

# A (very) brief history of Computing

Lecture 01.02

By Marina Barsky

*With what purpose was writing invented?*

# Writing was invented for manipulating numeric data

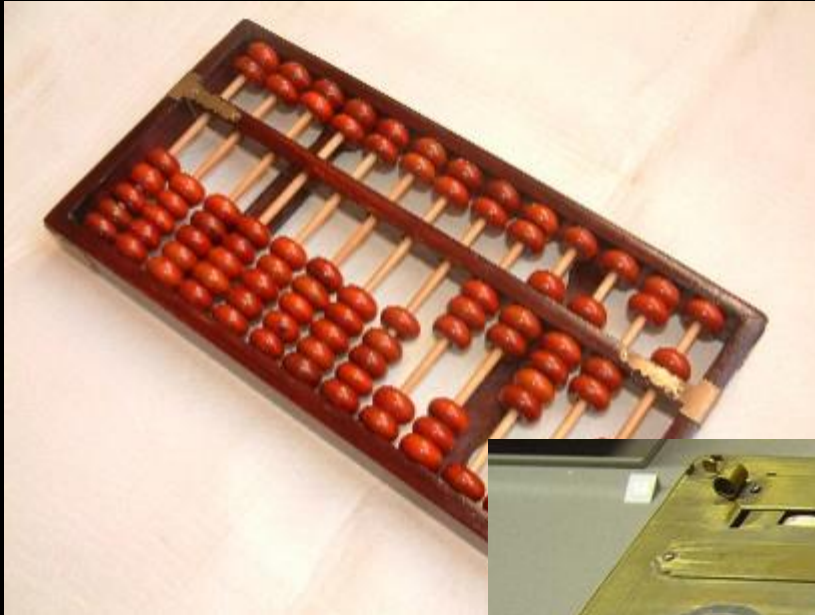
- Writing numbers for the purpose of record-keeping began long before the writing of language
- All advances of math and science began after inventing writing
- This is because human brain is not good for abstract manipulation of numbers in memory



# We always wanted to automate calculations

- Precise values of square roots and logarithms were produced with known *algorithms* by human “computers” and published as tables
- People invented some mechanical devices to facilitate this process
- The practical calculations in astronomy, sea navigation etc. were performed by using these manually computed tables

# Computing machines

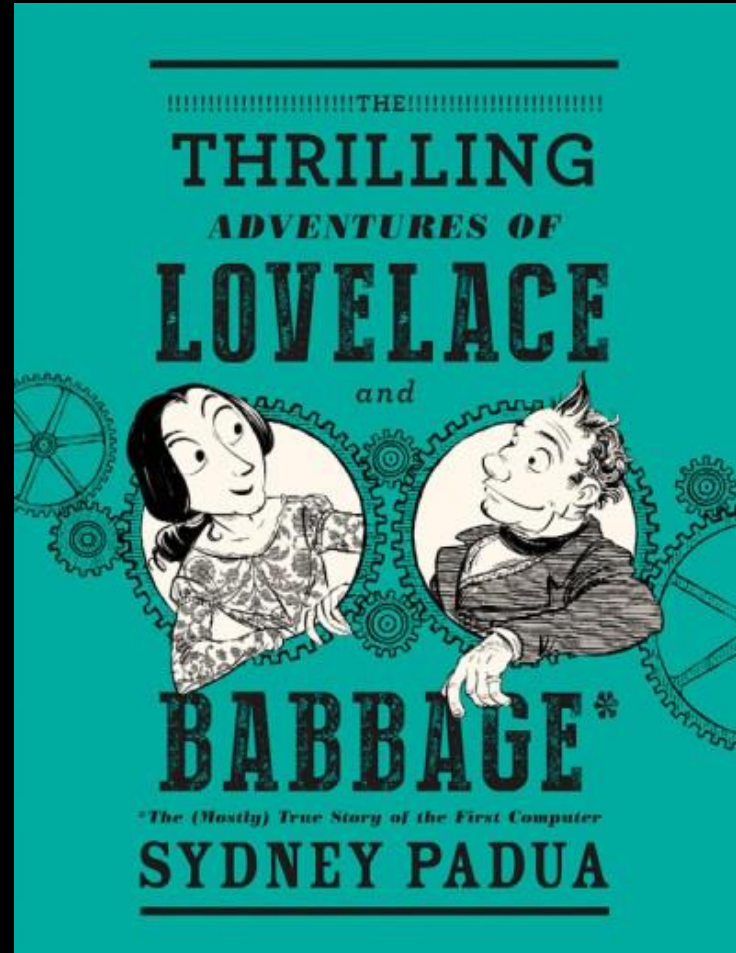


The Chinese Abacus  
'Suan Pan'

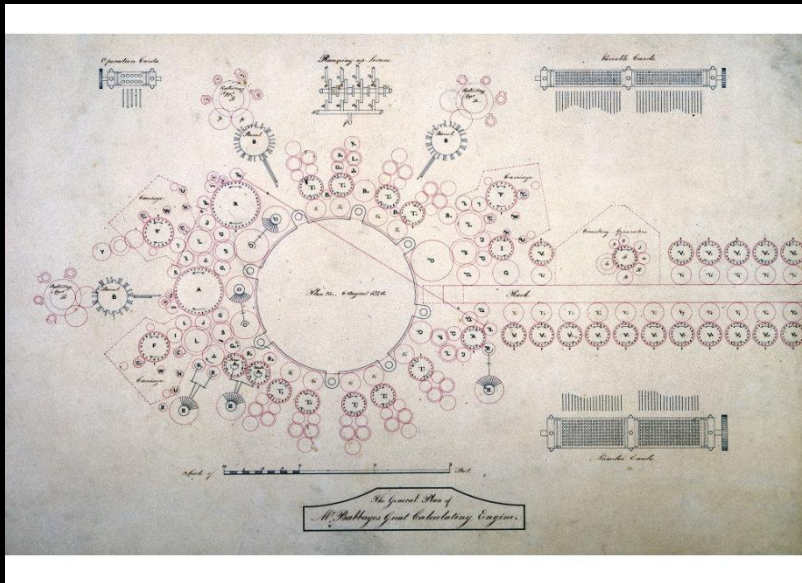
Pascaline



# Imaginary Engines

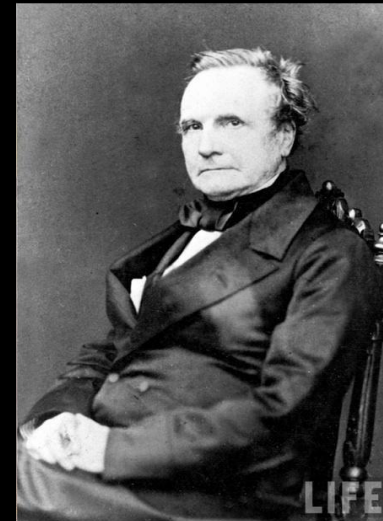


# Idea of a general-purpose computer - *Analytical Engine*



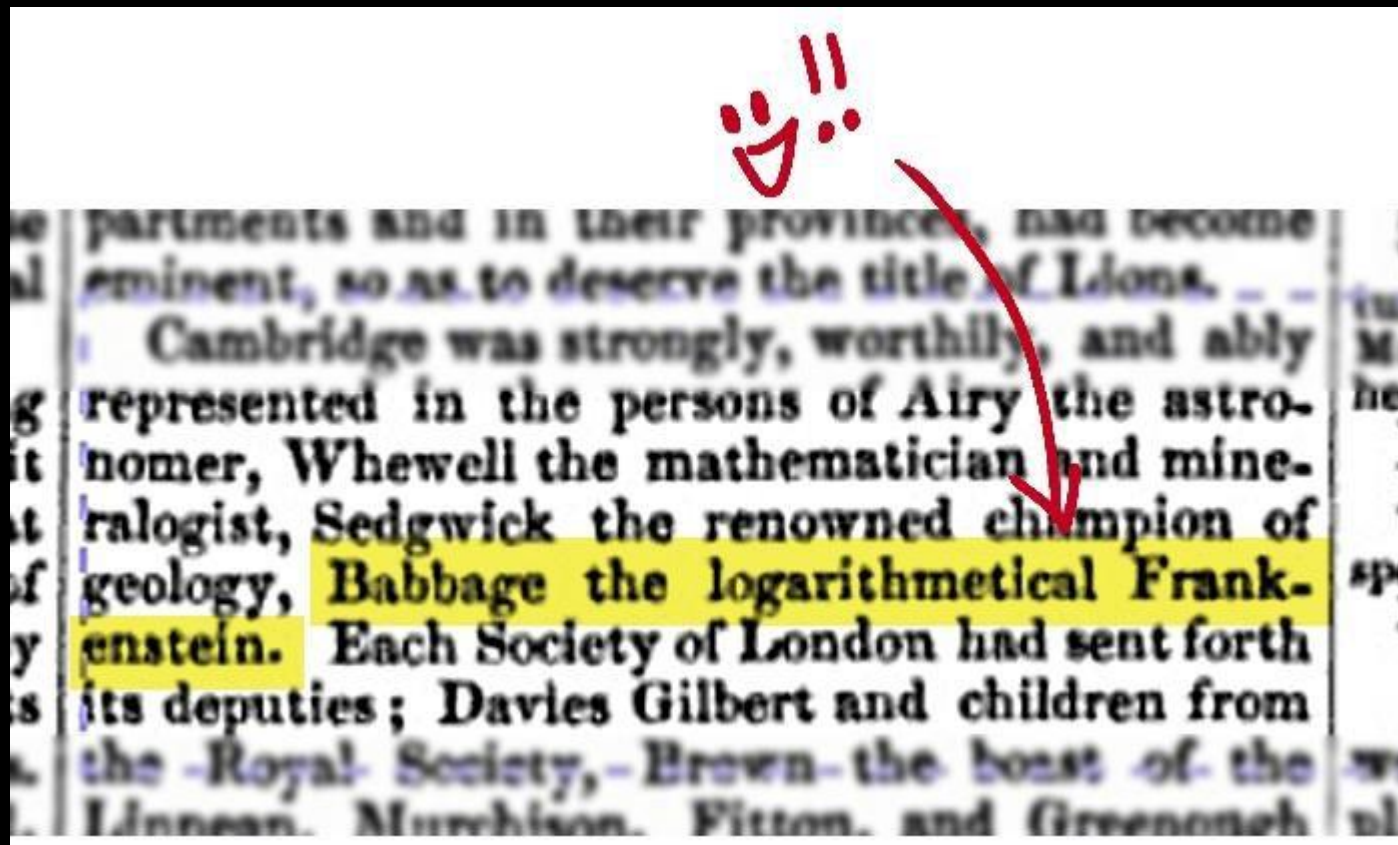
Purely theoretical layout of a  
mechanical computer

Charles Babbage 1822



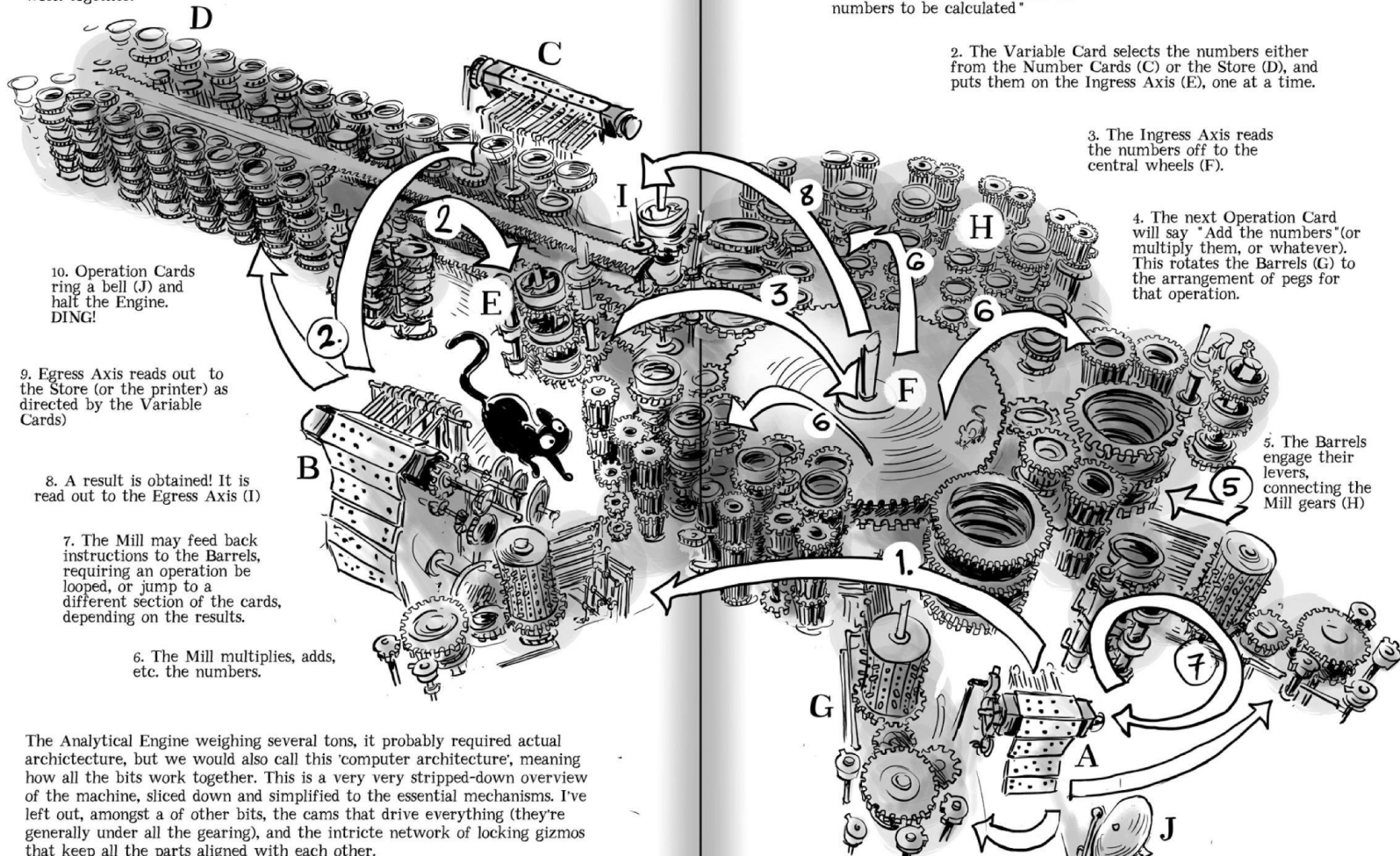
<https://www.youtube.com/watch?v=fyUtU6LVNY>

Babbage was a famous mathematician



# Analytical engine version 25

The Analytical Engine is, at heart, an adding machine eating its own tail-- the circle of big wheels on the end do the sums, controlled by the cards and barrels, and feed the numbers on and off the 'Store' at the other end-- what we'd call the Memory. I'll go over them bit by bit but this is how they all work together:



1. The Operation Cards (A) communicate to Variable Cards (B) "Fetch the numbers to be calculated"

2. The Variable Card selects the numbers either from the Number Cards (C) or the Store (D), and puts them on the Ingress Axis (E), one at a time.

3. The Ingress Axis reads the numbers off to the central wheels (F).

4. The next Operation Card will say "Add the numbers" (or multiply them, or whatever). This rotates the Barrels (G) to the arrangement of pegs for that operation.

5. The Barrels engage their levers, connecting the Mill gears (H)

10. Operation Cards ring a bell (J) and halt the Engine. DING!

9. Egress Axis reads out to the Store (or the printer) as directed by the Variable Cards

8. A result is obtained! It is read out to the Egress Axis (I)

7. The Mill may feed back instructions to the Barrels, requiring an operation be looped, or jump to a different section of the cards, depending on the results.

6. The Mill multiplies, adds, etc. the numbers.

The Analytical Engine weighing several tons, it probably required actual architecture, but we would also call this 'computer architecture', meaning how all the bits work together. This is a very very stripped-down overview of the machine, sliced down and simplified to the essential mechanisms. I've left out, amongst a of other bits, the cams that drive everything (they're generally under all the gearing), and the intricate network of locking gizmos that keep all the parts aligned with each other.



the same process would be repeated. If, however, any mistake had been made by the attendant, and a wrong logarithm had been accidentally given to the engine, it would have discovered the mistake, and have rung a louder bell to call the attention of its guide, who on looking at the proper place, would see a plate above the logarithm he had just put in with the word "*wrong*" engraven upon it.

By such means it would be perfectly possible to make all calculations requiring tabular numbers, without the chance of error.

*number* of that card by the number of the card which it demanded. The Engine will always reject a wrong card by continually ringing a loud bell and stopping itself until supplied with the precise intellectual food it demands.

It will be an interesting question, which time only can solve.

computed and punched by itself.  
The engine first computes and punches on cards. These are brought to it by the attendant. But the engine itself takes care of the cards; it is brought to it by verifying the



# Ada Lovelace meets Babbage (Software meets hardware)

- Lady Byron described seeing the working prototype of the difference engine in 1833:
- *"We both went to see the **thinking** machine (for so it seems) last Monday. It raised several Nos. to the 2nd and 3rd powers, and extracted the root of a Quadratic equation..."*



# Ada Lovelace?

ADA was the daughter of "mad, bad, and dangerous to know" poet and nutcase Lord Byron.

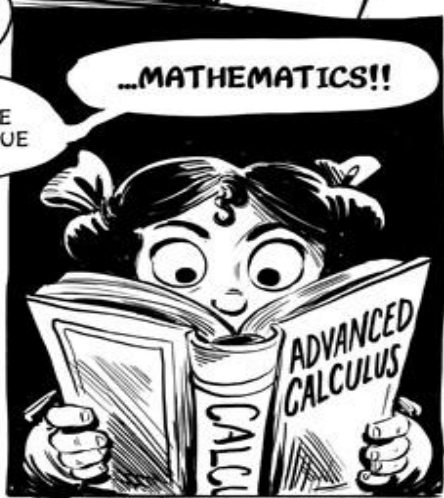
Her mother Anabel fled the exploding planet her husband but was afraid their daughter would inherit his **WILD BLOOD!!**



ADA MUST NEVER BECOME POETICAL!

ONLY ONE THING HAS THE POWER TO SUBDUCE POETRY..

...MATHEMATICS!!



# The disease of imagination



# And the cure





perhaps (I speak doubtfully) Maria Agnesi, has wrestled with difficulties and shown a man's strength in getting over them. The reason is obvious: the very great tension of mind which they require is beyond the strength of a woman's physical power of application. Lady L. has unquestionably as much power as would require all the strength of a man's constitution to bear the fatigue of thought to which it will unquestionably lead her. It is very well now, when the subject has not entirely engrossed her attention; by-and-bye when, as always happens, the whole of the thoughts are continually and entirely concentrated upon them, the struggle between the mind and body will begin.

Perhaps you think that Lady L. will, like Mrs. Somerville, go on



IT CAN TABULATE ACCURATELY AND TO AN **UNLIMITED** EXTENT, ALL SERIES WHOSE GENERAL TERM IS COMPRISED BY THE FORMULA  $\Delta^7 U_x = 0!!!$



INDEED, ALL OTHER SERIES WHICH ARE CAPABLE OF TABULATION BY THE METHOD OF DIFFERENCES!!



EXACTLY!



# De Morgan – mathematical logic



and A in which B is the subject. Thus neither of the four following lines is inconsistent with itself.

- Some A is not B and Every B is A
- Some A is not B and No B is A
- Some A is not B and Some B is A
- Some A is not B and Some B is not A.

We find then, including converses, which are not identical with their direct propositions, six different ways of asserting or denying, with respect to agreement or non-agreement, total or partial, between A and, say X: these we write down, designating the additional assertions by U and Y.

A Every A is X	Identical.	Identical.	O Some A is not X
U Every X is A	E {No A is X}	I {Some A is X}	Y Some X is not A
	E {No X is A}	I {Some X is A}	

We shall now repeat and extend the table of page 8 (A), &c., meaning, as before, the denial of A, &c.

- From A or (O) follow A, (E), I (O)
- From E or (I) ..... (A), E, (I), O, (U), Y
- From I or (E) ..... (E) I
- From O or (A) ..... (A), O
- From U or (Y) ..... (E) I, U (Y)
- From Y or (U) ..... (U) Y

Having thus discussed the principal points connected with the simple



In 1842, Ada Lovelace wrote the first paper on computer science, and published the first computer program, for Babbage's unbuilt design for a punchcard-run mechanical computer, the Analytical Engine.



Variables  
Conditionals  
Loops

Sheet 1

Trains on "F and I during Operations in Mill

Addition List 132-134

Give P from above to Ingroup with 1 Card puts sign on sign with of "F

Transfer sign of P to sign with of "F

Give Q from above to Ingroup with 2 Card puts sign on sign with of "F

Transf. P from Ingroup with 1 to Central Transf. sign of Q to sign with of "F

Transf. Q from Ingroup with 2 to Central

Reduce I to zero

Reduce "F to minus zero

Subtract Woluck is on A from "F Reduce Ingroup with 1 to zero

Reduce "F to minus zero

The above trains include all recurring in the six standard cases of "Add."

All the Trains on List 135 "Add." are included in List 132

Multiplication (Standard)

8

Rk Q̇ I

"Θ" Ṡ L̇ İ Ḟ "C" L̇ İ Ḟ

Card puts ± on "F"

10

Rk Q̇ I

İ Ċ Ṡ Ȯ Ċ "Θ" Ṡ L̇ İ Ḟ "C" L̇ İ Ḟ

Card puts ± on "F"

6

İ Ċ Ṡ Ȯ Ċ

20

İ = 0

2

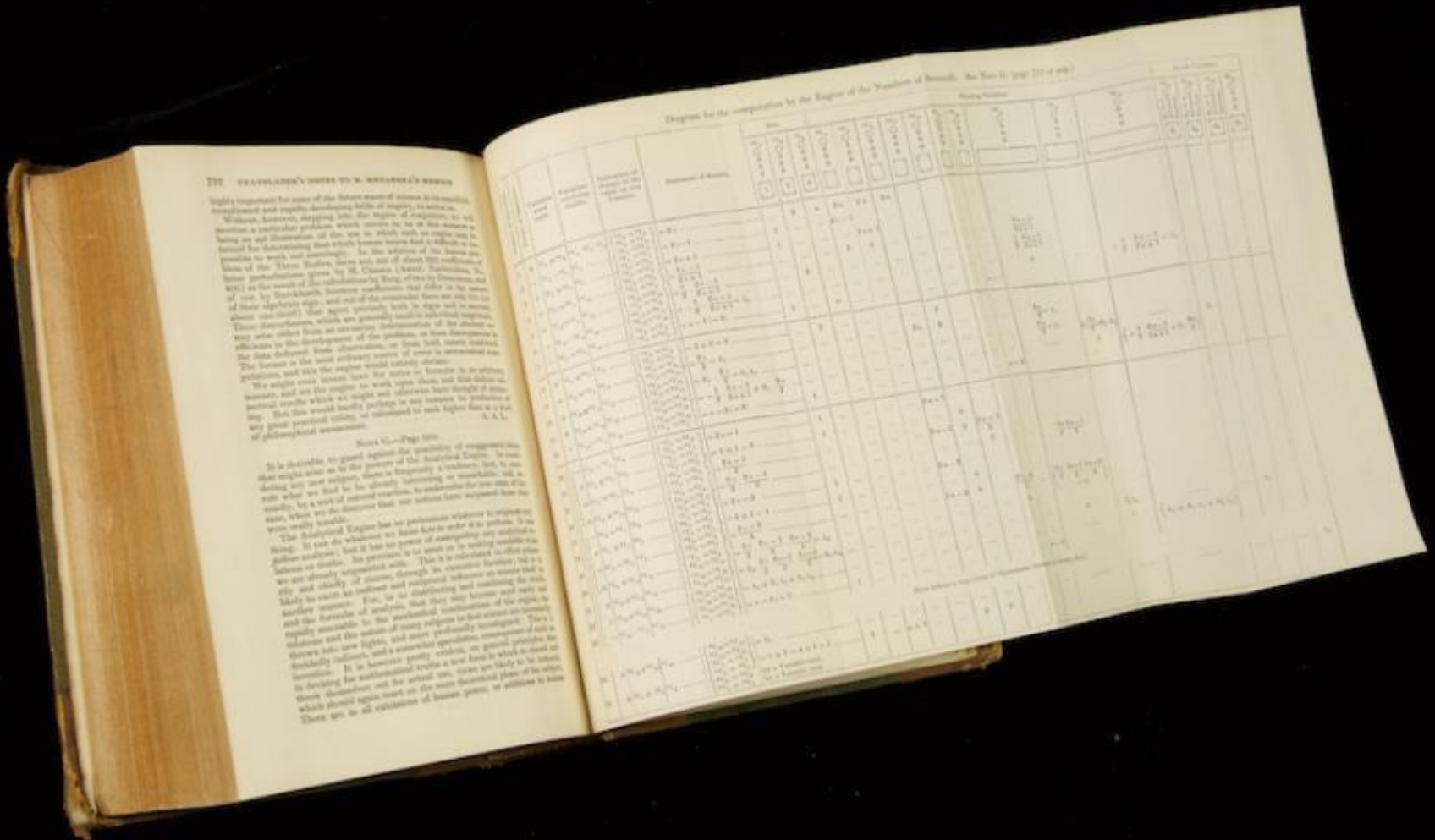
"F" = -0

20

Ċ Ȯ Ṡ L̇ İ İ Ḟ "C" L̇ Ṡ Ȯ Ċ "L̇ İ İ Ḟ

İ = 0

# The first program: state machine





THESE MECHANISMS REMIND ME OF MR. DE MORGAN'S STRIVINGS TOWARD A MATHEMATICAL LOGIC...

INDEED... WE MAY CONSIDER THE ENGINE AS THE MATERIAL AND MECHANICAL REPRESENTATIVE OF ANALYSIS!

(IF I MAY RISK A POTENTIALLY POETICAL METAPHOR...)

SUCH A SCIENCE OF OPERATIONS HAS ITS OWN TRUTH AND LOGIC...

A PROCESS WHICH ALTERS THE MUTUAL RELATION OF TWO OR MORE THINGS—



IF *the peg is interpodded* AND *the lever is engaged* THEN *the* OR *else*

ANY PROCESS... IT MIGHT ACT UPON OTHER THINGS BESIDES NUMBER...



THE BOUNDS OF ARITHMETIC HAVE BEEN OVERSTEPPED!!

idea of applying the cards had occurred ; and the Analytical Engine does not occupy common ground with mere "calculating machines." It holds a position wholly its own ; and the considerations it suggests are most interesting in their nature. In enabling mechanism to combine together *general* symbols, in successions of unlimited variety and extent, a uniting link is established between the operations of matter and the abstract mental processes of the *most abstract* branch of mathematical science. A new, a vast, and a powerful language is developed for the future use of analysis, in which to wield its truths so that these may become of more speedy and accurate practical application for the purposes of mankind than the means hitherto in our possession have rendered possible. Thus not only the mental and the material, but the theoretical and the practical in the mathematical world, are brought into more intimate and effective connexion with each other. We are not aware of its being on record that anything partaking in the nature of what is so well designated the *Analytical* Engine has been hitherto proposed, or even thought of, as a practical possibility, any more than the idea of a thinking or of a reasoning machine.

We will touch on another point which constitutes an important distinction in the modes of operating of the Difference and Analy-

Then, at a party on June 5th, 1833...



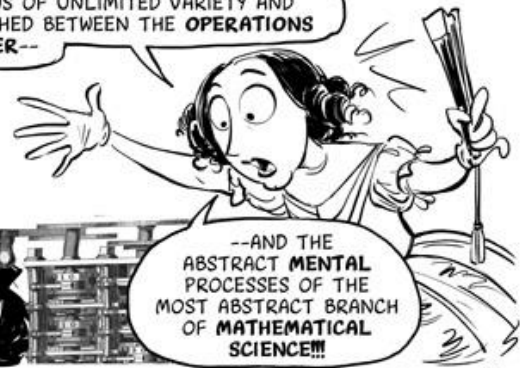
NOBODY UNDERSTANDS ME..



**ASTOUNDING!!** IN ENABLING MECHANISM TO COMBINE TOGETHER **GENERAL SYMBOLS** IN SUCCESSIONS OF UNLIMITED VARIETY AND EXTENT, A UNITING LINK IS ESTABLISHED BETWEEN THE **OPERATIONS OF MATTER--**



EH?



--AND THE **ABSTRACT MENTAL PROCESSES** OF THE MOST **ABSTRACT BRANCH OF MATHEMATICAL SCIENCE!!!**

A **NEW, VAST, AND POWERFUL LANGUAGE** IS DEVELOPED FOR THE FUTURE USE OF ANALYSIS, SO IT MAY BECOME OF MORE **SPEEDY AND ACCURATE** PRACTICAL APPLICATION FOR THE **PURPOSES OF MANKIND** THAN THE MEANS HITHERTO IN OUR POSSESSION HAVE RENDERED **POSSIBLE!!**



YES, YES, EXACTLY!



HEY LOOK-- WE'RE PRESENT FOR THE INVENTION OF THE GEEK!



THIS MUST BE TWITTERED!



WAIT, THIS IS A FAN.



SUDDENLY THERE IS A GAPING HOLE IN MY LIFE OF WHICH I WAS HITHERTO UNAWARE.

# Ada's Vision

- Mechanism to combine general symbols in successions of unlimited variety and extent
- Uniting link between operations of matter and the most abstract mental processes
- Theoretical and practical are brought together
- Thinking machine, can do more than computing with numbers



# The greatest machine that never was



Difference Engine built in 2010


[https://www.ted.com/talks/john\\_graham\\_cumming\\_the\\_greatest\\_machine\\_that\\_never\\_was](https://www.ted.com/talks/john_graham_cumming_the_greatest_machine_that_never_was)

What if ...

Ugh, that's a terrible ending! Actually what happened was, Lovelace and Babbage lived on and built a giant calculating Engine and used it to **FIGHT CRIME and HAVE ADVENTURES!**









LET'S SEE HOW LADY  
LOVELACE IS GETTING ON!



!\*\*\*@#!!!



Lady Lovelace speaks so many  
languages-- We are not  
familiar with that one!



THAT'S AN.. ER.. SPECIAL  
LANGUAGE WE'RE DEVELOPING  
JUST FOR THE ENGINE!



Fascinating!



# Main breakthrough ideas

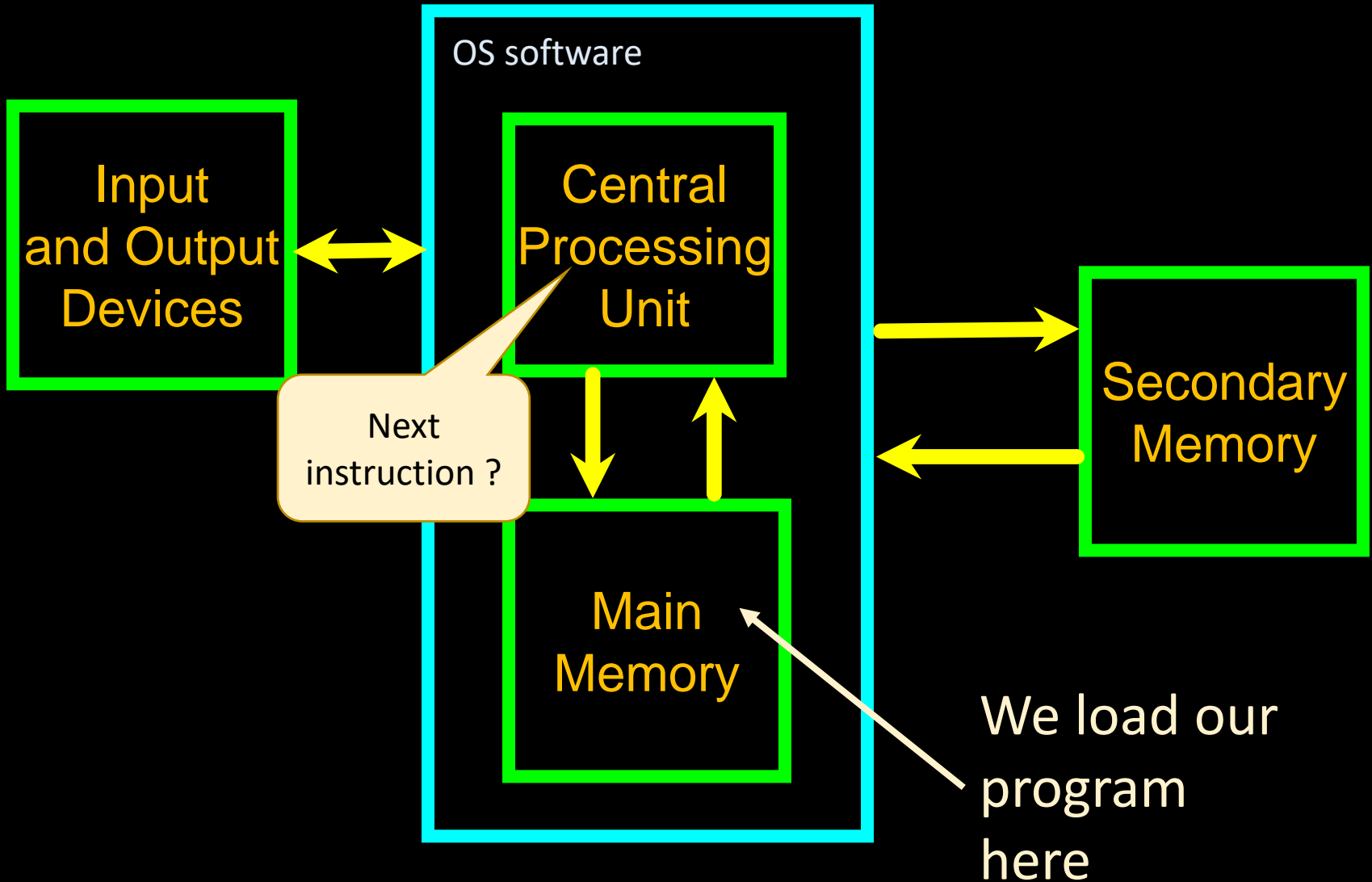
- Every problem can be expressed as a combination of basic primitive operations (tape – reading instructions and writing them back – **Turing machine** – 1936)
- Program - sequence of instructions built out of primitives
- The program itself is no different than the data (stored-program computer – **von Neuman** 1945)

[Play with Turing](#)

# Implementation: modern computers

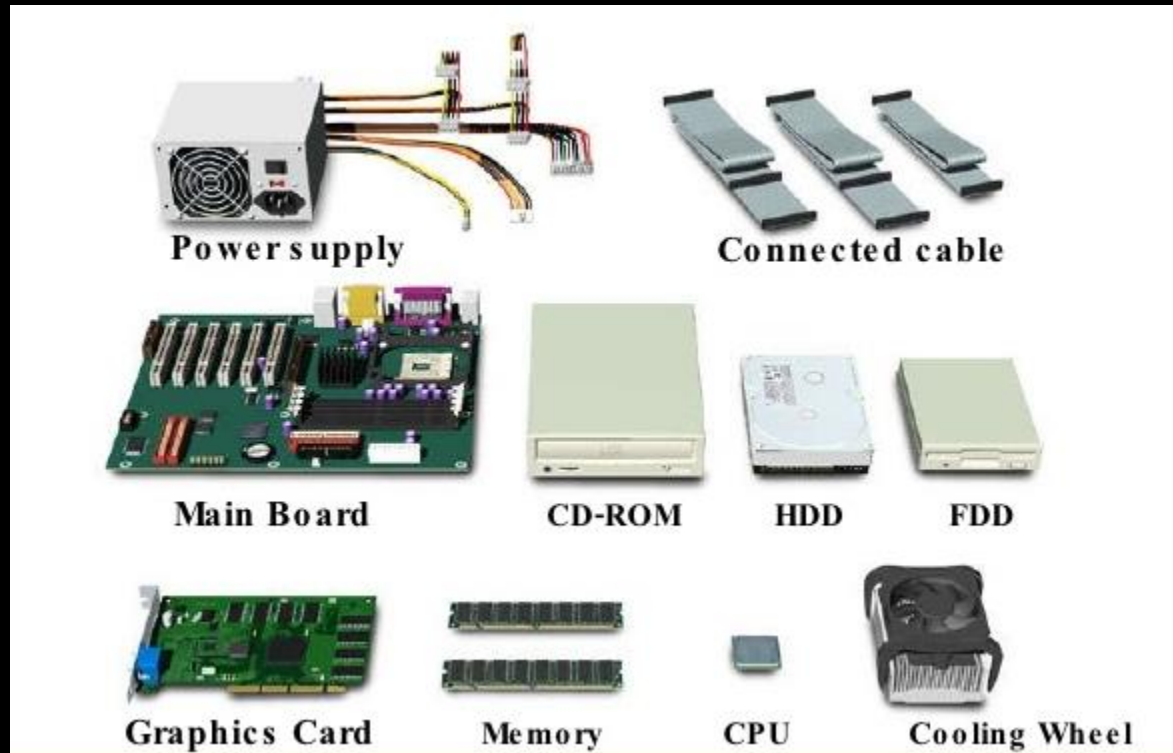
- The basic set of primitive operations is implemented using **digital circuits**
- We have **digital memory** where we load the data and the instructions
- There is a **processing unit** which executes these instructions one at a time
- All the work of a computing machine is in reading next instruction from a known place in memory and sticking the result into another place

# Stored-program computer





# Physical parts (hardware)



Raspberry Pi

# Motherboard

