

# Introduction to Computer Hardware: History of Computer

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- History of computer is divided into two parts.
- 1. The Mechanical Era
- 2. The Electronic Era

- The Mechanical Era
- 1. Tally Sticks
- A tally stick was an ancient memory aid device to record and document numbers, quantities, or even messages.



The Mechanical Era

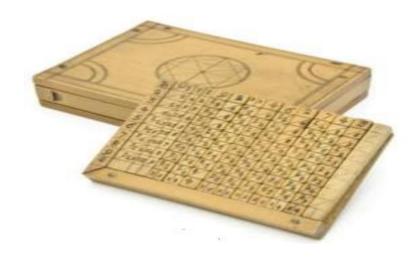
### 1. Abacus

- An abacus is a mechanical device used to aid an individual in performing mathematical calculations.
- The abacus was invented in Babylonia in 2400 B.C.
- The abacus was first used in China in around 500 B.C.
- It used to perform basic arithmetic operations.



### 2. Napier's Bones

- Invented by John Napier in 1614.
- Allowed the operator to multiply, divide and calculate square and cube roots by moving the rods around and placing them in specially constructed boards.



### 3. Pascaline

- Invented by Blaise Pascal in 1642.
- It was its limitation to addition and subtraction.
- It is too expensive



### 4. Stepped Reckoner

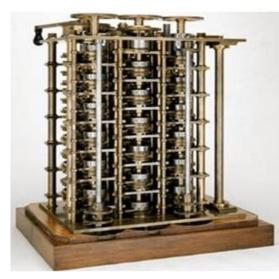
- Invented by Gottfried Wilhelm Leibniz in 1672.
- The machine that can add, subtract, multiply and divide automatically.

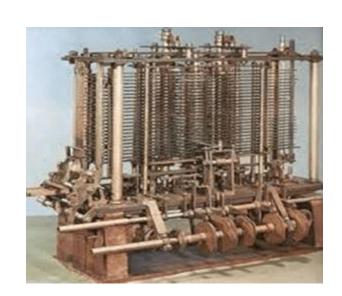


### 5. Difference Engine and Analytical Engine

- It's an automatic, mechanical calculator designed to tabulate polynomial functions.
- Invented by Charles Babbage (Father of Computer) in 1822 and 1834.
- It is the first mechanical computer.

Difference Engine





Analytical Engine

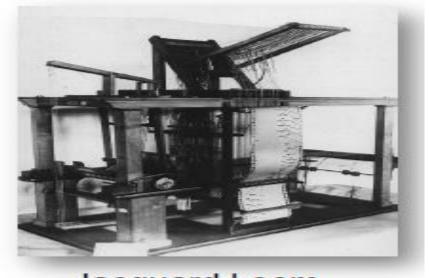
### 6. Arithmometer

- A mechanical calculator invented by Thomas de Colmar in 1820.
- The first reliable, useful and commercially successful calculating machine.
- The machine could perform the four basic mathematic functions.



### 7. Jacquard Loom

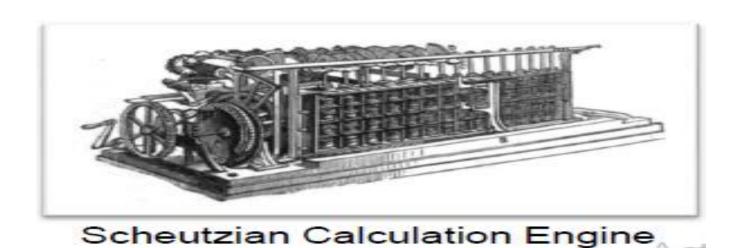
- The Jacquard loomis a mechanical loom, invented by Joseph-Marie Jacquard in 1881.
- It an automatic loom controlled by punched cards.



Jacquard Loom

### 8. Scheutzian Calculation Engine

- Invented by Per Georg Scheutz in 1843.
- Based on Charles Babbage's difference engine.
- The first printing calculator.



### 9. Tabulating Machine

- Invented by Herman Hollerithin 1890.
- · To assist in summarizing information and accounting.



Tabulating Machine

### 10. **Z1**

- The first programmable computer.
- Created by Konrad Zusein Germany from 1936 to 1938.
- To program the Z1 required that the user insert punch tape into a punch tape reader and all output was also generated through punch tape



### 11. Atanasoff-Berry Computer (ABC)

- It was the first electronic digital computing device.
- Invented by Professor John Atanasoff and graduate student Clifford Berry at Iowa State University between 1939 and 1942.



Atanasoff-Berry Computer

### 12. **ENIAC**

- ENIAC stands for Electronic Numerical Integrator and Computer.
- It was the first electronic general purpose computer.
- Completed in 1946.
- Developed by John Presper Eckert and John W. Mauchly.



**ENIAC** 

### 13. **UNIVAC 1**

- The UNIVAC I(UNIVersal Automatic Computer 1) was the first commercial computer.
- Designed by J. Presper Eckert and John Mauchly.



**UNIVAC 1** 

### 14. EDVAC

- EDVAC stands for Electronic Discrete Variable Automatic Computer
- The First Stored Program Computer
- Designed by Von Neumann in 1952.
- It has a memory to hold both a stored program as well as data.



**EDVAC** 

### **The First Computer Company**

- The first computer company was the Electronic Controls Company.
- Founded in 1949 by J. Presper Eckert and John Mauchly.



### **Computer Generations**

There are five generations of computer:

- First Generation 1946 1958
- Second generation 1959 1964
- Third generation 1965 1970
- Fourth generation 1971 today
- Fifth generation Today to future

### The First Generation

- The first computers used vacuum tubes for circuitry and magnetic drums for memory, and were often enormous, taking up entire rooms.
- They were very expensive to operate and in addition to using a great deal of electricity, generated a lot of heat, which was often the cause of malfunctions.



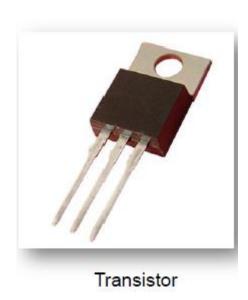
Vacuum tube

### The First Generation

- First generation computers relied on machine language, the lowest-level programming language understood by computers, to perform operations, and they could only solve one problem at a time.
- Input was based on punched cards and paper tape, and output was displayed on printouts.

### The Second Generation

- Transistors replaced vacuum tubes and ushered in the second generation of computers.
- One transistor replaced the equivalent of 40 vacuum tubes.
- Allowing computers to become smaller, faster, cheaper, more energy-efficient and more reliable.
- Still generated a great deal of heat that can damage the computer.

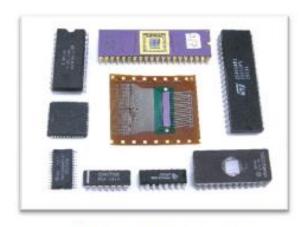


### The Second Generation

- Second-generation computers uses assembly languages which allowed programmers to specify instructions in words.
- Second-generation computers still relied on punched cards for input and printouts for output.
- These were also the first computers that stored their instructions in their memory.

### The Third Generation

- The development of the integrated circuit was the hallmark of the third generation of computers.
- Transistors were miniaturized and placed on silicon chips, called semiconductors, which drastically increased the speed and efficiency of computers.



Integrated Circuit

- Much smaller and cheaper compare to the second generation computers.
- It could carry out instructions in billionths of a second.

### The Third Generation

- Users interacted with third generation computers through keyboards and monitors and interfaced with an operating system, which allowed the device to run many different applications at one time with a central program that monitored the memory.
- Computers for the first time became accessible to a mass audience because they were smaller and cheaper than their predecessors.

### The Fourth Generation

- The microprocessor brought the fourth generation of computers, as thousands of integrated circuits were built onto a single silicon chip.
- As these small computers became more powerful, they could be linked together to form networks, which eventually led to the development of the Internet.



Microprocessor

 Fourth generation computers also saw the development of GUIs, the mouse and handheld devices.

### The Fifth Generation

- Based on Artificial Intelligence (AI).
- Still in development.
- The use of parallel processing and superconductors is helping to make artificial intelligence a reality.
- The goal is to develop devices that respond to natural language input and are capable of learning and self-organization.
- There are some applications, such as voice recognition, that are being used today.