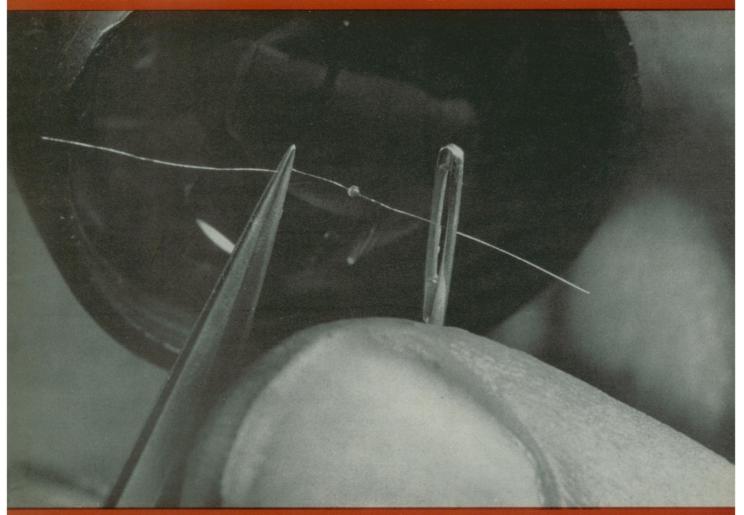
# SCIENCE NEWS LETTER

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THE WEEKLY SUMMARY OF CURRENT SCIENCE



Midget Measurer

See page 123

A SCIENCE SERVICE PUBLICATION



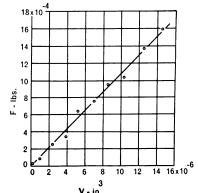
### On the riddle of rolling friction

It doesn't take much to roll a hard ball across a hard, smooth, level surface — actually only about 0.00001 times the normal force acting vertically on the ball. But by careful measurement of this tiny rolling force, scientists at the General Motors Research Laboratories are helping to unravel the riddle of rolling friction.

An important relationship recently uncovered in this fundamental study: the rolling force is proportional to the volume of material that is stressed above a certain level. As a result, a GM Research group have not only confirmed the hypothesis of how a rolling ball loses energy (Answer: elastic hysteresis) but also have learned where this lost energy is dissipated (Answer: in the interior of the material, not on the surface). Mathematical analyses have indicated the exact shape of the elastically stressed volume in which all the significant frictional loss takes place.

The purpose of friction research at the GM Research Laboratories is to learn more about the elastic and inelastic behavior of materials. This knowledge — of academic interest now — will eventually give GM engineers greater control of energy lost through friction. This is but one more example of how General Motors lives up to its promise of "More and better things for more people."

## General Motors Research Laboratories Warren, Michigan



Relationship of rolling force to elastically stressed volume.

# Make over 200 Small Computing and Reasoning Machines with . . .

# BRAINIAC

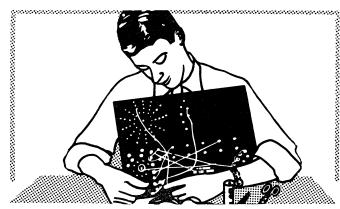
## NEW 1959-60 ELECTRIC BRAIN CONSTRUCTION KIT

EQUALS THE ORIGINAL GENIAC® electric brain construction kit (1955) PLUS many improvements and additions: over 600 parts—including 116 improved patented wipers so that all switches work well. Instead of covering only 33 machines, the BRAINIAC K18 Kit gives full specifications for 201 computing, reasoning, arithmetical, logical, puzzle-solving and game-playing machines . . . all 33 GENIACS (1955), 13 TYNIACS (1956), and 155 BRAINIACS (1957-58-59), etc.

THIS IS BRAINIAC! With our Brainiac Kit K18, you can build over 200 small electric brain machines and toys which "think," compute, reason, and display intelligent behavior. Each one works on a single flashlight battery . . . is FUN to make, FUN to use and play with, and TEACHES you something new about electrical computing and reasoning circuits. All connections with nuts and bolts—no soldering required. Originated by Berkeley Enterprises, the Brainiac K18 kit is the result of 10 years' design and development work with miniature mechanical brains including: Geniac (see "Geniacs: Small Electric Brain Machines and How to

Make Them" by Edmund C. Berkeley, 64 pp., published by Geniac Project, a partnership with Oliver Garfield discontinued September 1955), Tyniac (1956), Relay Moe (automatic relay machine playing tit-tat-toe—pictured in Life Magazine.

March 19, 1956), Simon (miniature automatic digital computer with 129 relays—see "Simple Simon" by E. C. Berkeley in Scientific American, November 1, 1950), Squee (electronic robot squirrel—see "Light Sensitive Electronic Beast" by E. C. Berkeley in Radio Electronics, December 1951), etc.



WHAT CAN YOU MAKE WITH BRAINIAC KIT K18? Over 200 machines including—Logic Machines: Syllogism Prover, Intelligence Test, Boolean Algebra Circuits, Douglas MacDonald's Will Analyzer, A Simple Kalin-Burkhart Logical Truth Calculator, Diagnosing Motor Car Trouble, etc. Game-Playing Machines: Tit-Tat-Toe, Nim, Wheeled Bandit, Black Match,

Bandit, Black Match, Sundorra 21, etc. Computers: To add, subtract, multiply or divide using decimal or binary numbers, Forty-Year Calendar, Prime Number Indicator, Money-Changing Machine, etc. CRYPTOGRAPHIC MACHINES: Coders, Decoders, Lock with 15,000,000 Combina-

tions, etc. Puzzle-Solving Machines: The Missionaries and the Cannibals, Age-Guessing Machine, Submarine Rescue Chamber, Daisy Petal Machine, Fox-Hen-Corn & Hired Man, Uranium Space Ship and the Space Pirates, The Three Monkeys Who Spurned Evil, General Alarm at the Fortress of Dreadeerie, etc. Quiz Machine: How to Tell an Aardvark from an Armadillo, The Waxing and the Waning Moon, Polar Air Routes, history, geography, trigonometry, grammar, statistics, calculus, etc.

WHO IS EDMUND C. BERKELEY? Author of Giant Brains or Machines That Think, Wiley, 1949, 270 pp. (15,000 copies sold); Author of Computers: Their Operation and Applications, Reinhold, 1956, 366 pp.; Author of Symbolic Logic and Intelligent Machines, Reinhold, 1959, 203 pp.; Editor & Publisher of the magazine, Computers and Automation; Maker and Developer of small robots; Fellow of the Society of Actuaries; Secretary (1947-53) of the Association for Computing Machinery; Designer of all the Tyniacs and Brainiacs, more than half of the 33 Geniacs (1955); Designer of the patented Multiple Switch Disc and other features in the 1955 Geniac kit.

BRAINIAC KIT (1959-60 MODEL) K18... the kit with limitless possibilities—backed by an organization of 12 years standing in the computer field—\$18.95. (For shipment west of Mississippi, add 80¢; outside U.S., add \$1.80.)

### 7-Day Full Refund Guarantee If Not Satisfactory

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### PROGRAMMING YOUR OWN PROBLEMS FOR THE BRAINIAC The Brainiac is the smallest and lowest-cost semi-automatic, gen-

The Brainiac is the smallest and lowest-cost semi-automatic, general-purpose digital computer existing. Many problems in ALL fields of knowledge and business can be programmed for the Brainiac—to the extent that a number of versatile multiple switches can express the problem. We shall be glad to program YOUR OWN problems. Write us—no charge for simple problems, modest charge for complicated ones.

### WHAT COMES WITH YOUR BRAINIAC K18 KIT-

Complete Plans, Instructions, Explanations & Hardware:

- Every part needed to build Geniacs, Tyniacs, Brainiacs—over 600 pieces including control panel, multiple switch discs, jumpers, improved wipers, bulbs, sockets, washers, wire, battery and special tools.
- Complete descriptions of 201 experiments and machines.
- Over 170 circuit diagrams including 46 exact wiring templates.
  Manual "Brainiacs—Small Electric Brain Machines
- Manual "Brainiacs—Small Electric Brain Machines
  —Introduction and Explanation" by Edmund C.
  Berkeley, 1959.
- "Introduction to Boolean Algebra for Circuits and Switching" by Edmund C. Berkeley.
- "How to Go from Brainiacs and Geniacs to Automatic Computers" by Edmund C. Berkeley.
- List of references to computer literature including "Minds and Machines" by W. Sluckin, published by Penguin Books (Baltimore), 1954, 233 pages, and other references.

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