Historical Foundations of Modern Computers

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Progress was required in several areas of knowledge and technology:

- Mechanical technology & theory
- Electrical technology & theory
- Mathematical theory & practice

- Social & Economic conditions
- Blending & interrelationship of the above categories

Misc. critical developments:

- Census:
 - 1880 census requires 9 years to complete
 - 1890 census tallied via Hollerith's card tabulators: 6 weeks for population count & 7 years for further considerably augmented analysis
 - 1928 used for large scale scientific calculation when added to various types of calculating machines
 - became IBM
- 1919: flip-flop switch invented using pair of tubes
- switches: mechanical \rightarrow electro-mechanical \rightarrow electrical [tubes \rightarrow transistors \rightarrow integrated circuits]

- \bullet calculators \to modern stored program computers
- Turing [1936]: rigorous defn. of algorithm & universal algorithmic automaton (Turing Machine)
 - defined an abstract device for computation and the concomitant mathematical device which allows it to be rigorously analyzed.
 - Work helped Colossus to break Enigma codes
- Goedel [1931]: incompleteness theorem
- synthesis: theory of computability; decidability; answer to "halting problem"
- synthesis(2): Shannon [1938]: Boolean algebra \Leftrightarrow electronic switches
- von Neumann [1945]: synthesis Turing Machine ⇔ von Neumann Architecture: blueprint & definition of modern computer
 - memory holds both data & instructions

- 1. large capacity memory
- 2. limited set of precisely defined instructions
- 3. programs which are machine-readable translations of algorithms to solve a class of problems.
- 4. automatic sequential operation
- 5. symbol-manipulation facility
- 6. can solve vast range of problems
- 7. can in theory simulate any other Turing machine
- 8. each program contains all commands necessary to perform desired calculation
- 9. once loaded into memory, the machine proceeds w. calculation successively from beginning to end
- 10. programs remain resident in memory until completion of all operations
- 11. programs are completely independent of the data, and they may be repeated an indefinite number of times either identically or with different data.

- Subsequent developments evolutionary with the following objectives:
 - faster
 - more reliable
 - more efficient
 - more accurate
 - more precise
 - more storage