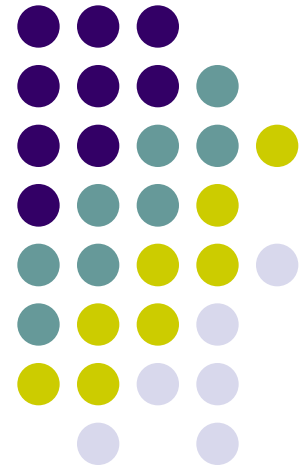


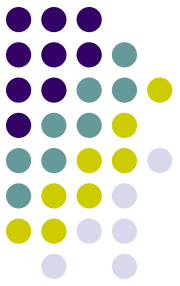
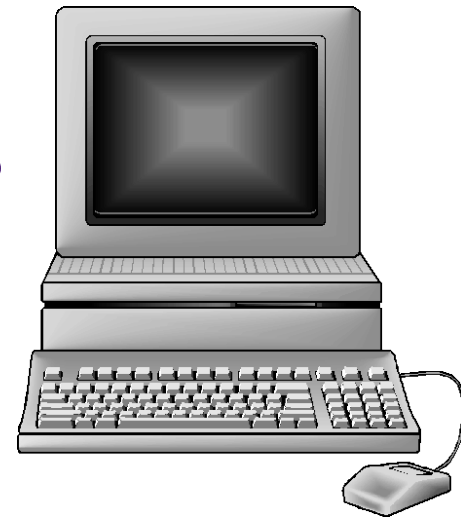
CSE 301

History of Computing

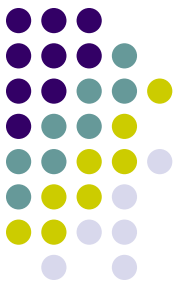
The Origins of Computing



What is a Computer?



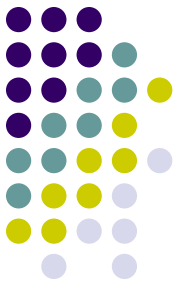
- one who computes
- a person employed to make calculations in an observatory, in surveying, etc.
- “a programmable machine that can execute a list of instructions in a well-defined manner”
 - Webopedia



Requirements

- Your computer must be able to:
 - perform arithmetic operations
 - make logical decisions (if X is true, do Y)
 - be programmed
 - process data into information
 - display results
 - store results/data
 - store programs for reuse
- We are describing a stored-program computer
 - a.k.a. Von Neumann machine

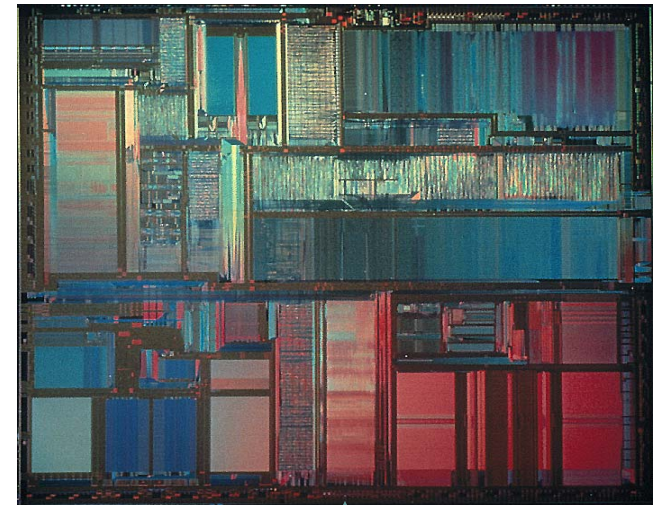
Modern Computers are assemblies of components



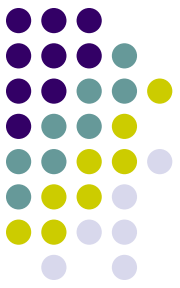
- Keyboard
- Monitor
- Central Processing Unit (CPU)
- Random Access Memory (RAM)
- Hard Drive
- Motherboard

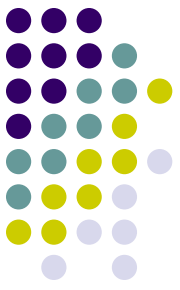
CPU (Microprocessor Chip)

- Brain of the computer
- Made of Integrated Circuits (ICs), which have millions of tiny transistors and other components
- Performs all calculations & executes all instructions
- Example chips for PC:
 - Intel (Celeron, Pentium)
 - AMD (K-6 and Athlon)



↑
Inside the Chip

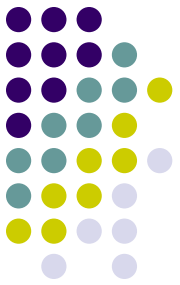




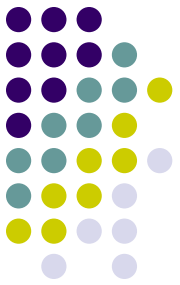
What's a Giga Hertz (GHz) ?

- A unit of measurement for CPU speed (clock speed)
 - G (giga) means 1 billion, M (mega) would be 1 million
 - Hz is for frequency per second
 - GHz means 1 billion clock cycles per second
- CPUs may execute multiple operations each clock cycle
- So what does a 2.8 GHz CPU mean?
 - 2,800,000,000 clock cycles per second
 - Performs at least 2,800,000,000 operations per second

Main Memory (RAM)



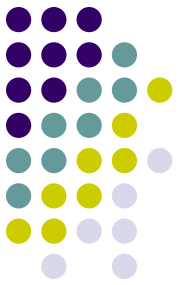
- Stores data for programs currently running
- Temporary
 - empty when power is turned off
- Fast access to CPU



What's a Giga Byte (GB)?

- GB measures the amount of data the it can store
 - G (giga) for 1 billion
 - M (mega) for 1 million
- Data quantities are measured in bytes
 - 1 **Bit** = stores a single on/off piece of information
 - 1 **Byte** = 8 bits
 - 1 **Kilobyte** = 2^{10} (~1,000 bytes)
 - 1 **Megabyte** = 2^{20} (~1,000,000 bytes)
 - 1 **Gigabyte** = 2^{30} (~1,000,000,000 bytes)

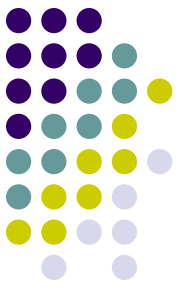
Hard Drive



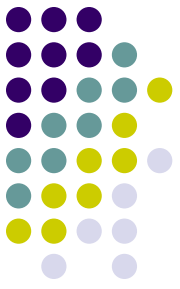
- Stores data and programs
- Permanent storage (theoretically)
 - when you turn off the computer, it is not emptied

Motherboard

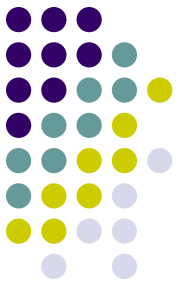
- Connects all the components together



In studying the history of computers, where do we start?



- We could go back thousands of years
 - Mathematical developments
 - Manufacturing developments
 - Engineering innovations
 - The wheel?
- The basis of all modern computers is the binary number system



Count to 8 in binary

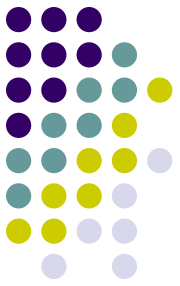
- 0001
- 0010
- 0011
- 0100
- 0101
- 0110
- 0111
- 1000



What number system do you use?

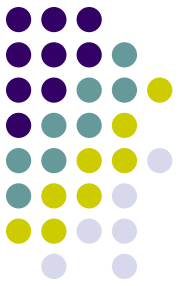
- Decimal (base-10)
 - Has been in use for thousands of years
 - Guesses:
 - first China
 - then India
 - then Middle East
 - then Europe (introduced as late as 1200)
- It is not particularly efficient
- Not a good system for computers
- Why use decimal?

Greek Number System

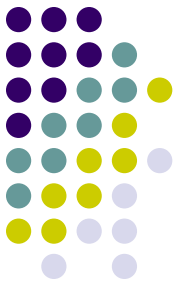


Letter	Value	Letter	Value	Letter	Value
α´	<u>1</u>	ι´	<u>10</u>	ρ´	<u>100</u>
β´	<u>2</u>	κ´	<u>20</u>	σ´	<u>200</u>
γ´	<u>3</u>	λ´	<u>30</u>	τ´	<u>300</u>
δ´	<u>4</u>	μ´	<u>40</u>	υ´	<u>400</u>
ε´	<u>5</u>	ν´	<u>50</u>	φ´	<u>500</u>
Ϝ´ or Ϛ´ or Ϟ´	<u>6</u>	ξ´	<u>60</u>	χ´	<u>600</u>
ζ´	<u>7</u>	ο´	<u>70</u>	ψ´	<u>700</u>
η´	<u>8</u>	π´	<u>80</u>	ω´	<u>800</u>
θ´	<u>9</u>	ϙ´	<u>90</u>	ϝ´	<u>900</u>

Computers use Binary



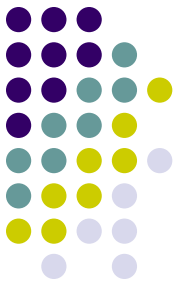
- Why?
 - Much simpler circuits needed for performing arithmetic



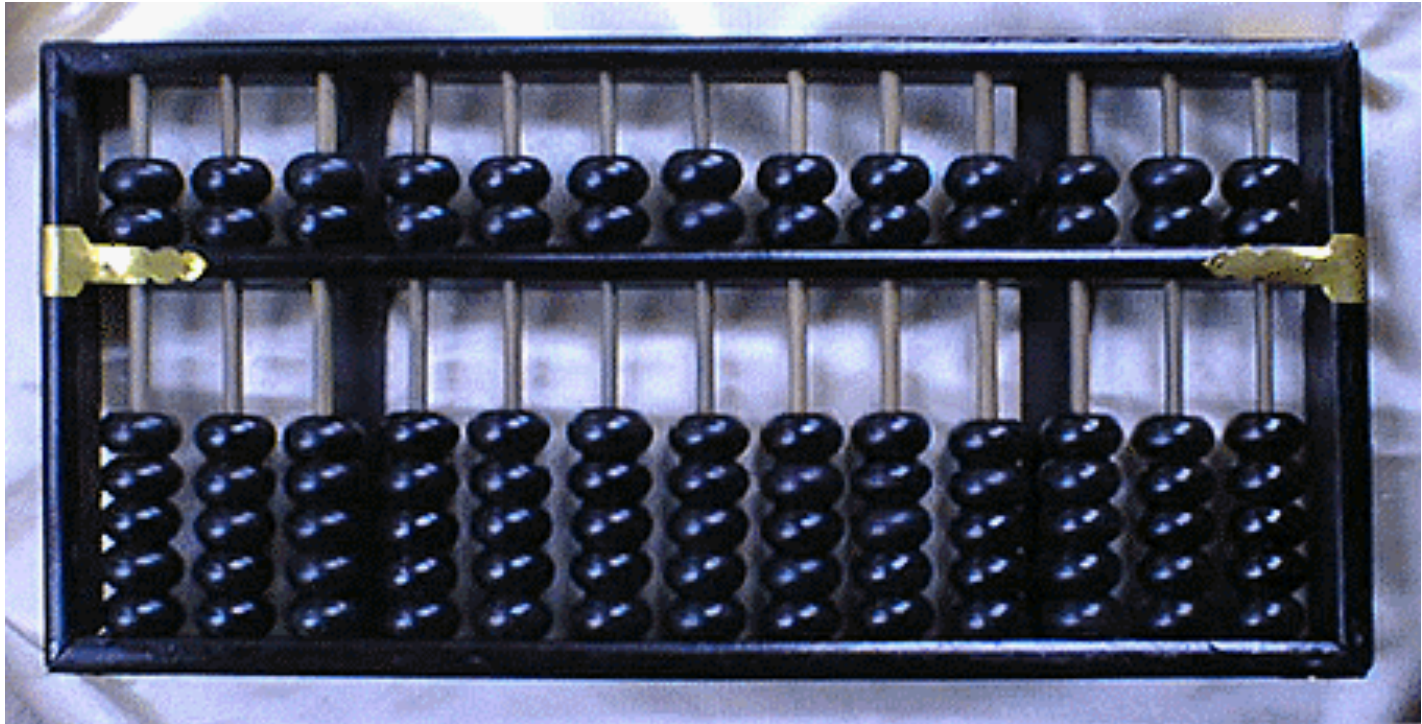
Some factoids

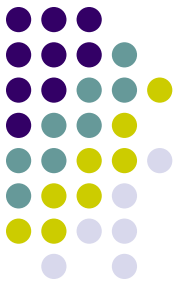
- 4th Century AD
 - Mayan astronomer-priests begin using a positional number system based on base 20
- 1708
 - Swedenborg proposes decimal notation should be replaced for general use by octal.
- 1732
 - Leonhard Euler, Swiss mathematician
 - used binary notation in correspondence
- 1887
 - Alfred B. Taylor publishes “Which base is best?” and concludes it is base 8.

Early Computational Devices



- (Chinese) Abacus
 - Used for performing arithmetic operations



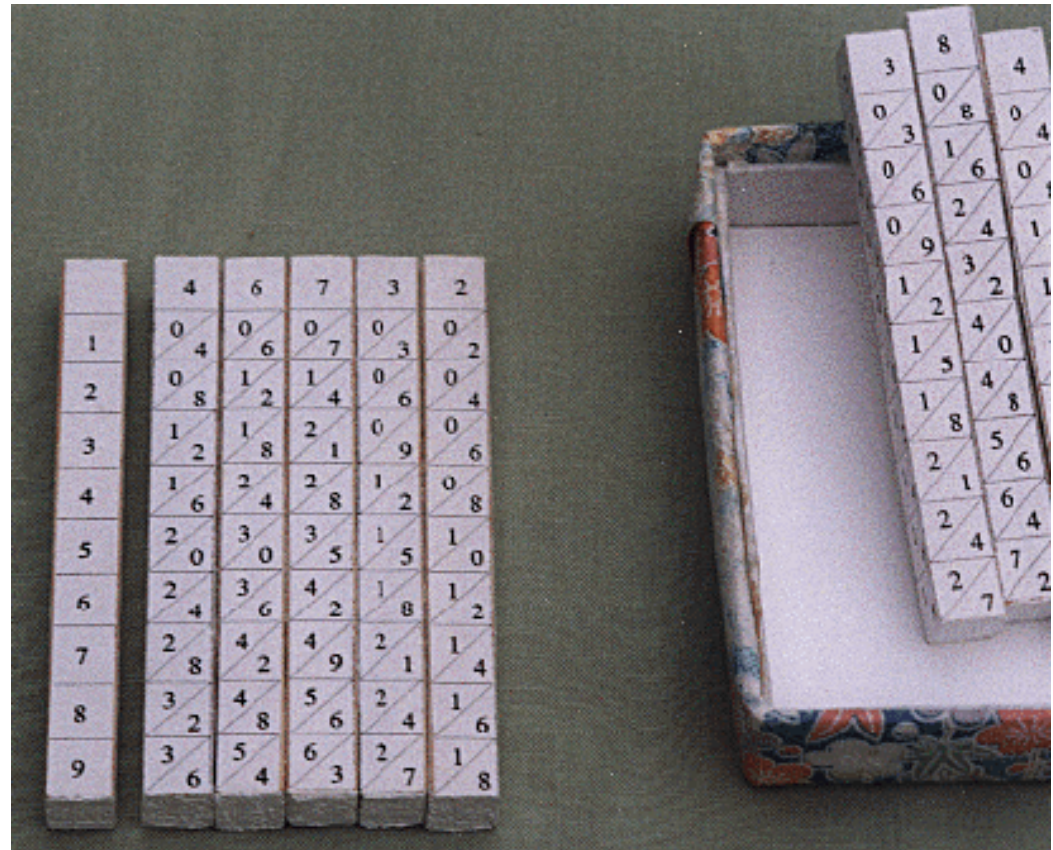


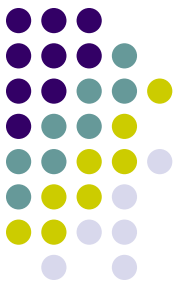
Early Computational Devices

- Napier's Bones, 1617
 - For performing multiplication & division



John Napier
1550-1617





Early Computational Devices

- Schickard's Calculating Clock
 - first mechanical calculator, 1623



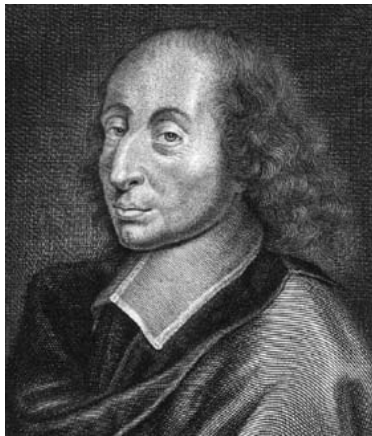
Wilhelm Schickard
1592-1635



Early Computational Devices



- Pascaline mechanical calculator



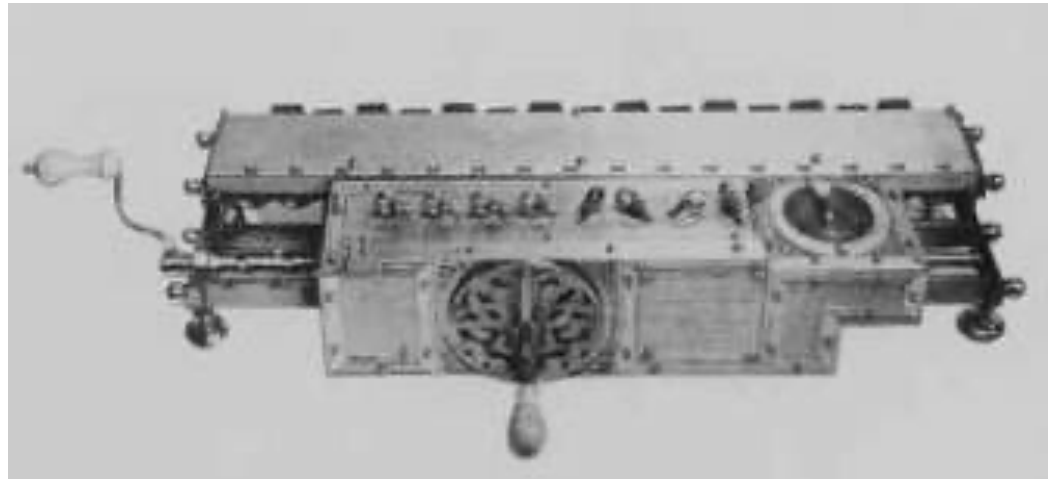
Blaise Pascal
1623-1662



Early Computational Devices

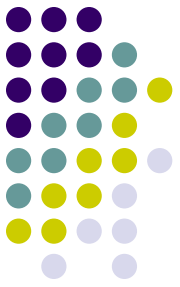


- Leibniz's calculating machine, 1674

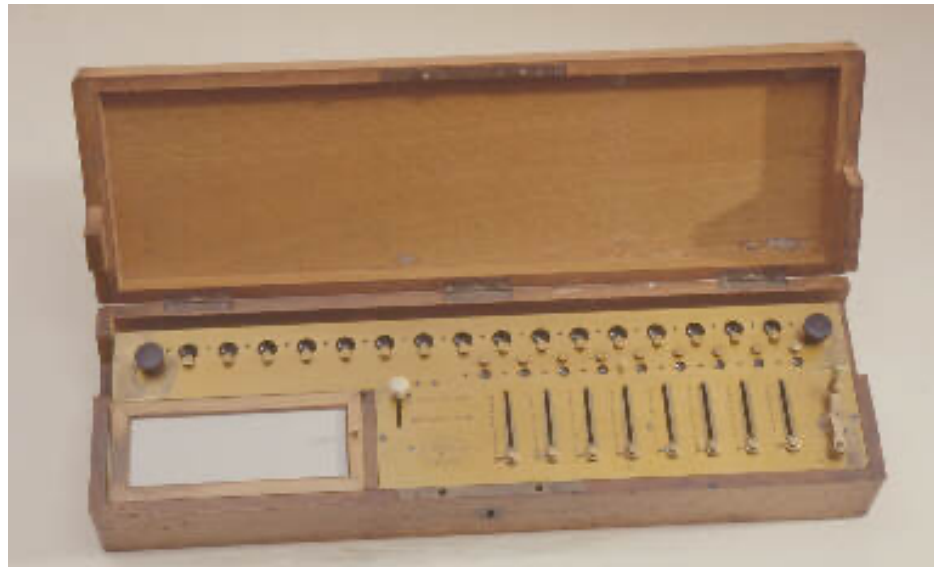


Gottfried Wilhelm von Leibniz
1646-1716

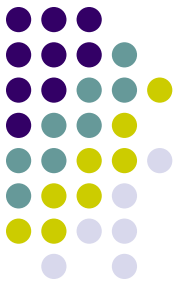
Early Computational Devices



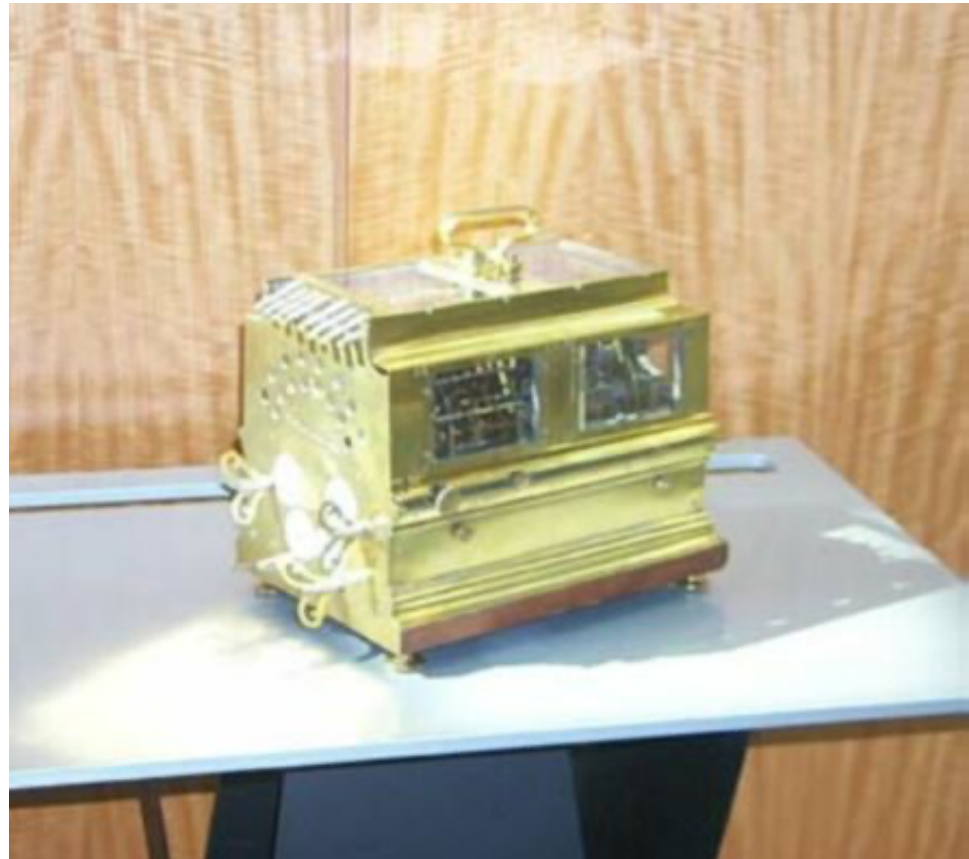
- Thomas Arithmometer, 1820



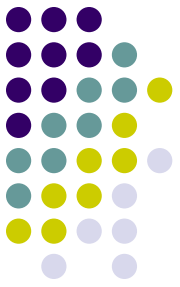
Early Computational Devices



- Arithmaurel, 1849



Early Computational Devices



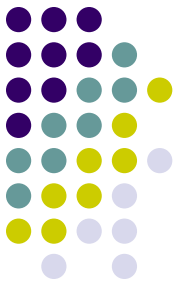
- Comptometer



Dorr Eugene Felt
1862-1930



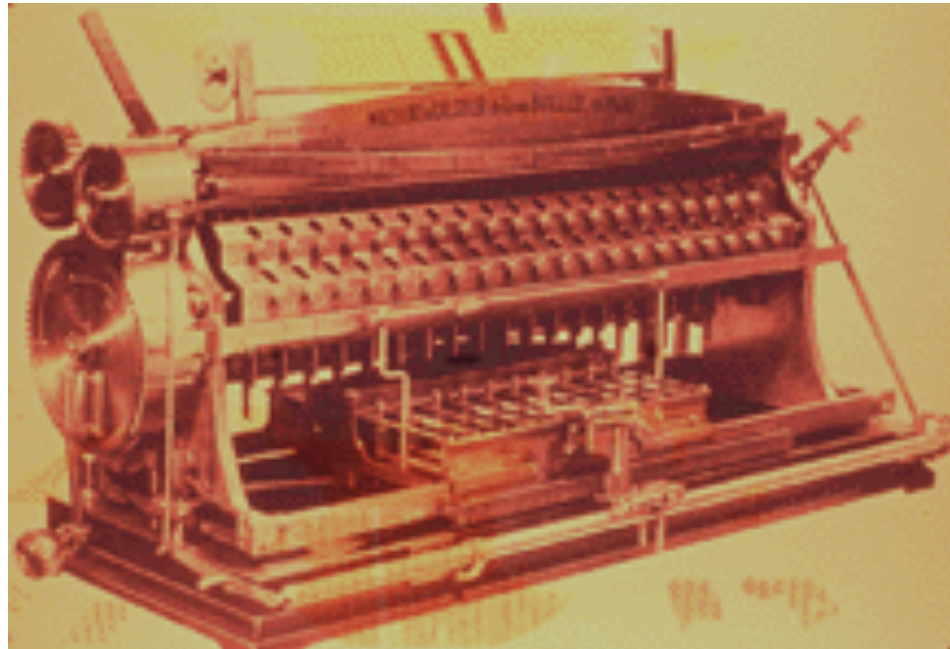
Early Computational Devices



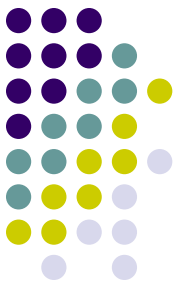
- Bollée's Machine



Léon Bollée
1870-1933



Early Computational Devices



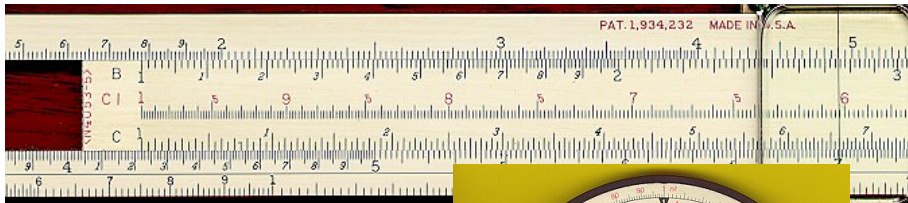
- Madas and Curta



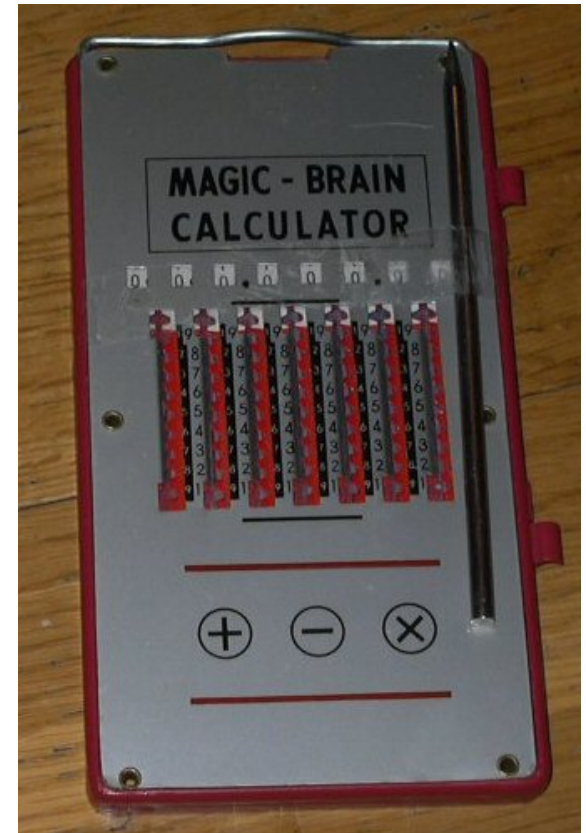
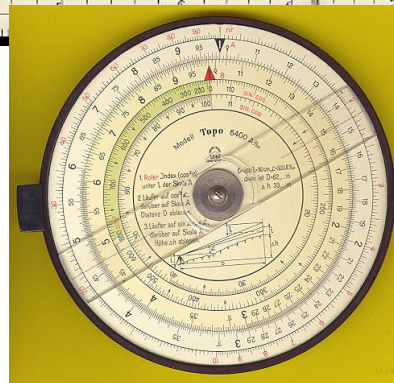
Early Computational Devices

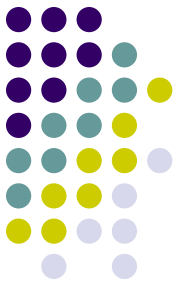


- Slide Calculators



William Oughtred
1574-1660





Early Computational Devices

- Atari 2600 (1977)

