

Leibniz Supercomputing Centre of the Bavarian Academy of Sciences and Humanities







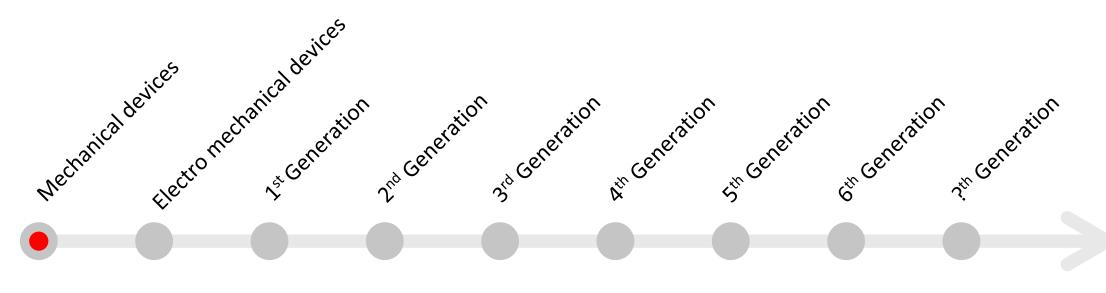




A Short History of Computing

Irz

The Generations of Computing Devices



1672

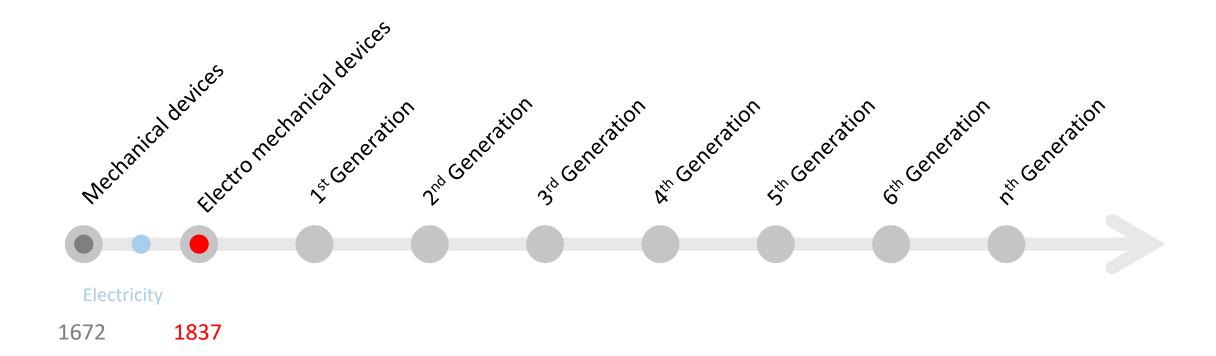
1672: Gottfried Wilhelm von Leibniz

It eveneath the dignity of excellent pen to waste their time in calculation when any persont could do the work just as accurately with the aid of a scriine.

— Gottfried Leibniz (1672)

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The Generations of Computing Devices



From the Jacquard loom to Electro Mechanical Devices



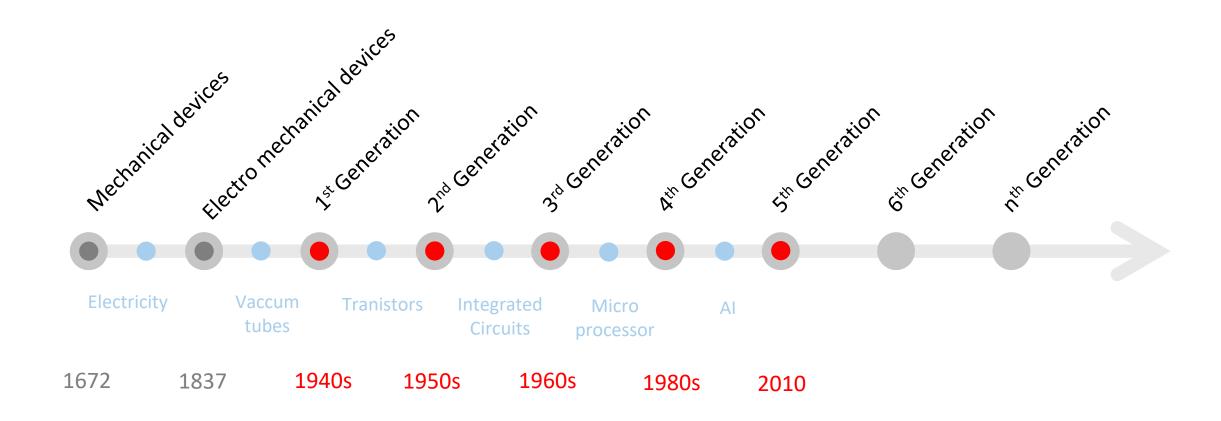
- 1752: Benjamin Franklin and his kite "discover" electricity US
 - Prove that lightnings are a electrical discharge that can charge a conductor on the ground
- 1804: The Jacquard Loom FR
 - Was a mechanical loom for cloth weaving
 - First demonstrated by Joseph Marie Jacquard in 1801.
 - Any number of the cards could be chained together into a continuous sequence with each card corresponding to one row of the design
- 1837: Charles Babbage's Analytical Engine GB
 - First general-purpose computing device
 - Electro mechanical Device
 - Ada Lovelace as the first programmer GB
- Herman Hollerith: Punched card tabulating machine US
 - Later became the "IBM Punchcards"

A standard 80 column punched card contains 80 bytes, so 99,981 boxes of 2,000 cards would be required to contain the same amount of data as a single 16 GB microSD card.

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The Generations of Computing Devices



1936: From Theory to the First Generation of Computers



- Alan Turing GB
- On Computable Numbers, with an Application to the Entscheidungsproblem
- Paper that demonstrates the "Turing Machines" could perform solvable computation
- Describes the principles of the modern computer
- Also the foundation of Machine Learning

1940s-1950s: First Generation (Vaccum tubes)

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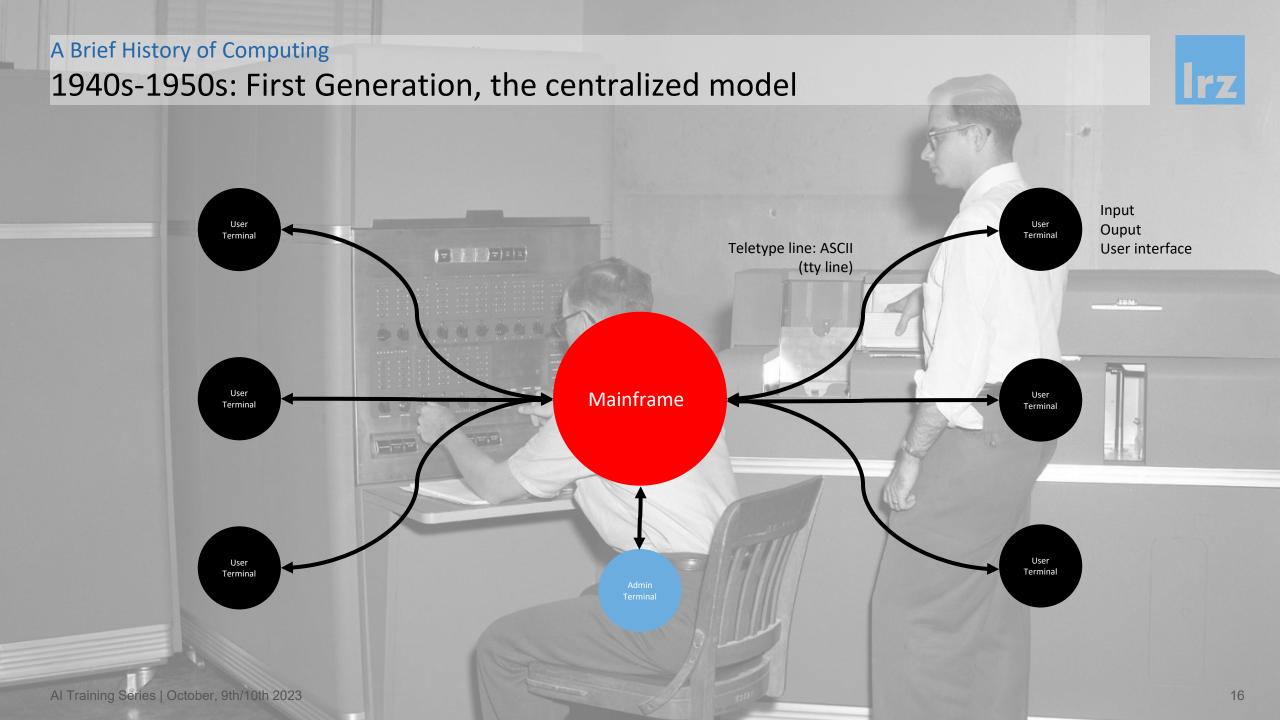
- Used Vacuum tubes made of glass
 - Control flow of electricity between two electrodes: 0 | 1
 - Slow, unreliable, produced a lot of heat: Often would burn and would need to be replaced
- Heavy computers take up a full room
- Used for calculation, storage, and control purposes
- Main memory: Magnetic tapes and magnetic drums, IBM 650 would provide 4KB of storage
- No OS, no real programming language (machine code)
- Example of machines: EDVAC, UNIVAC 1101, and IBM 650.

A mainframe is a large computer system that is usually used for multi-user applications. It is so expensive it needs to be shared:

- time sharing
- space sharing
- batch processing
- ...

... all of which are still relevant.

Until the mid-to-late 1950s, the word "computer" referred to people who performed computations, not to machines.



1950s-1960s: Second Generation (Tranistor)



- Use transistors instead of vacuum tubes
 - More reliable, smaller, and allow faster clock speeds
 - Transistors shaped the computer revolution and digital age: logical operations are performed by semi conductor devices
- Machine can store up to 2MB of data and run at 1 MHz
- Emergence of OS and multi-user support
- Basic networking capabilities
- Emergence of high-level programming language: FORTRAN (1956), ALGOL (1958), and COBOL (1959).
- Example of machine: IBM1400 series

The very first transistor — the foundational building block which almost all of modern civilization was built from — was created at AT&T's Bell Labs on December 23, 1947.



A transistor is a semi conductor that uses an electric current to control the flow of electrons. It amplifies or switches electrical signals by enabling or preventing the flow of current. Multiple transistors combined form logic gates, arithmetic circuits, memories etc.

1960s-1980s: Third Generation (Integrated circuits)



- Transistors made smaller and packed into a silicon chip: towards integrated circuits
- Better speed and reliability
- Laguage: Becoming higher level: BASIC (Beginners All-purpose Symbolic Instruction Code).
- Example of machine: IBM System 360
- Beginning of minicomputers

1980s-2010: 4th Generation Computer (microprocessor)

- Macintosh 128k released in 1984
- Powered by a microprocessor (8 MHz) / 128 KB RAM
- 400 KB storage space on floppy
- First "real" Personal Computer (PC)
 - vs. IBM PC / Commodore 64
 - Comes with a screen, mouse, keyboard
 - Reaching a new audience: works without a manual
 - User friendly, cute, and adorable
- OS: System I (UNIX family, GUI)
 - Finder, Menu bar
 - Still the current HIG
- Application: MacPaint, MacWrite
- First affordable computer made for personal use (\$2,500 (\$6,500 in modern dollars))



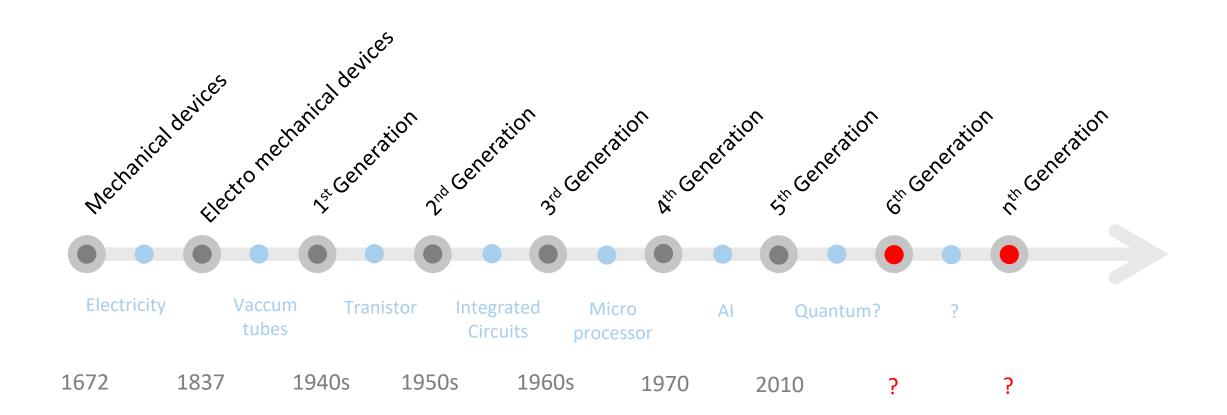
2010s – now: 5th Generation computer



- Key technologies include mobile devices (smartphones, tablets), cloud computing, social networks, high-speed wireless networks, IPv6 networking protocol, touchscreens, solid state storage, virtual/augmented reality, artificial intelligence
- Human like interaction and behaviour
 - Voice recognition
 - Computer vision
- Programming language: Very high level programming, natural language
- Come in pocket size / wearables / cloud only
- Digital twins, NVIDIA Omniverse, Metaverse

The Generations of Computing Devices





Multiuser clusters...



- ... Haven't always been multiuser
- ... They are big and expensive: They need to be shared to cost-effectively serve a large number of concurrent users.
- ... They are meant to be used remotely
- ... System administrators take care of the system for the users
- ... can achieve much higher performance than individual systems by aggregating resources
- ... They provide fault tolerance through redundancy. If parts of the cluster fail, the rest of the cluster can typically continue operating
- ... Common architectures include...
 - ... Server clusters: Multiple interconnected servers with shared storage and networking. Used for high availability and scalability.
 - ... High-performance computing clusters: Powerful servers with fast interconnects, used for running highly parallel workloads.
 - ... Cloud computing clusters: Massive clusters that run cloud platforms and services, accessed by many users over wide-area networks.
 - ... Edge clusters: Clusters deployed at the edge (near users/devices) to support localized computing, storage and networking needs.



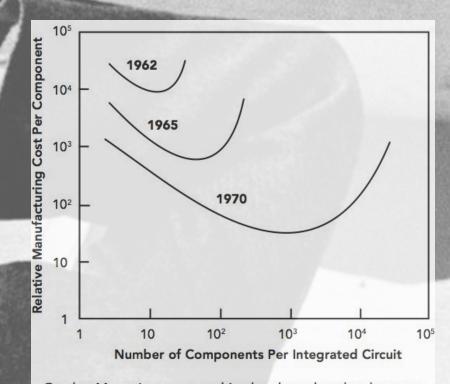
Moore's Law

Moore's Law



The number of transistors on integrated circuits is doubling about every 18 months 2 years.

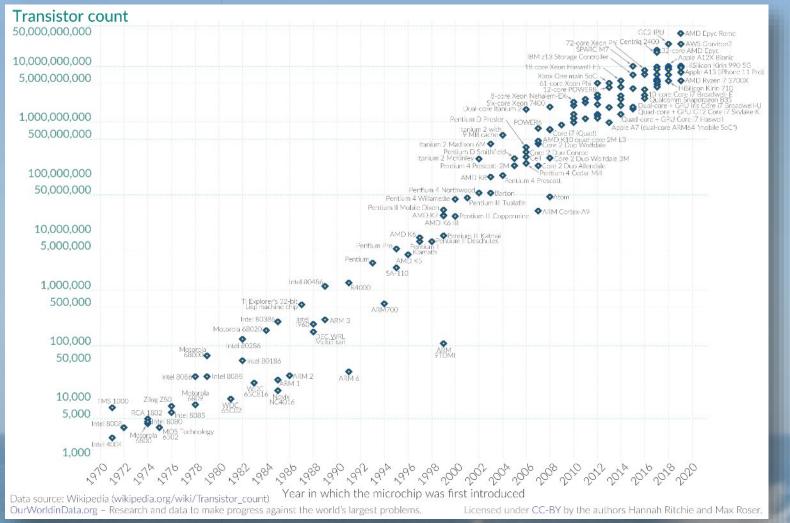
— Gordon Moore, 1965

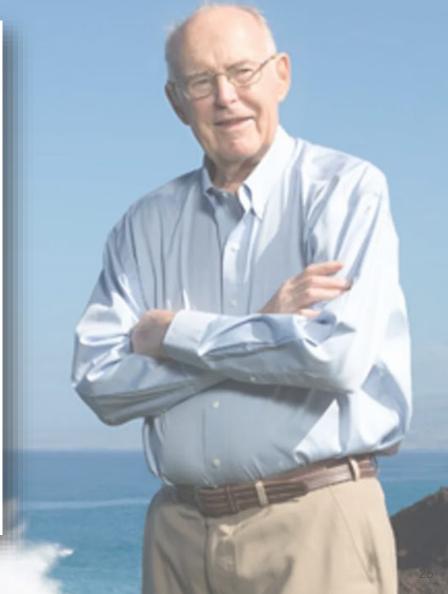


Gordon Moore's curves on this plot show that development of the chemical printing technology makes more complex microchips the cheapest form of electronics.

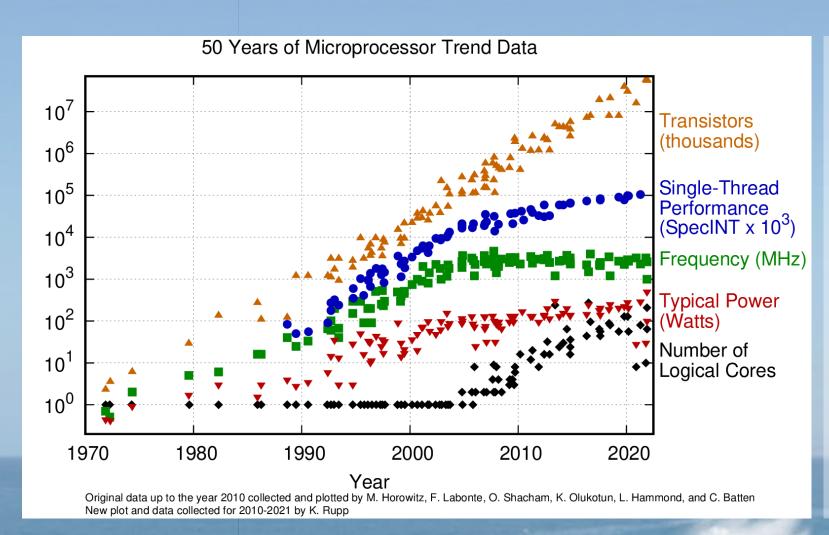
Source: Gordon Moore.







A Brief History of Computing Is Moore's Law dead?



- Mid 2000s: "heat death"
- No more faster processors, only more of them.
- But:2x3 GHz != 6 GHz

A Brief History of Computing Is Moore's Law dead?



• From #1 to #500: 6-8 years

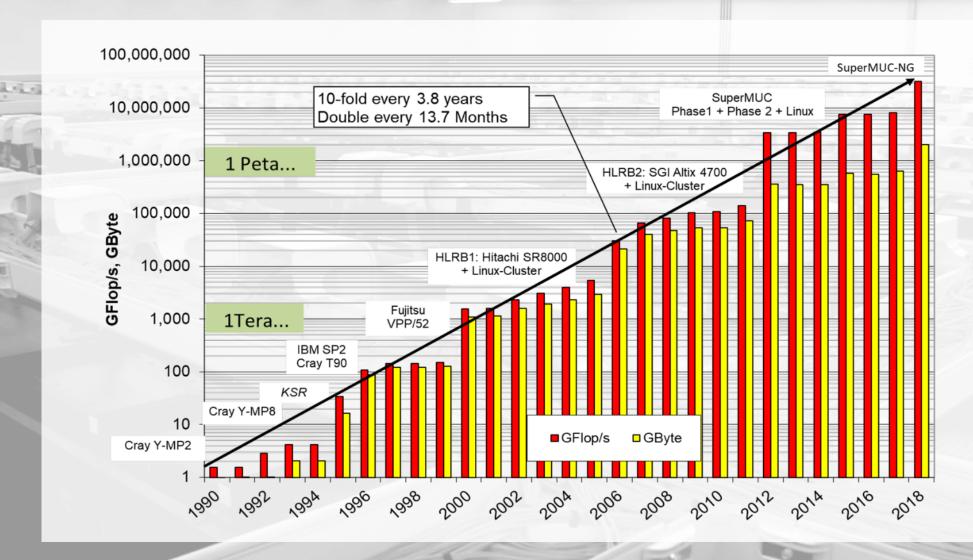
• From #500 to Notebook: 8-10 years



Aggregated LRZ Systems

Evolution of Peak Performance and Memory





What is a Supercomputer or High-Performance Cluster... (Not)?



It runs Microsoft Windows? It will run my Excel spreadsheet? It has overclocked high-speed processors? The CPU runs faster than a desktop PC? It has a large internal memory (RAM)? It will run my old tried and tested executable? It will run my software without changes? It will run my program with millions of threads? It can be used interactively? It has shiny RGB lights?

- No, no worries
- (3) No!
- No No
- (F) Not even
- Usually not (except exceptions)
- Probably not
- Probably not
- Probably not
- Probably not



10th 2023 29

