#### 1. The History of Computers



#### Computer

- "Computer" first use recorded in 1613:
  - Job title: a human who performed calculations
  - The Harvard Observatory Computers
  - NACA/NASA

- Into 20<sup>th</sup> century the "computer" was re-defined:
  - Any device that aids humans in performing various calculations or computation tasks



#### Abacus

- Abacus: the first device for calculations, ancestor of modern computers
- 2700 2300 BC
- Different types
- Rods → unit (unit, tens, hundreds, thousands)
- Beads → digit
- Addition, subtraction, multiplication, division







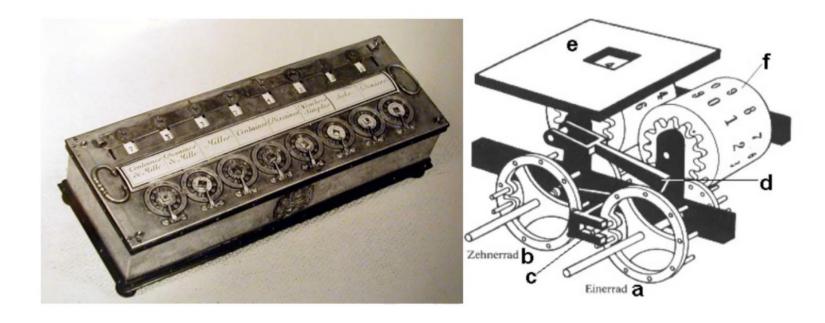


## The "Pascaline"

Also known as the arithmetic machine

Mechanical Era

- Invented by Blaise Pascal in 1642
- First mechanical calculator
- Use gears and levers to increase the automation of calculation





#### The "Pascaline"

- Higher wheel rotates by 1 when a lower dial produces a carry
  - Can do addition directly on machine
  - Can do **subtraction** by method of complements
  - Short multiplication/division by repeated addition/subtraction
  - Example: 28 + 35 = 63



# The "Stepped Reckoner"

- Invented by Gottfried Wilhem von Leibniz in 1671
- Also known as the Leibniz calculator
- ...it is beneath the dignity of excellent men to waste their time in calculation when any peasant could do the work just as accurately with the aid of a machine.-- Gottfried Leibniz
- Can do addition and subtraction as on the Pascaline
- "Leibniz wheel" allows for long multiplication and division



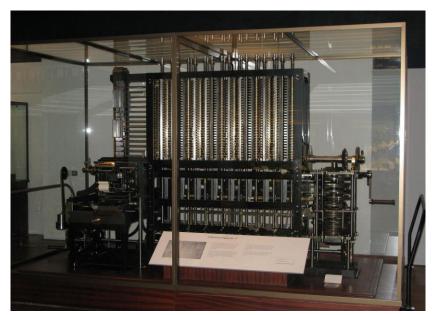




https://www.youtube.com/watch?v=OacMkA38QiQ

### The Difference Engine

- Considered the first computer
- Invented by Charles Babbage in 1822
- Evaluates polynomials. Therefore, it can approximate trigonometric functions, logarithms, etc. (apart from addition, subtraction, multiplication and division)

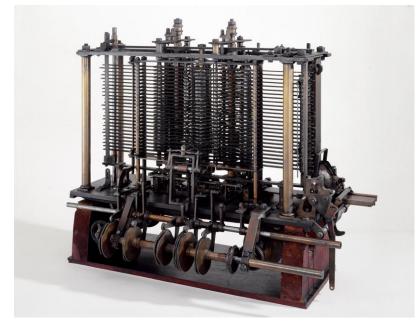


The London Science Museum's difference engine, the first one actually built from Babbage's design. Source: <a href="https://en.wikipedia.org/wiki/Difference\_engine">https://en.wikipedia.org/wiki/Difference\_engine</a>



## The Analytical Engine

- Invented by Charles Babbage in 1837
- Described by Ada Lovelace
- Considered the first programmable computer
- Basic components found in all modern computers:
  - Mill performs arithmetic operations
  - Operator processes operations specified by punch cards
  - Store holds data on punch cards
  - Output prints results

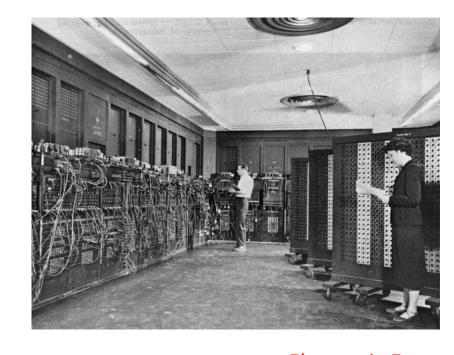


Portion of the calculating machine with a printing mechanism of the Analytical Engine, built by Charles Babbage, as displayed at the Science Museum (London). Source: <a href="https://en.wikipedia.org/wiki/Analytical Engine">https://en.wikipedia.org/wiki/Analytical Engine</a>



#### ENIAC

- 1943-1946, Electronic Numerical Integrator And Calculator
- Developed at the University of Pennsylvania for the United States Army
- Arguably the first large-scale, general purpose, electronic digital computer
- Breath-taking speed: 300 multiplications or 5000 additions per second
- Enormous size: 17,500 vacuum tubes, 500,000 soldered connections, filled a 50-foot long basement room, weighed 30 tons



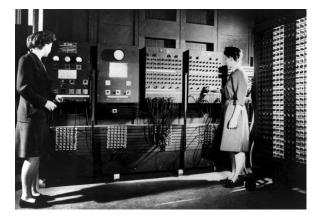
**Electronic Era** 



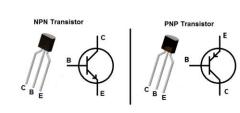
#### Generations of Electronic Computer

- 1<sup>st</sup> Generation (1940 1956) -- Vacuum Tubes:
  - Very large
  - Expensive
  - Huge amount of electricity
  - E.g., ENIAC





- 2<sup>nd</sup> Generation (1956 1963) -- Transistors:
  - Smaller
  - Faster
  - Cheaper
- Both 1<sup>st</sup> and 2<sup>nd</sup> generations:
  - Punched cards for input
  - Print-outs for output







#### Generations of Electronic Computer

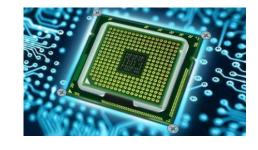
- 3<sup>rd</sup> Generation (1964 1971) -- Integrated Circuits (IC):
  - Faster, cheaper, smaller
  - Less electricity, fewer mistakes
  - Keyboards, monitors (replacing punched cards and print-outs)



- Small, portable, cheaper
- Less electricity, less heat
- More ways to interact (e.g., touch screen, stylus pen, etc.)













### Generations of Electronic Computer

- 5<sup>th</sup> Generation (present/future) Artificial Intelligence (AI):
  - Bridge the gap between computing and thinking





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