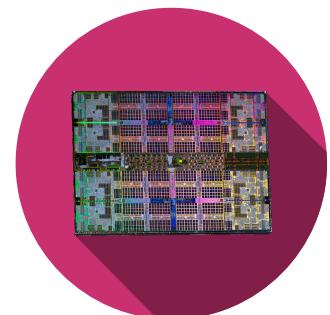




# Computer Architecture History His

Information and Communication Systems program

Silvan Zahno [silvan.zahno@hevs.ch](mailto:silvan.zahno@hevs.ch)

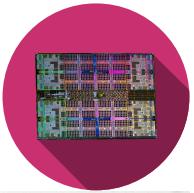
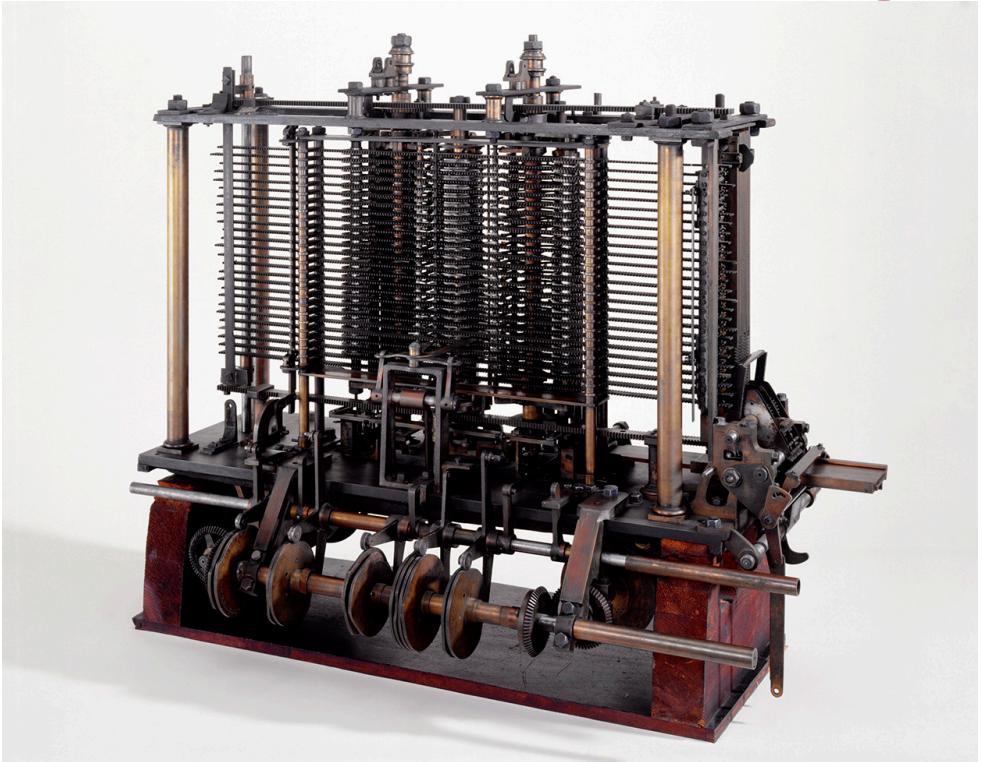


# First Computer

## Babbage Analytical Engine

- 1834-1871

- Arithmetical calculations
- Punch cards to input instructions
- Components
  - Mill for arithmetic calculations
  - Store acting as memory

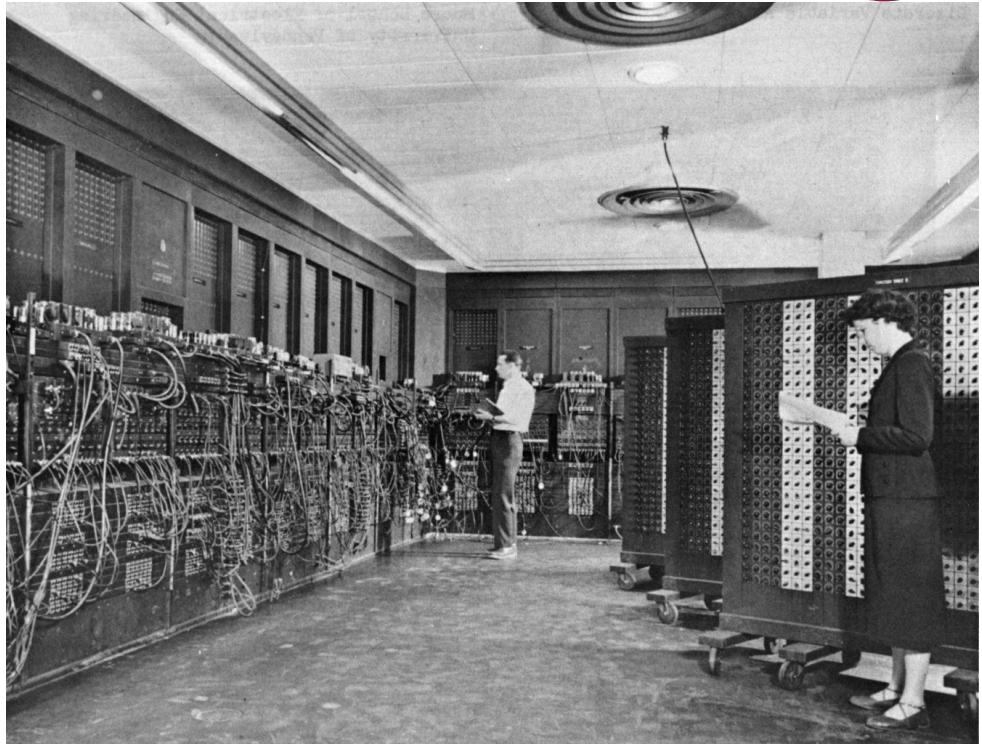
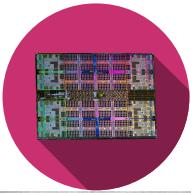


# First Computer

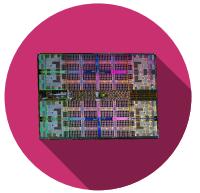
## ENIAC

- 1945

- Electronic Numerical Integrator and Computer
- For calculating ballistic tables
- 18'000 vacuum tubes
- 5'000 calculation/sec
- Programmed with cables and switches



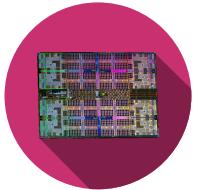
# First Bug



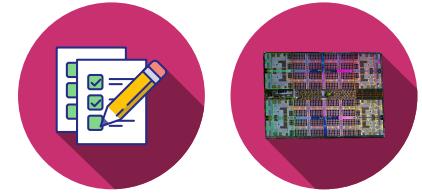
- Grace Hopper 1947
- Harvard Mark II
- Moth was found in relay #70

|             |  |
|-------------|--|
| 92          |  |
| 9/9         |  |
| 0800        | Auton started  |
| 1000        | " stopped - auton ✓  |
| 13'rc (032) | MP - MC<br>1.2700 9.037 847 025<br>2.130476415 9.037 846 995 const   |
| (033)       | PRO 2<br>1.2700 9.037 847 025<br>2.130476415 9.037 846 995 const   |
|             | Rely 6-2 in 033 failed special sped test<br>in relay " 10.000 test .   |
|             | Rely 2145<br>Rely 3370   |
| 1700        | Started Cosine Tape (Sine check)   |
| 1525        | Started Mult + Adder Test.   |
| 1545        | <br>Relay #70 Panel F<br>(Moth) in relay. |
| 1630        | First actual case of bug being found.<br>Auton started.  |
| 1700        | closed down.   |

# Which computer architectures do you know?



# Which computer architectures do you know?



**x86** architecture: This is one of the most popular architectures for personal computers, servers and workstations. It is based on the Intel 8086 processor and has evolved over the years to include various generations of processors including Pentium, Core and Xeon.

**ARM** architecture: This architecture is widely used in mobile devices, embedded systems and other low-power devices. It is known for its low power consumption and high efficiency.

**RISC-V** architecture: This is an open source instruction set architecture that is gaining popularity in the industry due to its simplicity, modularity and extensibility.

**PowerPC** architecture: This architecture was developed by IBM and is used in various systems including high-end workstations, servers, gaming consoles and embedded systems.

**SPARC** architecture: This architecture was developed by Sun Microsystems and is used in their workstations and servers. It is known for its high performance and scalability.

**MIPS** architecture: This architecture is used in various systems including routers, game consoles and other embedded systems. It is known for its simplicity and low power consumption.

**Z80** architecture: This architecture was popular in the 1980s and was used in many home computers and game consoles. It is known for its simplicity and low cost.

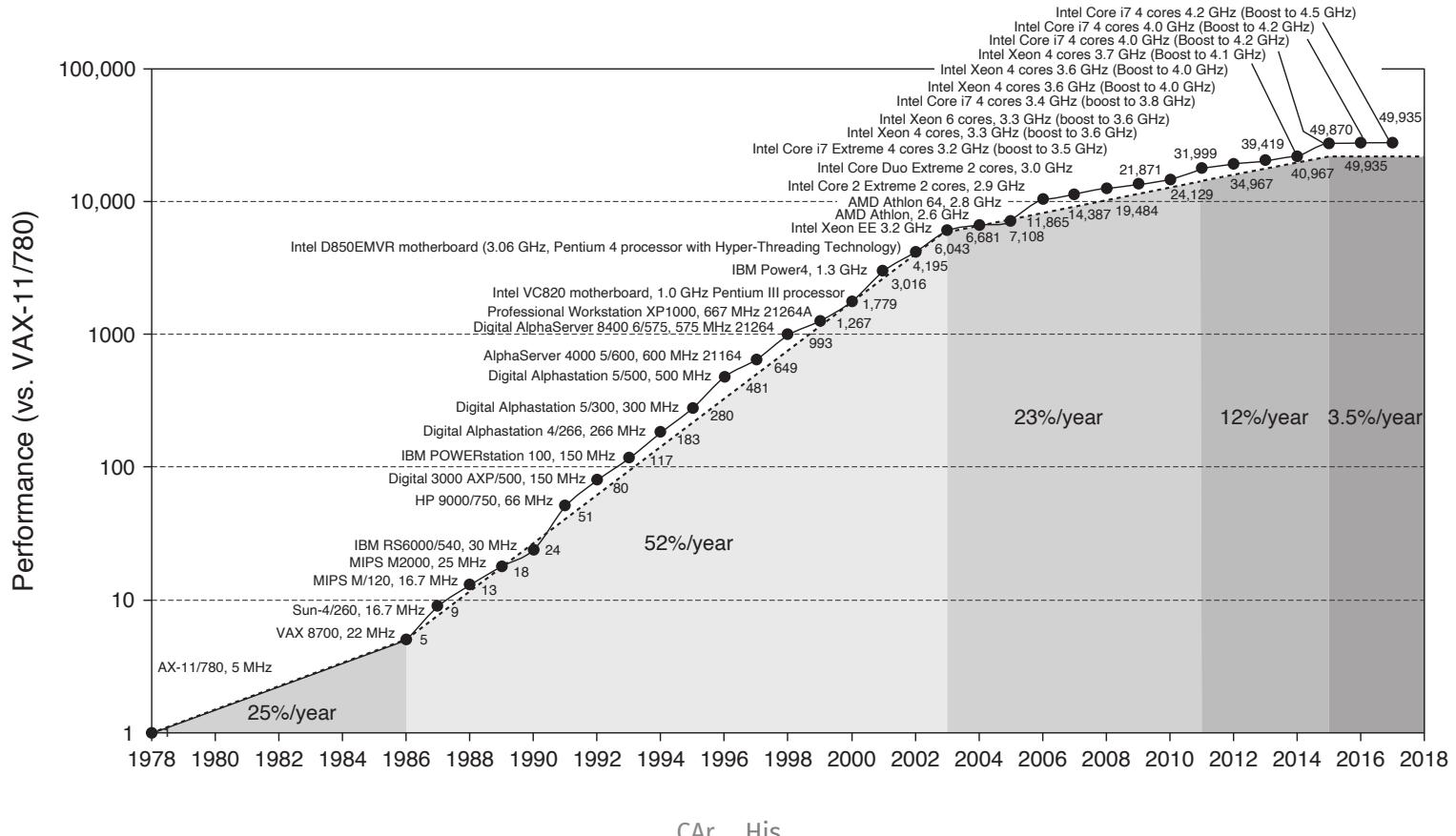
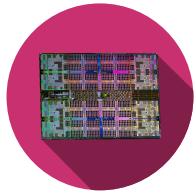
**DEC Alpha** architecture: This architecture was used in high-end workstations and servers in the 1990s. It is known for its high performance and scalability.

**Itanium** architecture: This architecture was developed by Intel and is used in high-end servers and workstations. It is known for its high performance and scalability.

**IBM System/360** architecture: This architecture was introduced in the 1960s and was one of the first mainframe computer architectures. It is known for its backward compatibility and reliability.

# Sequential Processor Performance

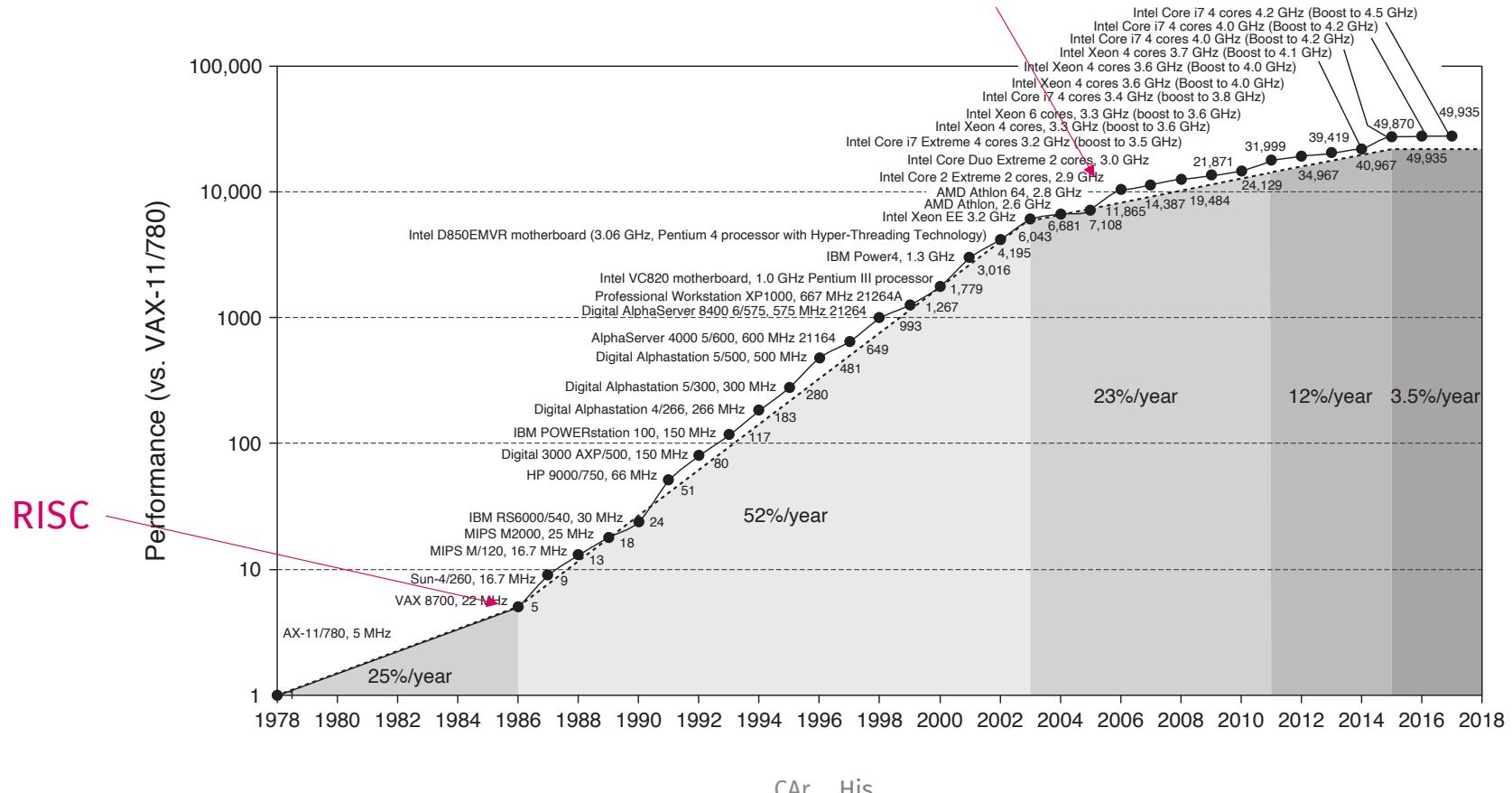
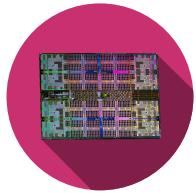
## Logplot - Performance vs. Years



# Sequential Processor Performance

## Logplot - Performance vs. Years

### Multi-Processor

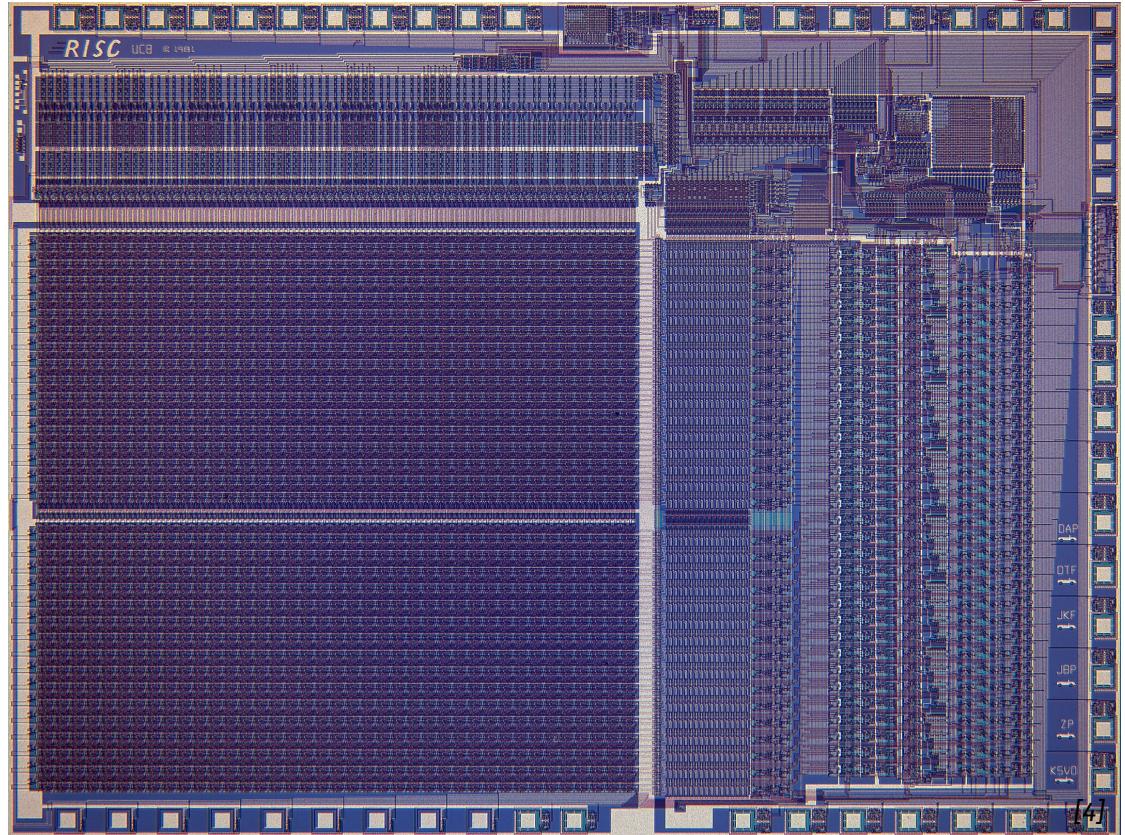
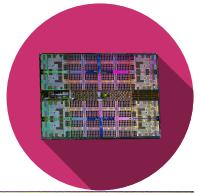


# Computer Architectures

## RISC 1

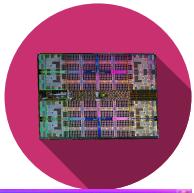
- Basic Pipelined Processor

~50'000 Transistors



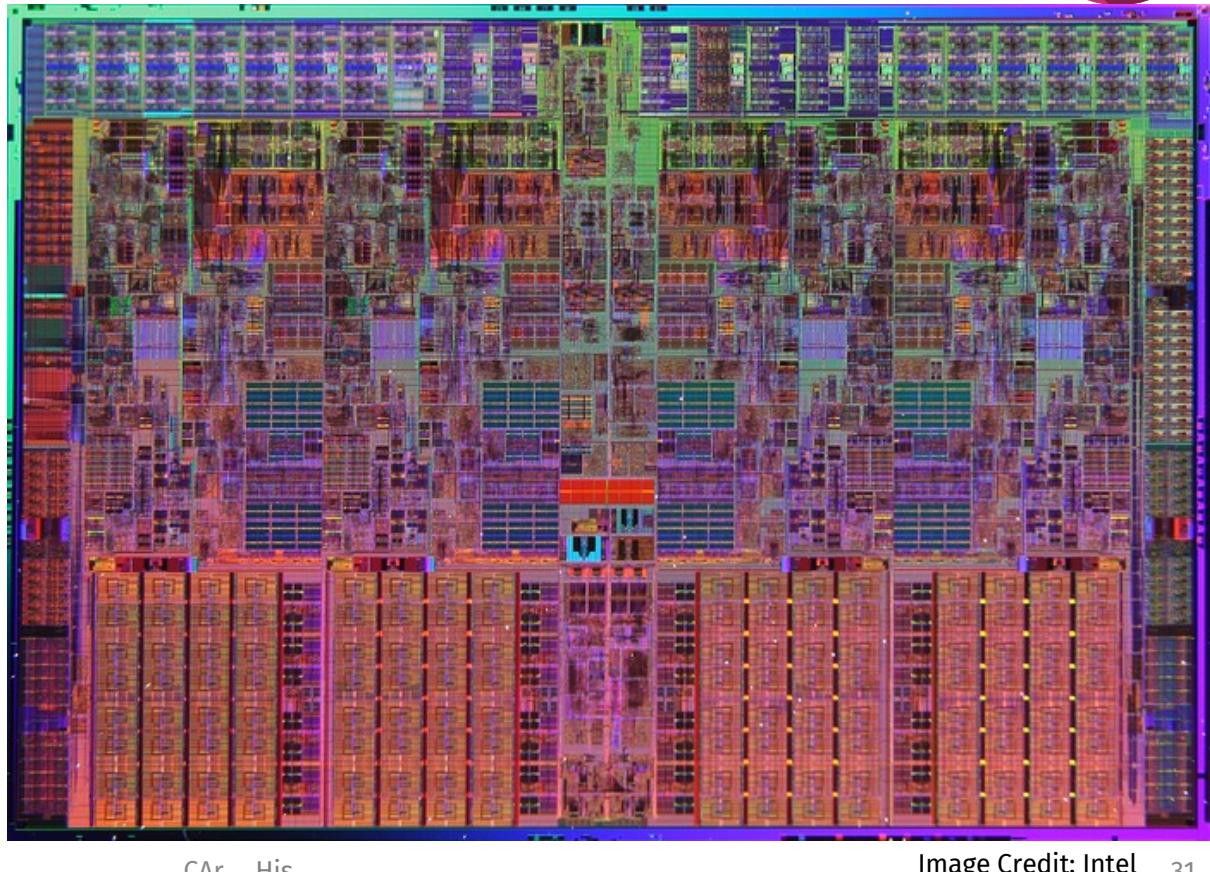
# Computer Architectures

## Original i7 Nehalem



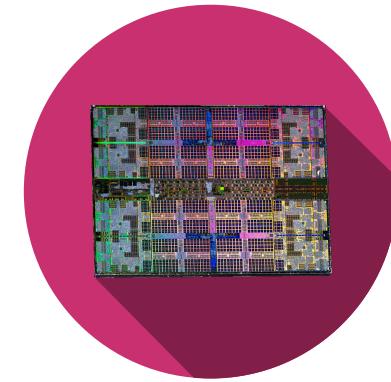
- Instruction Level Parallelism
  - Superscalar
  - Very Long Instruction Word (VLIW)
- Long Pipelines
- Advanced Memory and Caches
- Data Level Parallelism
  - Vector
  - GPU
- Thread Level Parallelism
  - Multithreading
  - Multiprocessor
  - Multicore
  - Manycore

~700'000'000 Transistors



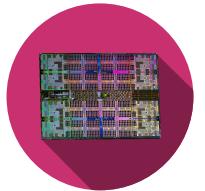
Car His

Image Credit: Intel 31



## Processor Bugs / Vulnerabilities

# Vulnerabilities in modern computers



## Meltdown

*Reading Kernel Memory from User Space*

```
# rcx = kernel address, rbx = probe array
xor rax, rax          # Clear rax (set to 0) to avoid residual values
retry:
mov al, byte [rcx]    # Load a single byte from the kernel address in rcx
shl rax, 0xc           # Multiply the byte value by 4096 (0x1000)
                      # to create an index for the probe array
jz retry              # If rax == 0, retry (optional mitigation attempt)
mov rbx, qword [rbx + rax]
                      # Access the probe array at an index based on the secret byte.
                      # This causes a **cache access** that leaks the byte through timing.
```

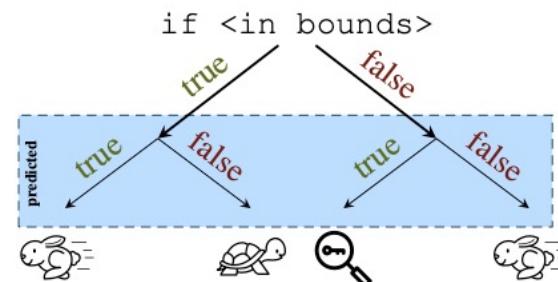


C4

## Spectre

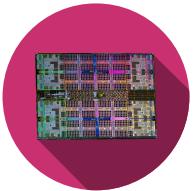
*Microarchitectural attack which exploits out-of-order execution*

*Instructions are not executed in the correct order*



ZaS

33



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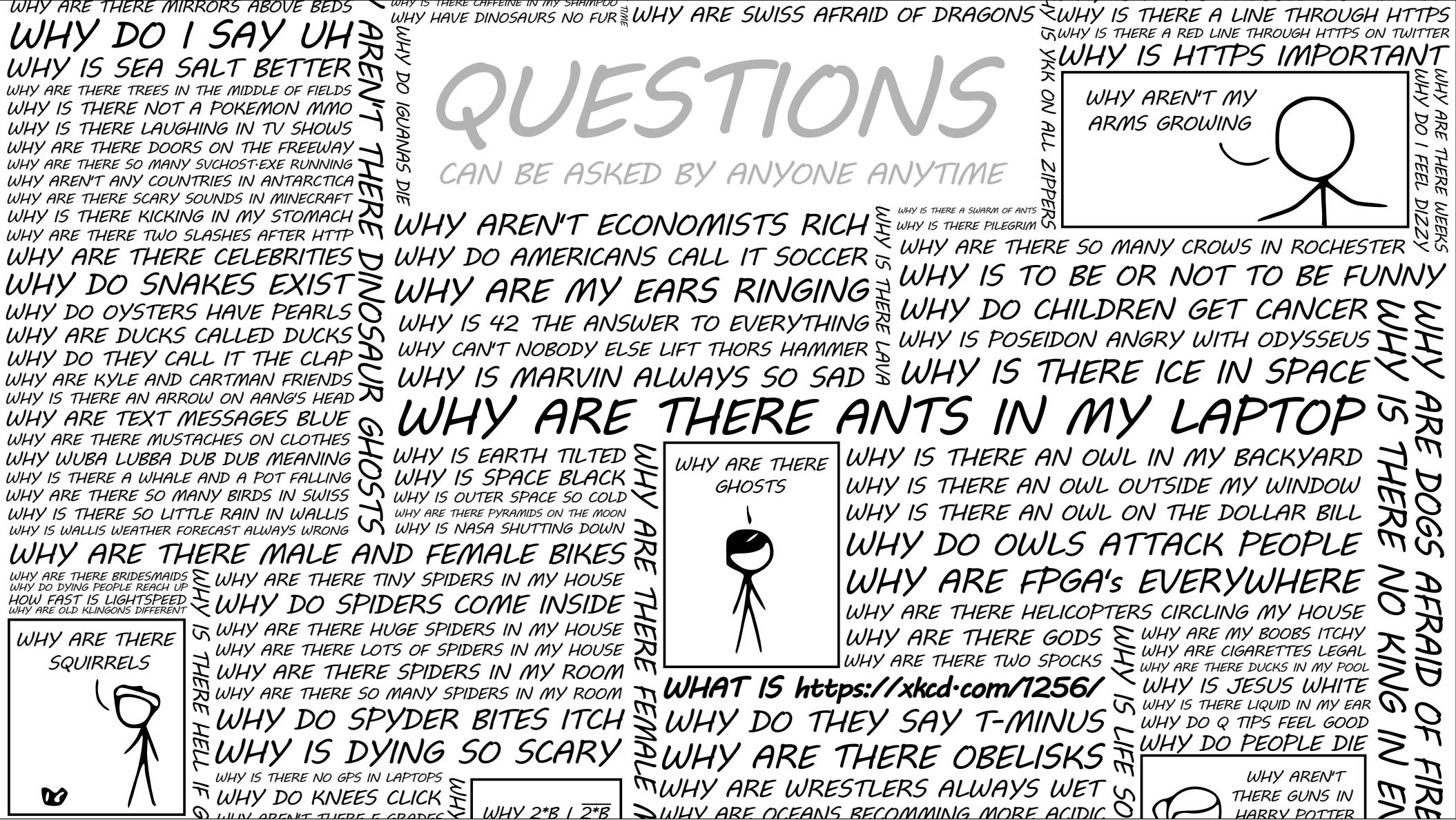
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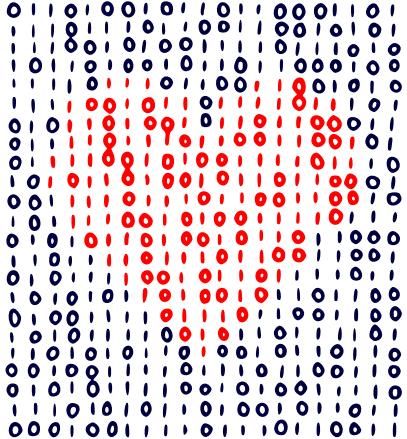
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**Hes·so** // VALAIS  
WALLIS



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