

# Computer Concepts

*CSIT-502*

# Computer Systems

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- Electrical (electronic) Computers
  - Use electricity
- Non-electrical (electronic) Computers

# What is a (**electronic**) computer system?

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# What is an electronic computer system?

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- An electronic computer system is a collection of electronic and mechanical parts (**the hardware**)
- ... that has been given a set of instructions (**the software**), that lets you store and manipulate information.

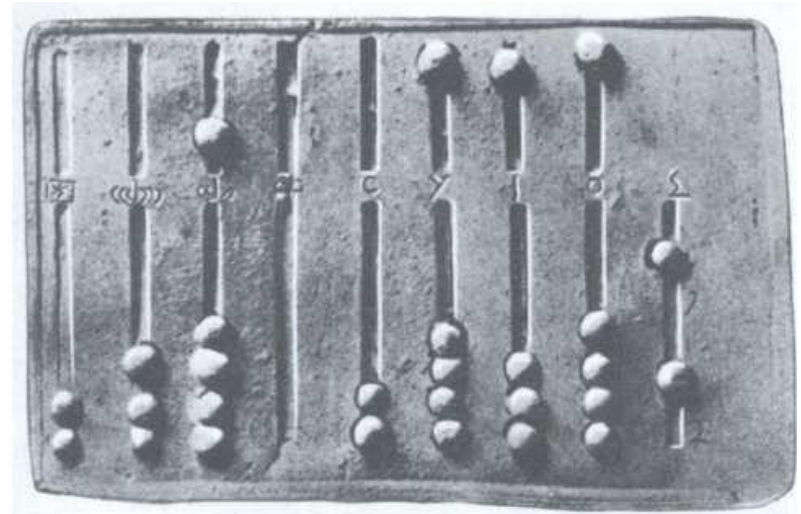
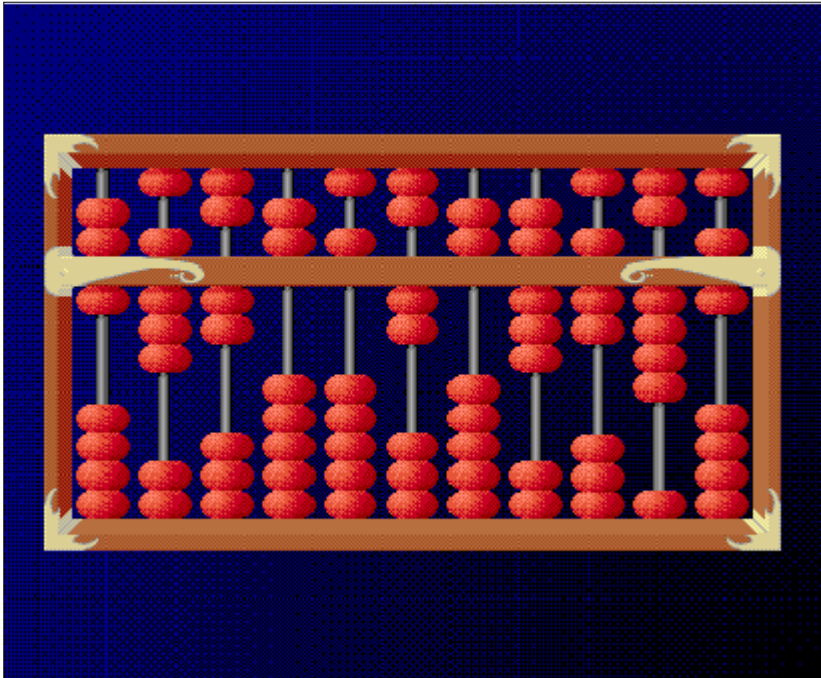
# Non-electrical (electronic) Computers

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- “Abacus”, Roman times
- In the ancient world a mechanical computer  
(Antikythera Machine/Computer)
- The Pascaline
- ...

# Abacus

The abacus is an ancient calculating tool (2.300-2.700 B.C.) capable of performing the four basic arithmetic operations.



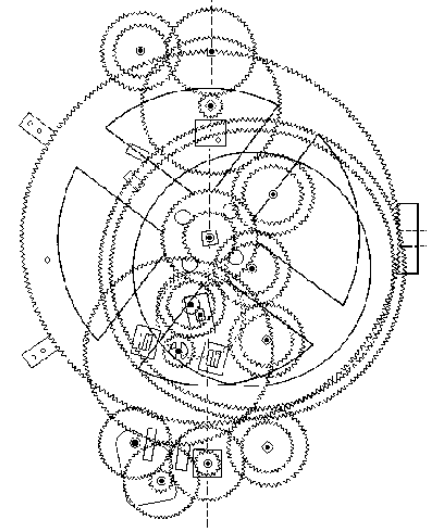
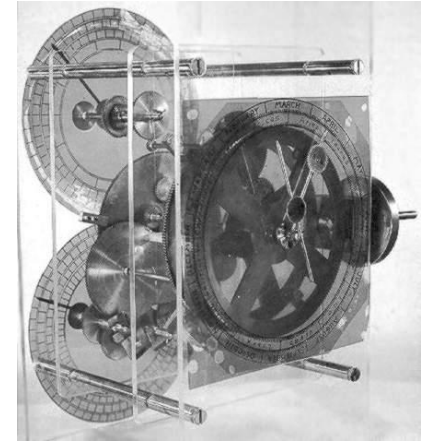
# Abacus



Today ... Beijing, China

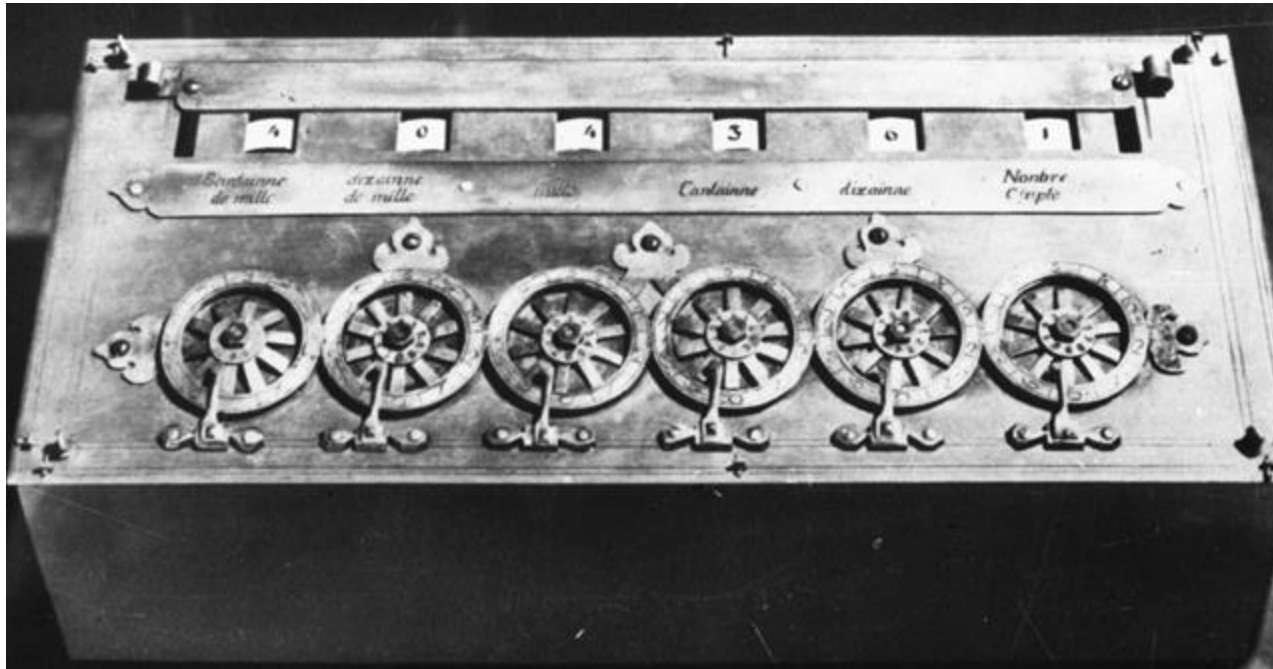
# Antikythera Computer (140 B.C)

Was build in ancient Greece the year 140 B.C. The Antikythera Mechanism was able to align the number of lunar months with years and display where the sun and the moon were in the zodiac. {CNN.com}





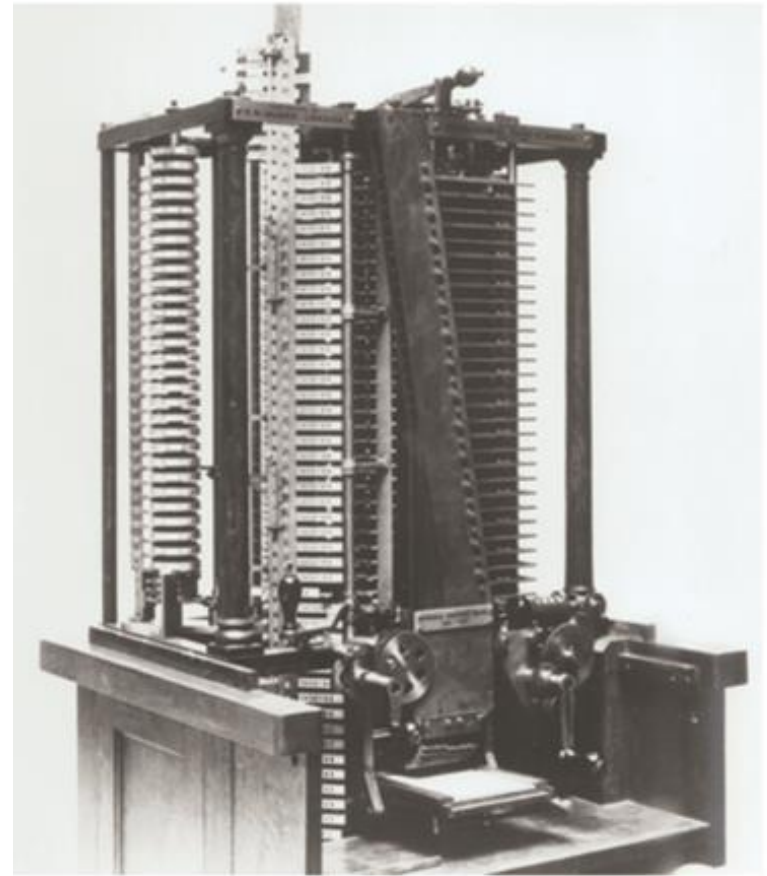
# The Pascaline (1642)



Pascal invented and build the “Pascaline” to help his father, a tax collector.

# Analytical Engine-1822, (Charles Babbage)

An Engine (mechanical computer) to compute mathematical tables, such as logarithmic and trigonometric functions.



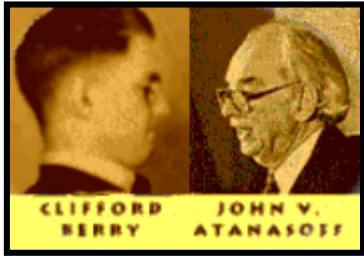
# Z1- Computer (1938)



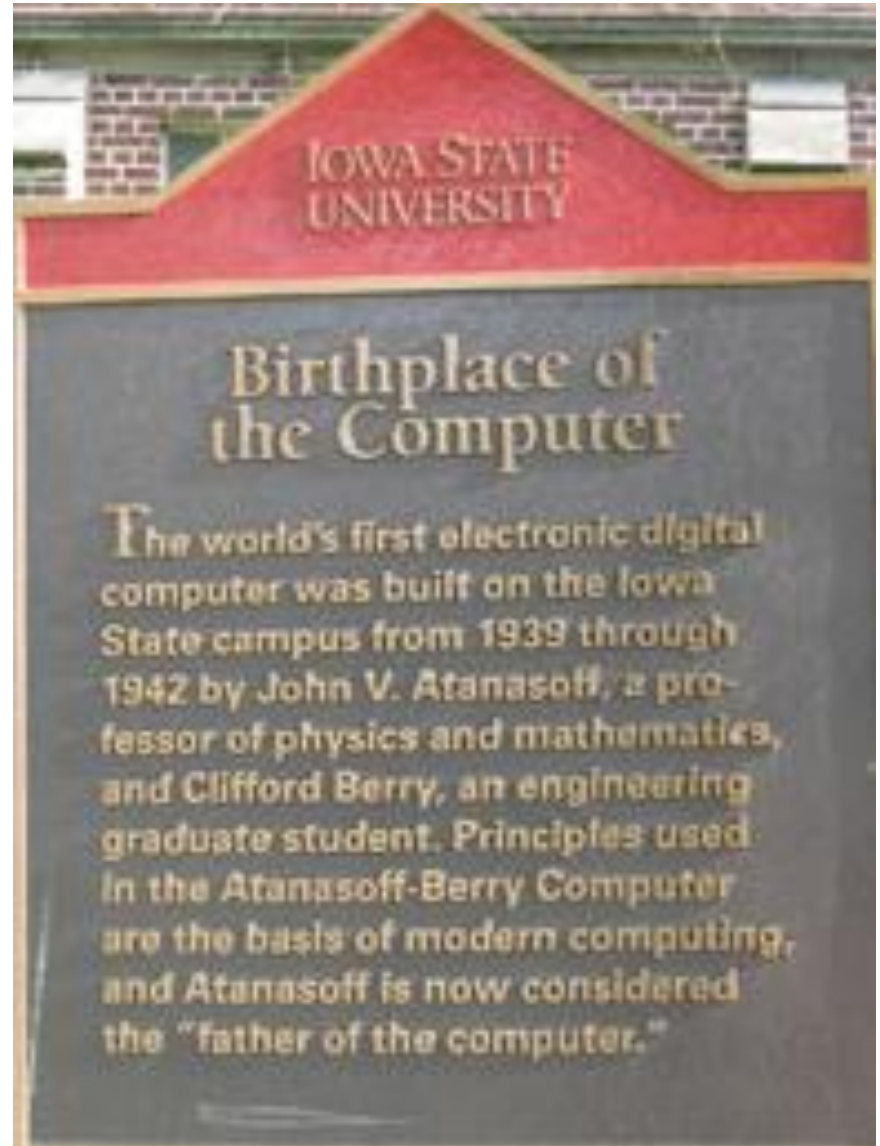
The First Freely  
Programmable  
Mechanical Computer  
invented by Konrad Zuse,  
1910-1995 (Germany)



# Prof. Atanasoff-Berry (graduate student) Electronic Computer (1939-1942)



The world's first electronic-digital computer at Iowa State University. The Computer State used a binary system of arithmetic, parallel processing, separation of memory and computing functions.



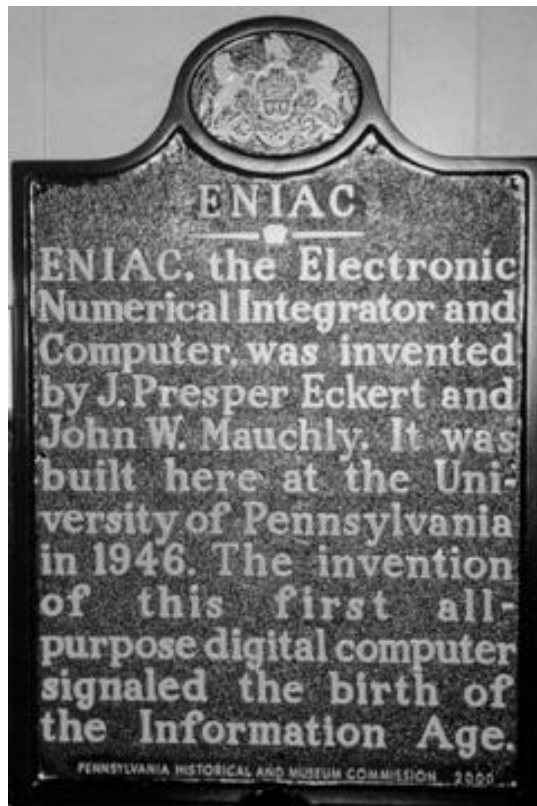
# The Harvard MARK-I Computer - Howard Aiken and Grace Hopper (1944)





# ENIAC (Electronic Numerical Integrator and Computer) 1944-46

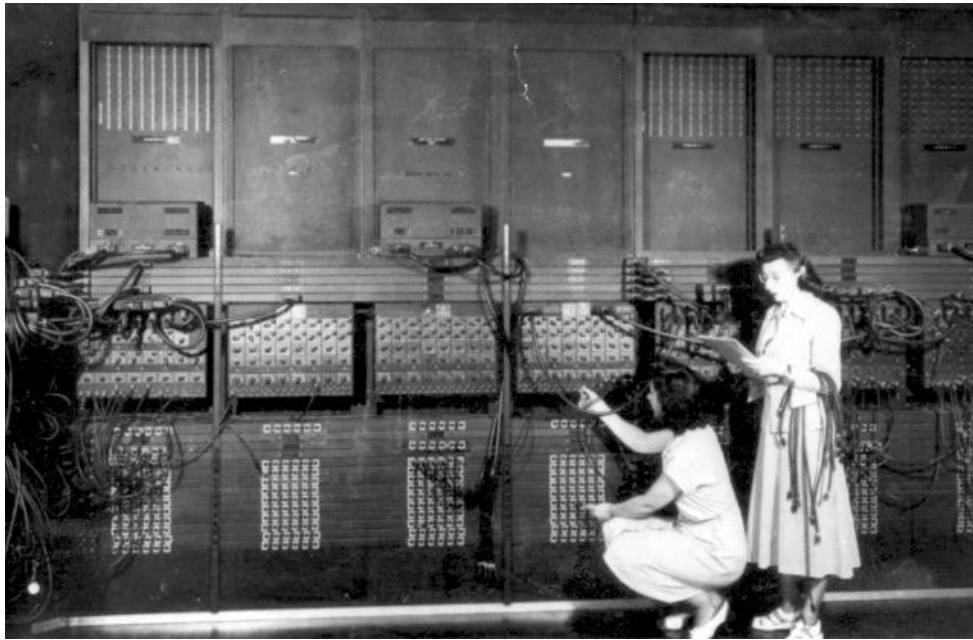
- Developed by Army Ordinance to compute World War II ballistic firing tables.



	ENIAC	Intel Core Duo chip
Debut	1946	2006
Performance	5,000 addition problems/sec	21.6 billion ops/sec
Power use	170,000 watts	31 watts max
Weight	28 tons	negligible
Size	80' w x 8' h	90.3 sq. mm.
What's inside	17,840 vacuum tubes	151.6 M transistors
Cost	\$487,000	\$637

- (Moore School of Electrical Engineering, University of Pennsylvania)

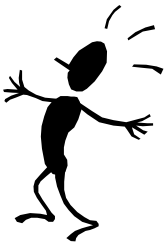
# ENIAC: Electronic Computer



# What can a computer do?

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- Predict weather
- Run a factory
- Transportation and travel
- Money (Banks/ATM machines)
- Communications (Mobile phone, email, ...)
- Play games
- Robotics
- Medicine





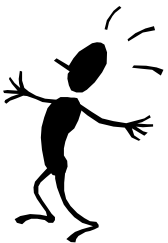
# Medicine ... Robot (computer) surgery



# What a computer can't do?

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- Drink coffee
- Listen and solve your problems
- Design solutions to problems



# Human computer

Input: *eye, nose, ear*

Process: *brain*

Output: *feet, voice*



# Human made computer

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Input: Keyboard, Bar code device, Monitor



Process: CPU



Output: Monitor, Printer

and

Instructions to run the system

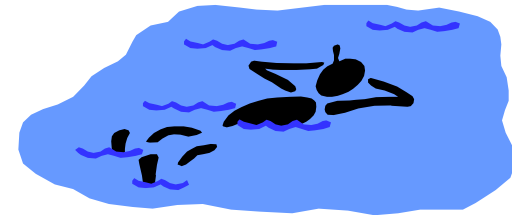
# Human made “Computers” ...



# A computer system has two main parts

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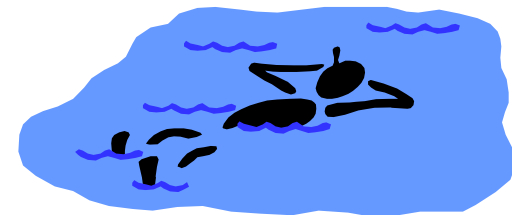
- Hardware
- Software



# A computer system has two main parts

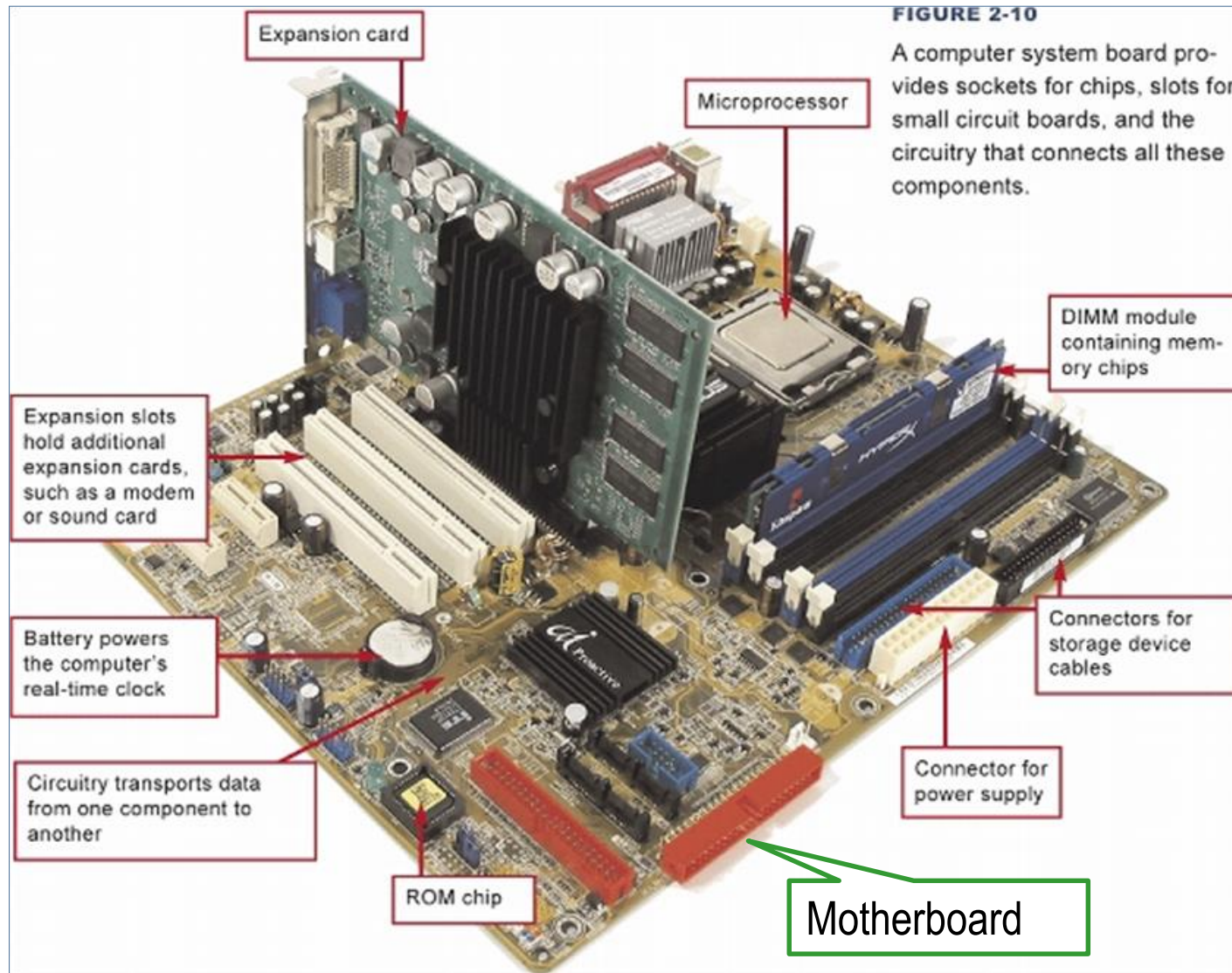
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- Hardware; Physical equipment
- Software; Instructions that run the hardware





# Hardware





# Software

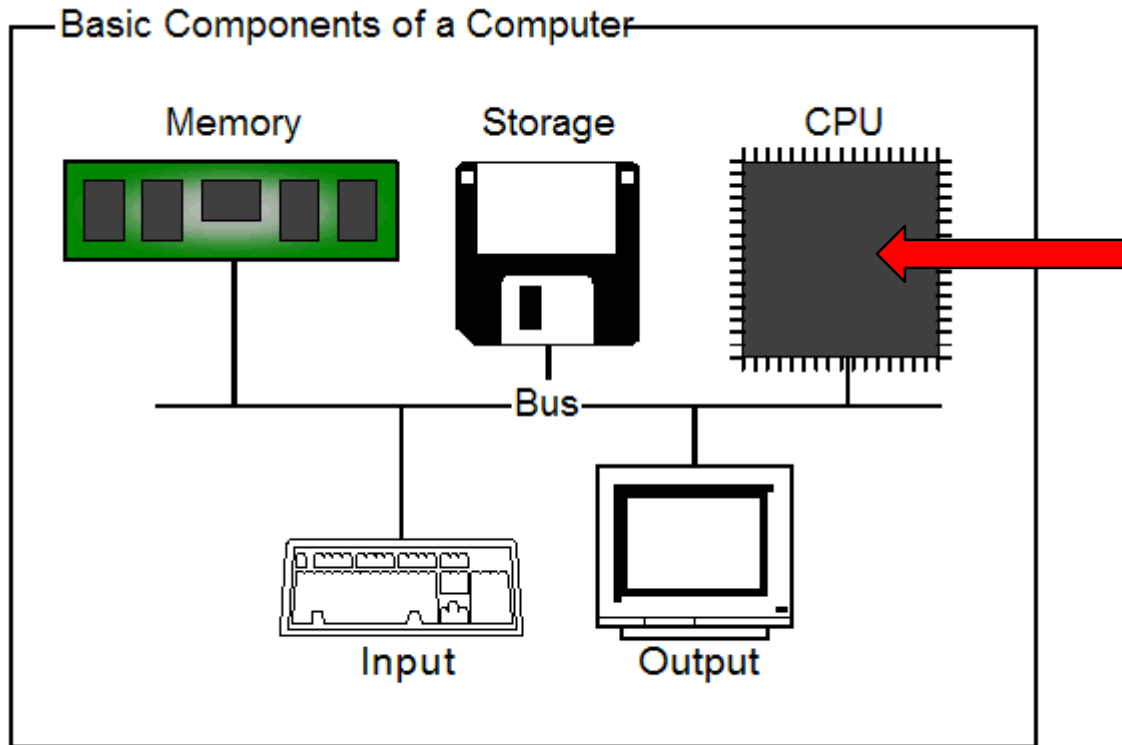
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- Software = Instructions that run the hardware (programs @ applications)

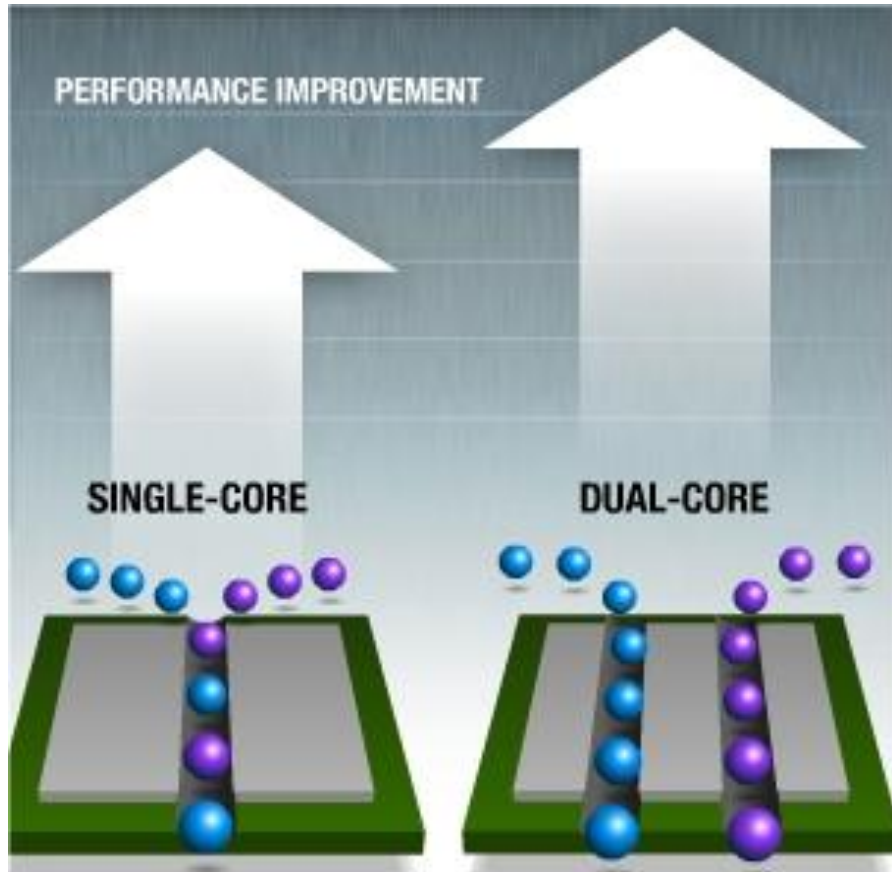
Such as...

- Operating System (Win7, OSX, Unix, Android etc)
- Microsoft Office
- Web browsers
- iTunes
- Games
- etc...

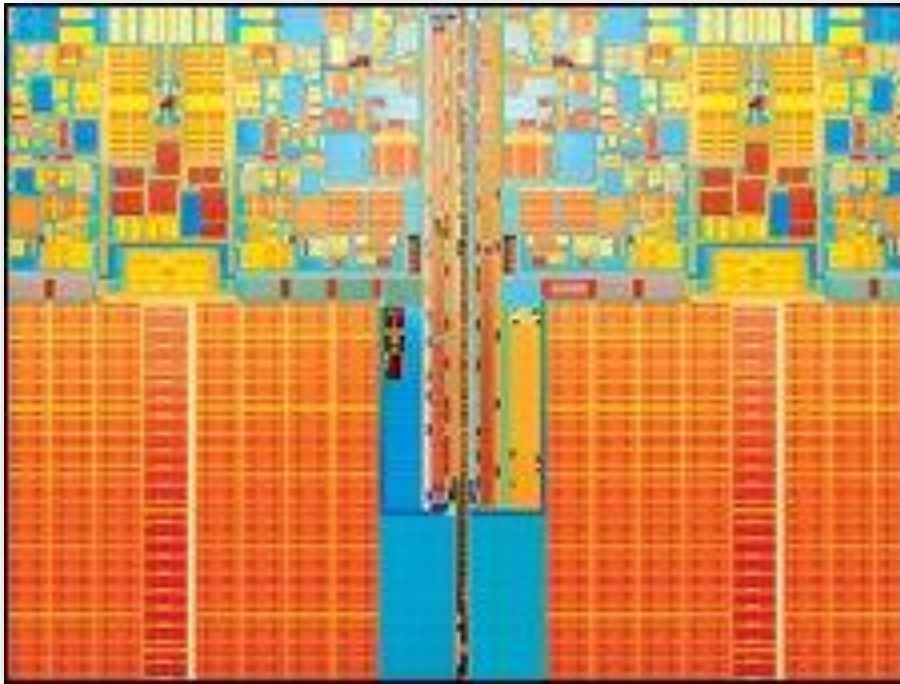
# Computer hardware ...basic componets



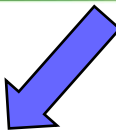
# CPU's ... single and Multicore



# MultiCore CPU



# Intel .... evolution



<i><b>Name</b></i>	<i><b>Date</b></i>	<i><b>MHz</b></i>
• <b>8086</b> – First 16-bit Intel processor. Basis for IBM PC & DOS	<b>1978</b>	<b>5-10</b>
• <b>386</b> – First 32 bit Intel processor	<b>1985</b>	<b>16-33</b>
• <b>Pentium 4</b> – First 64-bit Intel processor, referred to as x86-64	<b>2004</b>	<b>2800-3800</b>
• <b>Core 2</b> – First multi-core Intel processor	<b>2006</b>	<b>1060-3500</b>
• <b>Core i7</b> – 2- 8 cores	<b>2016</b>	<b>1700-3900</b>

# Speed of CPU's ... Hertz (*Hz*)

- Hertz (*Hz*) is a measure of the frequency (cycles per second)
- Today ... typical CPU values 2-4 *GHz*

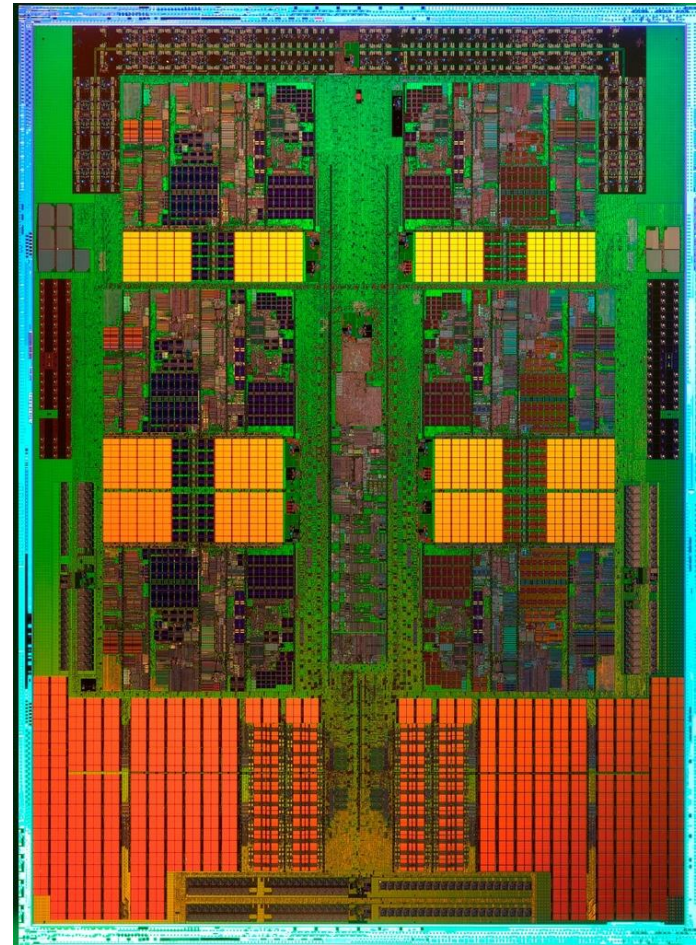
Note:

1 GHz = 1,000,000,000 Hz

1 MHz = 1,000,000 Hz

1 KHz = 1,000 Hz

... from “AMD” ... Opteron (12 cores)





# ARM CPU for mobile devices ....





# ARM (Cortex-9)...next generation devices

## Mobile Handsets Connected Mobile Computers



## Networking / Home Gateways



## Consumer and Auto-infotainment



## Embedded

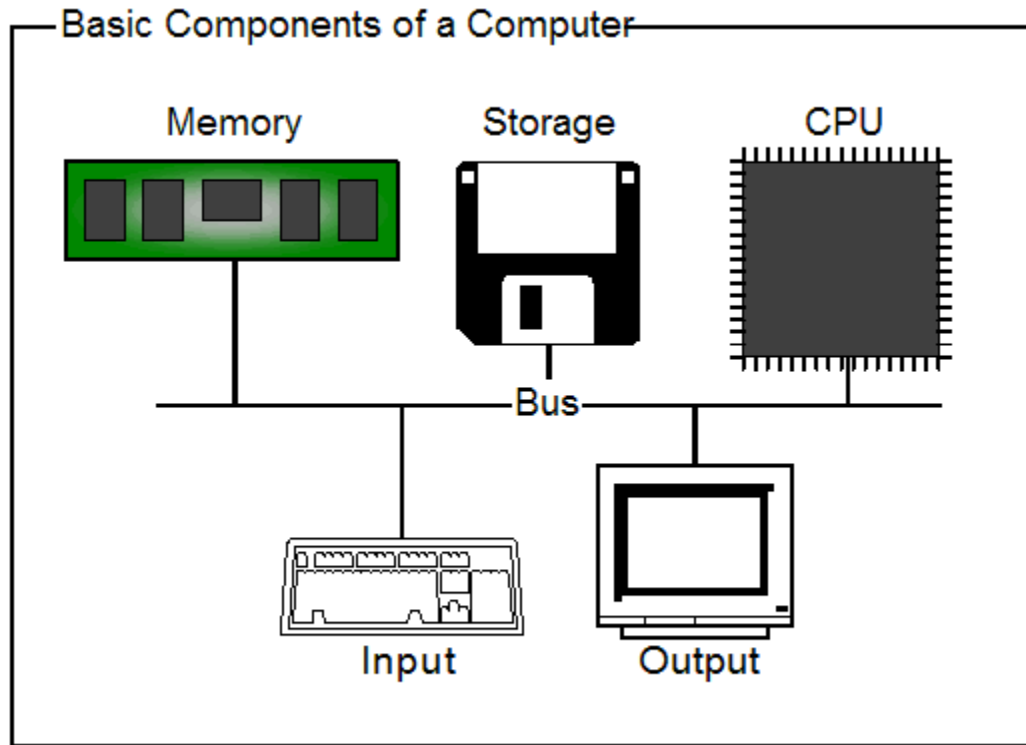


# CPU's

CPU's are also called **MicroProcessors**



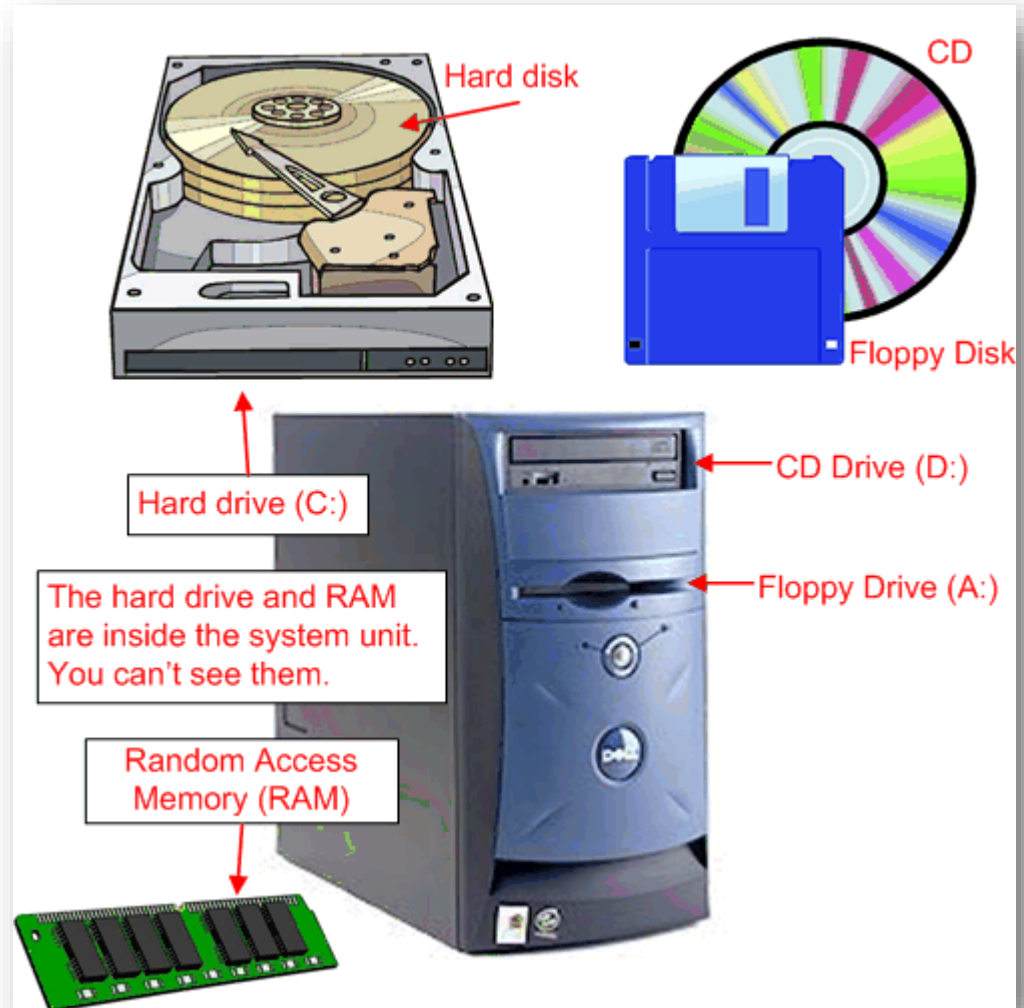
# Next ... Computer memory



# Computer Memory

# Computer Memory

- Primary
- Secondary



# Computer Memory

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## ❖ Primary

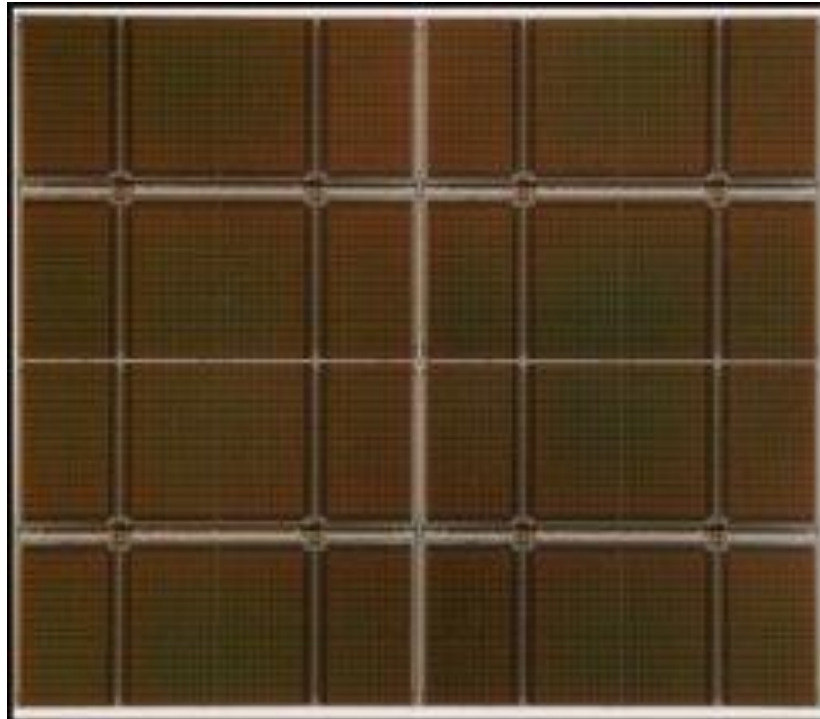
- RAM

## ❖ Secondary

- Hard Disk
- Diskettes, CD, DVD, Tapes, Flash, ...

# RAM

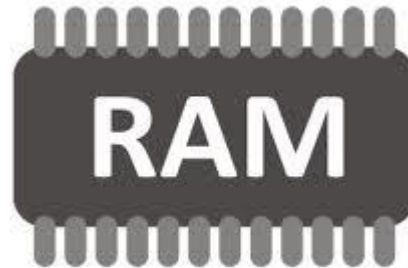
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Rows and columns with 0's and 1's

# RAM or System Memory

- RAM (Random Access Memory)
  - Fast
  - Volatile (not permanent)
  - Limited
  - Relatively expensive





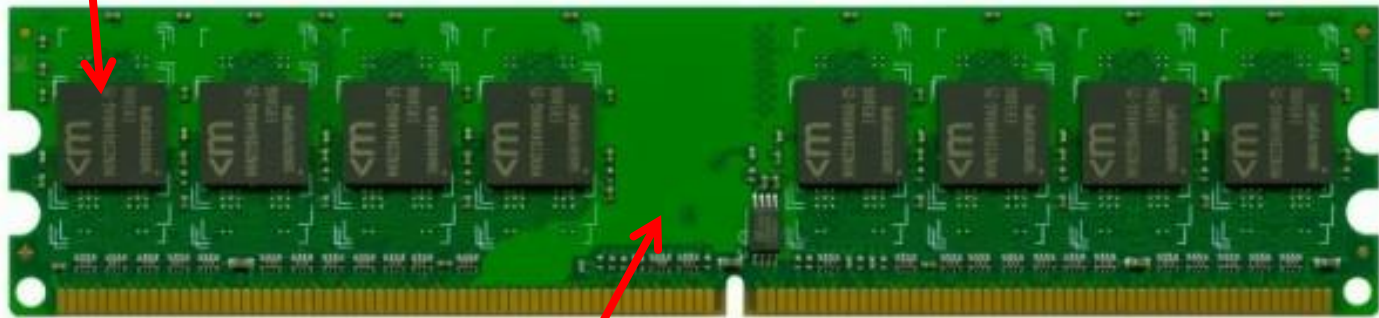
# RAM

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- Random Access Memory (Read And Write Memory)
- When the power goes off, any information stored in the RAM is erased.

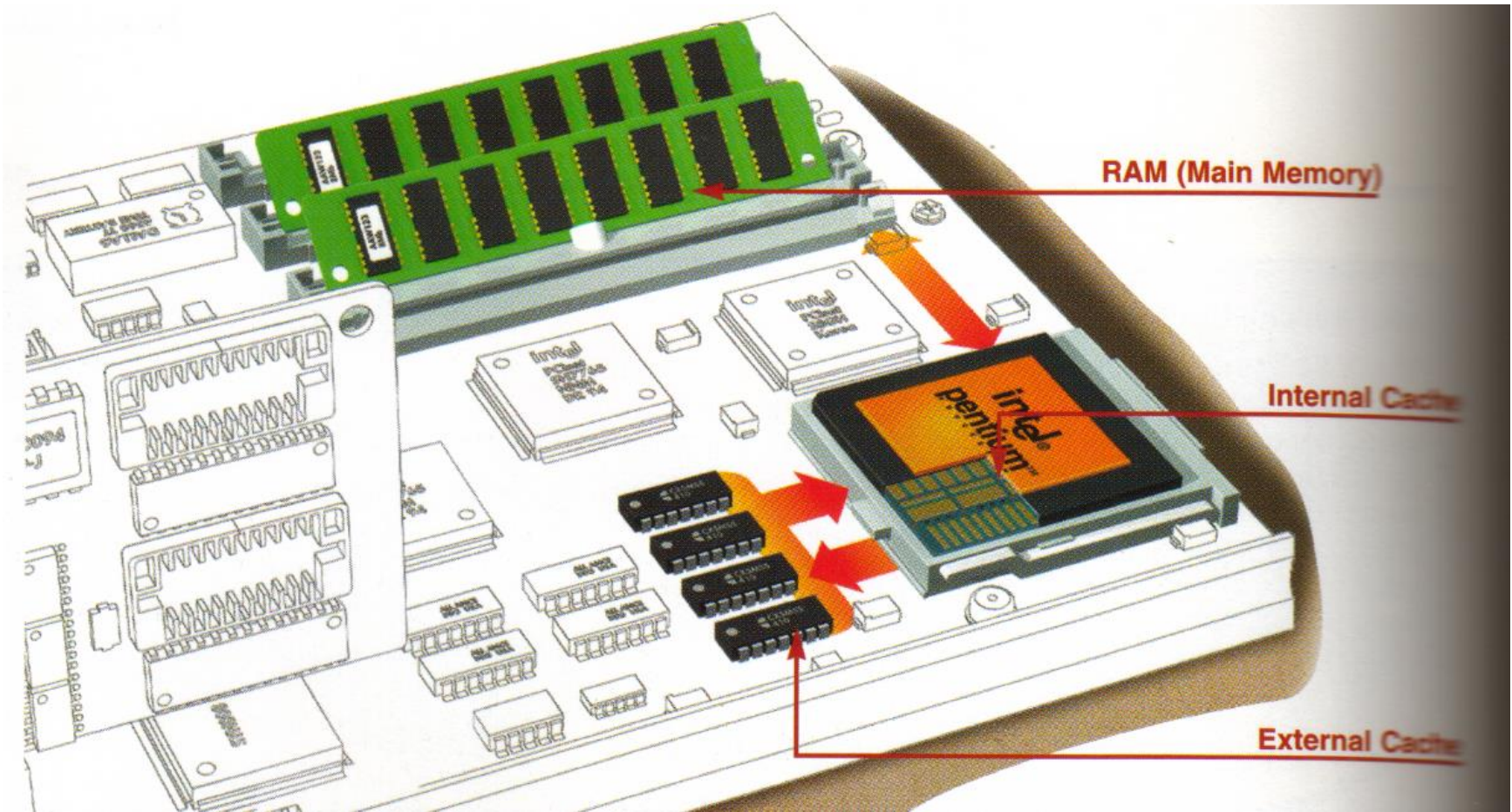
# RAM

Memory chips

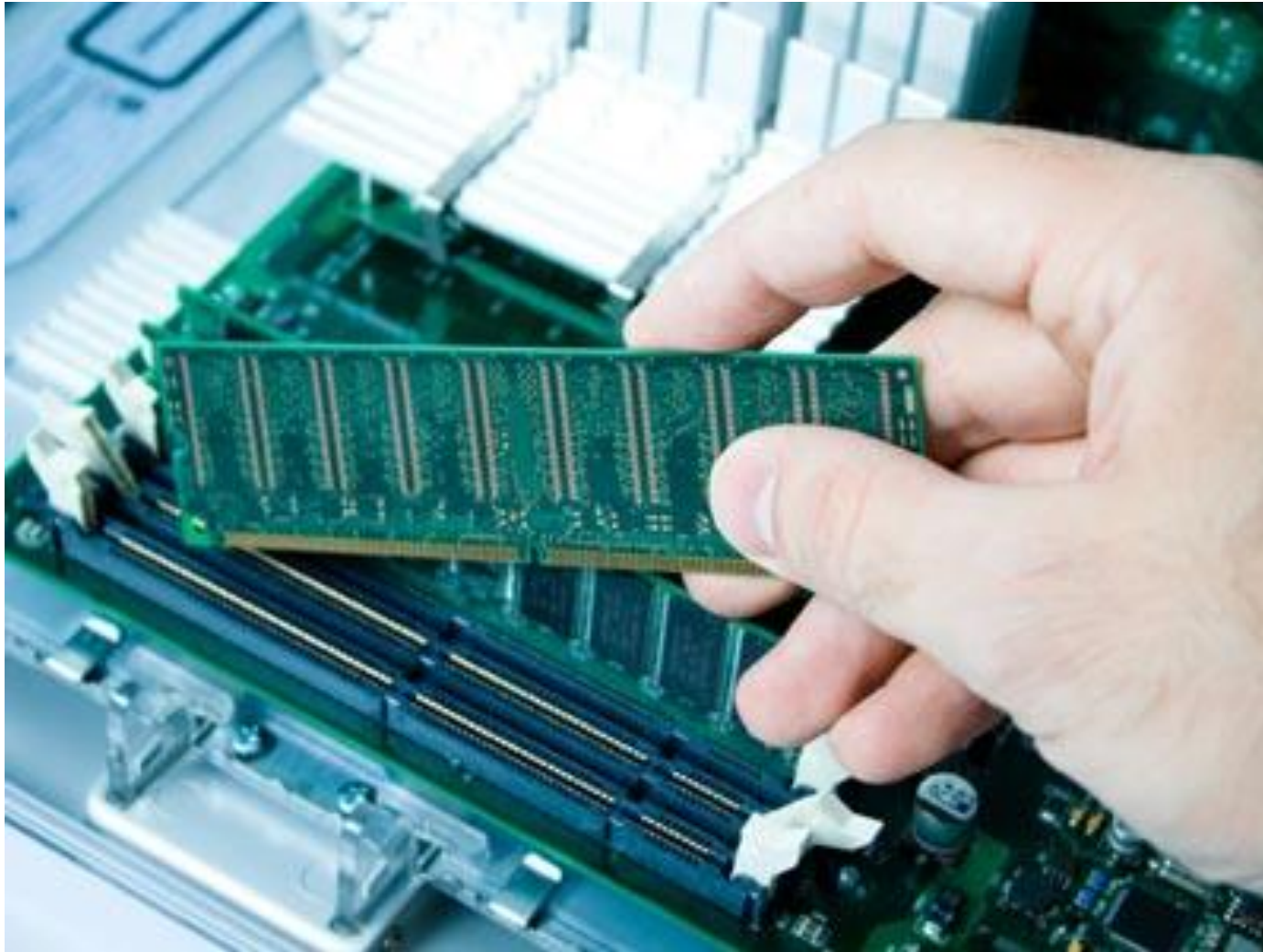


Memory module

# RAM (main memory)



# How to add RAM memory



# Two types ... RAM

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- DRAM (Dynamic RAM); Main memory
- SRAM (Static RAM); Faster and more expensive than DRAM
- SRAM = Cache memory



# DRAM & SRAM chips

DRAM



SRAM



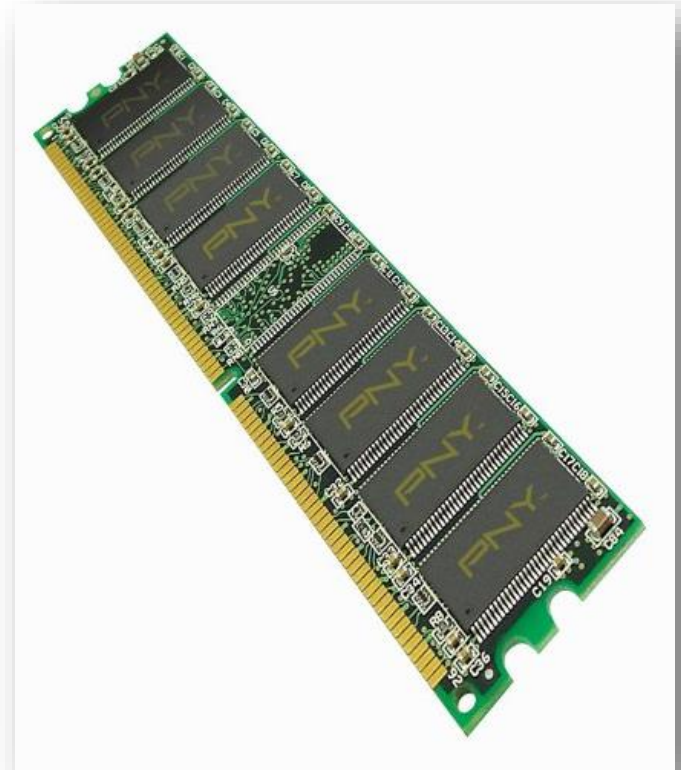
# RAM modules (types)

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- The memory chips are packaged in memory modules that plug into expansion slots on the main system board (motherboard).
- ✓ SIMMs
  - ✓ Single Inline Memory Module (32-bits)
- ✓ DIMMs
  - ✓ Dual Inline Memory Module (64-bits)



# Actual DIMM's



# RAM capacities

- System memory (DRAM)
- Cache memory (SRAM)

4-128 GB

2-64 MB

What is MB (MegaByte), GB (GigaByte) ... ?

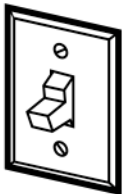
What is Byte?



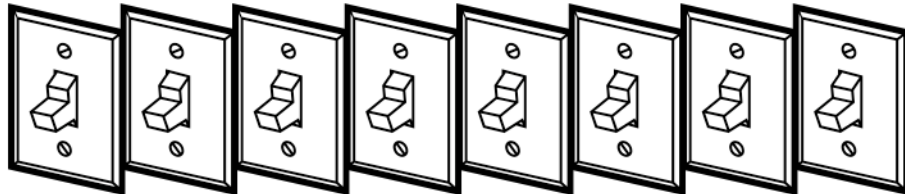
# Byte - Bit

1 Byte = 8 Bits

1 Bit = 0 - 1



*bit*



*byte*

# Example...

File.txt

0123456789

- The file is 10 Bytes
- Each Byte is 8-Bits (ASCII)
- Therefore Total Bits:  $10 \times 8 = 80$  Bits
- 1 character in our keyboard = 1 Byte



# Units used for computer storage



# Kilo, Mega, Giga, Tera [SI units]

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- 1 K (Kilo) = 1,000
- 1 M (Mega) = 1,000,000
- 1 G (Giga) = 1,000,000,000
- 1 T (Tera) = 1,000,000,000,000

- SI = International System of Units

# [KB, MB, GB, TB] ... in computer science

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- 1 Kibi (Kilobinary) =  $2^{10}$  = 1,024 Bytes
- 1 Mebi (Megabinary) =  $2^{20}$  = 1,048,576 Bytes
- 1 Gibi (Gigabinary) =  $2^{30}$  Bytes
- 1 Tebi (Terabinary) =  $2^{40}$  Bytes

- bi = binary



# For u to know ...

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1 KB = 1 000 Bytes

1 MB = 1 000 000 Bytes

1 GB = 1 000 000 000 Bytes

# Size << Songs- Video

Size	Song Capacity	Video content
1 GB	250	
2 GB	500	4-7 hours
8 GB	2,000	30 hours
30 GB	7, 000	100 hours

- What is the memory size ... 1 song ?

# 1 song ... about 4 MBytes

Size	Song Capacity	Video content
1 GB	250	
2 GB	500	4-7 hours
8 GB	2,000	30 hours
30 GB	7, 000	100 hours

- $1,000,000,000/250 = 4,000,000$  Bytes
- $= 4$  MBytes