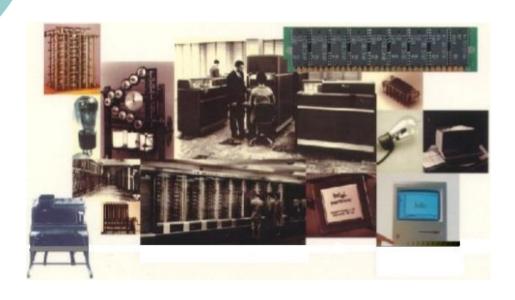
# زبان و ساختار کامپیوتر

فصل اول مقدمہ: تصویری از گذشتہ و مال



#### Copyright Notice

Parts (text & figures) of this lecture are adopted from:

- @ A. Tanenbaum, "Structured Computer Organization",  $5^{th}$  Ed., Pearson, 2006
- © D. Patterson & J. Hennessey, "Computer Organization & Design, The Hardware/Software Interface", 5<sup>th</sup> Ed., MK publishing, 2014
- @ Internet!

## The First Calculating Tool



#### Computer Generations

- The Zeroth G: Mechanical Computers (1642-1945)
- The 1st G: Vacuum Tubes (1945-1955)
- The 2<sup>nd</sup> G: Transistors (1955-1965)
- The 3rd G: Integrated Circuits (1965-1980)
- o The 4th G: Very Large Scale Integration (1980-present)
- The 5th G: Low-Power and Invisible Computers

#### Vacuum Tubes









#### Mechanical Computers



Pascal's Machine (1642)



Ada Lovelace



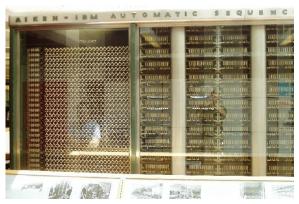
A part of the Analytical Engine, built by Charles Babbage (1832)



Konrad Zuse and the world's 1st relaybased programmable computer (1935)

### Electro-Mechanical Computers

#### Harvard Mark I (1937)

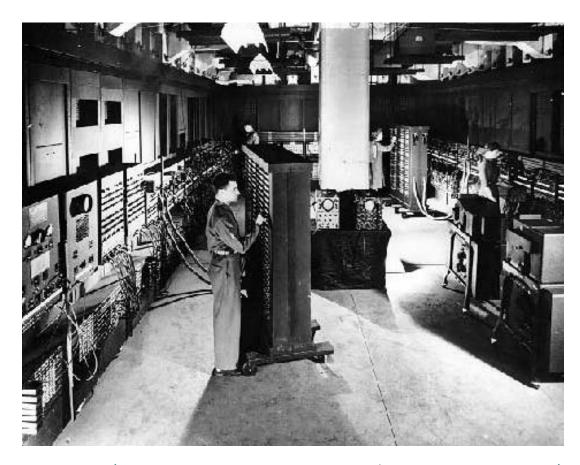








#### The First Electronic Computer



Electronic Numerical Integrator and Computer (ENIAC)

#### Second Generation Computers

Control Data Cyber 70 (CDC 70)



### Third Generation Computers



**DEC PDP-11/70** 

## Fourth Generation Computers









#### Fifth Generation Computers



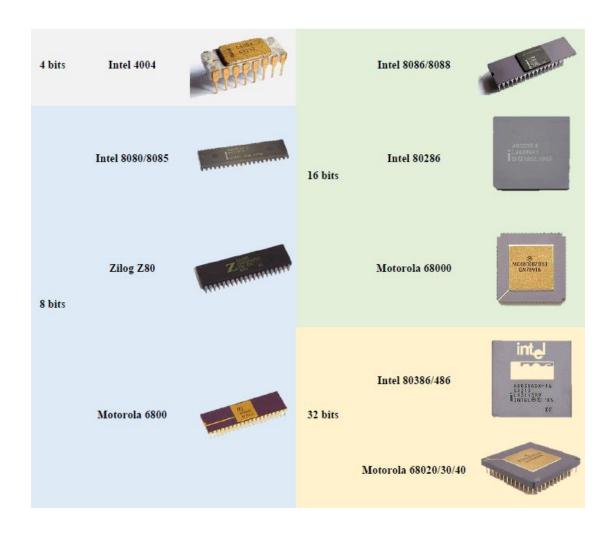


Smart Phones



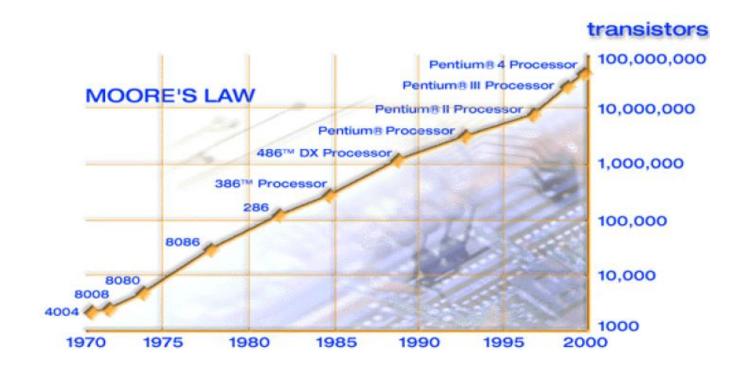
Invisible Computers!

#### The History Of Microprosessors



#### Moore's Law

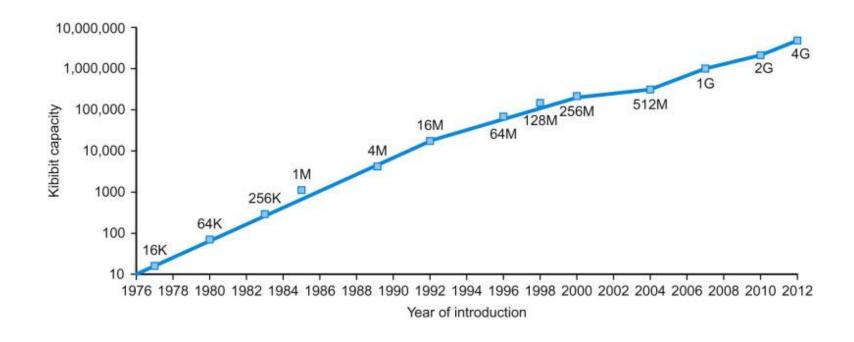
#### Transistor count doubles every 18 to 24 months



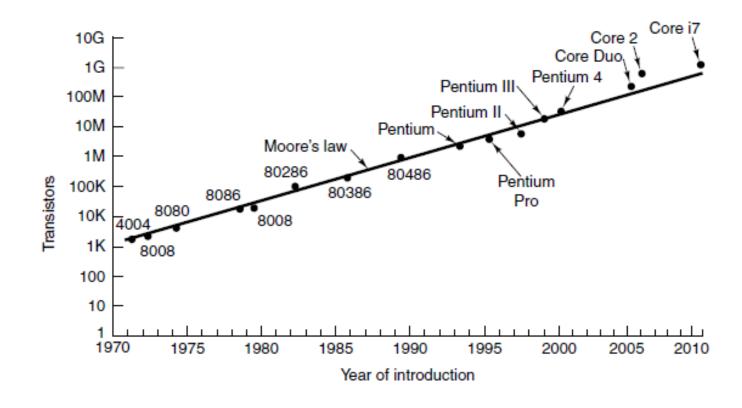
#### Corollaries of Moore's Law

- Computer performance doubles every 24 months
  - Per unit cost
- Power consumption doubles every 18 months
  - Per unit area
- Hard disk & RAM storage capacity doubles every
  24 months

#### Memory Capacity Growth



#### Moore's law for (Intel) CPU chips



## Gordon Moore (a co-founder of Intel)







#### Computer Science Fiction

Applications that were economically infeasible have become practical at present

- Computers in automobiles (thanks to ucontrollers)
- Cell phones (thanks to ucontrollers)
- Human genome project (thanks to the supercomputers)
- World Wide Web (thanks to the Internet)
- Search engines (thanks to ?)

### Computer Systems Classes

Desktops



Servers



Embedded Systems



#### Desktop Computers

- General purpose computers
- Variety of software
- Designed for use by individuals
- o PCs, Notebooks



#### Servers

- High-end computing systems
  - Consists of several CPUs
- Used by multiple users
- Networked based
- High capacity, performance, reliability
- Range from small servers to building sized
- Supercomputers highest performance servers
  - hundreds of CPUs, TBs of memory, PBs of storage

## Servers (cont.)









### Embedded Computers

- Designed to perform one or a few dedicated functions
- Specific Constraints
  - Real-time response
  - High reliability
  - Low power
  - Low cost
  - Small size/weight
- Hidden as components of systems

#### Embedded Computers (cont.)

- Widest range of applications!
  - Telecommunications systems: routers, ...
  - Consumer electronics: cell phones, PDAs, MP3
     players, digital cameras, printers, fax machines, ...
  - Transportation systems: cars (ABS, airbag controller, ...), aircrafts, ...
  - Medical equipment

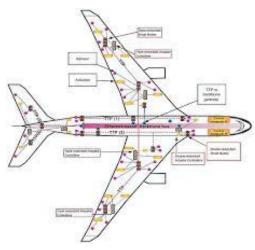
## Embedded Computers (cont.)



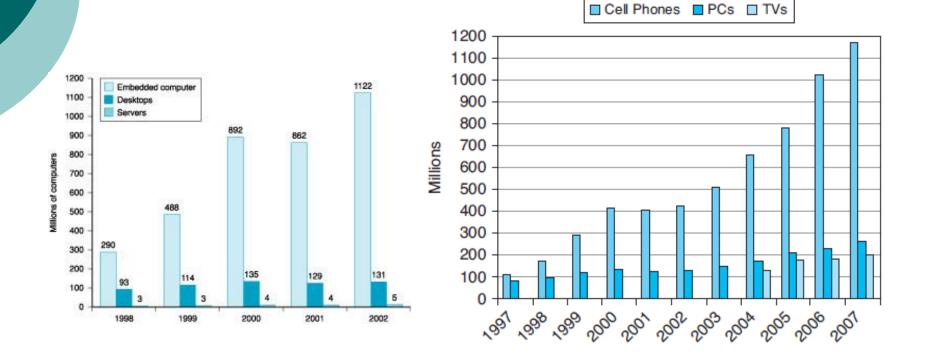




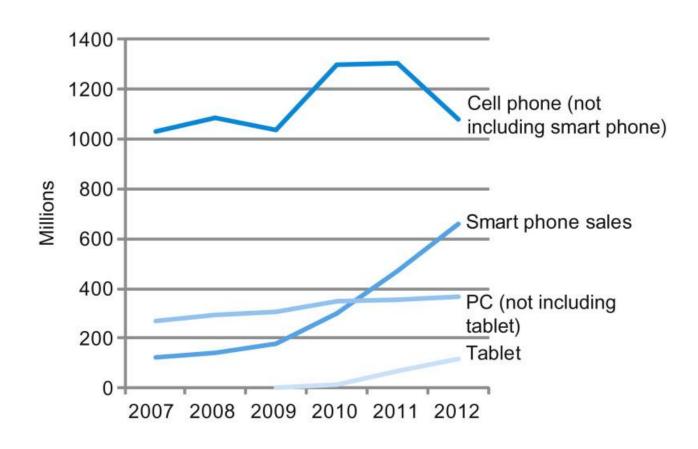




#### Market Share (before 2007)



### Post-PC Era (After 2007)



#### What About the Future ...

