

Uvod v računalništvo


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If we can specify an algorithm to solve a problem,
then we can automate its solution.





We are sailing, we are sailing,
home again 'cross the sea.
We are sailing stormy waters,
to be near you, to be free.



Astronomy, chemistry, medicine.

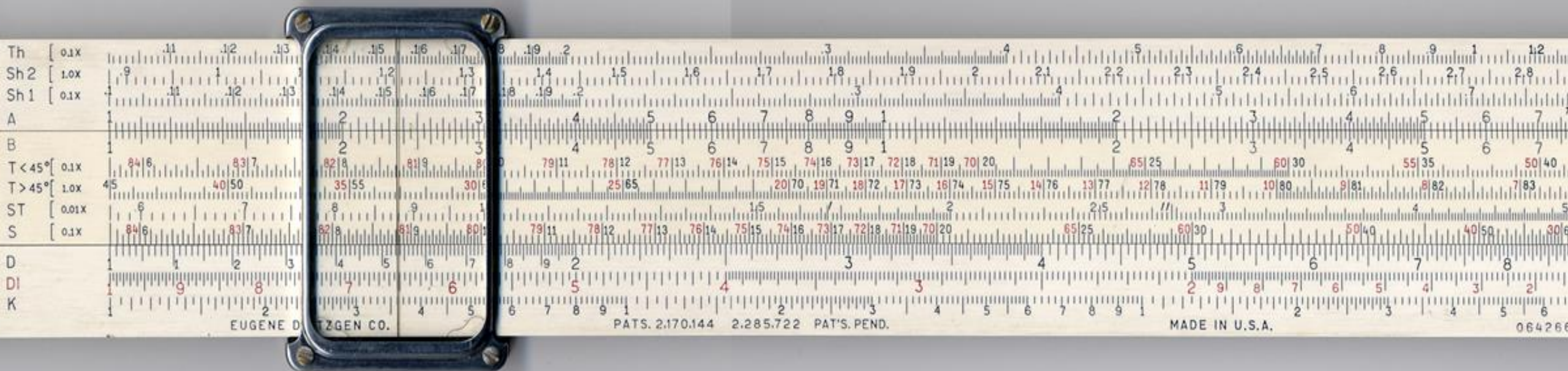
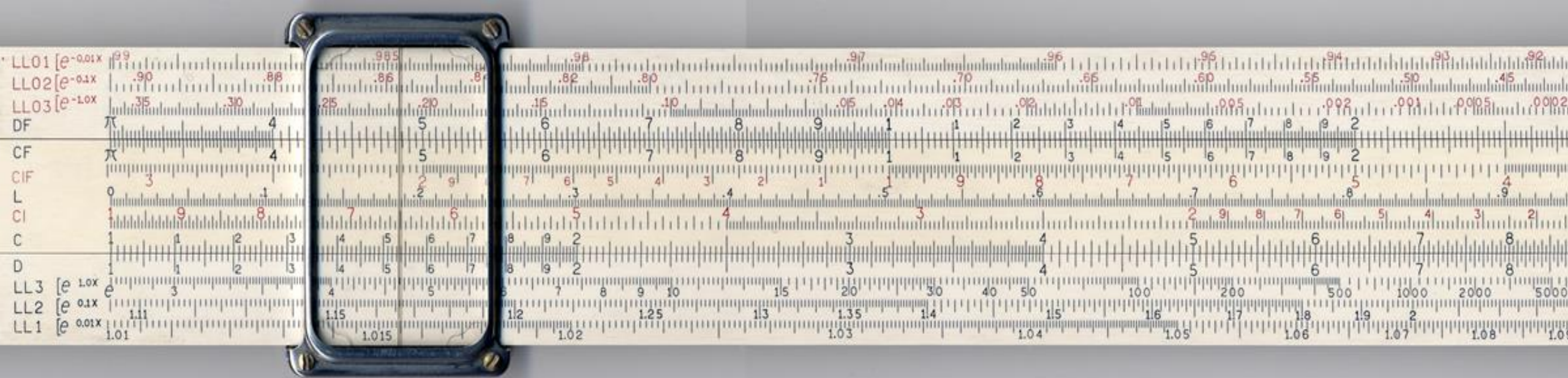


COMMON LOGARITHMS

 $\log_{10} x$

x	0	1	2	3	4	5	6	7	8	9	Δ_m	1 2
											+	
50	.6990	6998	7007	7016	7024	7033	7042	7050	7059	7067	9	1 2
51	.7076	7084	7093	7101	7110	7118	7126	7135	7143	7152	8	1 2
52	.7160	7168	7177	7185	7193	7202	7210	7218	7226	7235	8	1 2
53	.7243	7251	<u>7259</u>	7267	7275	7284	7292	7300	7308	7316	8	1 2
54	.7324	7332	7340	7348	7356	7364	7372	7380	7388	7396	8	1 2
55	.7404	7412	7419	7427	7435	7443	7451	7459	7466	7474	8	1 2
56	.7482	7490	7497	<u>7505</u>	7513	7520	7528	7536	7543	7551	8	1 2
57	.7559	7566	7574	<u>7582</u>	7589	7597	7604	7612	<u>7619</u>	7627	8	1 2
58	.7634	7642	7649	<u>7657</u>	7664	7672	7679	7686	<u>7694</u>	7701	8	1 2
59	.7709	7716	7723	7731	7738	7745	7752	7760	7767	7774	7	1 1

The first slide rule appeared around 1622.



DIETZGEN MICROGLIDE™

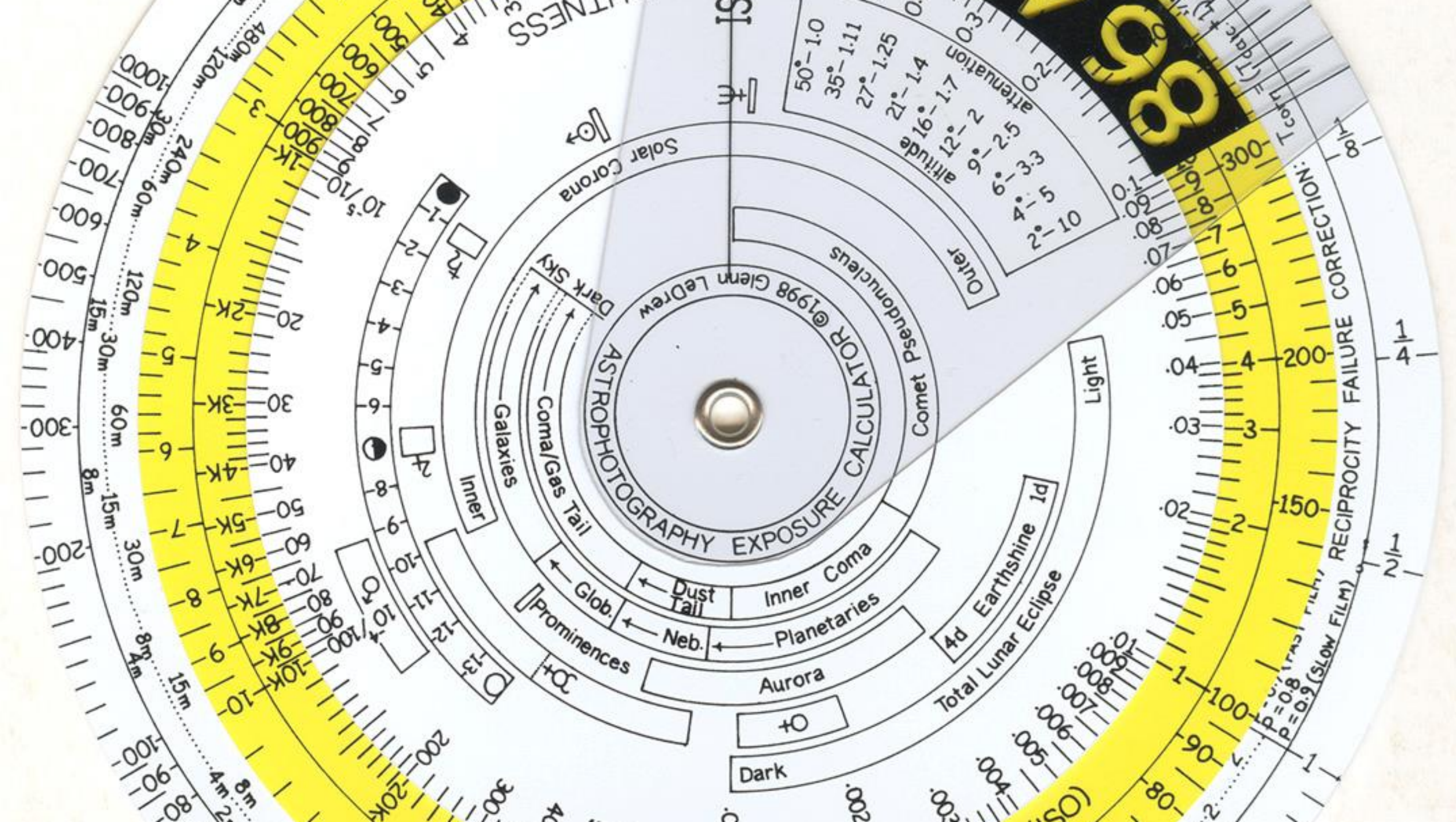
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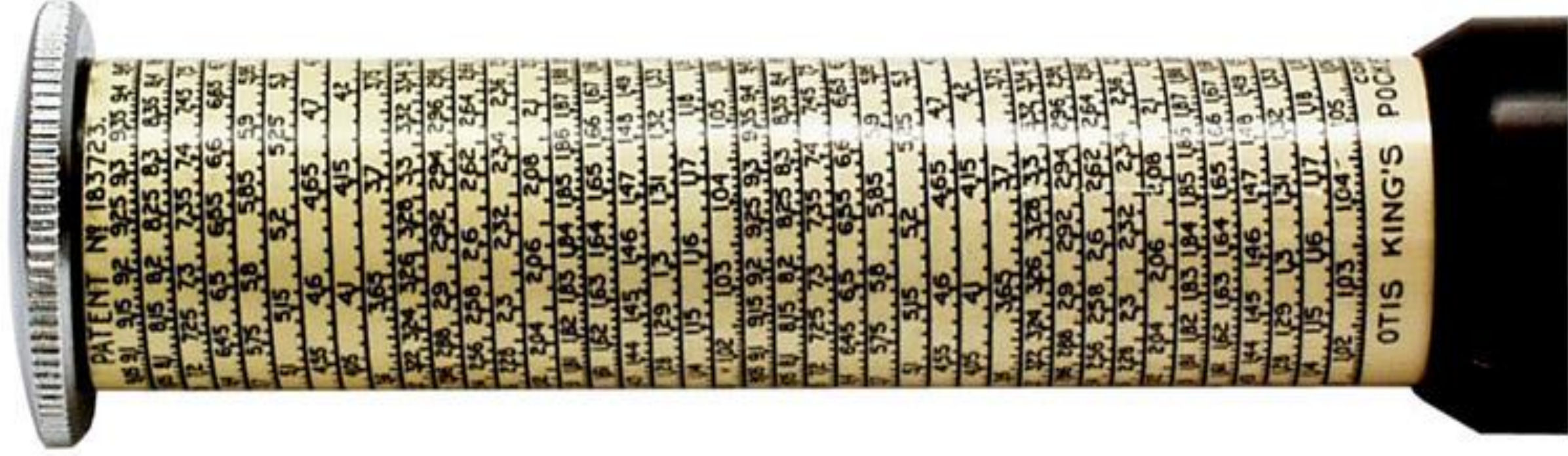
VECTOR TYPE LOG LOG

PATS. 2,170,144 2,285,722 PAT'S. PEND.

MADE IN U.S.A.

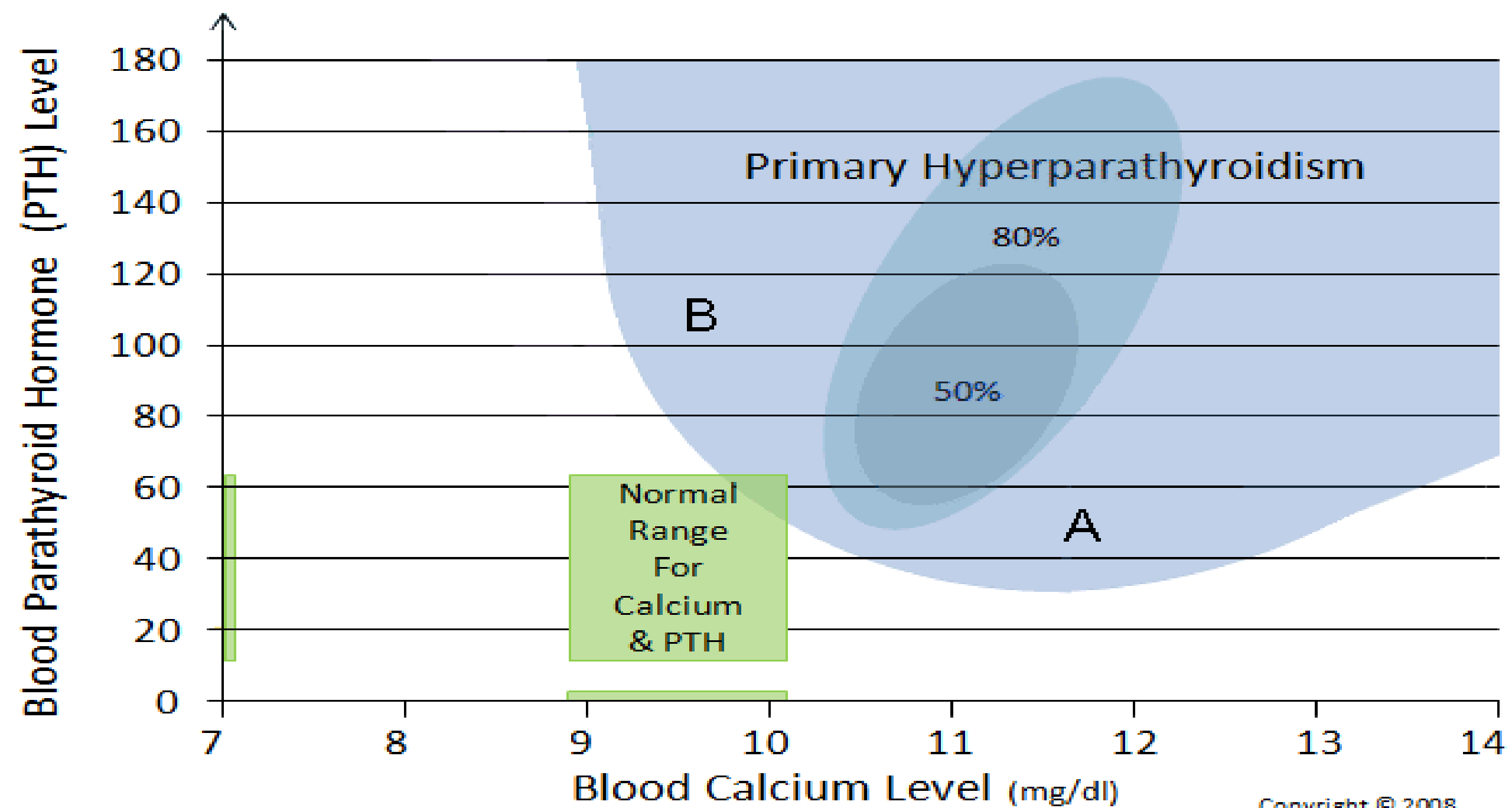
064266





No slide rules today?







Blaise Pascal (1672); Pascaline mechanical calculators; (+,-)

Gottfried Leibnitz (1674); Leibnitz's wheel; (+,-,×,÷)

Early mechanical machines were important, because they demonstrated how mechanization could automate, simplify, and speed up the drudgery of arithmetic computation.

Something's missing though...

Memory & Programmability

And the very first computing device is...





Jacquard's loom (1801)

Jacquard's loom showed that the knowledge of an expert can be stored in machine-readable form.

Once the program was created, the expert was no longer needed.

And it burns, burns, burns...

Ned Ludd and the Luddites (1811-1816)



Charles Babbage (1823), Difference Engine
(+, -, \times , \div , and more)

Charles Babbage (1830s), Analytic Engine
(general-purpose computational machine)

mill, store, operator, and output unit

Herman Hollerith

The story of a young statistician
at the U.S. Census Bureau





That concludes part I of this historical overview.

World War II



B E H I N D

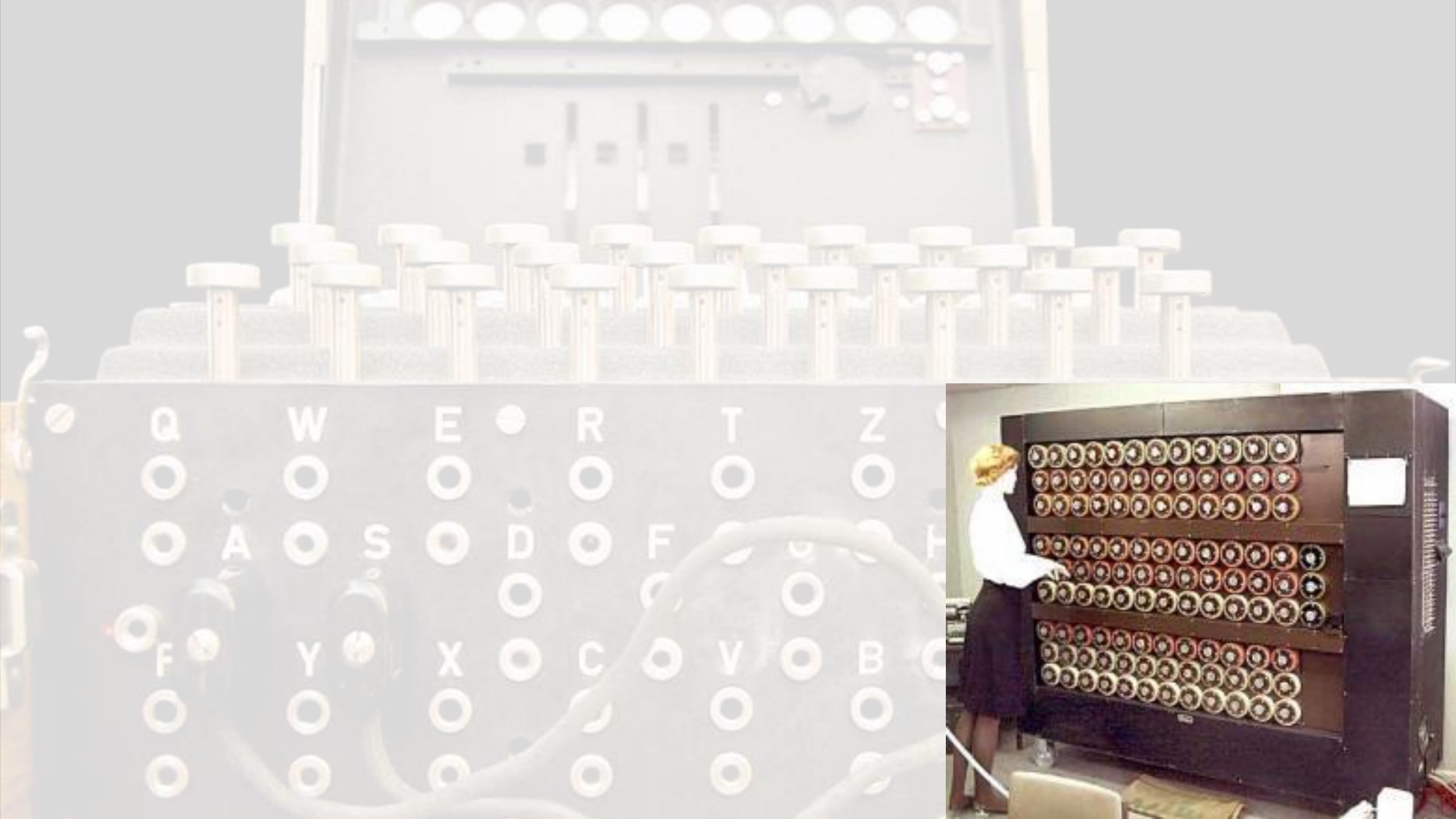
E V E R Y

C O D E

I S A N

E N I G M A

BENEDICT CUMBERBATCH KEIRA KNIGHTLEY
THE IMITATION GAME



U.S. Navy & IBM jointly fund
a project at Harvard University
under Professor Howard Aiken

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Mark I

general purpose
electromechanical programmable computer

U.S. Army & University of Pennsylvania

ENIAC (Electronic Numerical Integrator and Calculator)

first fully electronic general-purpose programmable computer*

Alan Turing, England

Colossus, built in 1943 to help break Enigma

Konrad Zuse, Germany

Z1

All these computers did not yet look like modern computers... one more step is missing.

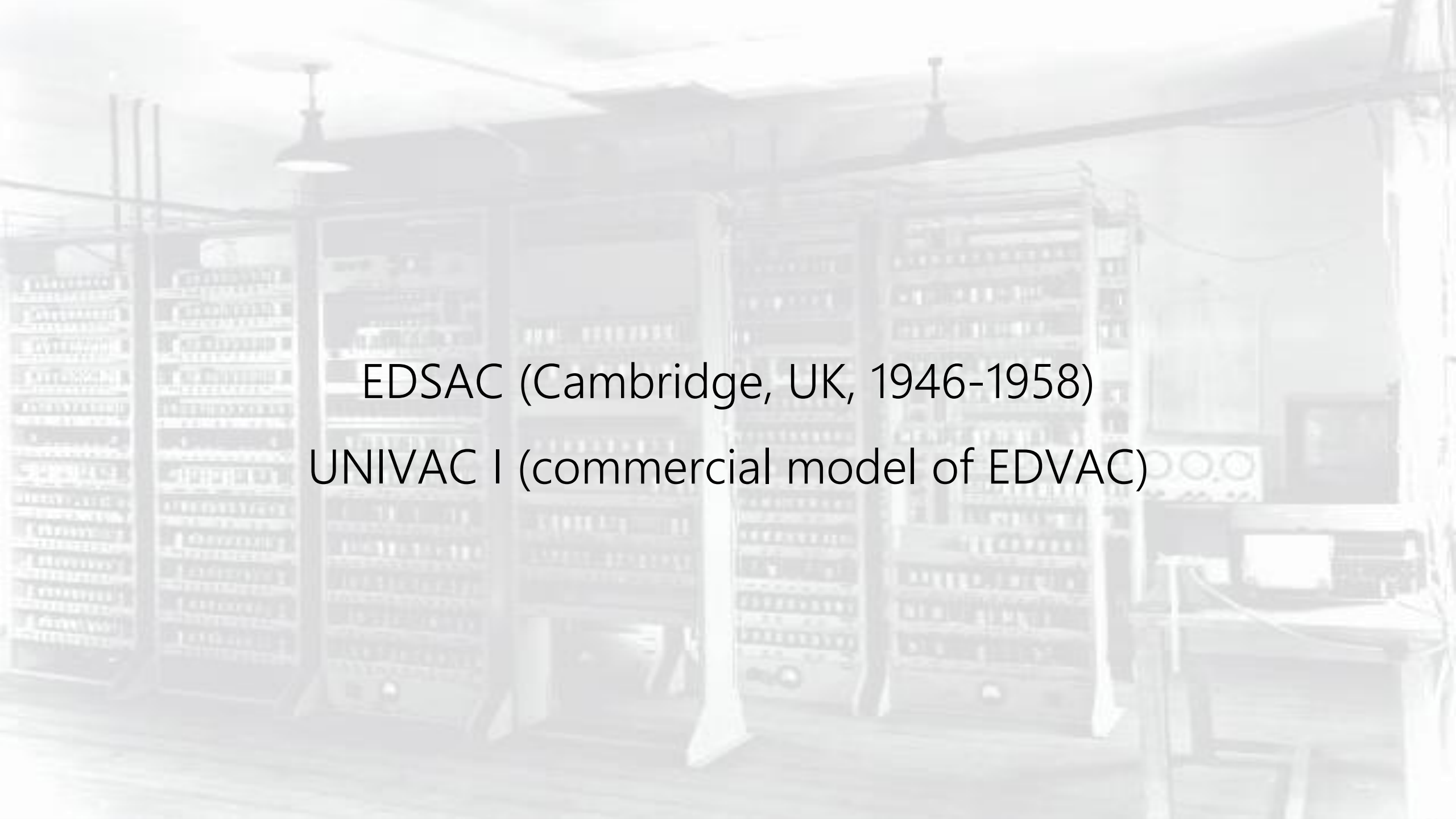
Neumann János Lajos
(John von Neumann)



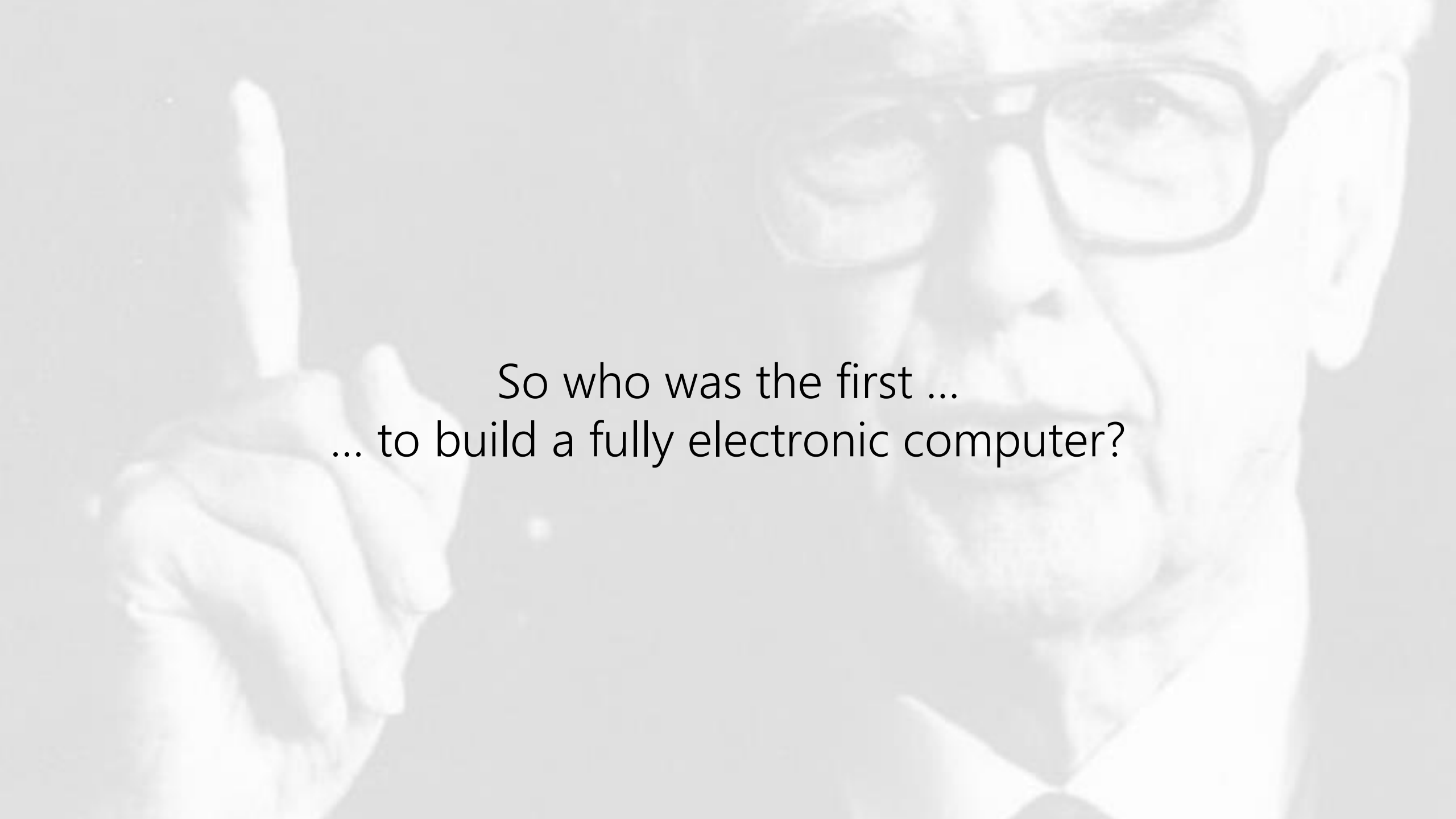
Stored program computer (1946)

EDVAC (1951)





EDSAC (Cambridge, UK, 1946-1958)
UNIVAC I (commercial model of EDVAC)



So who was the first ...
... to build a fully electronic computer?

That concludes part II of this historical overview.

There is nothing new since Von Neumann.

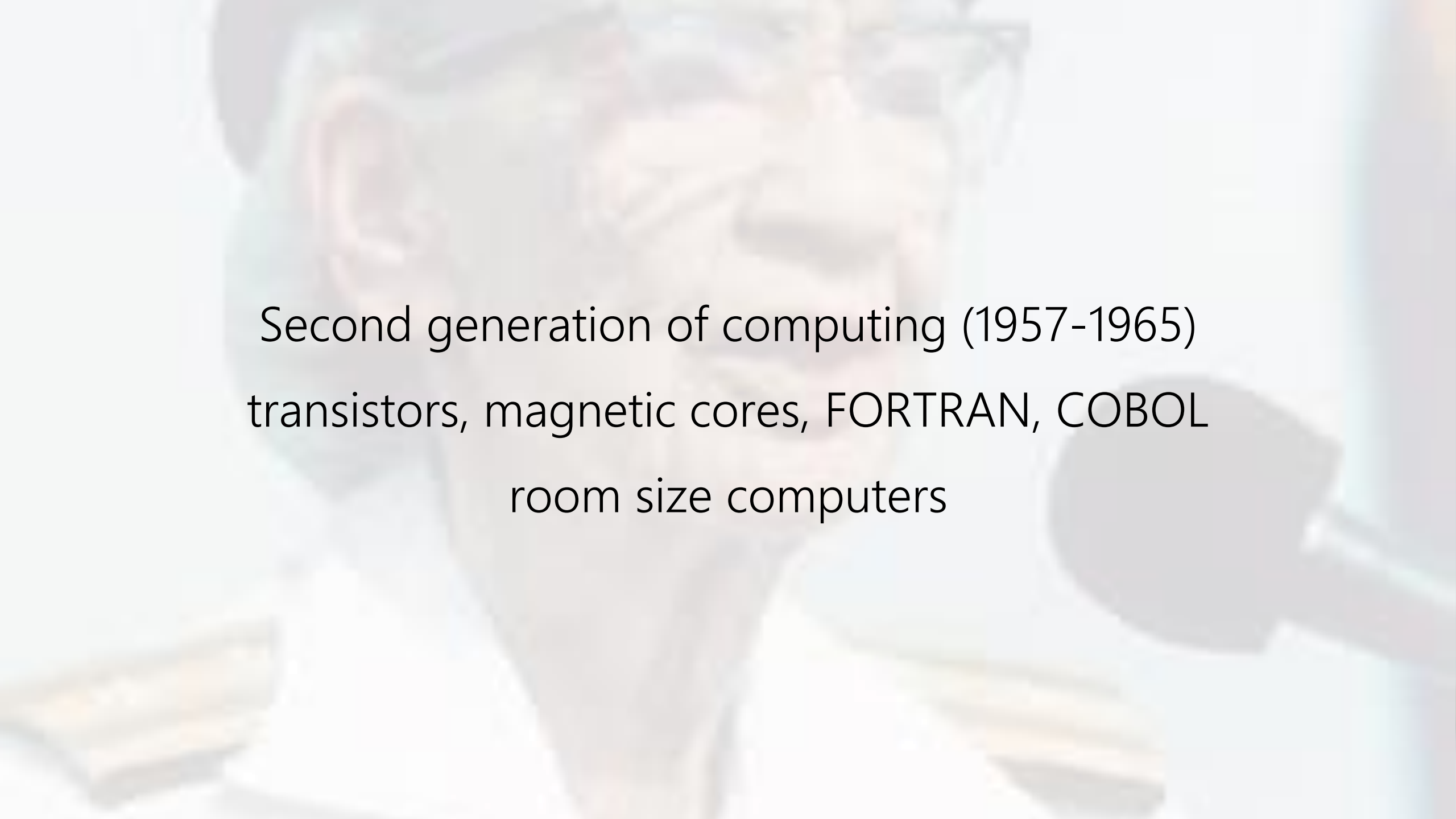
Since 1950, computer systems development has been primarily an *evolutionary* process, not a revolutionary one.

First generation of computing (1950-1957)

UNIVAC I, IBM 701

bulky, expensive, slow, unreliable

building size computers



Second generation of computing (1957-1965)
transistors, magnetic cores, FORTRAN, COBOL
room size computers

Third generation of computing (1965-1975)

integrated circuit, PDP-1 minicomputer,
birth of software industry

desk size computers

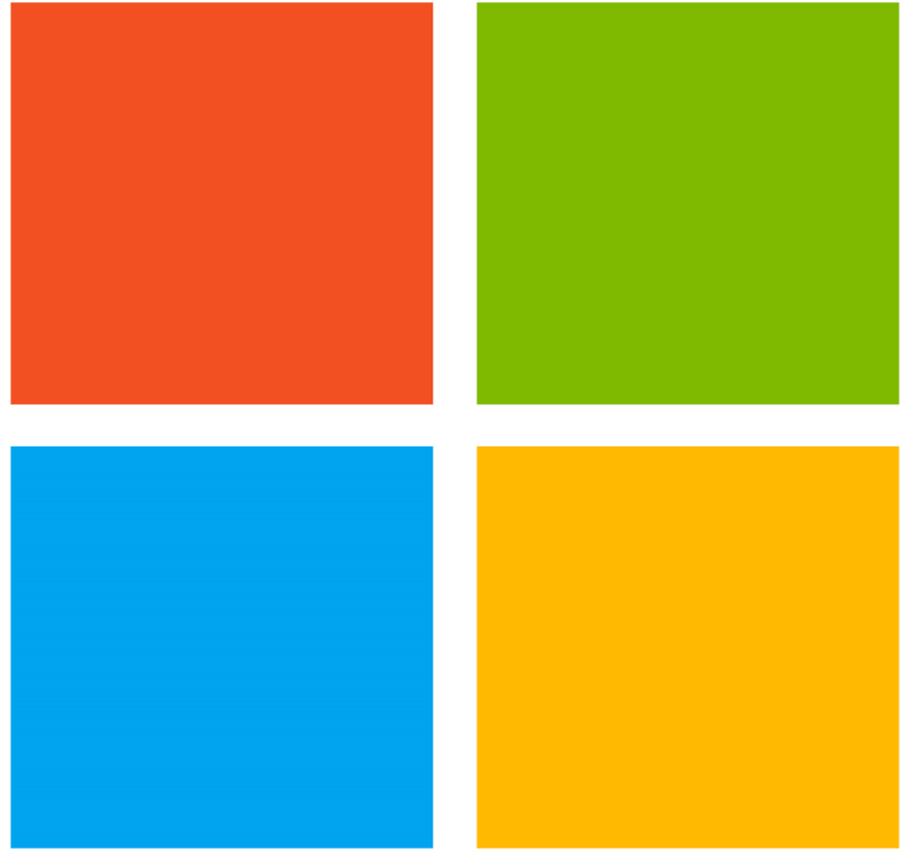


Fourth generation of computing (1975-1985)

first microcomputer Altair 8800, networks,
lots and lots of software

desktop (typewriter) size computers

About this Altair 8800 ...



Microsoft

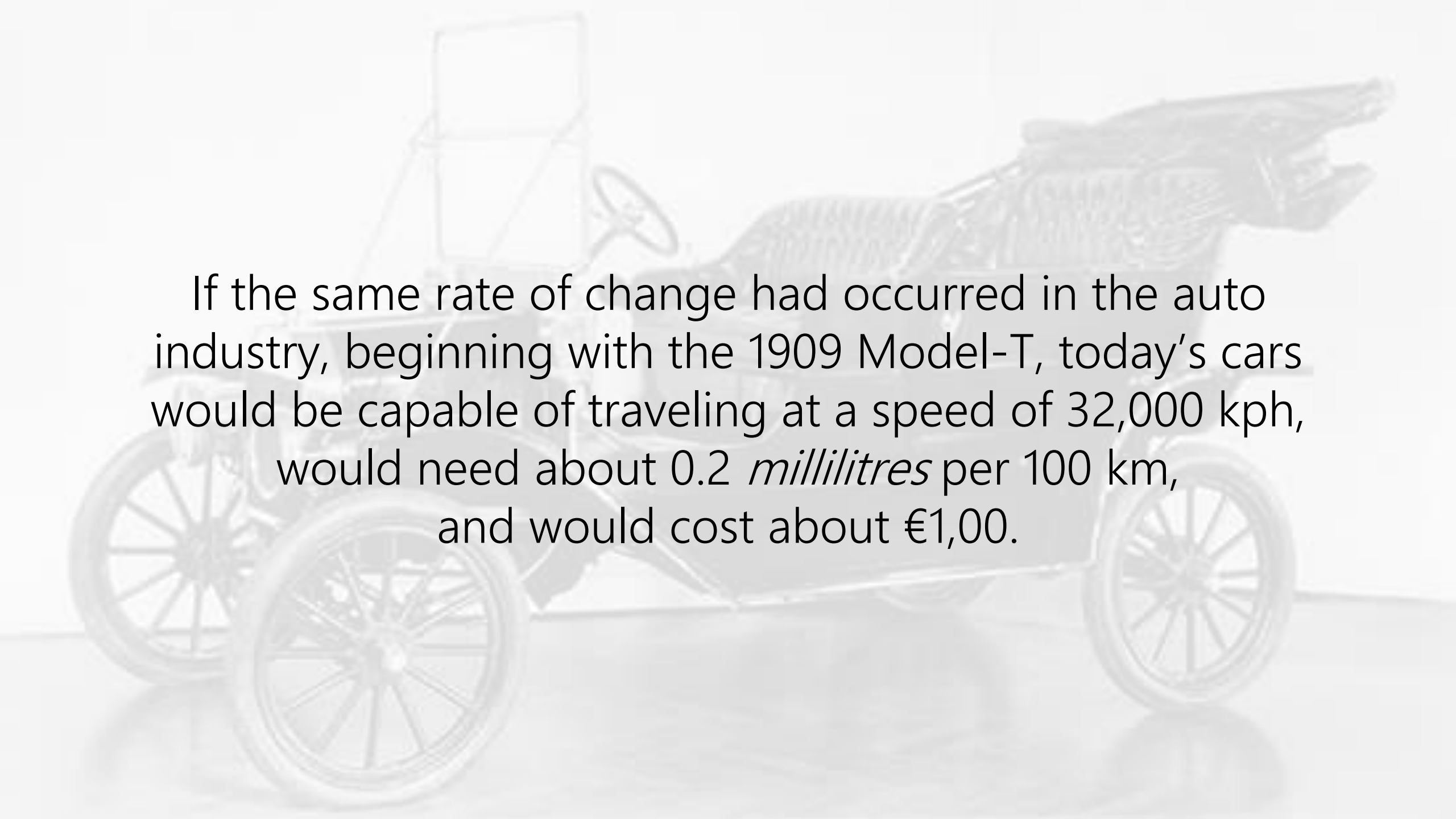


Fifth generation of computing (1985-now)

concept of distinct generations outlived its usefulness,
because things change so fast

Change is now the only constant.

Changes of this magnitude have never occurred
so quickly in any other technology.

A faded, grayscale background image of a 1909 Ford Model-T car. The car is shown from a side profile, facing right. It has a high-top body, spoked wheels, and a steering wheel. The image is semi-transparent, allowing the text to be overlaid clearly.

If the same rate of change had occurred in the auto industry, beginning with the 1909 Model-T, today's cars would be capable of traveling at a speed of 32,000 kph, would need about 0.2 *millilitres* per 100 km, and would cost about €1,00.

Take away lesson #P2

Technology and the world changes rapidly these days.
Don't expect things to stay as they are.