Instruction				Comment
S_0	b	R	S_1	Move read-write head one square to right.
S_1	1	R	S_1	Move read-write head rightward across n_1.
S_1	b	1	S_2	Replace blank between n_1 and n_2 by 1.
S_2	1	L	S_2	Move read-write head leftward across n_1.
S_2	b	R	S_3	Blank square reached; move one square to right.
S_3	1	b	S_3	Replace left-most 1 by blank.
S_3	b	H	S_3	Halt; the result $n_1 + n_2$ is now on the tape.

Figure 1.4
Turing machine program to add two unary numbers.

Figure 1: Turing Machine to Add Unary Numbers

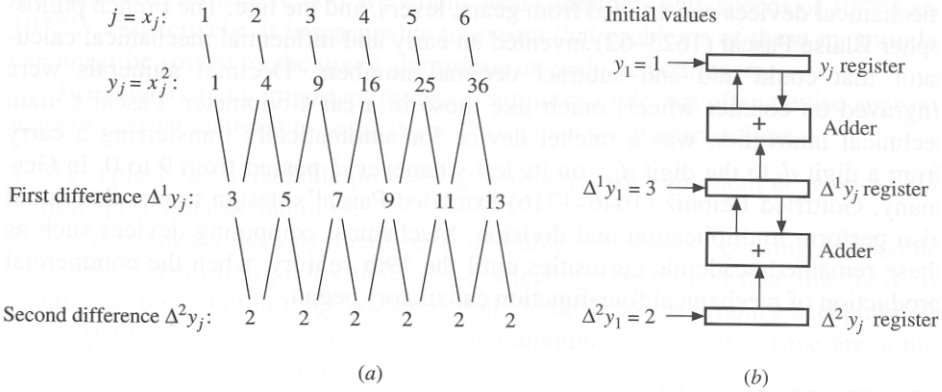

Figure 1.8
Computing x^2 by the method of differences: (*a*) a representative computation and (*b*) the corresponding Difference Engine configuration.

Figure 2: Calculating Squares Using Addition Only (Method of Finite Differences)

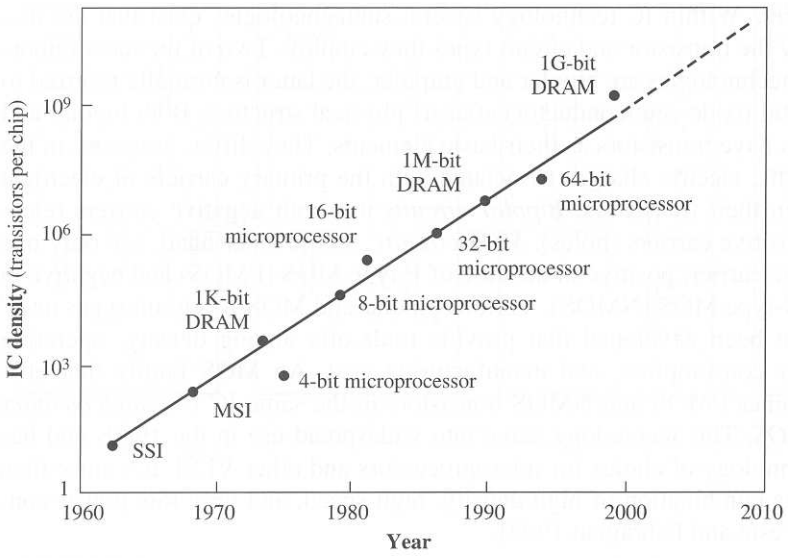

Figure 1.19
Evolution of the density of commercial ICs.

Figure 3: IC Density *vs.* Time

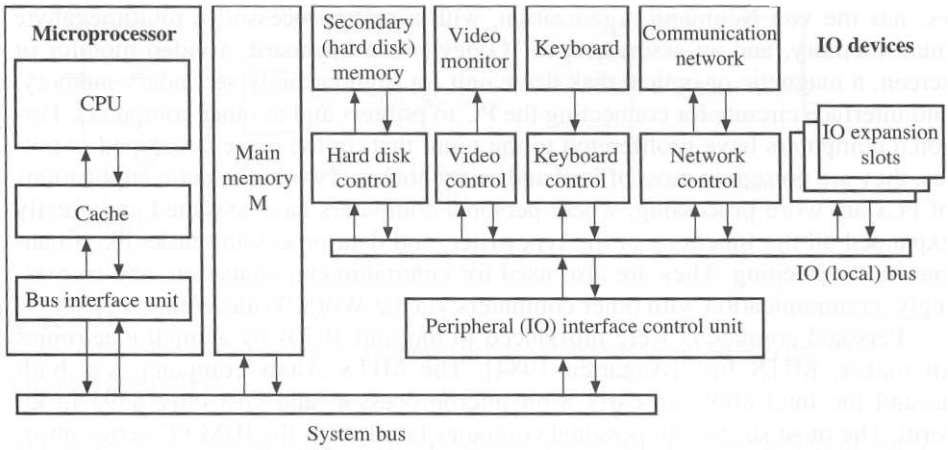

Figure 1.22
A typical personal computer system.

Figure 4: Modern Architecture

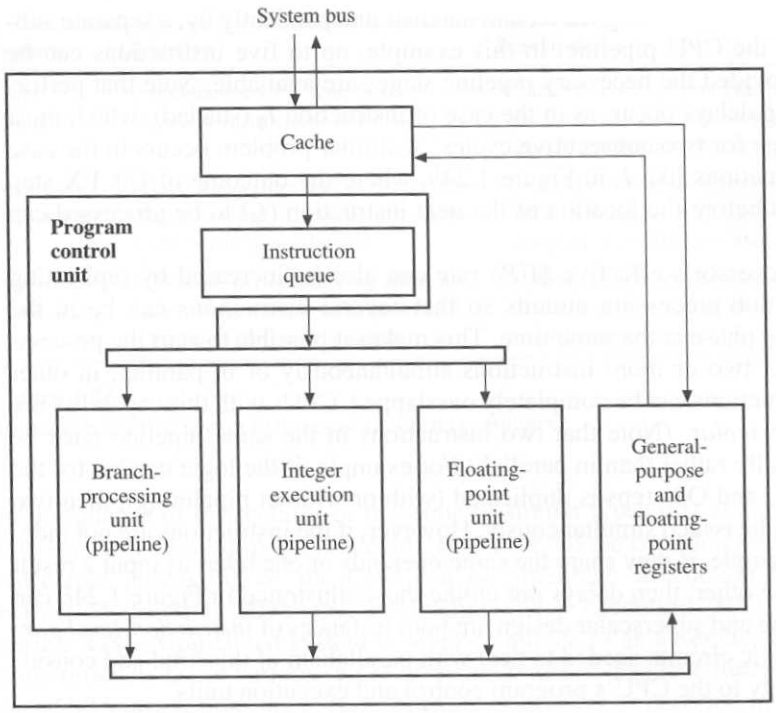

Figure 1.25
Overall organization of the PowerPC.

Figure 5: Power PC Architecture

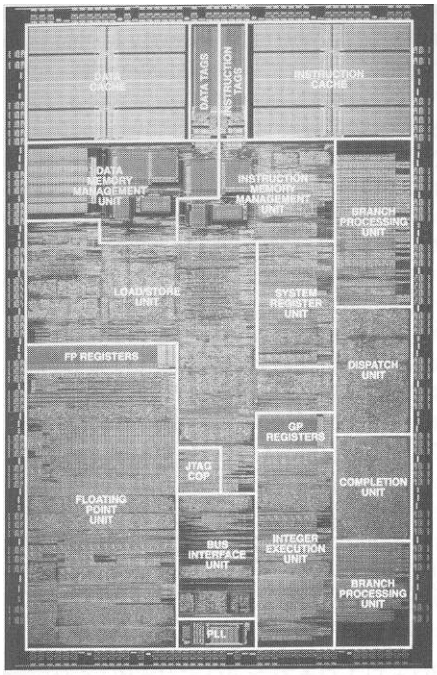

Figure 1.26
Photomicrograph of the PowerPC 603 microprocessor chip. [Courtesy of Motorola Inc.]

Figure 6: Power PC Photomicrograph