

Professional Skills in Computer Science

Lecture 4: Historical Aspects of Computing

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Personal computers

- 1968: **The Mother of All Demos:** (Douglas Engelbart, SRI)

NLS "oN-Line System"
A 'networked' computer system with GUI, off-line mode, e-mail, collaborative word processing, hypertext, video conferencing and mouse is demonstrated



(The picture shows one of several terminals connected to a mainframe computer; during the demo a telephone line was used to establish the connection)

Videos of the demo are available at
<http://www.youtube.com/watch?v=JfIgzSoTM0s>
(Skip the first two videos)

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What have computers been used for? (Summary)

- 1600 – now: **Calculation**
Manipulation of numbers
- 1960 – now: **Information Processing**
Manipulation of numbers, text, images, audio, video
- 1960 – now: **Cognition (Reasoning)**
Manipulation of knowledge via reasoning / inference
- 1970 – now: **Supporting Interaction**
Allowing people to communicate, cooperate, compete

Hypotheses:

- The **wave of innovation** in the 60s and 70s is due to the **increased availability of computing resources** to more and more researchers
- Leadership** is mostly due to early exposure to state-of-the-art systems and hard work

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Personal computers

- 1981: **IBM PC 5150**
Intel 8088 processor
256 kB max main memory
Microsoft DOS 1.0 OS
5 1/4" floppy disk
(hard drive added in 1983)
CGA graphics (16 colours)
- 1983: **Apple Lisa**
First PC with a graphical user interface
- 1985: **Microsoft Windows 1.0**
- 1987: **HyperCard**
Hypermedia / hypertext system for Apple computers
- 1988: **HyperStudio**
HyperCard clone for MS Windows



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What have computers been used for?

What important milestones
in the development and
use of computers
were not covered so far?

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The Future (1)

The future is already here

—
it's just not very evenly distributed.

(William F. Gibson;
"The Science in Science Fiction"
on Talk of the Nation, NPR,
30 November 1999, Timecode 11:55)

<http://video.google.com/videoplay?docid=4796674762025998102>

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Thin clients

- 1978: **DEC VT100**
Intel 8080 processor
3 kb main memory
Monochrome graphics



Like NLS, this is a terminal connected to a mainframe computer via serial lines

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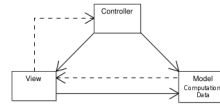
Cloud clients

- 2011: **Google Chromebook**
Intel Atom processor
2GB main memory
16GB SSD
Web-based applications



(In effect the Chromebook is a 'terminal' connected to Google's servers via a wireless network)

Fundamental questions



- The **model** manages the **behaviour** and **data**
- The **view** renders the **model** into a form suitable for interaction
- The **controller** receives user input and translates it into instructions for the **model**

- Where should the **data** for the **model** be held?
 - Close to the user,
on a single computer exclusively used by the user
 - Away from the user,
on a central server (farm) shared by a multitude of users
 - Distributed,
on several computers owned by a large group of users

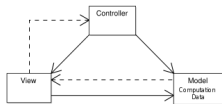
The Future (2)

All the futures are already here
—
we just don't know which one is ours.

Fundamental questions

- The answers to these questions will depend on
 - the domain in which the question is posed
 - available technology
 - available resources
- The answers to these questions change over time
- We may go back and forth between the various answers
- The reason for that is not purely technological
 - economic factors
 - legal factors

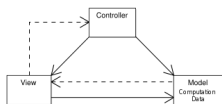
Fundamental questions



- The **model** manages the **behaviour** and **data**
- The **view** renders the **model** into a form suitable for interaction
- The **controller** receives user input and translates it into instructions for the **model**

- Where are **view**, **controller**, and **model** located?

Fundamental questions



- The **model** manages the **behaviour** and **data**
- The **view** renders the **model** into a form suitable for interaction
- The **controller** receives user input and translates it into instructions for the **model**

- Where should the **view** be **rendered** and the **behaviour** of the **model** be computed?
 - Close to the user,
on a single computer exclusively used by the user
 - Away from the user,
on a central server (farm) shared by a multitude of users
 - Distributed,
on several computers owned by a large group of users