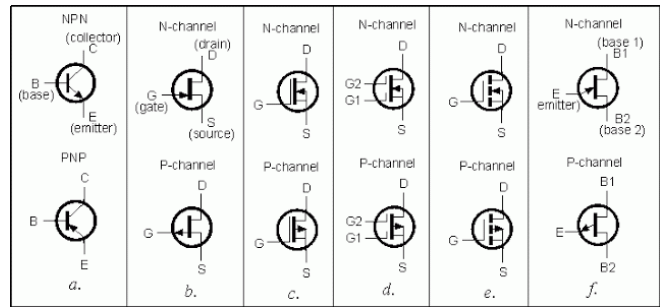
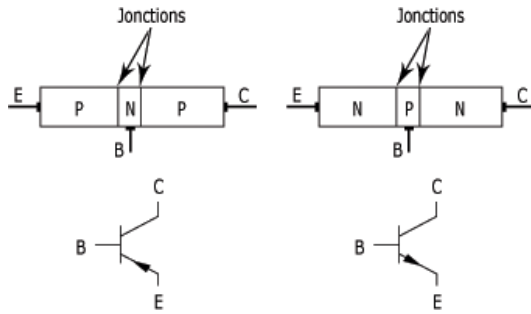
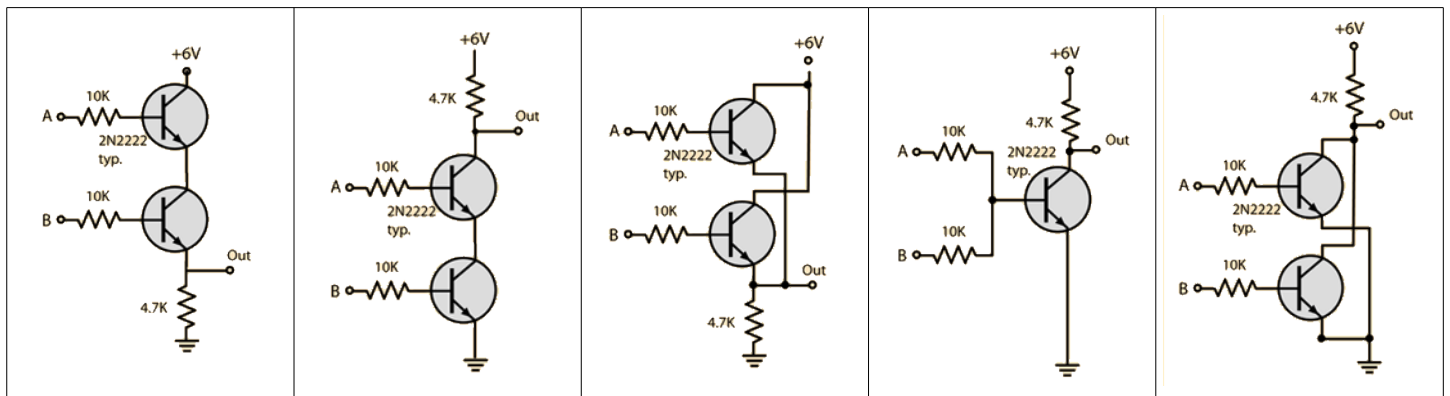


Tout Ou Rien : Du presque rien au presque tout...

1) Au départ : le transistor...

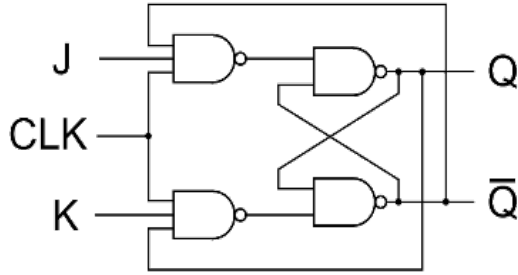
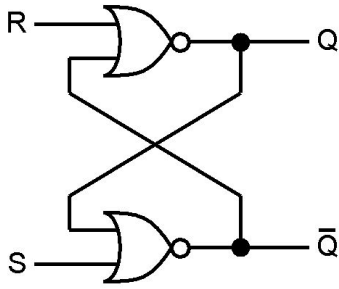


2) ... qui crée la fonction logique...

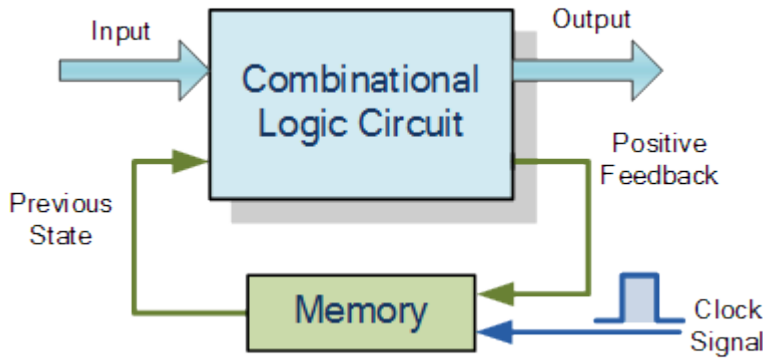


Opérateur	équation logique	symbole AFNOR	symbole ASGS	table de vérité	schéma à contact															
OUI	$S = a$			<table border="1"><tr><td>a</td><td>S</td></tr><tr><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td></tr></table>	a	S	0	0	1	1										
a	S																			
0	0																			
1	1																			
NON	$S = \bar{a}$			<table border="1"><tr><td>a</td><td>S</td></tr><tr><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td></tr></table>	a	S	0	1	1	0										
a	S																			
0	1																			
1	0																			
OU	$S = a + b$			<table border="1"><tr><td>a</td><td>b</td><td>S</td></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	a	b	S	0	0	0	0	1	1	1	0	1	1	1	1	
a	b	S																		
0	0	0																		
0	1	1																		
1	0	1																		
1	1	1																		
ET	$S = a.b$			<table border="1"><tr><td>a</td><td>b</td><td>S</td></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	a	b	S	0	0	0	0	1	0	1	0	0	1	1	1	
a	b	S																		
0	0	0																		
0	1	0																		
1	0	0																		
1	1	1																		
INHIBITION	$S = \bar{a}.b$			<table border="1"><tr><td>a</td><td>b</td><td>S</td></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	a	b	S	0	0	0	0	1	1	1	0	0	1	1	0	
a	b	S																		
0	0	0																		
0	1	1																		
1	0	0																		
1	1	0																		
NAND (NON ET)	$S = \overline{a.b} = \bar{a} + \bar{b}$			<table border="1"><tr><td>a</td><td>b</td><td>S</td></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	a	b	S	0	0	1	0	1	1	1	0	1	1	1	0	
a	b	S																		
0	0	1																		
0	1	1																		
1	0	1																		
1	1	0																		
NOR (NON OU)	$S = \overline{a + b} = \bar{a}.\bar{b}$			<table border="1"><tr><td>a</td><td>b</td><td>S</td></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	a	b	S	0	0	1	0	1	0	1	0	0	1	1	0	
a	b	S																		
0	0	1																		
0	1	0																		
1	0	0																		
1	1	0																		
OU EXCLUSIF	$S = a \oplus b$			<table border="1"><tr><td>a</td><td>b</td><td>S</td></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	a	b	S	0	0	0	0	1	1	1	0	1	1	1	0	
a	b	S																		
0	0	0																		
0	1	1																		
1	0	1																		
1	1	0																		
IDENTITE	$S = \overline{a \oplus b}$			<table border="1"><tr><td>a</td><td>b</td><td>S</td></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	a	b	S	0	0	1	0	1	0	1	0	0	1	1	1	
a	b	S																		
0	0	1																		
0	1	0																		
1	0	0																		
1	1	1																		

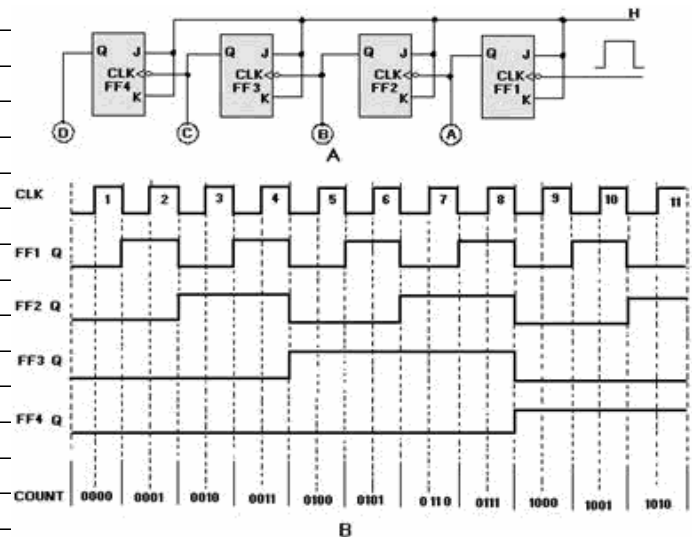
3) ...qui engendre la mémoire...



4) ...pour aboutir aux algorithmes...



5) ... et apprendre à compter....

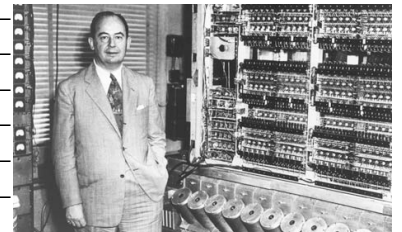
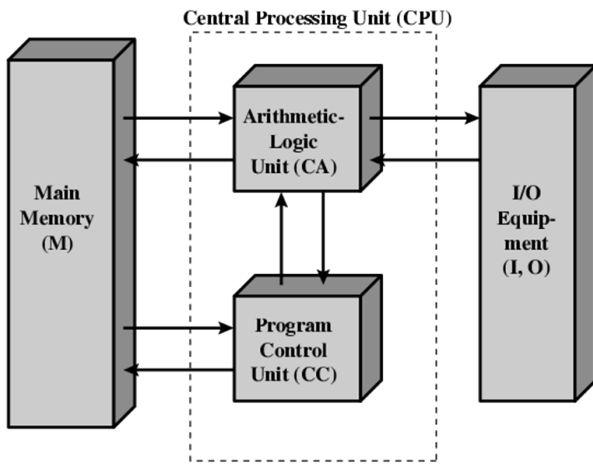


6) ...en binaire...

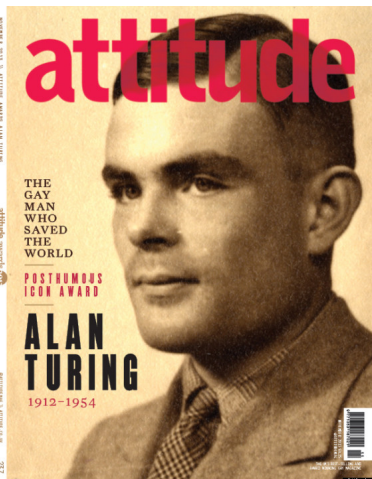
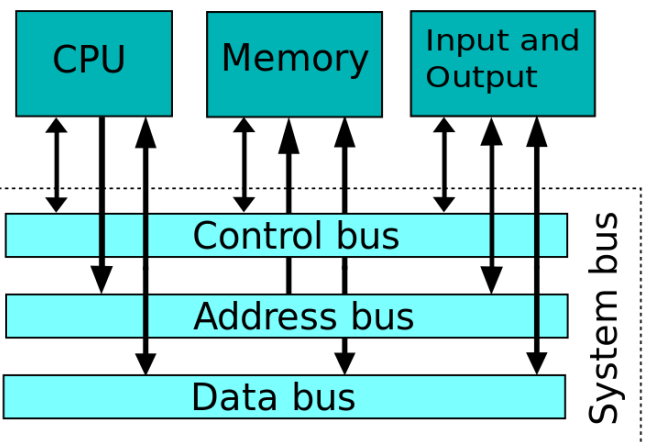
Binary Evaluate	2^4	2^3	2^2	2^1	2^0		Value	Decimal Number
Decimal Value	16	8	4	2	1			
					0	∨	0	0
					1	∨	1	1
			1	1	0	∨	4+2+0	6
		1	0	1	0	∨	8+0+2+0	10
	1	0	1	1	0	∨	16+0+4+2+0	22
	1	1	0	0	1	∨	16+8+0+0+1	25
	1	1	1	1	1	∨	16+8+4+2+1	31

7) Naissance de l'informatique : machine de Von Neumann

Structure of von Neumann machine



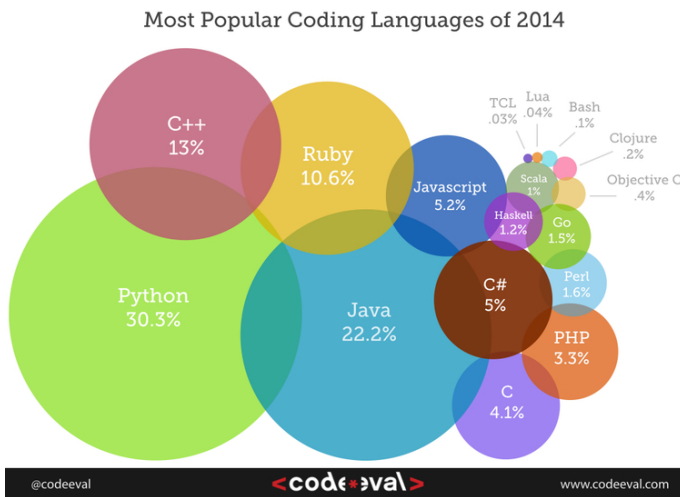
8) En route vers l'Intelligence Artificielle...



9) ...grâce aux langages...

Assembly Language	Machine Code
add \$t1, \$t2, \$t3	04CB: 0000 0100 1100 1011
addi \$t2, \$t3, 60	16BC: 0001 0110 1011 1100
and \$t3, \$t1, \$t2	0299: 0000 0010 1001 1001
andi \$t3, \$t1, 5	22C5: 0010 0010 1100 0101
beq \$t1, \$t2, 4	3444: 0011 0100 0100 0100
bne \$t1, \$t2, 4	4444: 0100 0100 0100 0100
j 0x50	F032: 1111 0000 0011 0010
lw \$t1, 16(\$s1)	5A50: 0101 1010 0101 0000
nop	0005: 0000 0000 0000 0101
nor \$t3, \$t1, \$t2	029E: 0000 0010 1001 1110
or \$t3, \$t1, \$t2	029A: 0000 0010 1001 1010
ori \$t3, \$t1, 10	62CA: 0110 0010 1100 1010
ssl \$t2, \$t1, 2	0455: 0000 0100 0101 0101
srl \$t2, \$t1, 1	0457: 0000 0100 0101 0111
sw \$t1, 16(\$t0)	7050: 0111 0000 0101 0000
sub \$t2, \$t1, \$t0	0214: 0000 0010 0001 0100

10) ... de plus en plus évolués...



11) ...et des systèmes d'exploitation intuitifs

