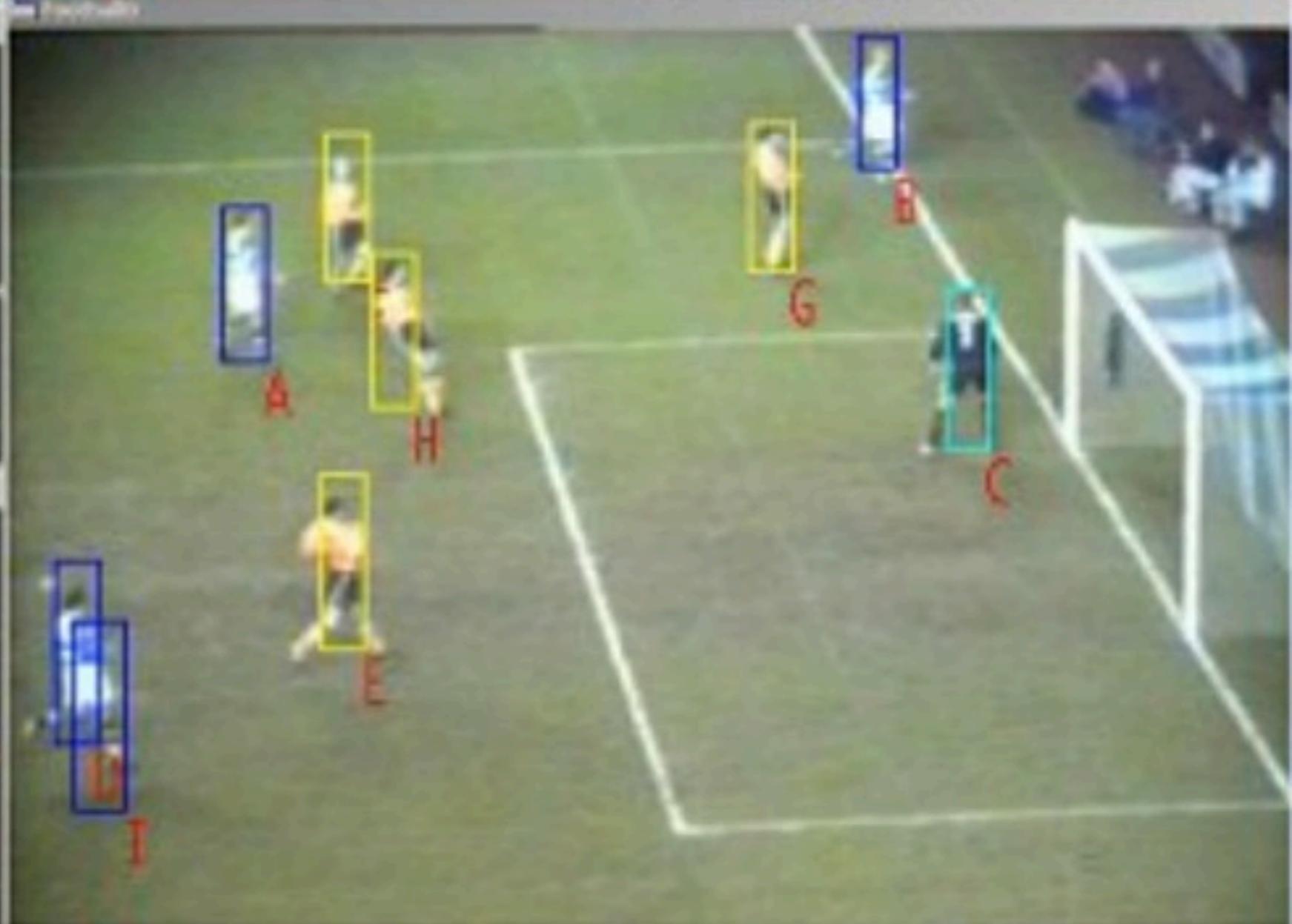
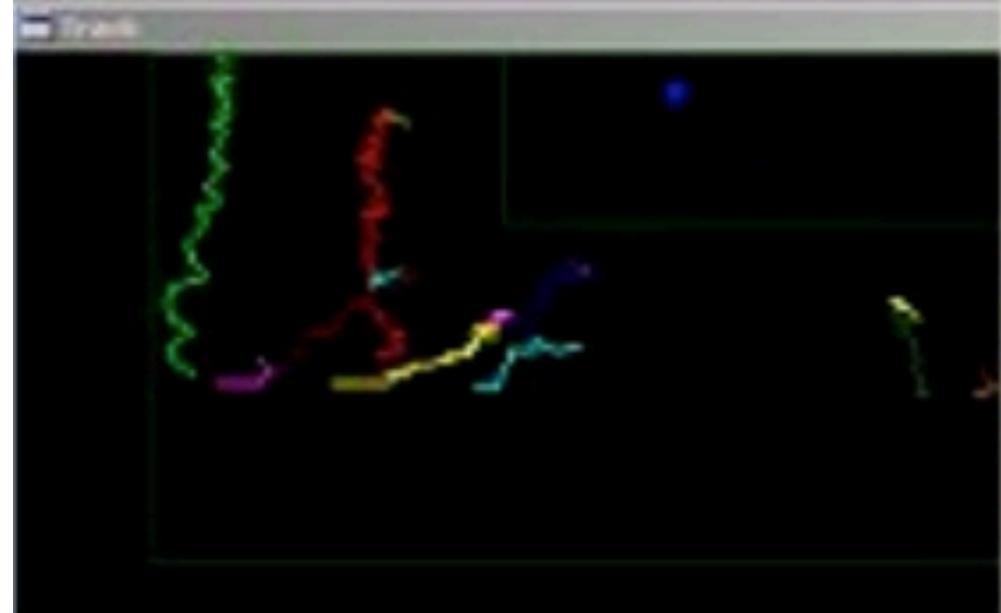
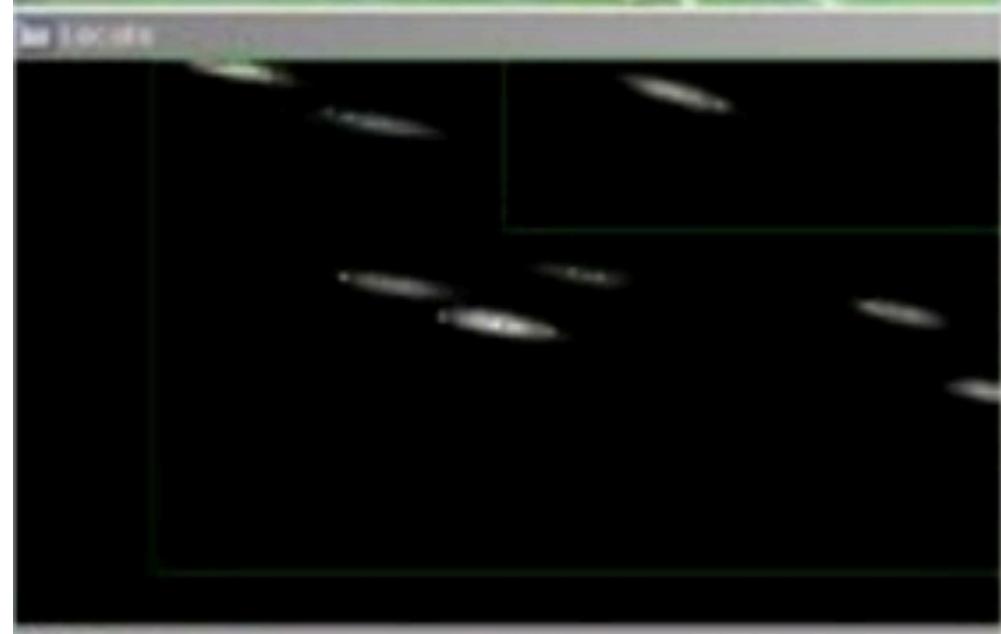
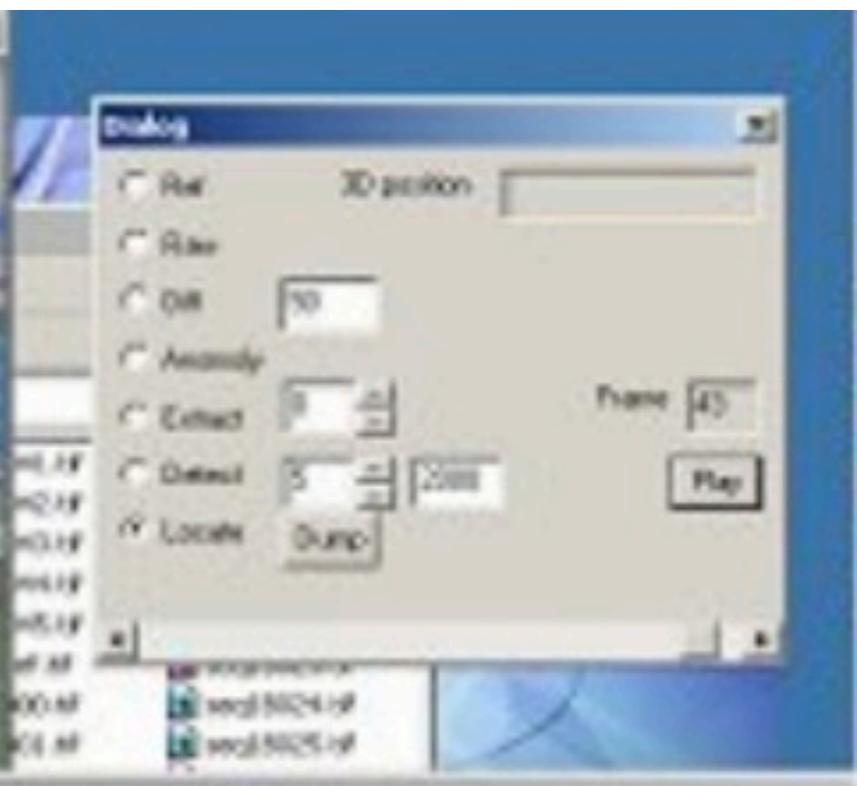
UMPIRE DECISION

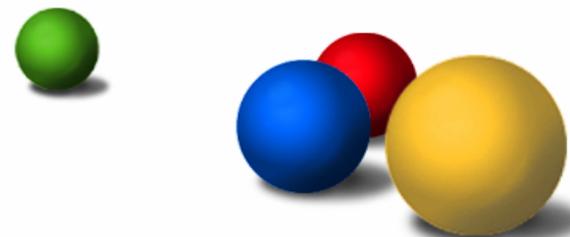
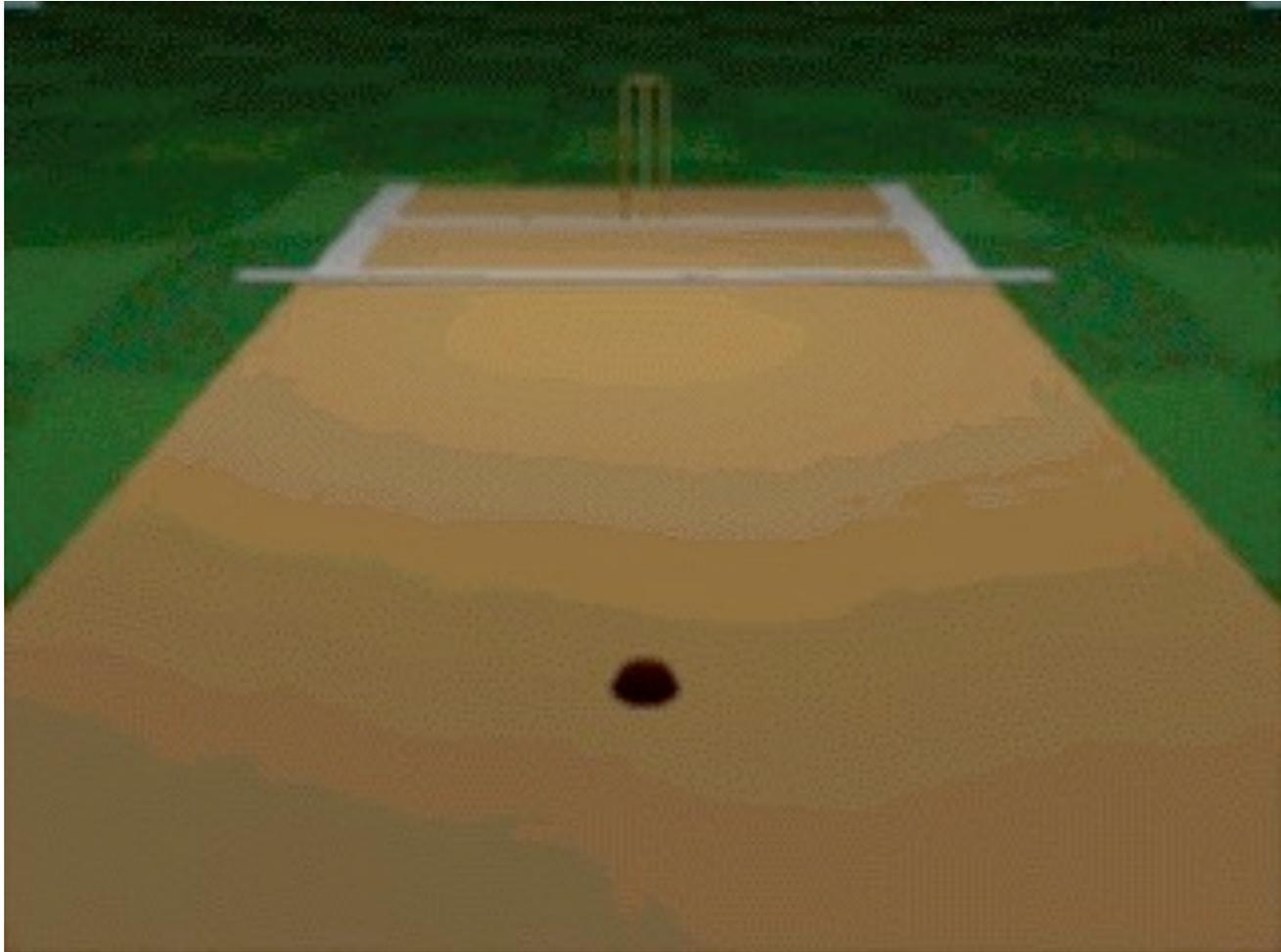
NOT OUT

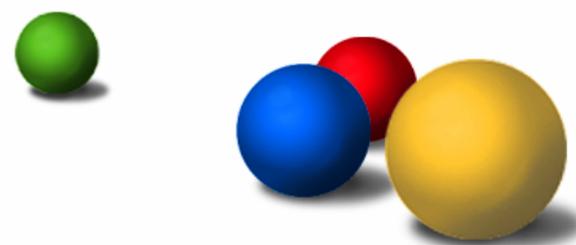
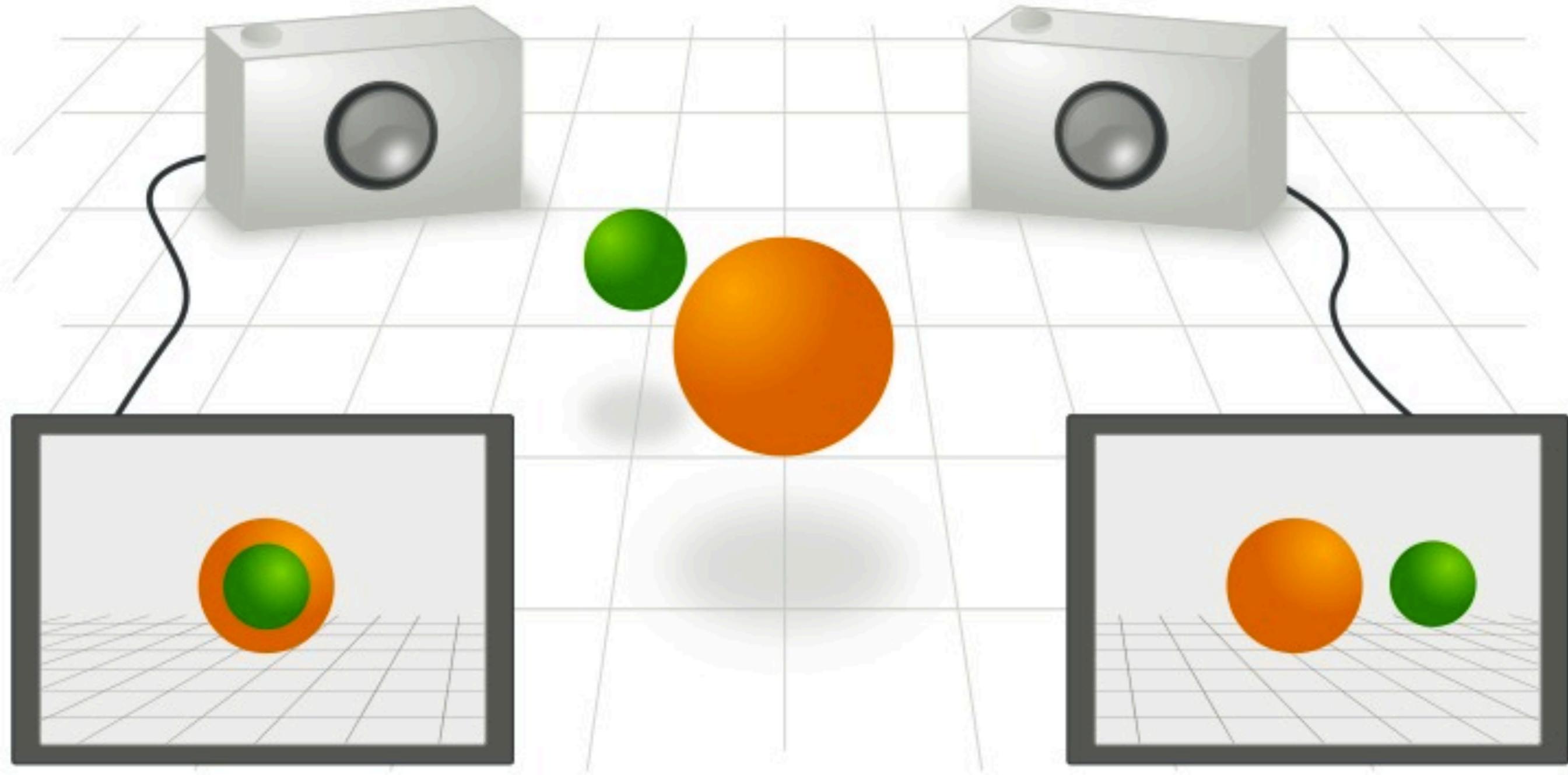
BALL PITCHED OUTSIDE THE LINE OF LEG-STUMP.

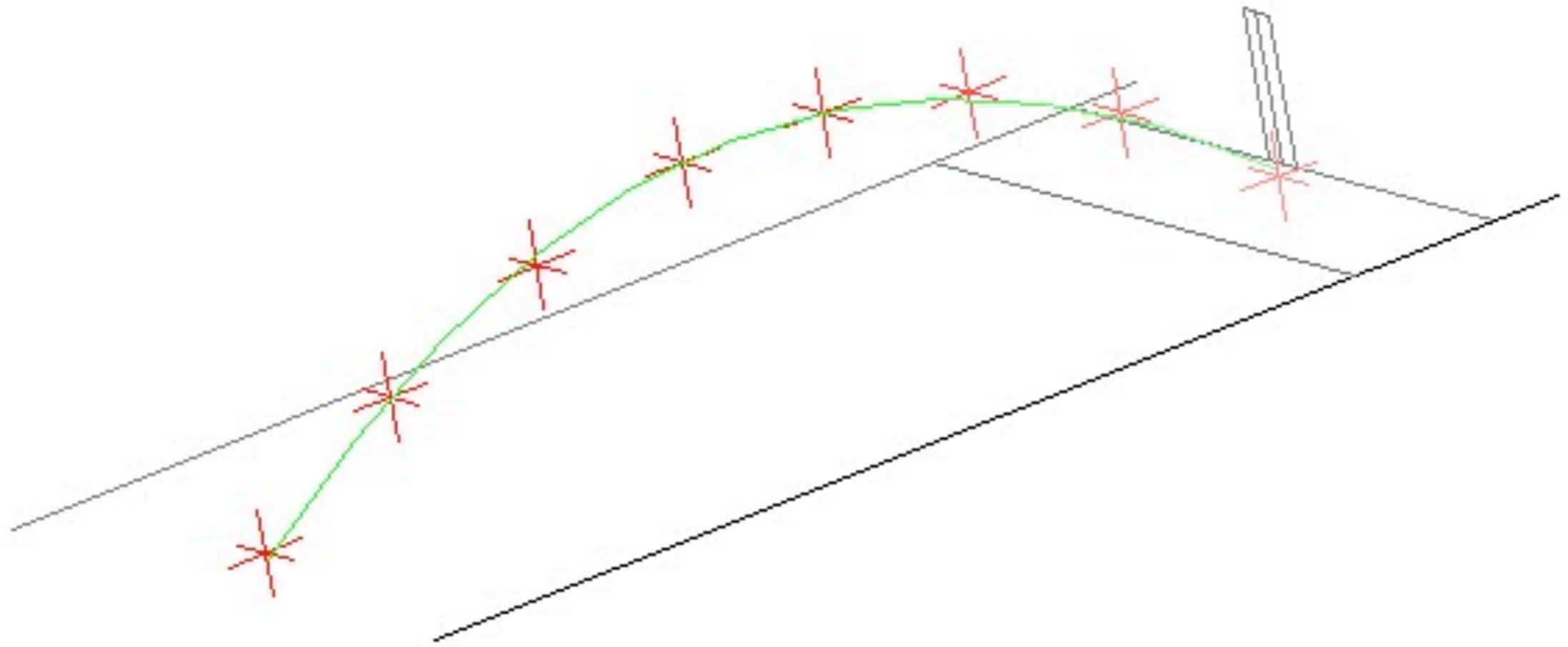




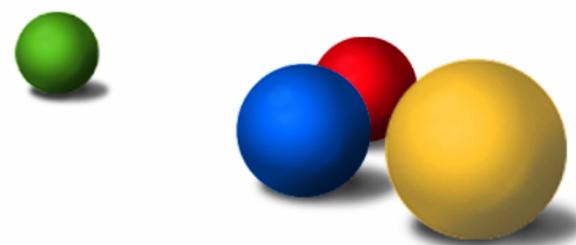






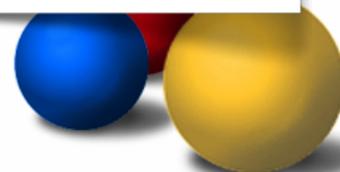
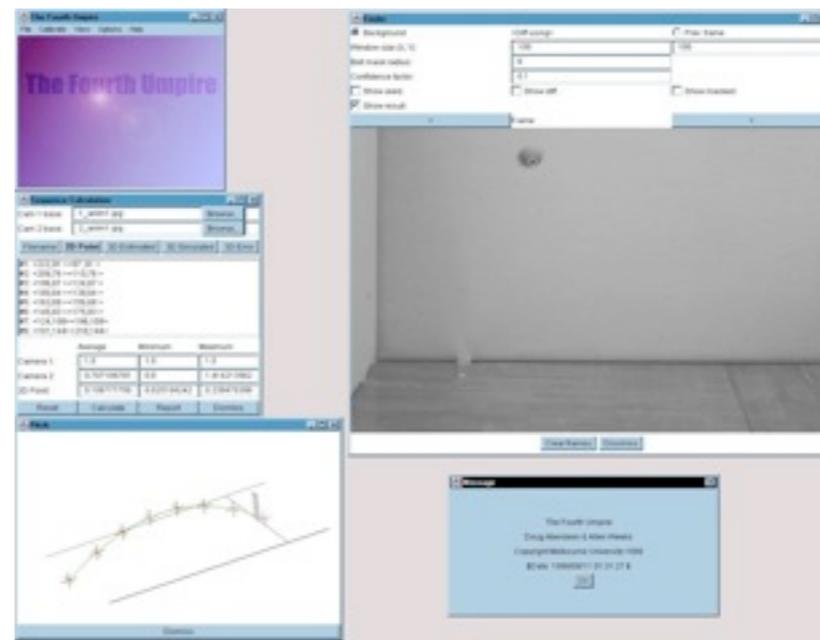


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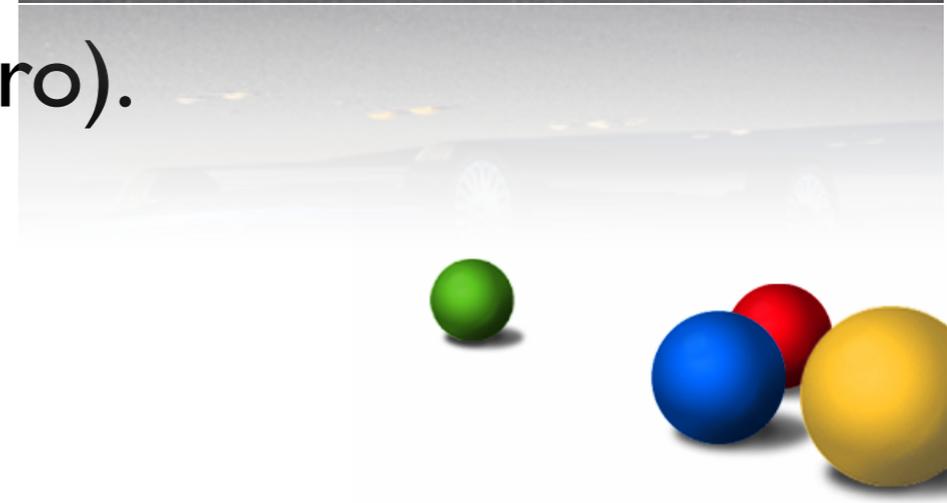




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- 3D graphics
- Quadratic equations



- Sinclair ZX Spectrum.
- Games (John Carmack & Will Wright)
- The first coders (Euclid, & Ada Lovelace).
- Robotics (Karel Čapek, Isaac Asimov, Football).
- Synthesized music (Robert Moog).
- Allan Turing, the Award and the Test.
- Colossus & ENIAC.
- Self-driving cars (Sebastian Thrun).
- AI: Backgammon to Watson (Gary Tesauro).



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