### **History of Computers**

### **Topics**

- 1. Definition of computer
- 2. Earliest computer
- 3. Computer History
- 4. Computer Generations

### **Definition of Computer**

- Computer is a programmable machine.
- Computer is a machine that manipulates data according to a list of instructions.
- Computer is any device which aids humans in performing various kinds of computations or calculations.

### **Definition of Computer**

Three principles characteristic of computer:

- It responds to a specific set of instructions in a welldefined manner.
- It can execute a pre-recorded list of instructions.
- It can quickly store and retrieve large amounts of data.

### **Earliest Computer**

- Originally calculations were computed by humans, whose job title was computers.
- These human computers were typically engaged in the calculation of a mathematical expression.
- The calculations of this period were specialized and expensive, requiring years of training in mathematics.
- The first use of the word "computer" was recorded in 1613, referring to a person who carried out calculations, or computations, and the word continued to be used in that sense until the middle of the 20th century.

### **Tally Sticks**

A **tally stick** was an ancient memory aid device to record and document numbers, quantities, or even messages.

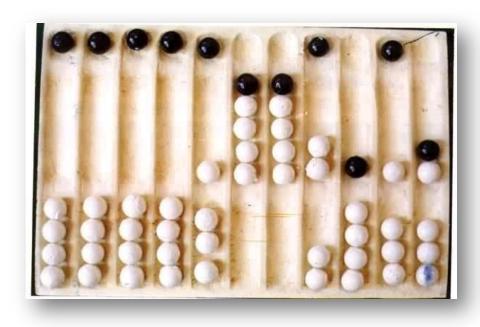


Tally sticks

#### **Abacus**

- An abacus is a mechanical device used to aid an individual in performing mathematical calculations.
- The abacus was invented in Babylonia in 2400 B.C.
- The abacus in the form we are most familiar with was first used in China in around 500 B.C.
- It used to perform basic arithmetic operations.

#### **Abacus**



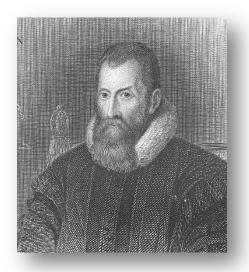


**Earlier Abacus** 

Modern Abacus

### Napier's Bones

- Invented by John Napier in 1614.
- Allowed the operator to multiply, divide and calculate square and cube roots by moving the rods around and placing them in specially constructed boards.



John Napier



Napier's Bones

#### Slide Rule

- Invented by William Oughtred in 1622.
- Is based on Napier's ideas about logarithms.
- Used primarily for
  - multiplication
  - division
  - roots
  - logarithms
  - Trigonometry
- Not normally used for addition or subtraction.



William Oughtred



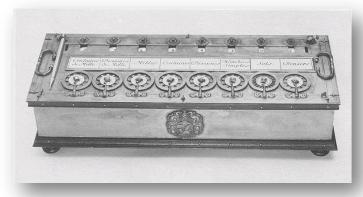
Slide Rule

#### **Pascaline**

- Invented by Blaise Pascal in 1642.
- It was its limitation to addition and subtraction.
- It is too expensive.



**Blaise Pascal** 



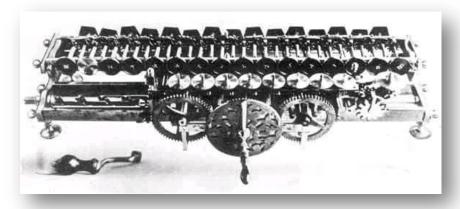
Pascaline

### **Stepped Reckoner**

- Invented by Gottfried
  Wilhelm Leibniz in 1672.
- The machine that can add, subtract, multiply and divide automatically.



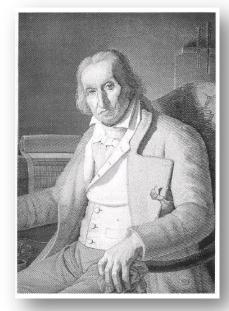
Gottfried Wilhelm Leibniz



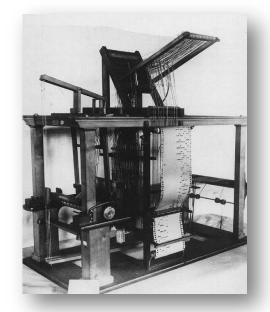
Stepped Reckoner

### **Jacquard Loom**

- The Jacquard Ioom is a mechanical loom, invented by Joseph-Marie Jacquard in 1881.
- It an automatic loom controlled by punched cards.



Joseph-Marie Jacquard



Jacquard Loom

#### **Arithmometer**

- A mechanical calculator invented by Thomas de Colmar in 1820,
- The first reliable, useful and commercially successful calculating machine.
- The machine could perform the four basic mathematic functions.
- The first mass-produced calculating machine.



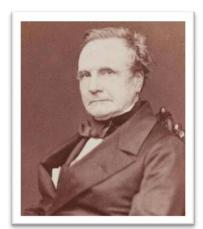
Thomas de Colmar



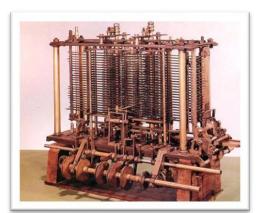
Arithmometer

### Difference Engine and Analytical Engine

- It an automatic, mechanical calculator designed to tabulate polynomial functions.
- Invented by Charles Babbage in 1822 and 1834
- It is the first mechanical computer.



Charles Babbage



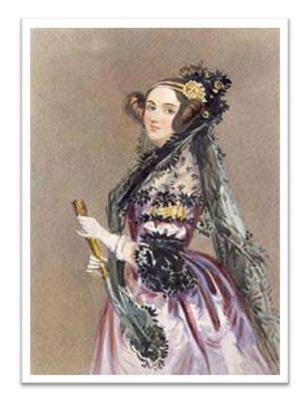
Difference Engine



Analytical Engine

### First Computer Programmer

- In 1840, Augusta Ada Byron suggests to Babbage that he use the binary system.
- She writes programs for the Analytical Engine.



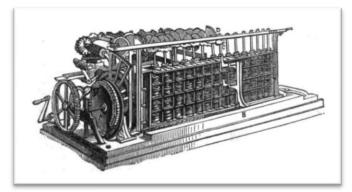
Augusta Ada Byron

### **Scheutzian Calculation Engine**

- Invented by Per Georg Scheutz in 1843.
- Based on Charles Babbage's difference engine.
- The first printing calculator.



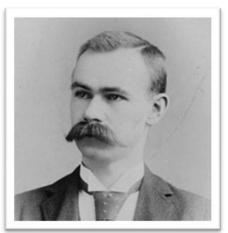
Per Georg Scheutz



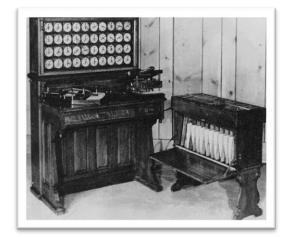
Scheutzian Calculation Engine

### **Tabulating Machine**

- Invented by Herman Hollerith in 1890.
- To assist in summarizing information and accounting.



Herman Hollerith



**Tabulating Machine** 

#### **Havard Mark 1**

- Also known as IBM Automatic Sequence Controlled Calculator (ASCC).
- Invented by Howard H. Aiken in 1943
- The first electro-mechanical computer.



Howard H. Aiken



Mark 1

#### **Z1**

- The first programmable computer.
- Created by Konrad Zuse in Germany from 1936 to 1938.
- To program the Z1 required that the user insert punch tape into a punch tape reader and all output was also generated through punch tape.



Konrad Zuse



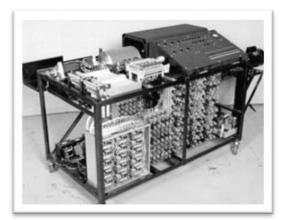
**Z**1

### **Atanasoff-Berry Computer (ABC)**

- It was the first electronic digital computing device.
- Invented by Professor John Atanasoff and graduate student Clifford Berry at Iowa State University between 1939 and 1942.



Professor John Atanasoff



**Atanasoff-Berry Computer** 

#### **ENIAC**

- ENIAC stands for Electronic Numerical Integrator and Computer.
- It was the first electronic generalpurpose computer.
- Completed in 1946.
- Developed by John Presper Eckert and John W. Mauchl.



**ENIAC** 

#### **UNIVAC 1**

- The UNIVAC I (UNIVersal Automatic Computer 1) was the first commercial computer.
- Designed by J. Presper Eckert and John Mauchly.



**UNIVAC 1** 

#### **EDVAC**

- EDVAC stands for Electronic Discrete Variable Automatic Computer
- The First Stored Program Computer
- Designed by Von Neumann in 1952.
- It has a memory to hold both a stored program as well as data.



**EDVAC** 

### The First Portable Computer

- Osborne 1 the first portable computer.
- Released in 1981 by the Osborne Computer Corporation.



Osborne 1

### **The First Computer Company**

- The first computer company was the Electronic Controls Company.
- Founded in 1949 by J. Presper Eckert and John Mauchly.



### **Computer Generations**

There are five generations of computer:

- First generation 1946 1958
- **Second generation** 1959 1964
- **Third generation** 1965 1970
- Fourth generation 1971 today
- Fifth generation Today to future

#### **The First Generation**

- The first computers used vacuum tubes for circuitry and magnetic drums for memory, and were often enormous, taking up entire rooms.
- They were very expensive to operate and in addition to using a great deal of electricity, generated a lot of heat, which was often the cause of malfunctions.



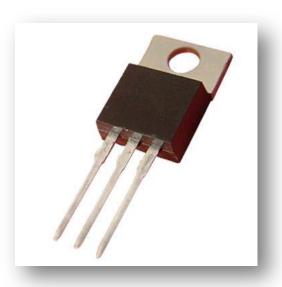
Vacuum tube

#### The First Generation

- First generation computers relied on machine language, the lowest-level programming language understood by computers, to perform operations, and they could only solve one problem at a time.
- Input was based on punched cards and paper tape, and output was displayed on printouts.

#### **The Second Generation**

- Transistors replaced vacuum tubes and ushered in the second generation of computers.
- One transistor replaced the equivalent of 40 vacuum tubes.
- Allowing computers to become smaller, faster, cheaper, more energy-efficient and more reliable.
- Still generated a great deal of heat that can damage the computer.



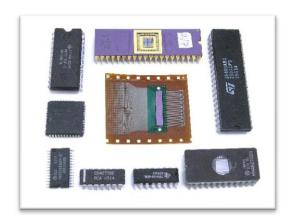
**Transistor** 

#### The Second Generation

- Second-generation computers moved from cryptic binary machine language to symbolic, or assembly, languages, which allowed programmers to specify instructions in words.
- Second-generation computers still relied on punched cards for input and printouts for output.
- These were also the first computers that stored their instructions in their memory, which moved from a magnetic drum to magnetic core technology.

#### **The Third Generation**

- Transistors were miniaturized and placed on silicon chips, called semiconductors, which drastically increased the speed and efficiency of computers.
- Much smaller and cheaper compare to the second generation computers.
- It could carry out instructions in billionths of a second.



**Integrated Circuit** 

#### **The Third Generation**

- Users interacted with third generation computers through keyboards and monitors and interfaced with an operating system, which allowed the device to run many different applications at one time with a central program that monitored the memory.
- Computers for the first time became accessible to a mass audience because they were smaller and cheaper than their predecessors.

#### The Fourth Generation

- The microprocessor brought the fourth generation of computers, as thousands of integrated circuits were built onto a single silicon chip.
- As these small computers became more powerful, they could be linked together to form networks, which eventually led to the development of the Internet.
- Fourth generation computers also saw the development of GUIs, the mouse and handheld devices.



Microprocessor

### **History of Computers**

#### The Fifth Generation

- Based on Artificial Intelligence (AI).
- Still in development.
- The use of parallel processing and superconductors is helping to make artificial intelligence a reality.
- The goal is to develop devices that respond to natural language input and are capable of learning and self-organization.
- There are some applications, such as voice recognition, that are being used today.