



CSN-101 (Introduction to Computer Science and Engineering)

Lecture 6: Evolution of Computer Hardware, Moore's Law

Dr. Sudip Roy

Assistant Professor

Department of Computer Science and Engineering

Piazza Class Room: <https://piazza.com/iitr.ac.in/fall2019/csn101>

[Access Code: csn101@2019]

Moodle Submission Site: <https://moodle.iitr.ac.in/course/view.php?id=45>

[Enrollment Key: csn101@2019]



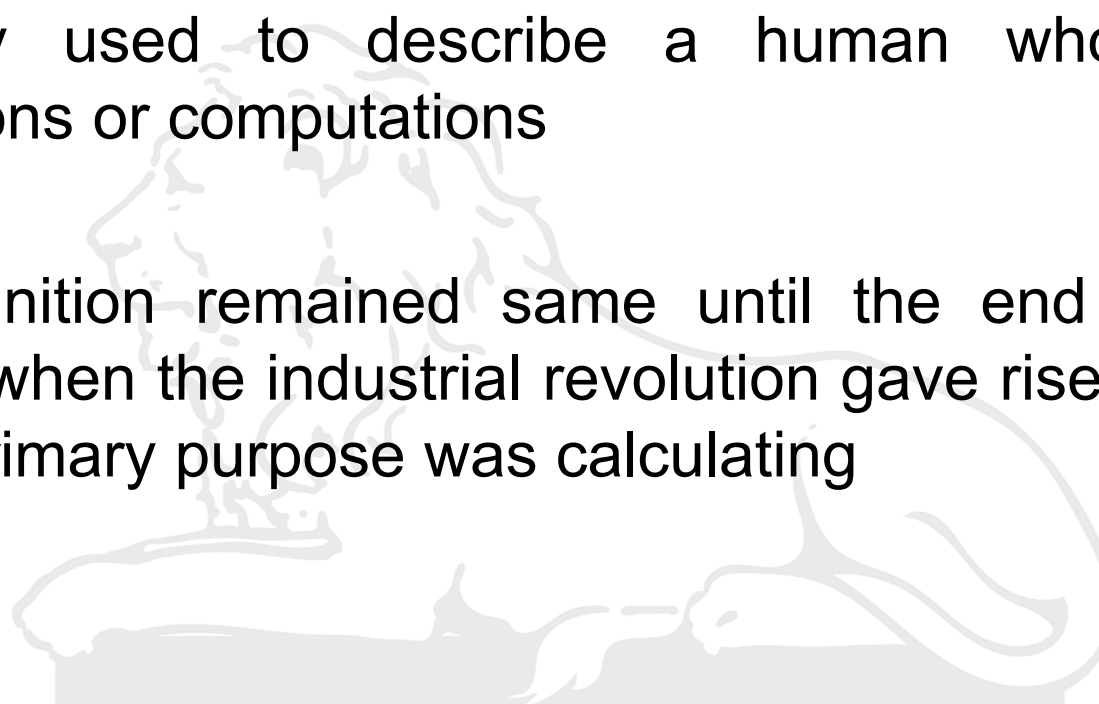
Plan for Lecture Classes in CSN-101 (Autumn, 2019-2020)



Week	Lecture 1 (Monday 4-5 PM)	Lecture 2 (Friday 5-6 PM)
1	Evolution of Computer Hardware and Moore's Law, Software and Hardware in a Computer	Computer Structure and Components, Operating Systems
2	Computer Hardware: Block Diagrams, List of Components	Computer Hardware: List of Components, Working Principles in Brief, Organization of a Computer System
3	Linux OS	Linux OS
4	Writing Pseudo-codes for Algorithms to Solve Computational Problems	Writing Pseudo-codes for Algorithms to Solve Computational Problems
5	Sorting Algorithms – Bubble sort, selection sort, and Search Algorithms	Sorting Algorithms – Bubble sort, selection sort, and Search Algorithms
6	C Programming	C Programming
7	Number Systems: Binary, Octal, Hexadecimal, Conversions among them	Number Systems: Binary, Octal, Hexadecimal, Conversions among them
8	Number Systems: Negative number representation, Fractional (Real) number representation	Boolean Logic: Boolean Logic Basics, De Morgan's Theorem, Logic Gates: AND, OR, NOT, NOR, NAND, XOR, XNOR, Truth-tables
9	Computer Networking and Web Technologies: Basic concepts of networking, bandwidth, throughput	Computer Networking and Web Technologies: Basic concepts of networking, bandwidth, throughput
10	Different layers of networking, Network components, Type of networks	Network topologies, MAC, IP Addresses, DNS, URL
11	Different fields of CSE: Computer Architecture and Chip Design	Different fields of CSE: Data Structures, Algorithms and Programming Languages
12	Different fields of CSE: Database management	Different fields of CSE: Operating systems and System softwares
13	Different fields of CSE: Computer Networking, HPCs, Web technologies	Different Applications of CSE: Image Processing, CV, ML, DL
14	Different Applications of CSE: Data mining, Computational Geometry, Cryptography, Information Security	Different Applications of CSE: Cyber-physical systems and IoTs

The Word - Computer

- The word "computer" was first recorded in 1613
- Originally used to describe a human who performed calculations or computations
- This definition remained same until the end of the 19th century, when the industrial revolution gave rise to machines whose primary purpose was calculating



Introduction

Today's Scenario:

personal computer > computer
(2017, \$500) (1985, 1 million dollars)

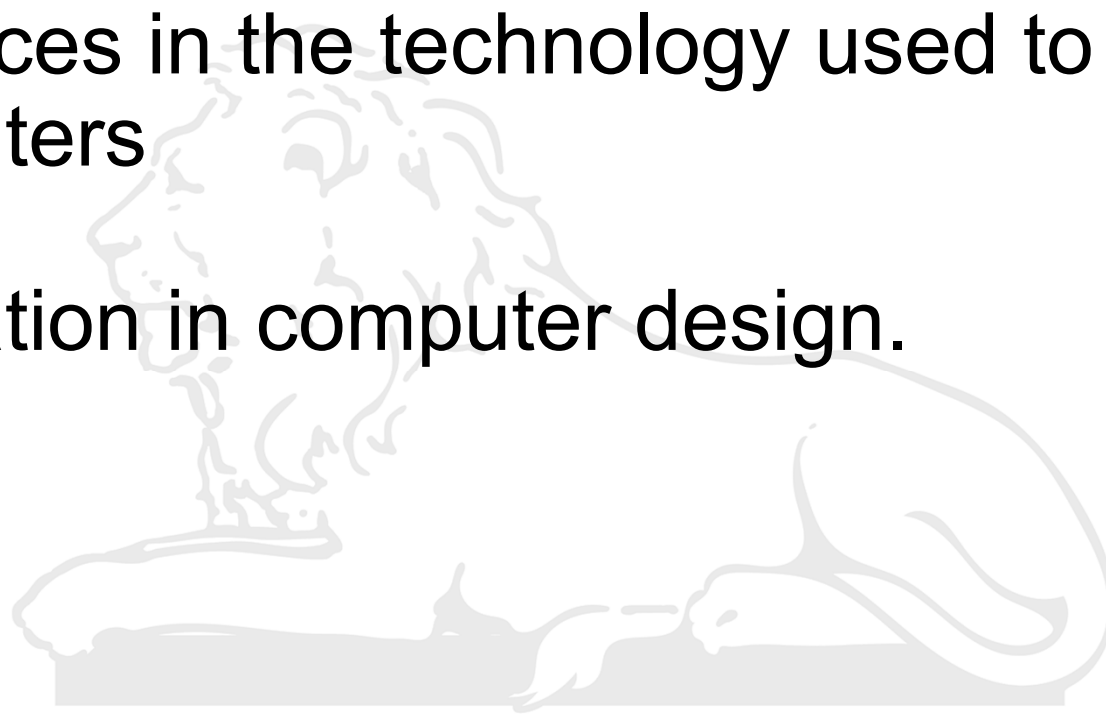
Mainly in terms of:

1. Performance
2. Main memory
3. Disk storage

Introduction

Reason???

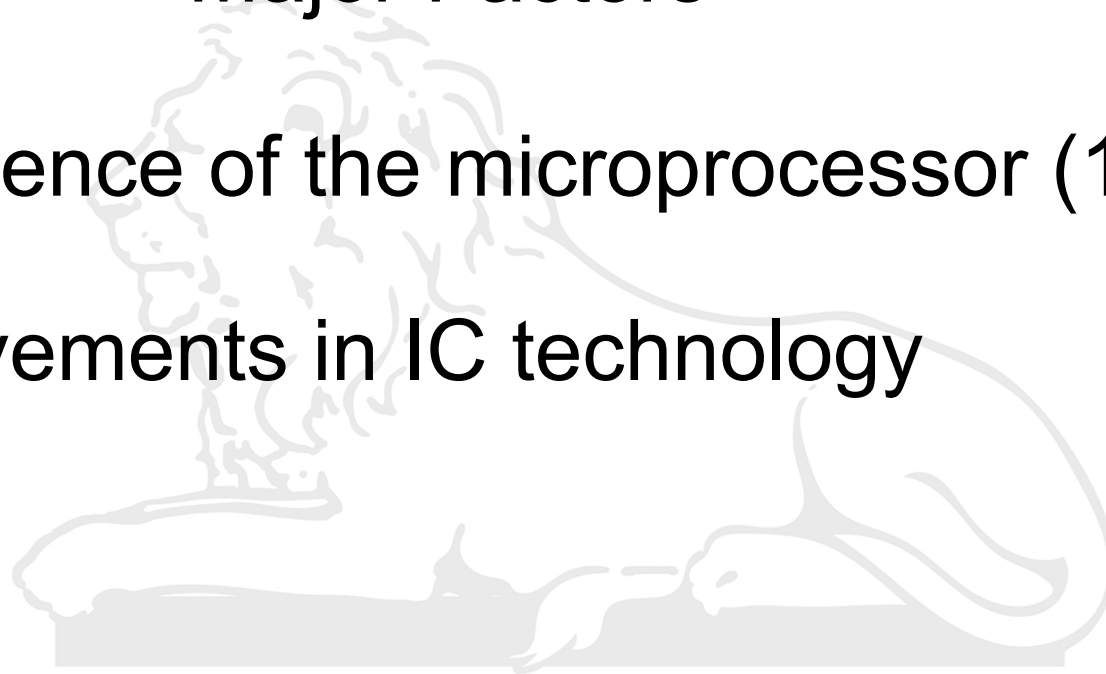
- Advances in the technology used to build computers
- Innovation in computer design.





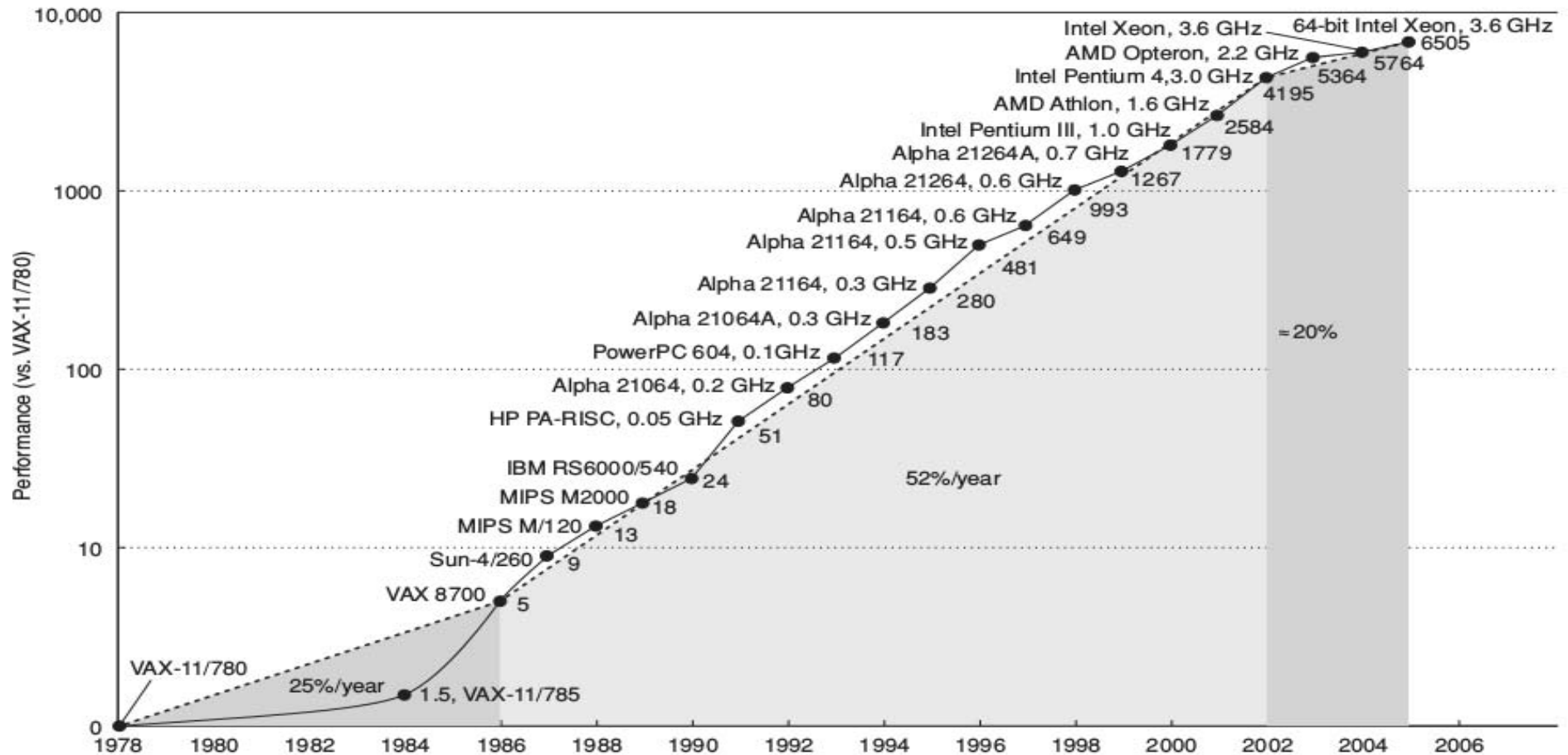
Major Factors

- Emergence of the microprocessor (1970s)
- Improvements in IC technology



Introduction

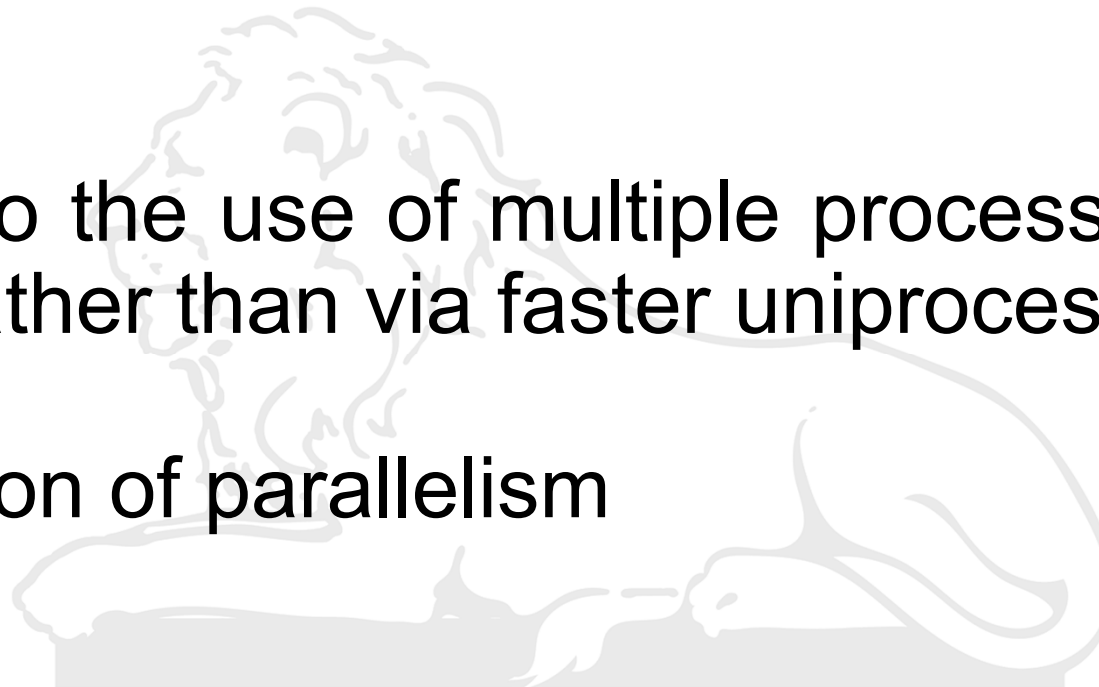
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Growth in processor performance since the mid-1980s. This chart plots performance relative to the VAX 11/780

Introduction

- Since 2002, processor performance improvement dropped to about 20% per year
- Lead to the use of multiple processors per chip rather than via faster uniprocessors.
- Adoption of parallelism



Classes of Computers

- 1960s, large mainframes:
 - ❖ Costing millions of dollars
 - ❖ Stored in computer rooms with multiple operators overseeing their support
 - ❖ Mainly for business data processing and large-scale scientific computing



Classes of Computers

1970s, Minicomputers:

- 1) A smaller-sized computer
- 2) Focused on applications in scientific Laboratories
- 3) Mainly for business data processing and large-scale scientific computing



Classes of Computers

- 1970s, Supercomputers:
 - 1) High-performance computers for Scientific computing
 - 2) Pioneered innovations that later trickled down to less expensive computer classes
- 1980s, Desktop computers:
 - 1) Based on microprocessors
 - 2) In form of both personal computers and workstations





contd

Classes of Computers

- 1990s:
 - 1) Internet and the World Wide Web
 - 2) First successful handheld computing devices: Personal Digital Assistant (PDA)
 - 3) emergence of high-performance digital consumer electronics: video games to set-top boxes.
- Extraordinary popularity of cell phones has been obvious since 2000

Classes of Computers

contd.



Feature	Desktop	Server	Embedded
Price of system	\$500–\$5000	\$5000–\$5,000,000	\$10–\$100,000 (including network routers at the high end)
Price of microprocessor module	\$50–\$500 (per processor)	\$200–\$10,000 (per processor)	\$0.01–\$100 (per processor)
Critical system design issues	Price-performance, graphics performance	Throughput, availability, scalability	Price, power consumption, application-specific performance

A summary of the three mainstream computing classes and their system characteristics.

Desktop Computing

- Largest market in dollar terms
- Low-end systems selling under \$500
- Heavily configured workstations in range of \$5000
- driven to optimize price performance.
- Highest-performance microprocessors and cost-reduced microprocessors



Servers



- To provide larger-scale and more reliable file and computing services
- Backbone of large-scale enterprise computing
- Dependability is critical: may be operated seven days a week, 24 hours a day
- Scalability is must: should accommodate increase in demand



Servers

contd.



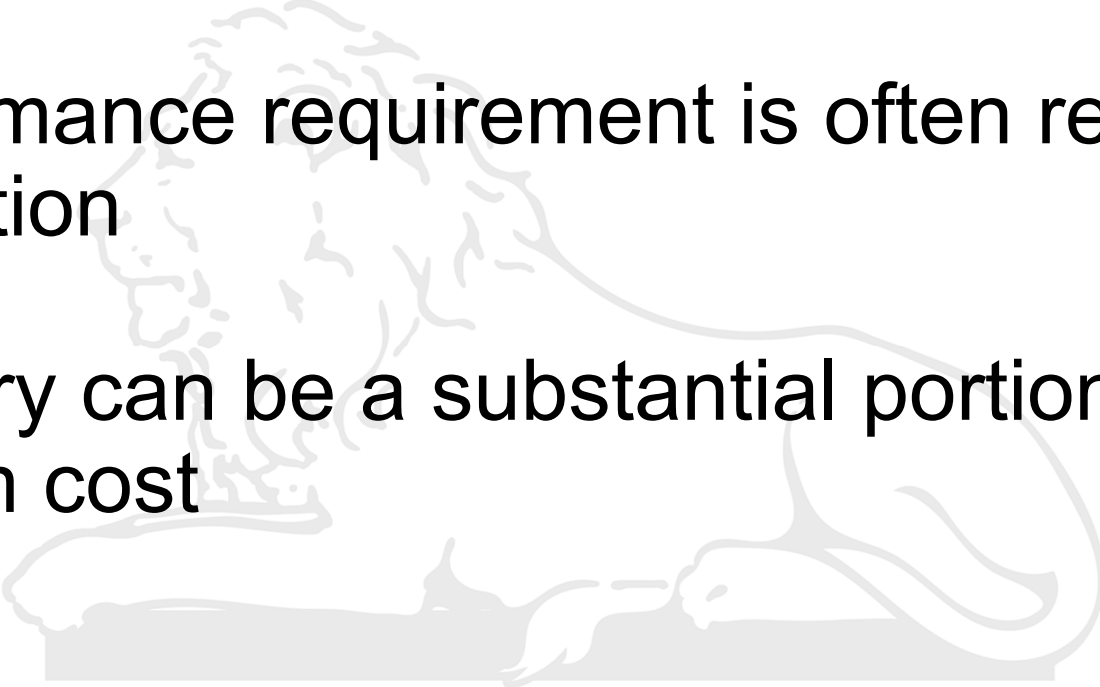
- Efficient throughput: transactions per minute or Web pages served per second
- Overall efficiency: determined by how many requests can be handled in a unit Time
- Responsiveness to an individual request remains equally important

Embedded Computers

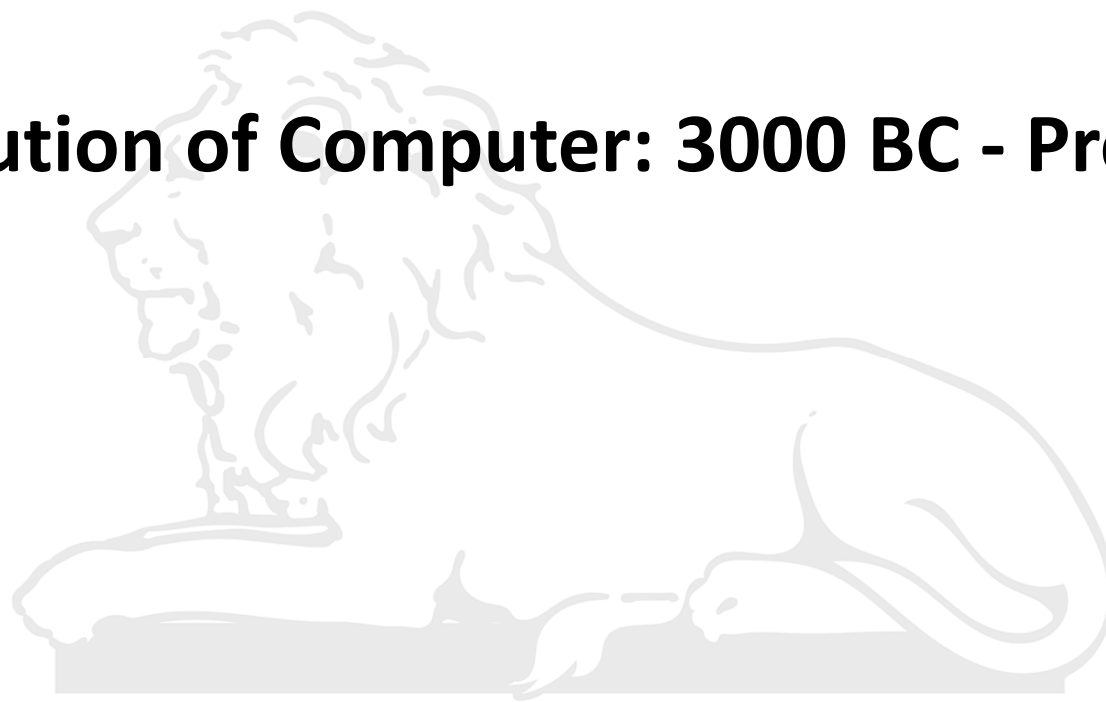
- Fastest growing portion of the computer market
- Devices include: microwaves, most washing machines, most printers, most networking switches, cell phones and smart cards, video games etc.
- Primary goal is meeting the performance need at a minimum price



Embedded Computers

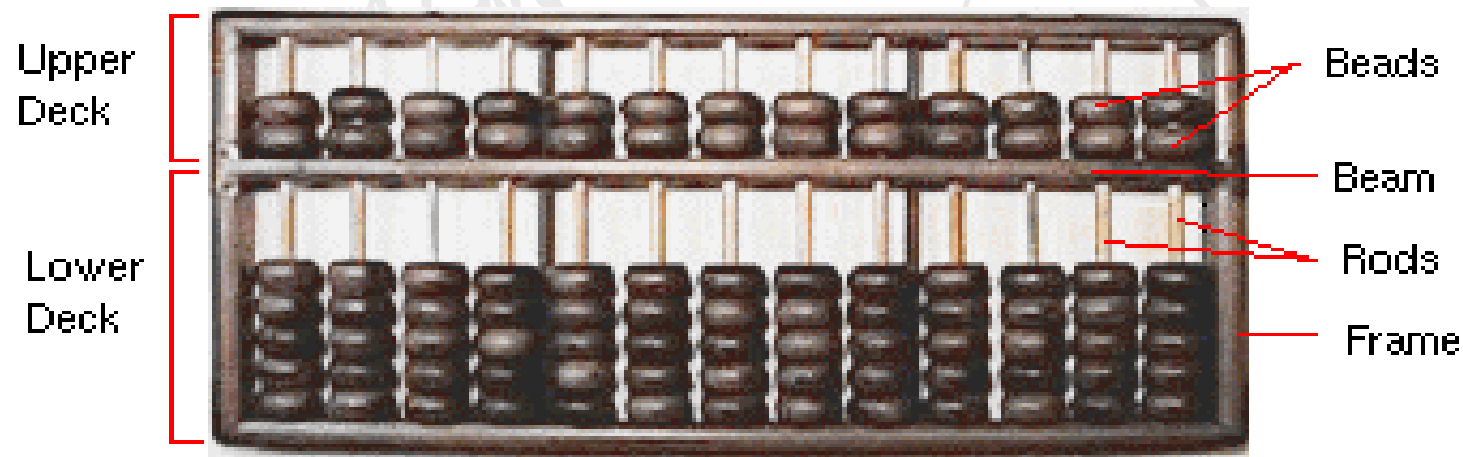
- Need to minimize memory and power
 - Performance requirement is often real-time Execution
 - Memory can be a substantial portion of the system cost
- 

Evolution of Computer: 3000 BC - Present



The Abacus

- Abacus also called as **counting frame**, is a calculating tool
- Used in Europe, China and Russia, centuries before the adoption of the written Hindu-Arabic numerical system
- Constructed as a bamboo frame with beads on rods



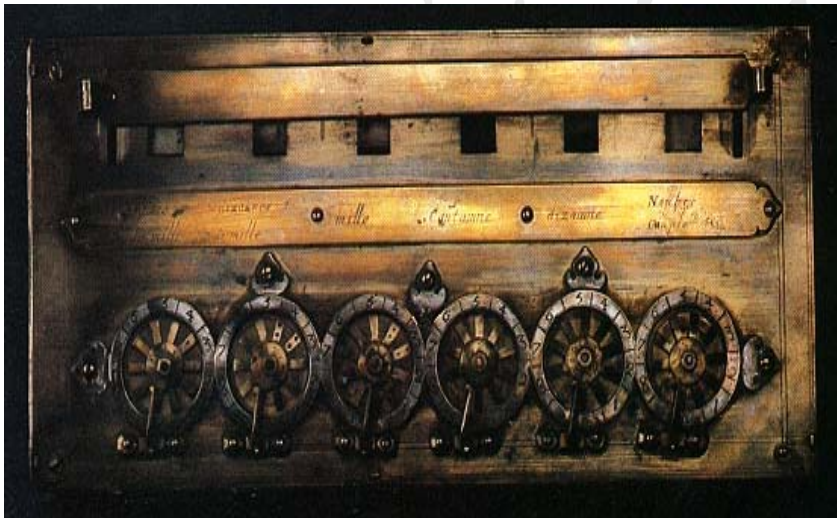
Slide Rule

- Slide Rule 1630
- Based on Napier's rules for logarithms
- Used until 1970s



The Pascaline

- Invented by Blaise Pascal, circa 1642



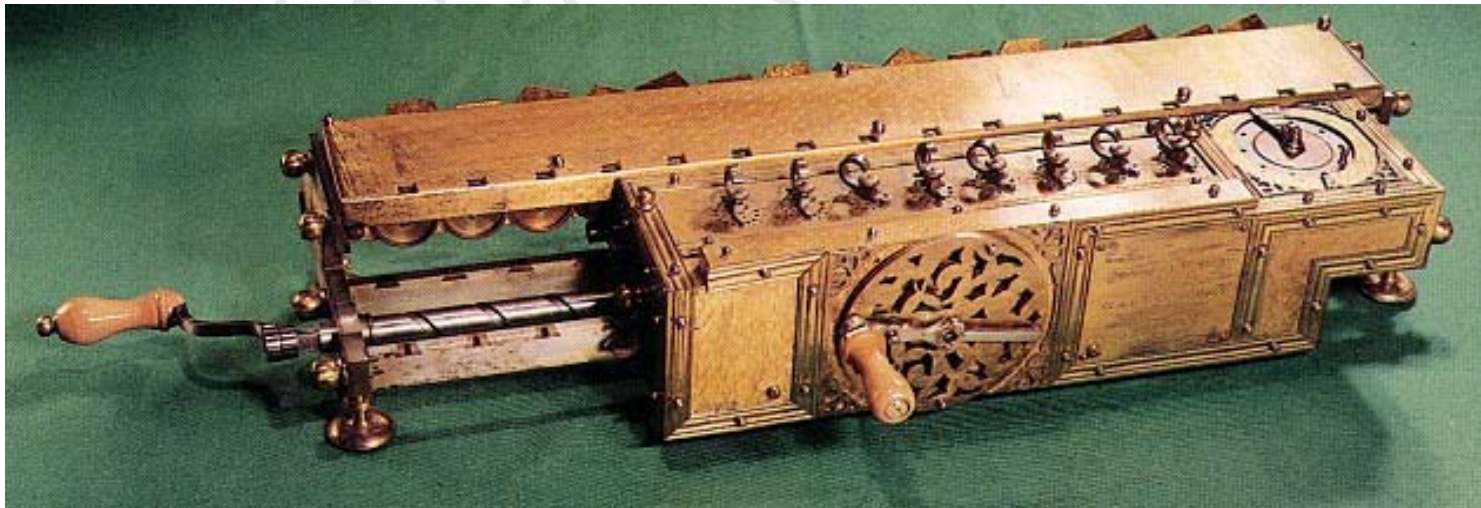
Front View



Inside Pascaline

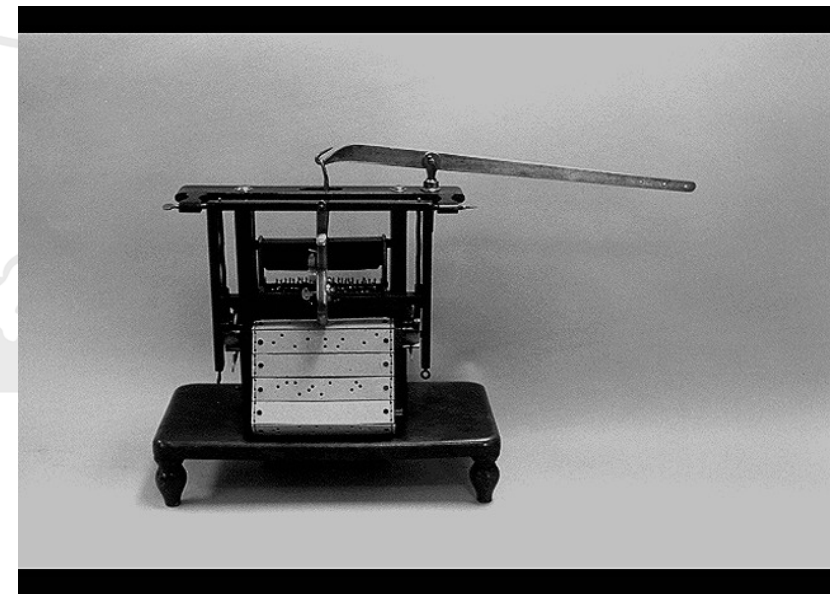
The Reckoner

- Gottfried Wilhelm Leibniz, circa 1700
- Build a four-function (addition, subtraction, multiplication, and division) calculator, called as ***stepped reckoner***



Jacquard Loom - 1801

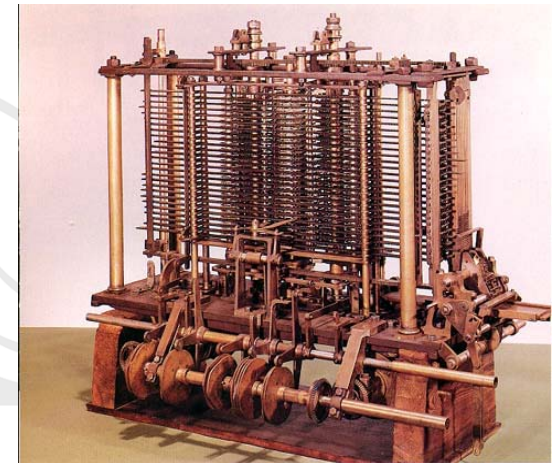
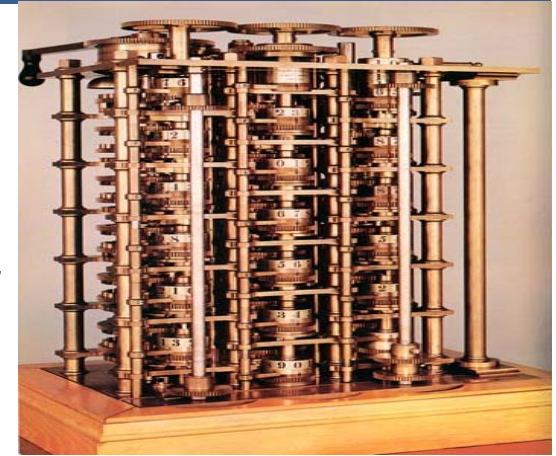
- Used metal cards with punched holes to guide weaving process
- 1st stored program - metal cards
- 1st computer manufacturing



First mechanical computer or automatic computing engine

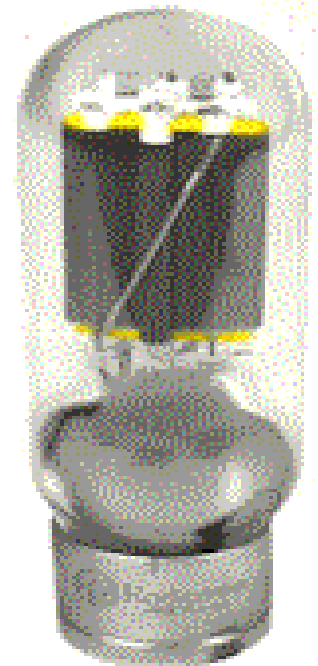
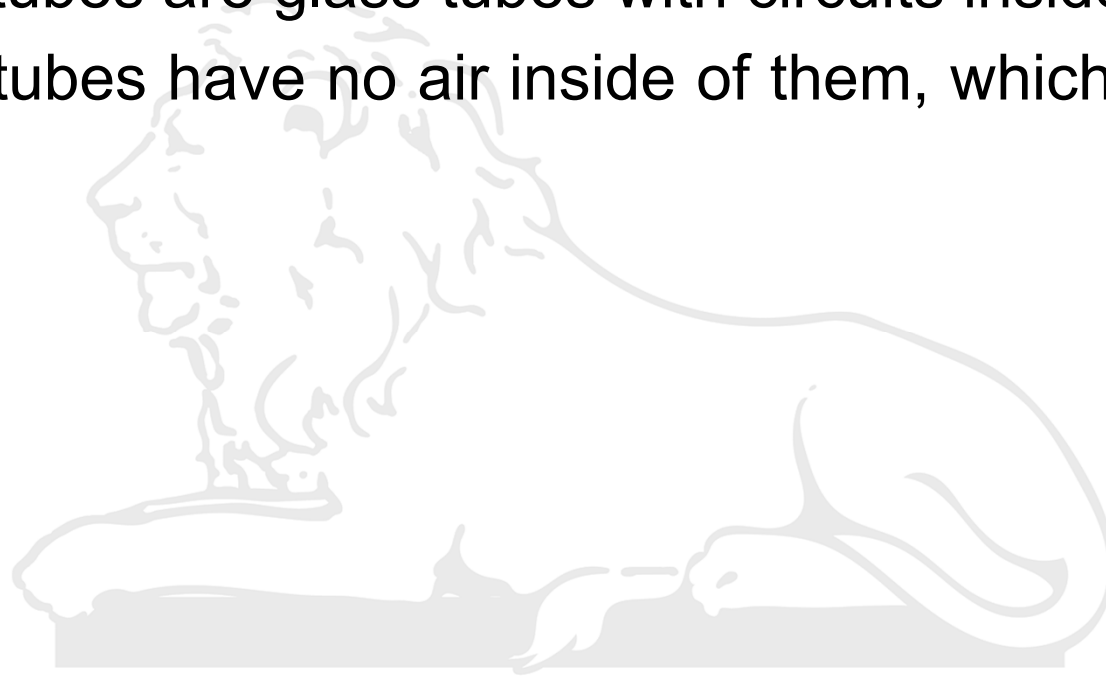
Charles Babbage: 1792-1871

- Difference Engine 1822
 - 1st automatic computing machine
 - was capable of computing several sets of numbers
 - huge calculator - steam driven machine the size of a room
- Analytical Engine 1833
 - 1st general mechanical computer
 - large as a house and powered by 6 steam engines
 - Contained:
 - ALU
 - Basic flow control
 - Punch card (inspired by the Jacquard Loom)
 - Integrated memory

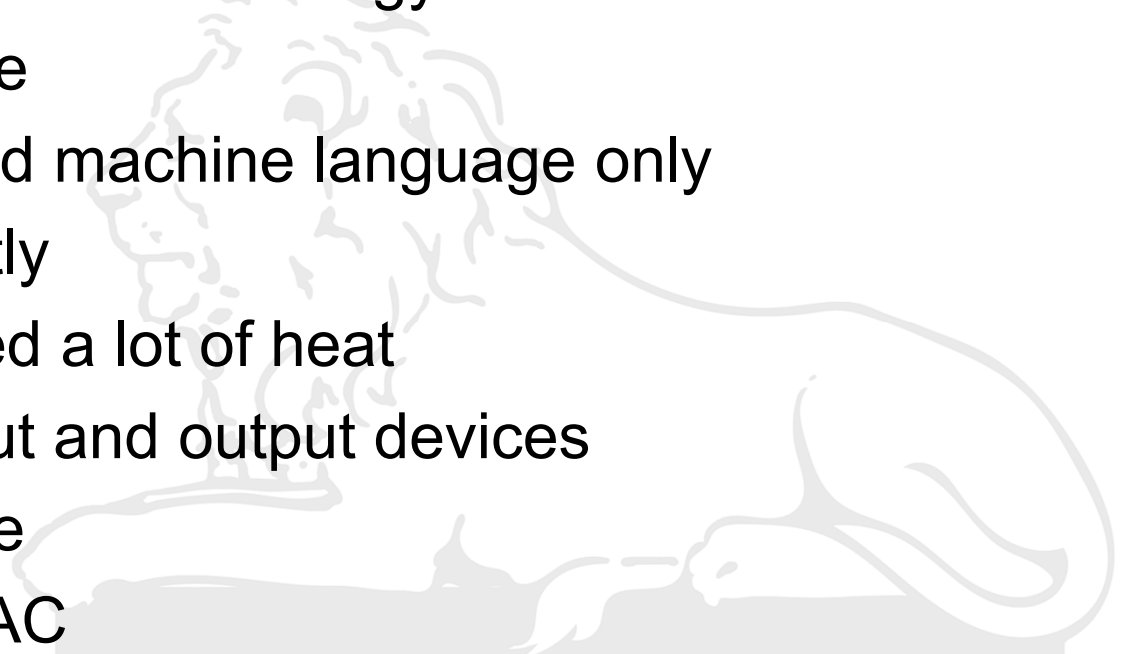


Vacuum Tubes - 1930 - 1950s

- **First Generation Electronic Computers** used Vacuum Tubes
- Vacuum tubes are glass tubes with circuits inside
- Vacuum tubes have no air inside of them, which protects the circuitry

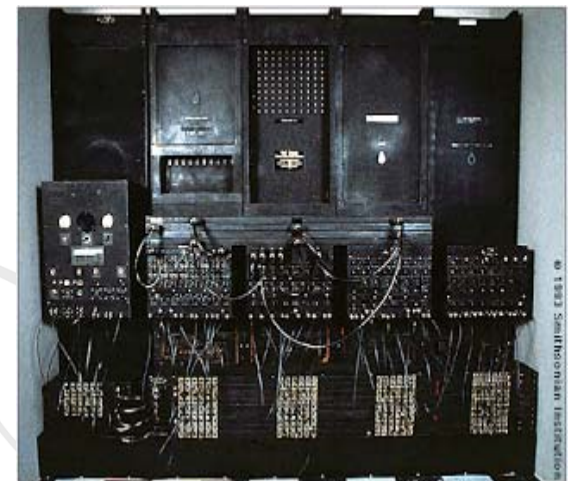


First Generation - 1930 - 1950s

- The first electronic computer was designed at Iowa State between 1939-1942
 - Vacuum tube technology
 - Unreliable
 - Supported machine language only
 - Very costly
 - Generated a lot of heat
 - Slow input and output devices
 - Huge size
 - Need of AC
 - Non-portable
 - Consumed a lot of electricity
- 
- A faint, stylized illustration of a large, complex machine, possibly representing an early computer, is visible in the background of the list.

ENIAC - 1946

- ENIAC (***E**lectronic **N**umerical **I**ntegrator **A**nd **C**omputer*)
- Considered to be the first operational electronic digital computer in the United States
- Components:
 - 18000 vacuum tubes,
 - 7200 crystal diodes,
 - 1500 relays,
 - 70000 resistors,
 - 10000 capacitors and
 - around 5 million hand-soldered joints.
- Weighed nearly 30 tons and consumed 160 kW of power



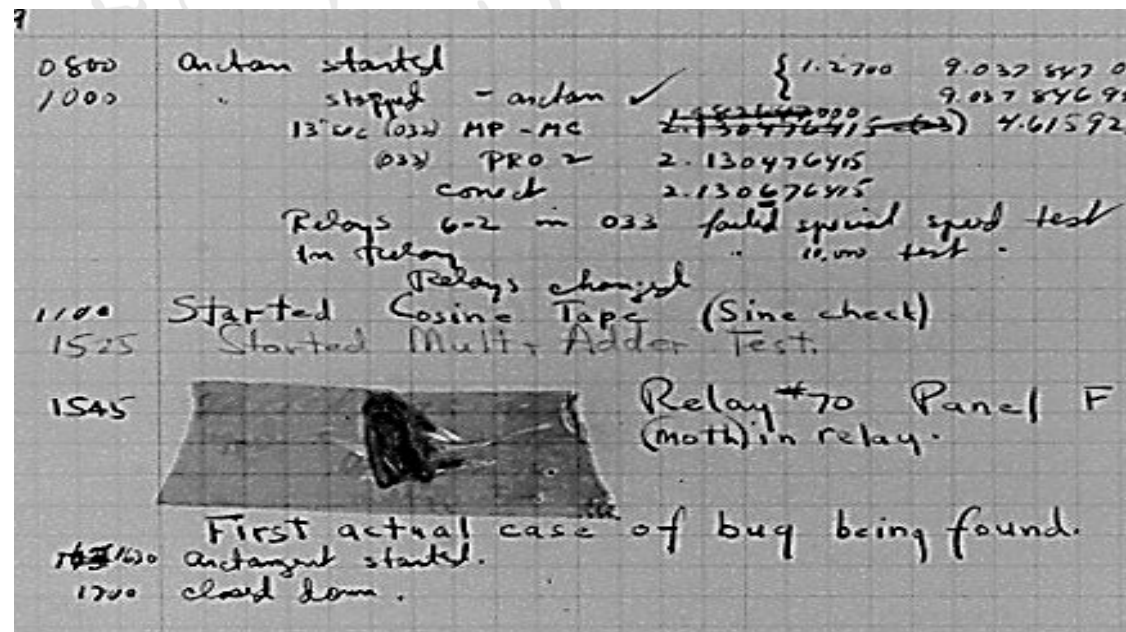
UNIVAC - 1951

- UNIVAC (**UNIV**ersal **A**utomatic **C**omputer)
- 1st fully electronic **digital** computer built in the U.S
- Created at the University of Pennsylvania
- "a big pocket calculator"
- until 1970 was standard computer, but very expensive
- contained 18,000 vacuum tubes
- Grace Hopper programmed UNIVAC
- Recipient of Computer Science's first "Man of the Year Award"



First Computer Bug - 1945

- Grace Hopper found the 1st computer “bug”: a moth stuck in a relay responsible for a malfunction
- The word "bug" had been used to describe a defect since then
- Hopper worked to eliminate program faults called it debugging” a computer



First Computer Bug

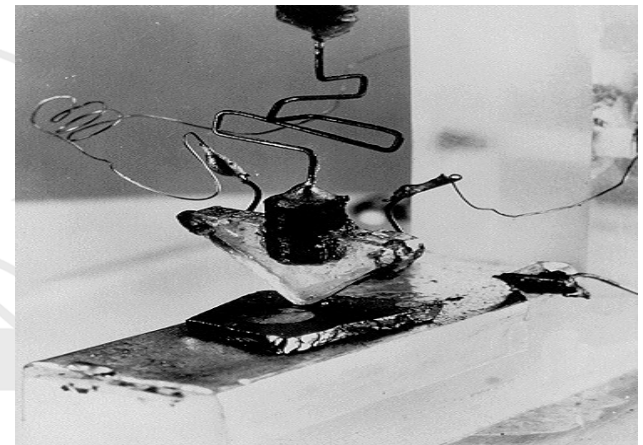
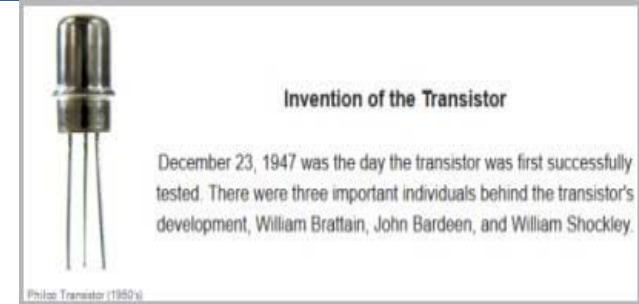


Second Generation – 1965-1963

- 1956 – Computers began to incorporate ***Transistors***
- Replaced vacuum tubes with Transistors
- Smaller size, less heat generation, less electricity consumption as compared to first generation
- Faster than first generation computers
- Still very costly
- AC required
- Supported machine and assembly languages
- Some computers of this generation :
 - IBM 1620, IBM 7094, CDC 1604, CDC 3600, ATLAS

Transistor

- Invented at Bell Labs in 1947 by three scientists
- 1956 – Computers began to incorporate ***Transistors***
- Replaced vacuum tubes with Transistors
- won a Nobel prize
- on-off switch
- A small device made up of semiconductor material like germanium and silicon



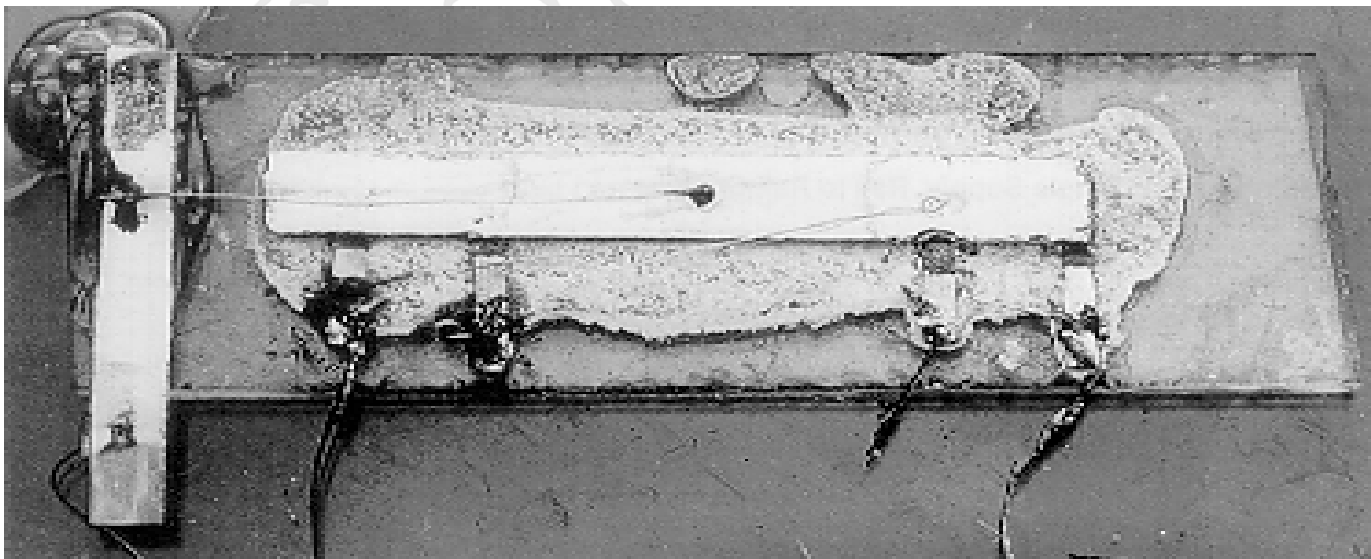
Third Generation – 1964-1971

- Integrated Circuit
- Operating System
- Smaller size
- Generated less heat
- Faster
- Lesser maintenance
- Costly
- Some computers of this generation were:
 - IBM-360 series, Honeywell-6000 series, PDP (Personal Data Processor), IBM-370/168, TDC-316



Integrated Circuits

- In 1958, Jack St. Clair Kilby of Texas Instruments demonstrated the first integrated circuit
- Integrated Circuits are transistors, resistors, and capacitors integrated together into a single



The first working integrated circuit by Jack Kilby. It contains a single transistor and supporting components on a slice of germanium and measures 1/16 by 7/16 inches (1.6 x 11.1 mm)

Continued to Next Class...
