History of the Internet

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It all begins in *1957*, when computers were only capable of doing one thing at a time (this was called batch processing), so the engineers had to put them in separate rooms. Everything was done via cable connections, even programming.

Later on, a concept began to arise, *Time-Sharing*, which is the ability to "share" the processing power of one computer among multiple users.

During the Cold War, some networks were created to avoid repetitive data loss and ensure communication remained robust.

- ARPANET: Created to handle communication through the network without exposing the main computer. The idea was to use the *IMP* (Interface Message Processor) connected to a mainframe. This technology also served as an interface that at the same time was connected to other IMPs in a network *(IMP Subnet)*.

As networks continued to develop, it became clear that a decentralized system was necessary to maintain the integrity and availability of information. This decentralization aimed to prevent single points of failure and ensure that the network could continue to function even if parts of it were compromised or destroyed. This led to the development of robust, interconnected networks where data could travel multiple paths to reach its destination, enhancing both security and reliability.

The decentralized approach also facilitated the growth of the internet, as it allowed for a more resilient and scalable infrastructure. This innovation paved the way for the vast, global network we rely on today, where information is continuously exchanged and processed across a multitude of interconnected systems.

Referencias

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