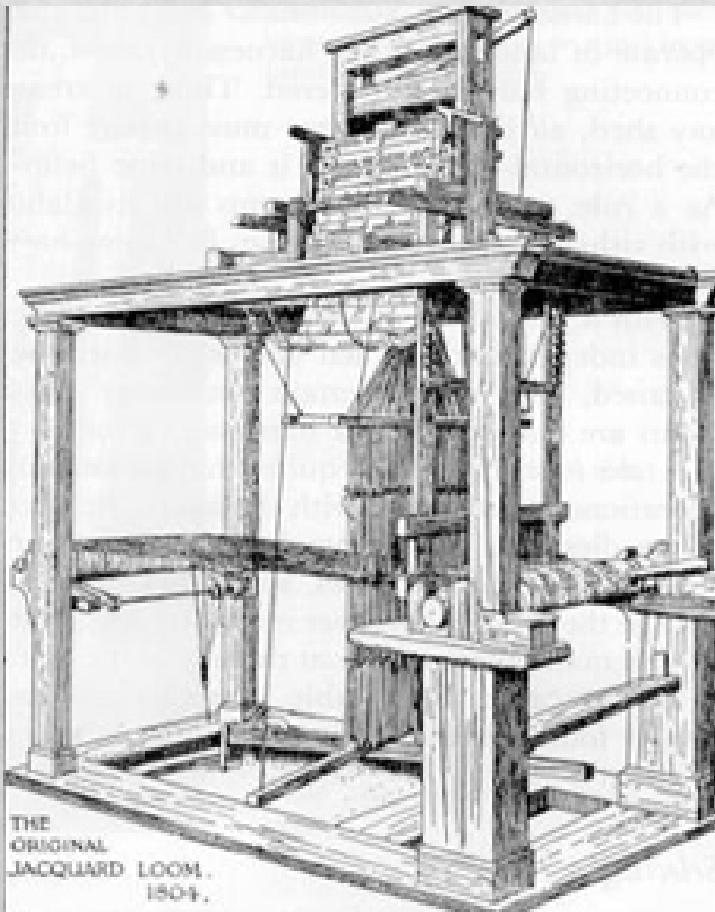


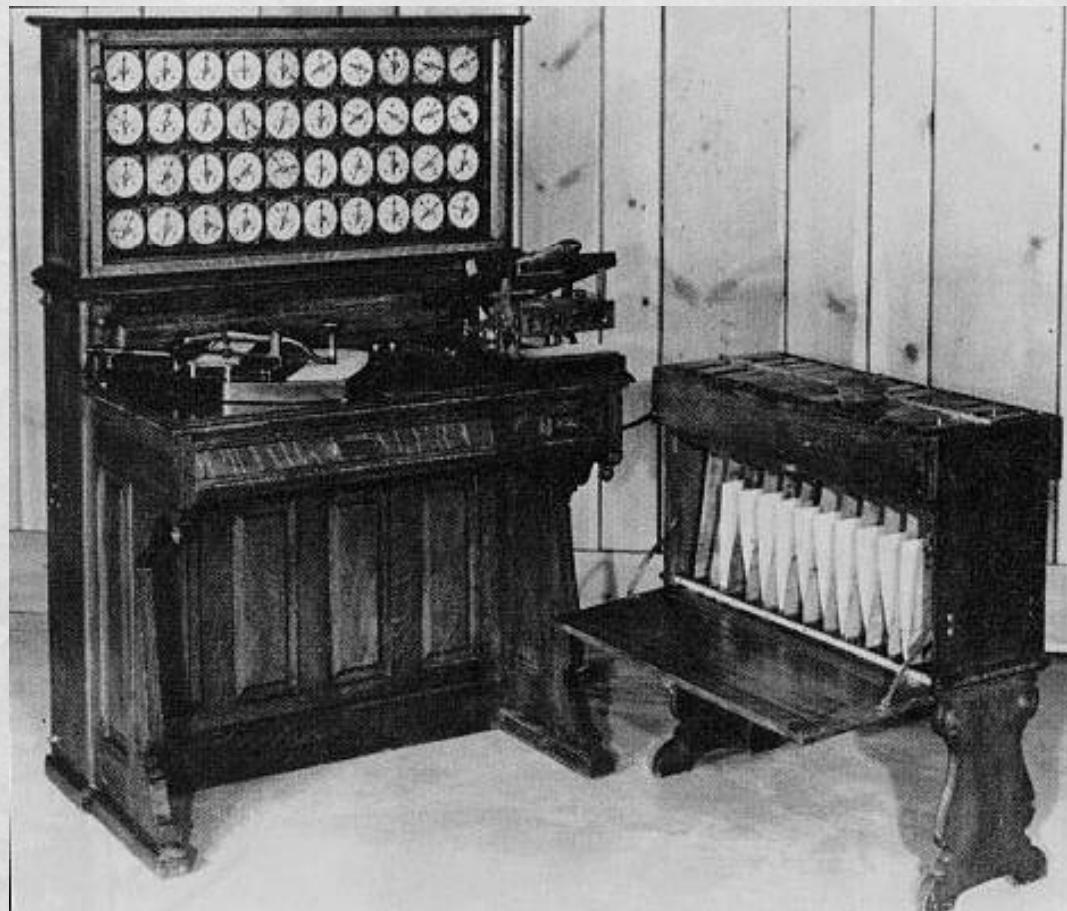
The Evolution of Information Technology: Origins

Ian King, Sr. Vintage Systems Engineer
Living Computer Museum
Vulcan, Inc.

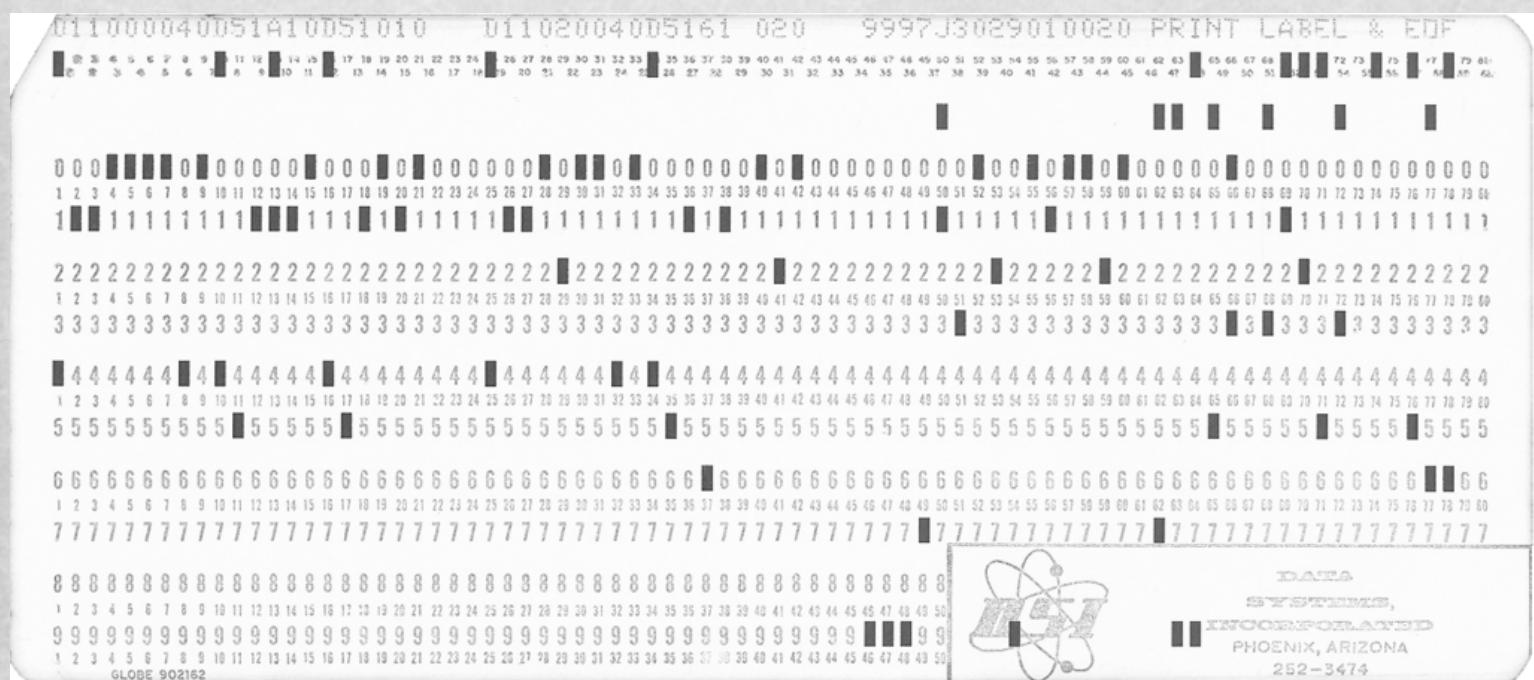
Before the beginning: process automation



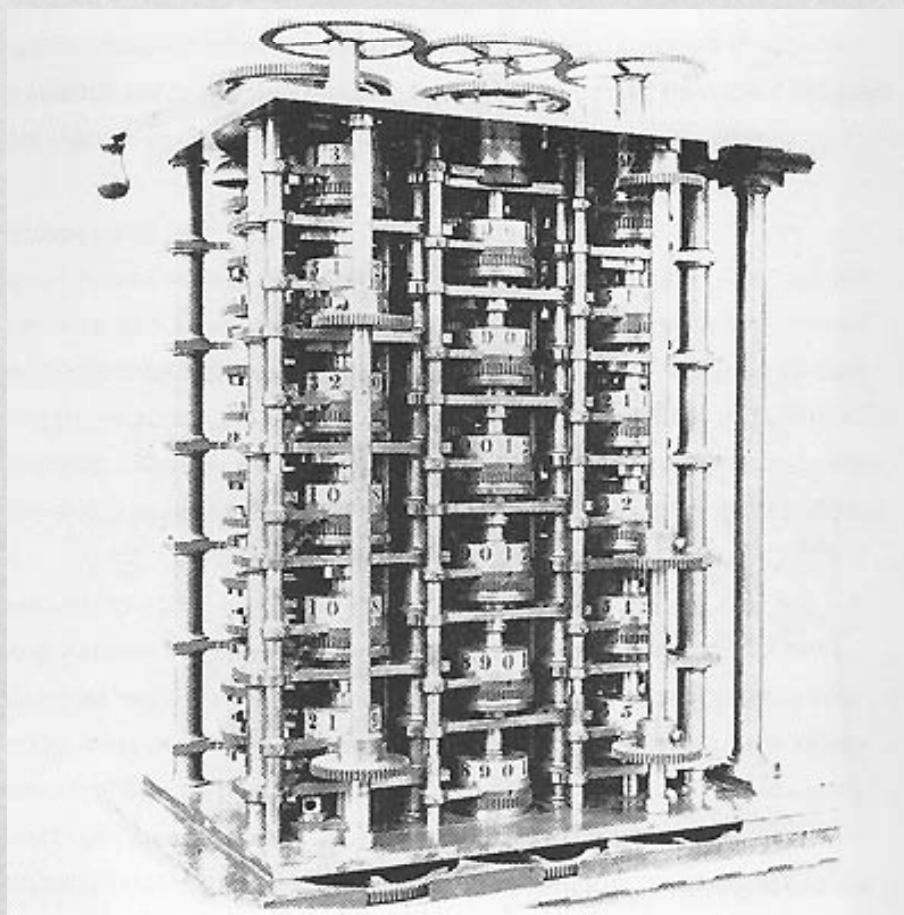
Before the beginning: tabulation



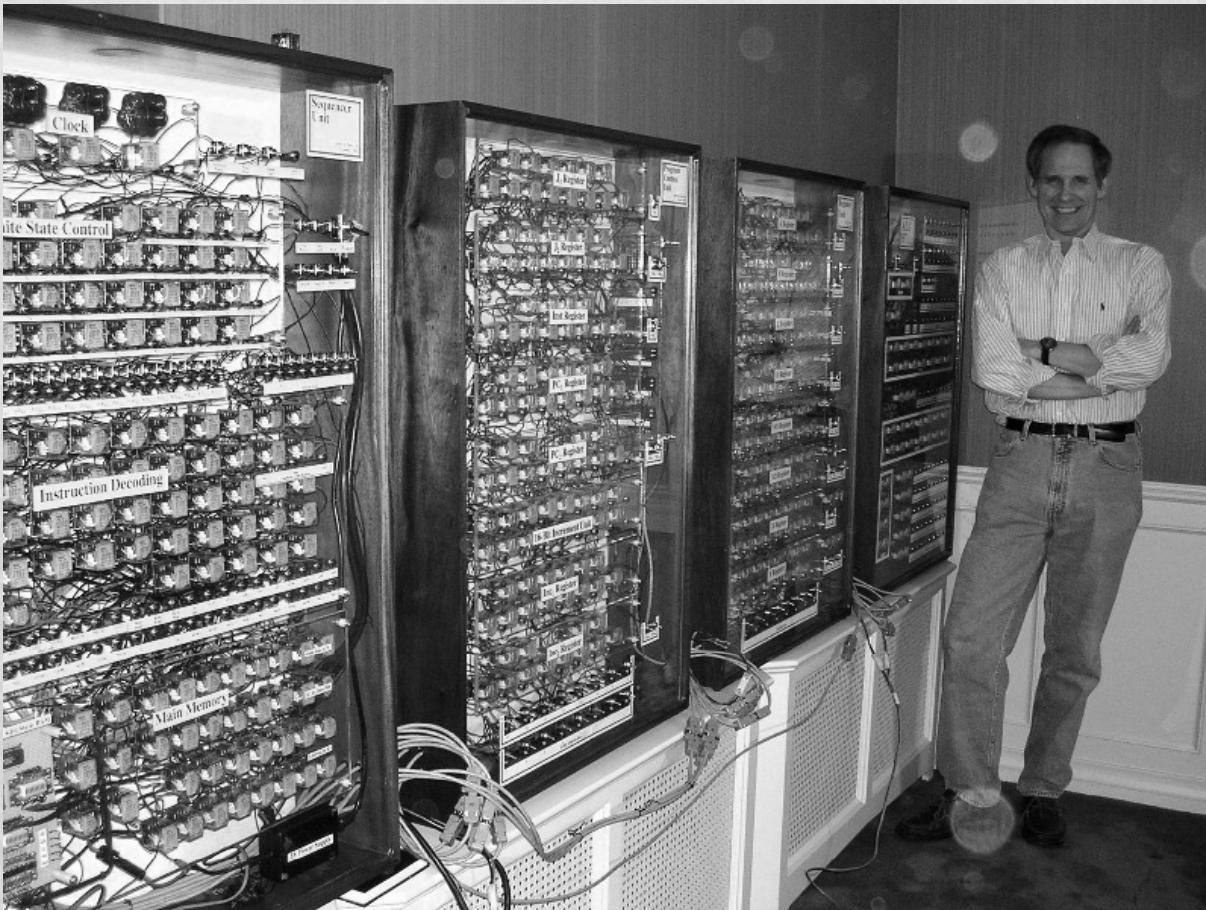
Before the beginning: tabulation



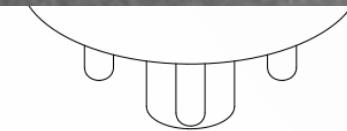
Before the beginning: automated calculation



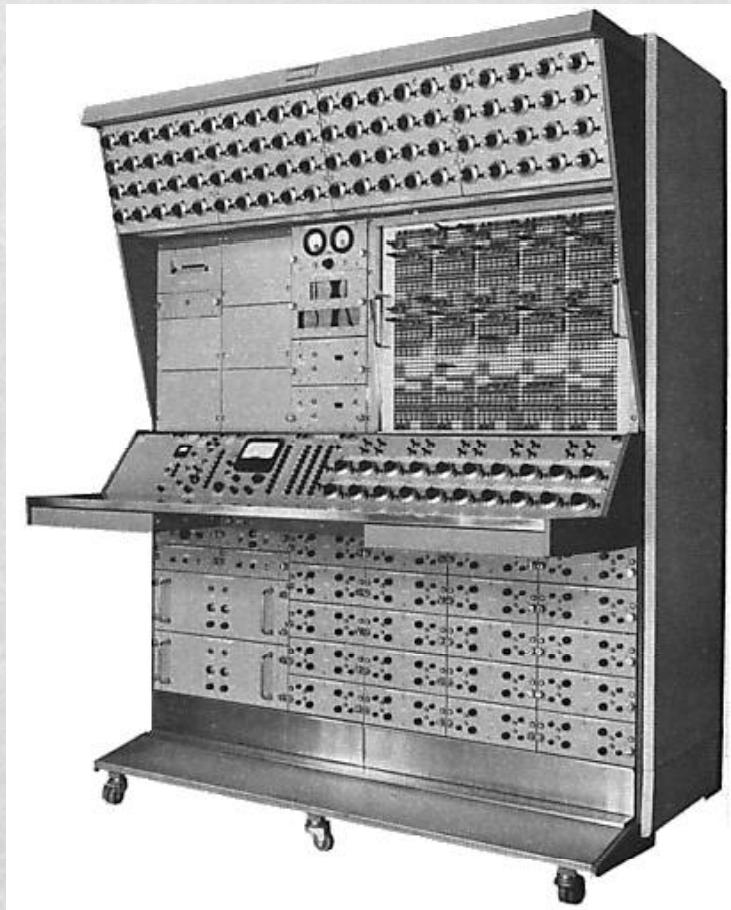
Electronic digital computer



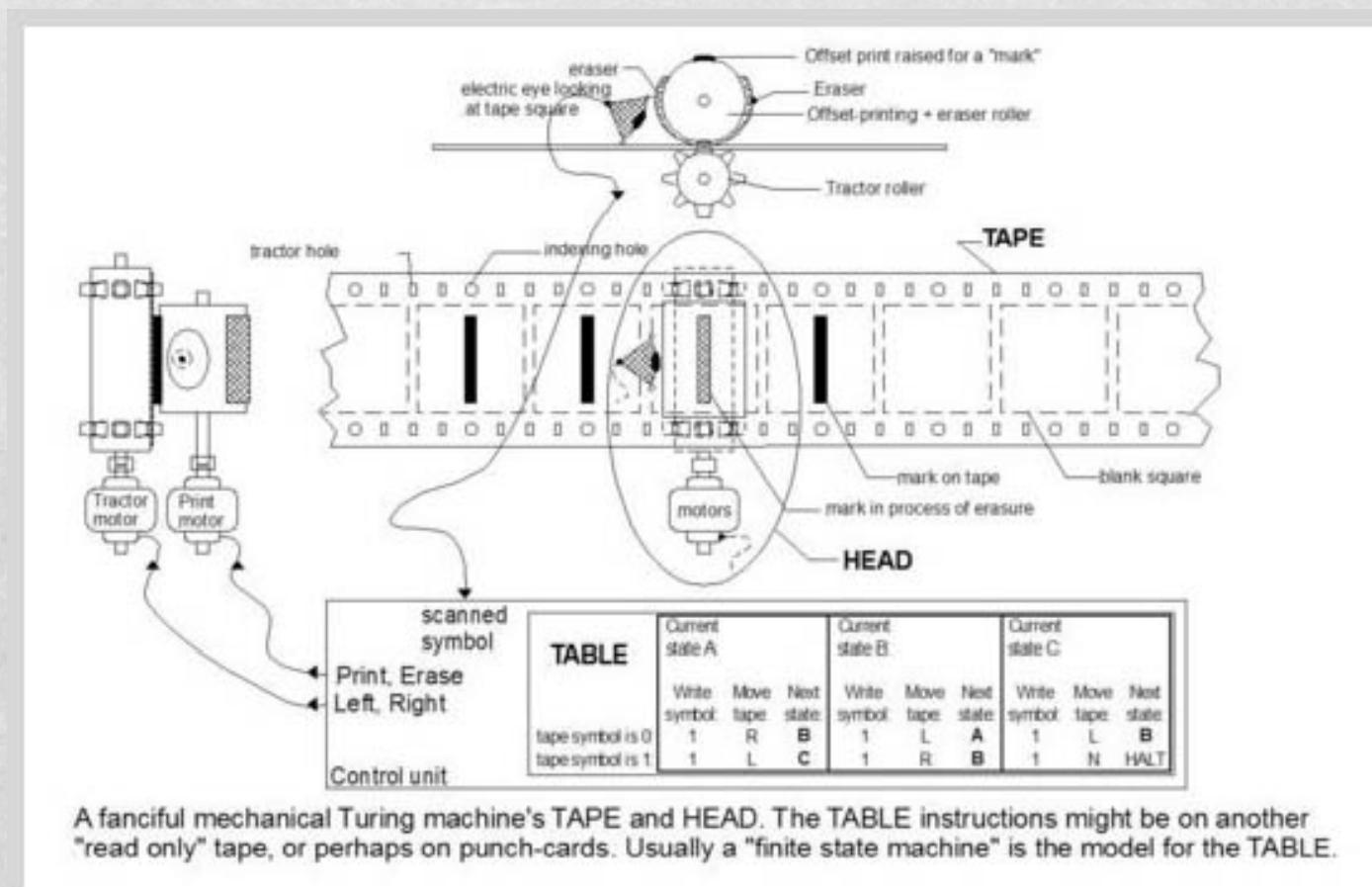
Electronic digital computer



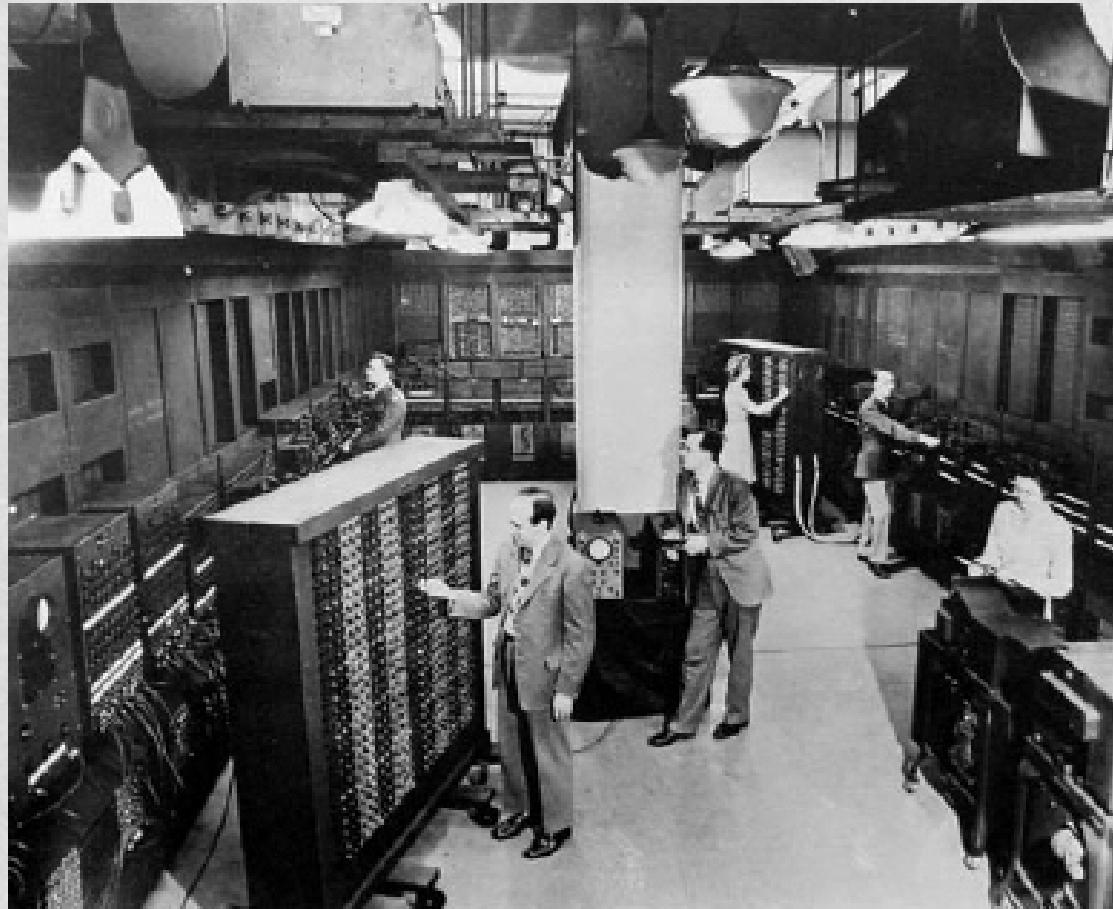
Electronic digital computer



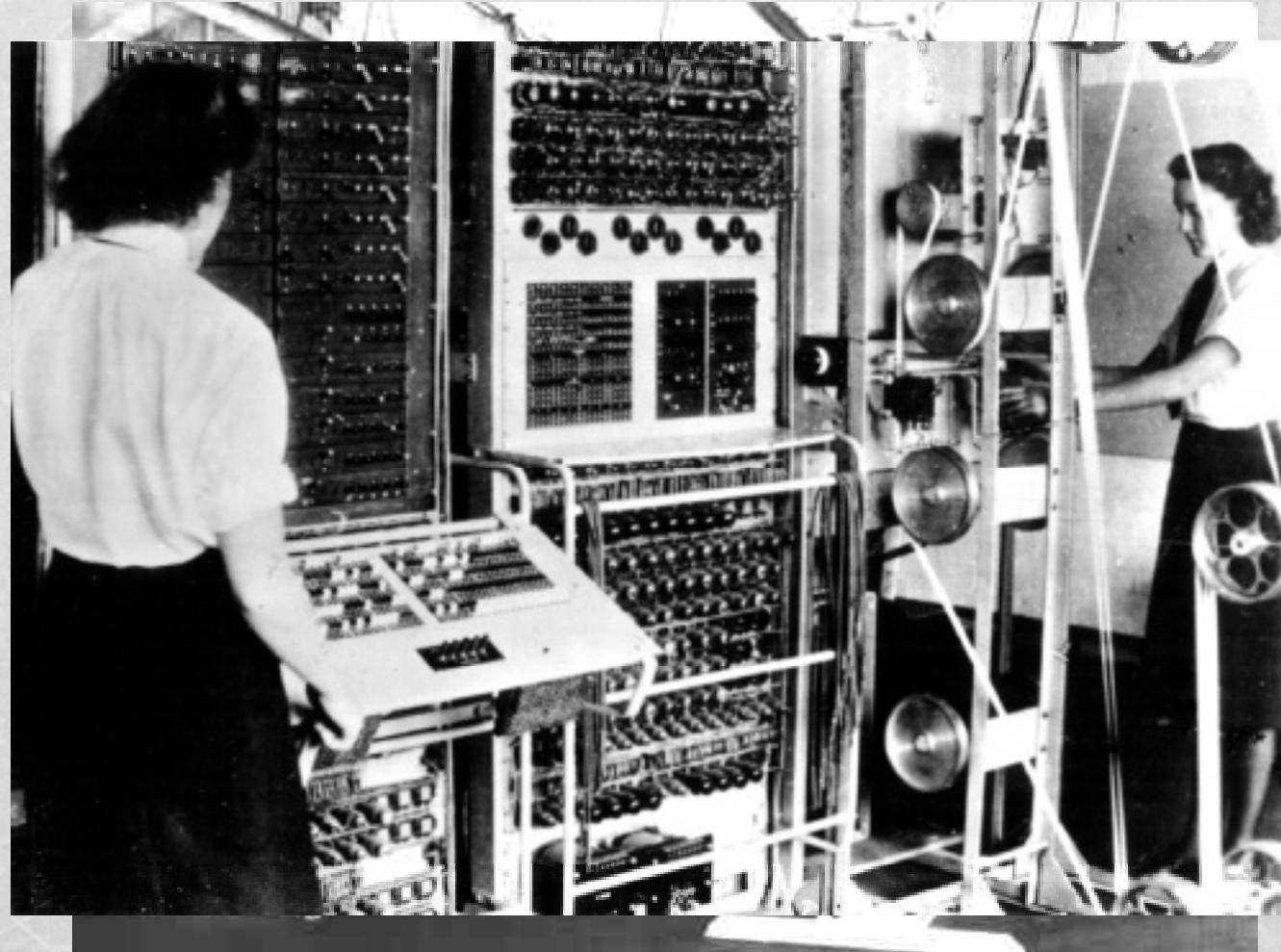
Electronic digital computer



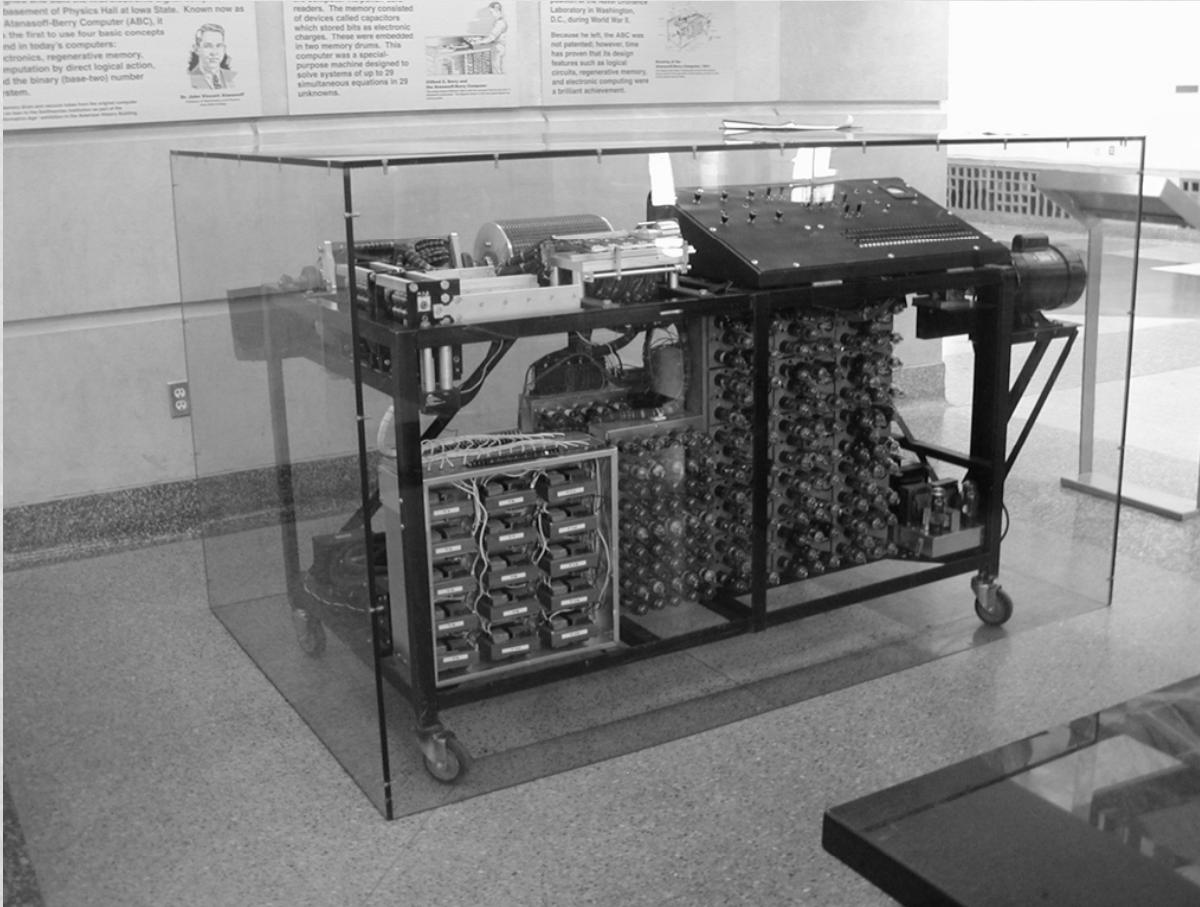
First (?) electronic digital computer



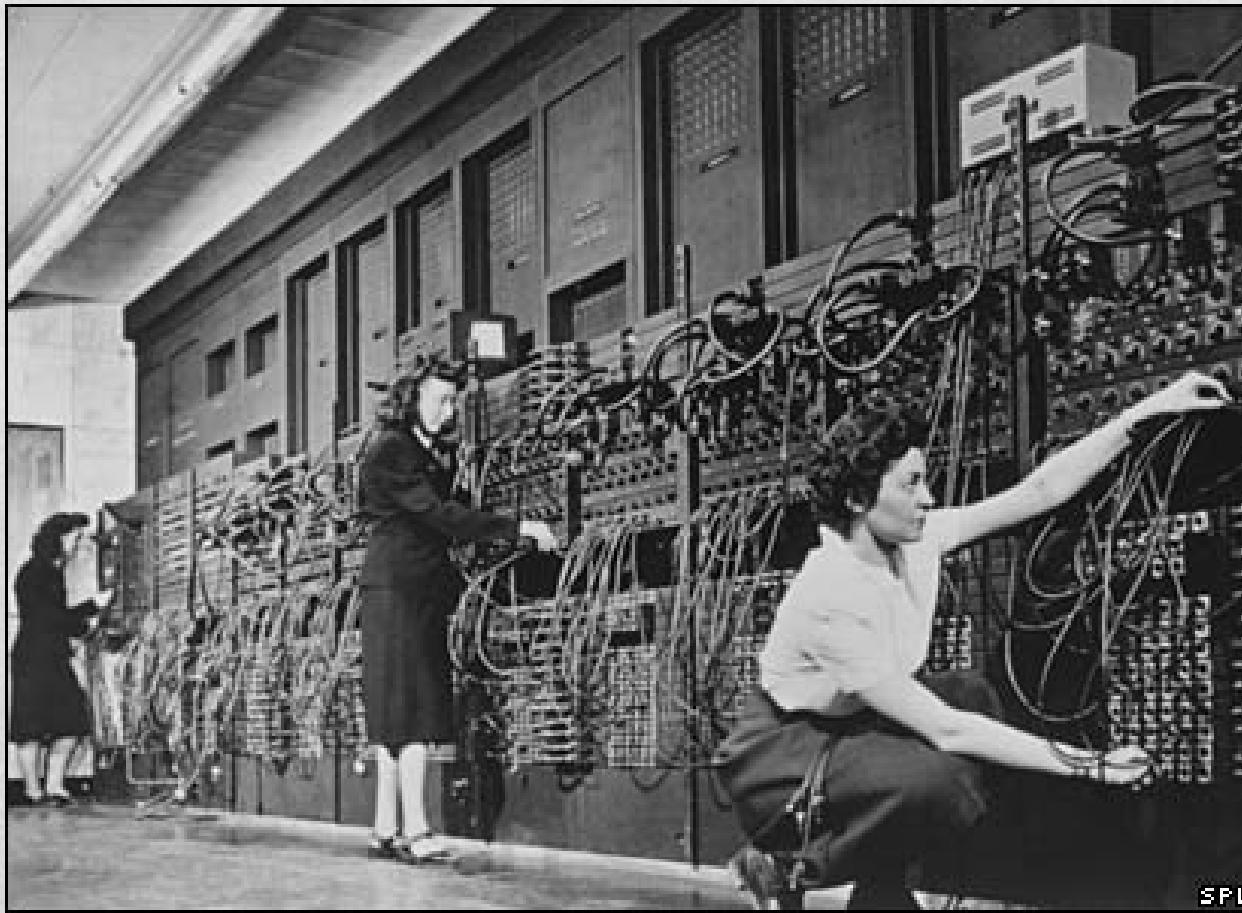
First (?) electronic digital computer



First (!) electronic digital computer



Programming the ENIAC



SPL

Program? Data?

The von Neumann approach

0010 0101 0001

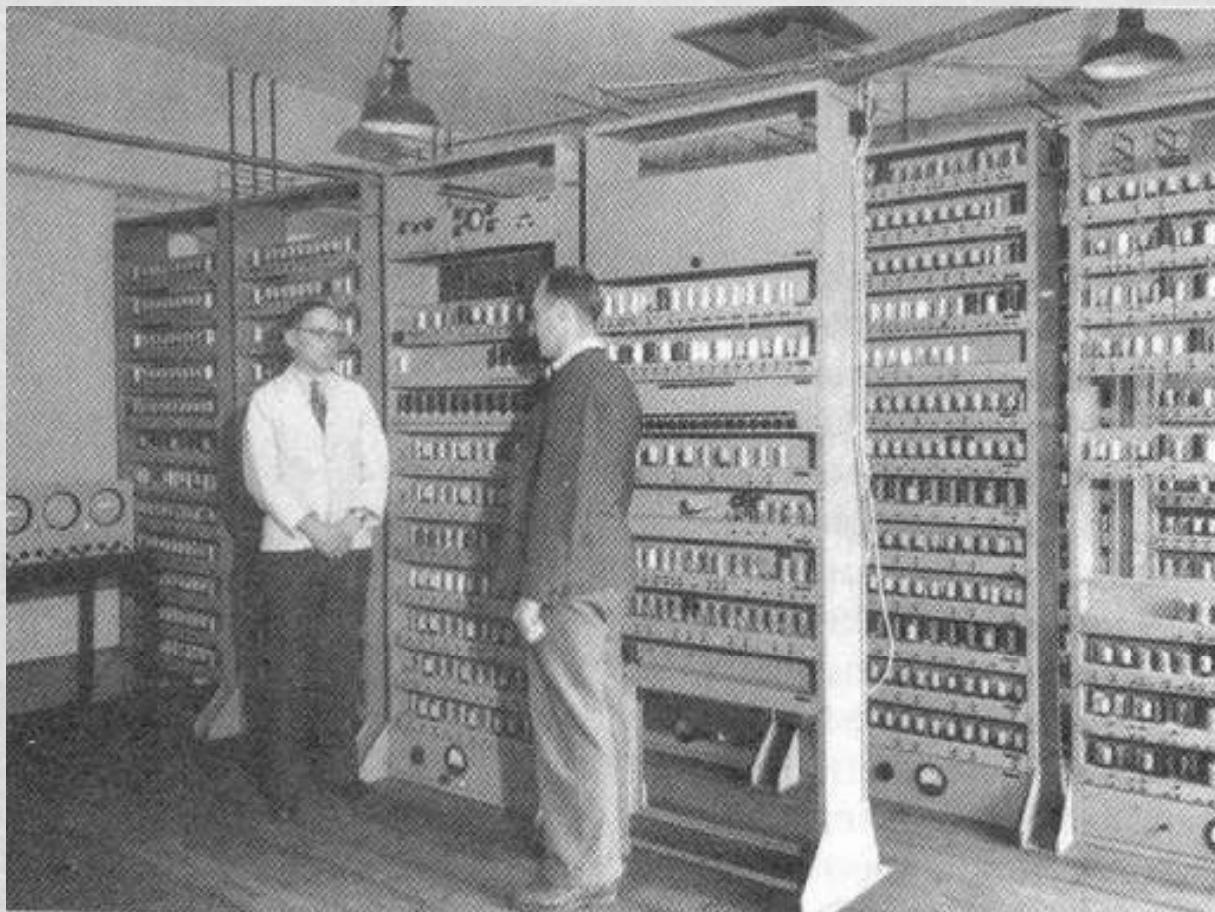
593₁₀

‘IQ’

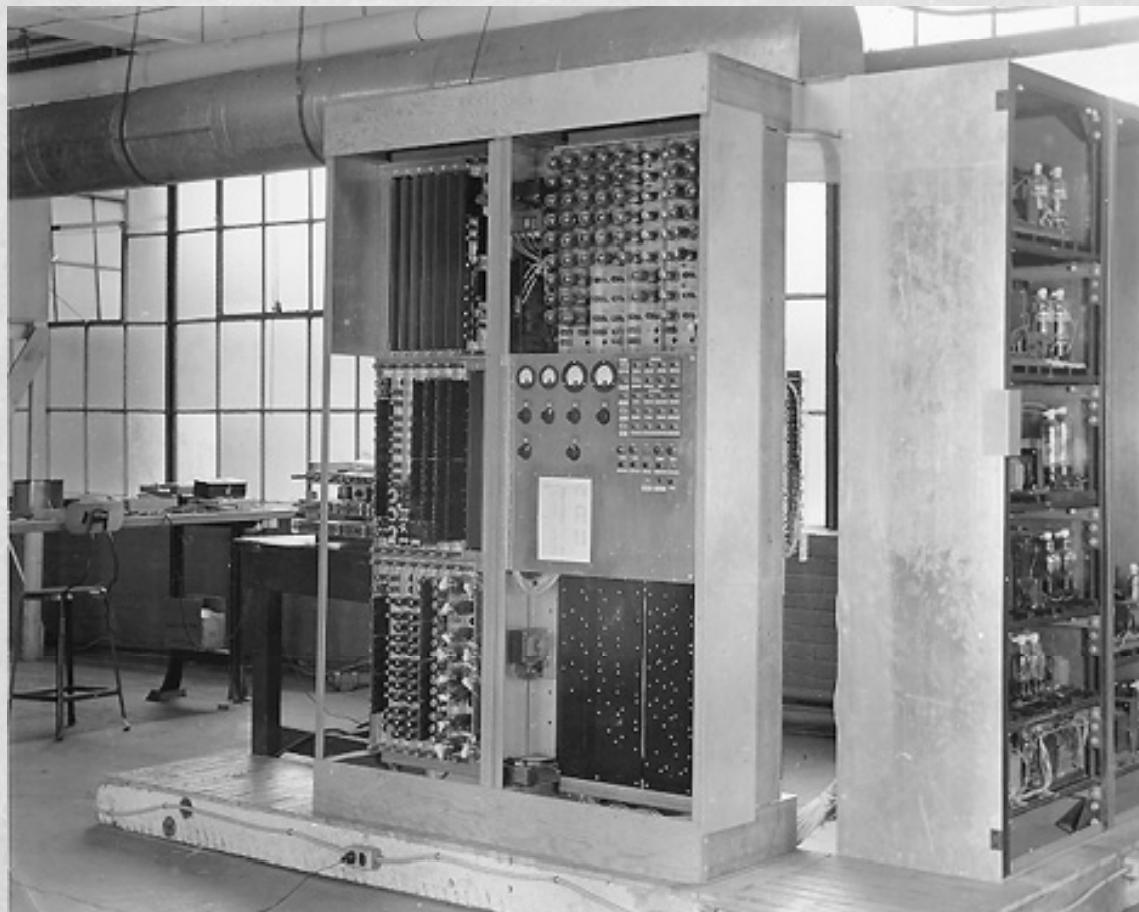
TAD 0001

- two's complement add, AC <- (location 0001) + AC

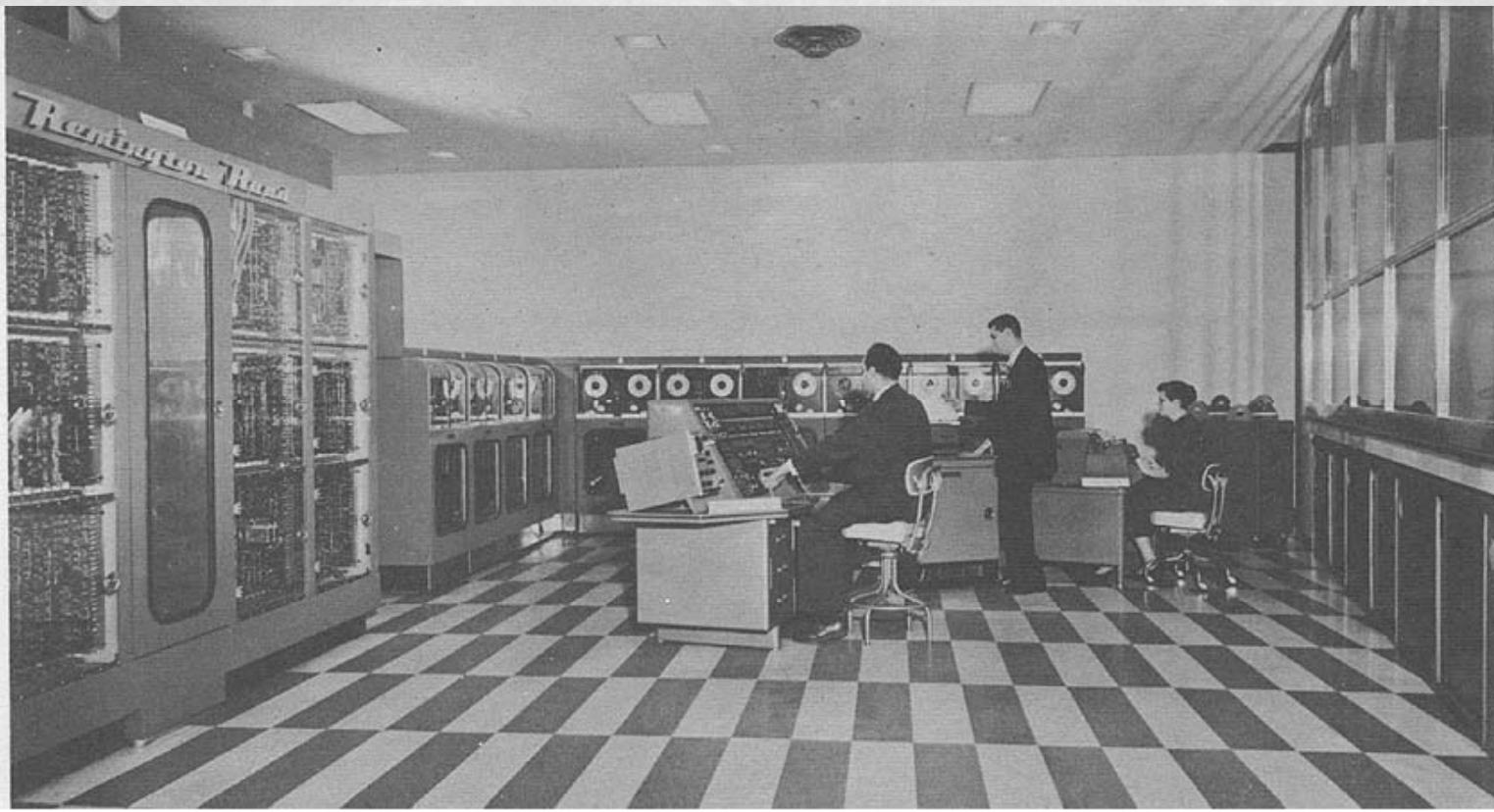
Stored Program Electronic Digital Computer



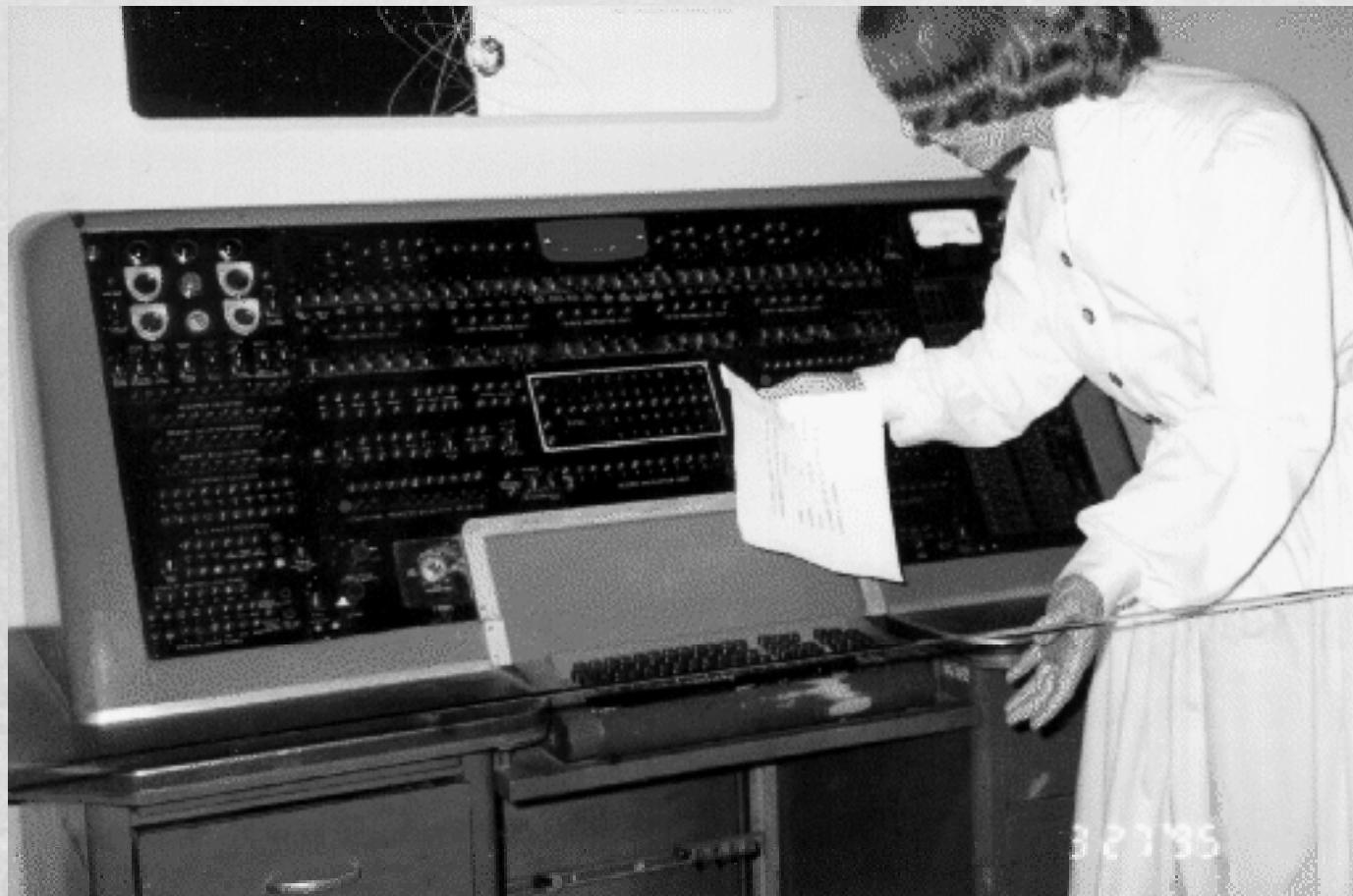
Stored Program Electronic Digital Computer



UNIVAC I



UNIVAC I



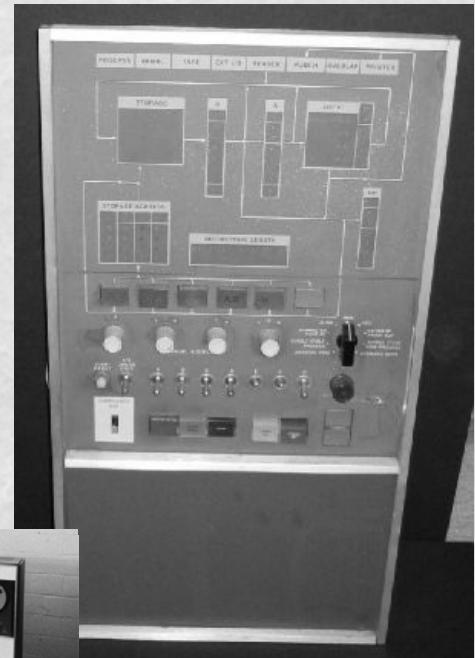
UNIVAC I



And what of IBM?



IBM's greatest hits



IBM System/360



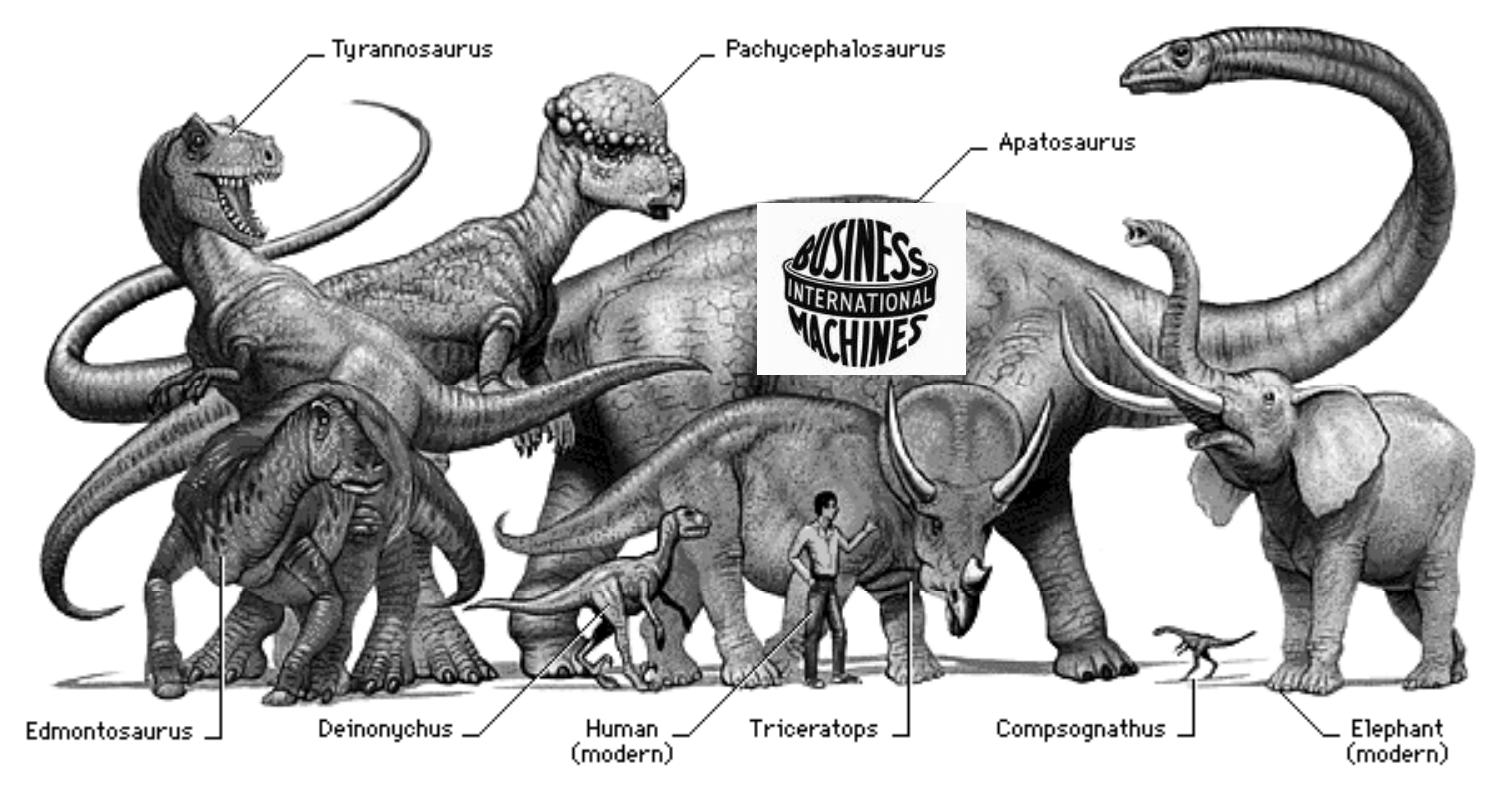
IBM System/360



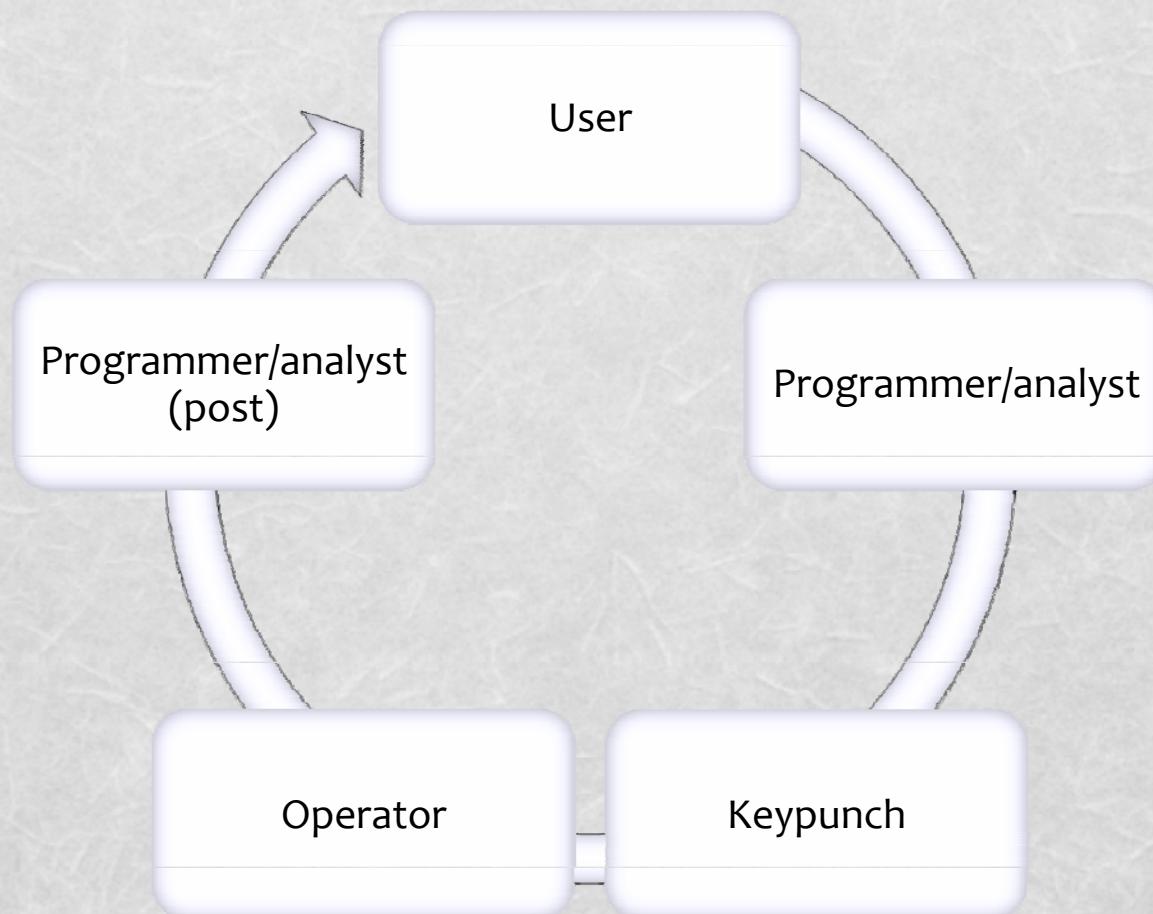
IBM System/360



When dinosaurs ruled the earth



When dinosaurs ruled the Earth



Programming paradigms

LGP-30 CODING SHEET						Page <u>1</u> of <u>5</u>
Job No.		Program No.		Prepared by		Date
		13.0		Dy Kye		10/18/56
Problem		HEXADECIMAL PUNCH OR PRINT Track				
Program Input Codes	Q ₃ Q ₂	Location	Instruction Op.	Address	P ₃ P ₂ P ₁	Contents of Address Notes
j...e..0..0..	1					
1..0..0..0..	1	0,0,0,0	B,0,1,6,2			A0130
		0,1	H,0,1,5,1			TO PRINT INIT. ZEROS
		0,2	B,0,1,4,5			6027
		0,3	V,0,0,0,4			☒
		0,4	H,0,1,2,8			word ctr. Count words / line
		0,5	C,0,1,5,5			digit ctr. Count digits / word
		0,6	X,P,0,0,0,0			{ Read Lo + Lf in decimal
		0,7	X,I,0,0,0,0			☒
		0,8	H,0,1,4,4		N	Lo + Lf (in decimal)
		0,9	R,0,0,3,8			{ Binarize Lf
		1,0	V,0,1,1,7			
		1,1	Y,0,2,1,2		☒	Lf Final location
		1,2	B,0,1,2,7			1014
		1,3	V,0,0,1,5			
		1,4	X,Z,0,0,0,4			4027 (1142)

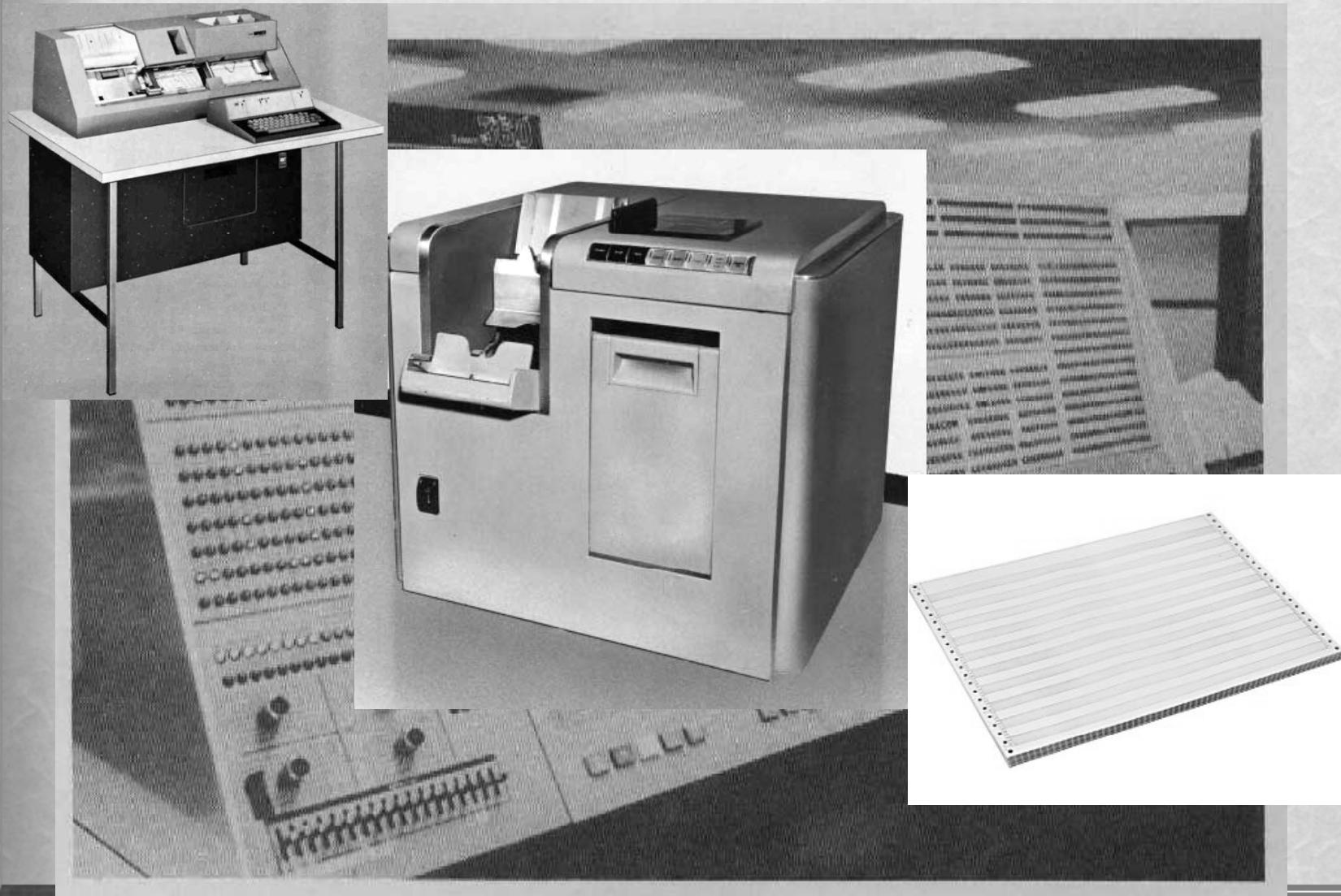
Programming paradigms

9/05/62 PAGE 1

00000	0774	00	1	00000	START	AXT	0,1	
00001	0774	00	2	01750		AXT	1000,2	
00002	0500	00	2	02030	LOOP	CLA	AREA+1000,2 IS IT THE END	
00003	0402	00	0	02045		SUB	=07777777777777 WORD.	
00004	0100	00	0	00007		TZI	TNIB YES	
00005	1	00001	1	00006		TXI	*+1,1,1 NO, BUMP THE COUNT OF NIB	
00006	1	77777	2	00002		TXI	LOOP+2,-1 TRY NEXT WORD	
00007	0754	00	1	00000	TNIB	PXA	,1 PUT COUNT IN AC	
00010	0634	00	1	02030		SXA	FXNIB,1 SAVE FIXED POINT COUNT	
00011	-0501	00	0	02044		ORA	=-02330000000000 CONVERT FIXED POINT TO	
00012	0300	00	0	02042		FAD	-0 FLOATING POINT	
00013	0601	00	0	02031		STO	NIB SAVE FLOATING POINT NIB	
00014	0600	00	0	02032		STZ	TOTAL PRESET SUM TO ZERO	
00015	0774	00	2	00000		AXT	0,2 PRESET TAG FOR ADDING AREA, AREA+1, ETC.	
00016	0500	00	2	00060	LOOP1	CLA	AREA+2 SUM THE	
00017	0300	00	0	02032		FAD	TOTAL BLOCK OF NUMBERS	
00020	1	77777	2	00021		TXI	*+1,2,-1 BUMP TAG FOR AREA	
00021	2	00001	1	00016		TXI	LOOP1,1,1 ALL THRU SUMMING, NO	
00022	0241	00	0	02031		FDP	NIB YES, CALCULATE	
00023	-0600	00	0	02033		STO	FAVE AVERAGE AND SAVE	
00024	0600	00	0	02034		STZ	PTOT PRESET TOTALS	
00025	0600	00	0	02035		STZ	HTOT AND COUNTS	
00026	0600	00	0	02036		STZ	PCNT	
00027	0600	00	0	02037		STZ	MCNT	
00030	0534	00	1	02030		LXA	FXNIB,1 PICK UP NUMBER IN BLOCK	
00031	0774	00	2	00000		AXT	0,2 PRESET TAG FOR AREA	
00032	0500	00	2	00060	LOOP2	CLA	AREA+2 PICK UP NUMBER	
00033	0120	00	0	00052		TPL	PLUS IS IT PLUS, YES	
00034	0300	00	0	02035		FAD	HTOT NO	
00035	0601	00	0	02035		STO	HIDI	
00036	0500	00	0	02037		CLA	MCNT BUMP COUNT OF	
00037	0300	00	0	02043		FAD	=1,0 MINUS NUMBERS	
00040	0601	00	0	02037		STO	MCNT	
00041	1	77777	2	00042	TEST	TXI	*+1,2,-1	
00042	Z	00001	1	09998		TXI	LOOP2,1,1 THRU, NO	
00043	0500	00	0	02034		CLA	PTOT YES, CALCULATE	
00044	0241	00	0	02036		FDP	PCNT PLUS AVERAGE	
00045	-0600	00	0	02040		STO	PAVE	
00046	0500	00	0	02035		CLA	HTOT CALCULATE MINUS	
00047	0241	00	0	02037		FDP	MCNT AVERAGE	
00050	0601	00	0	02041		STO	HAVE	
00051	0000	00	0	00051	STOP	HTR	*	ALL THRU STOP
00052	0300	00	0	02034	PLUS	FAD	PIOT	SUM PLUS NUMBERS

Programming paradigms

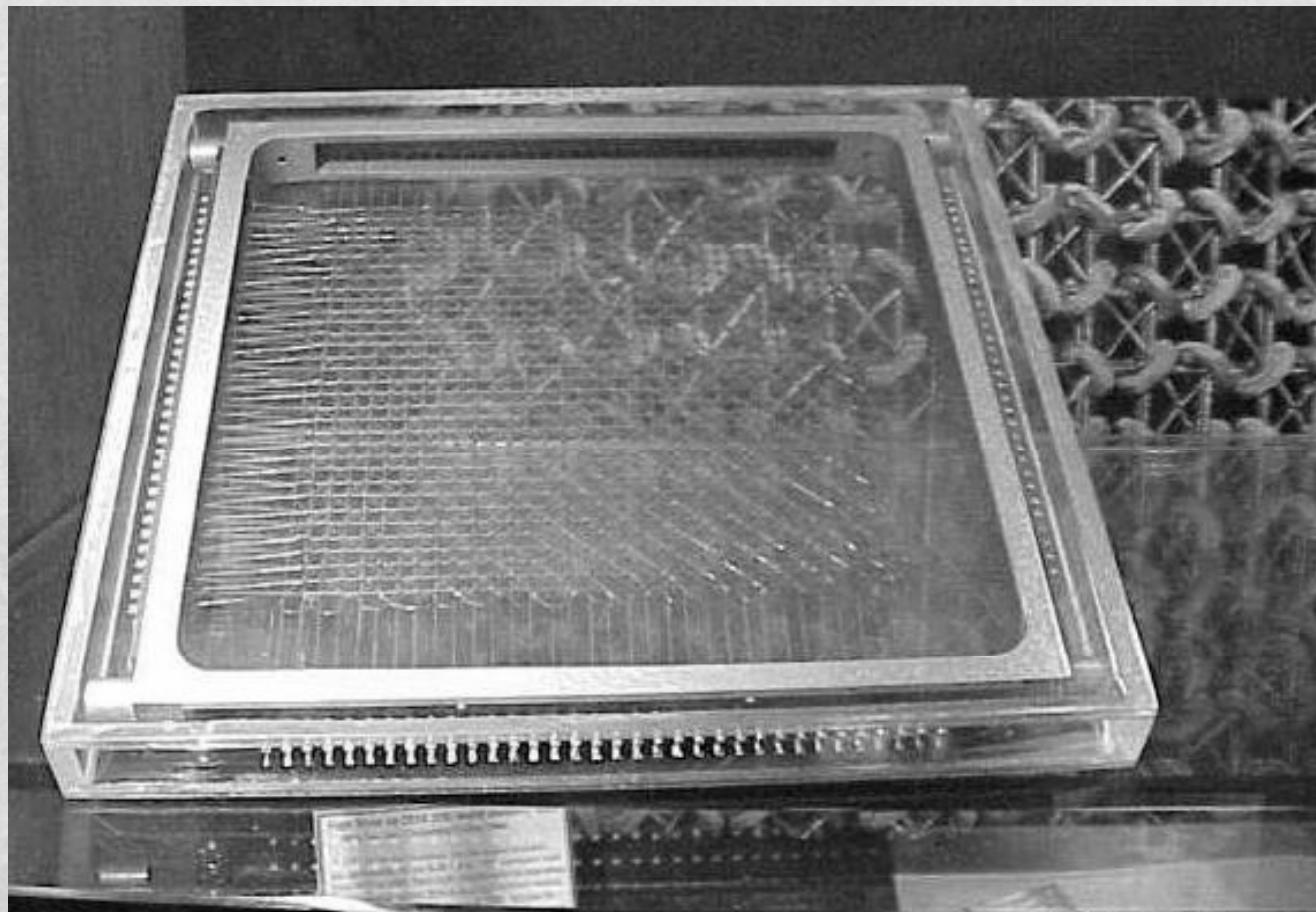
Computer/human interaction



Outliers: Whirlwind



Outliers: Whirlwind



Outliers: SAGE



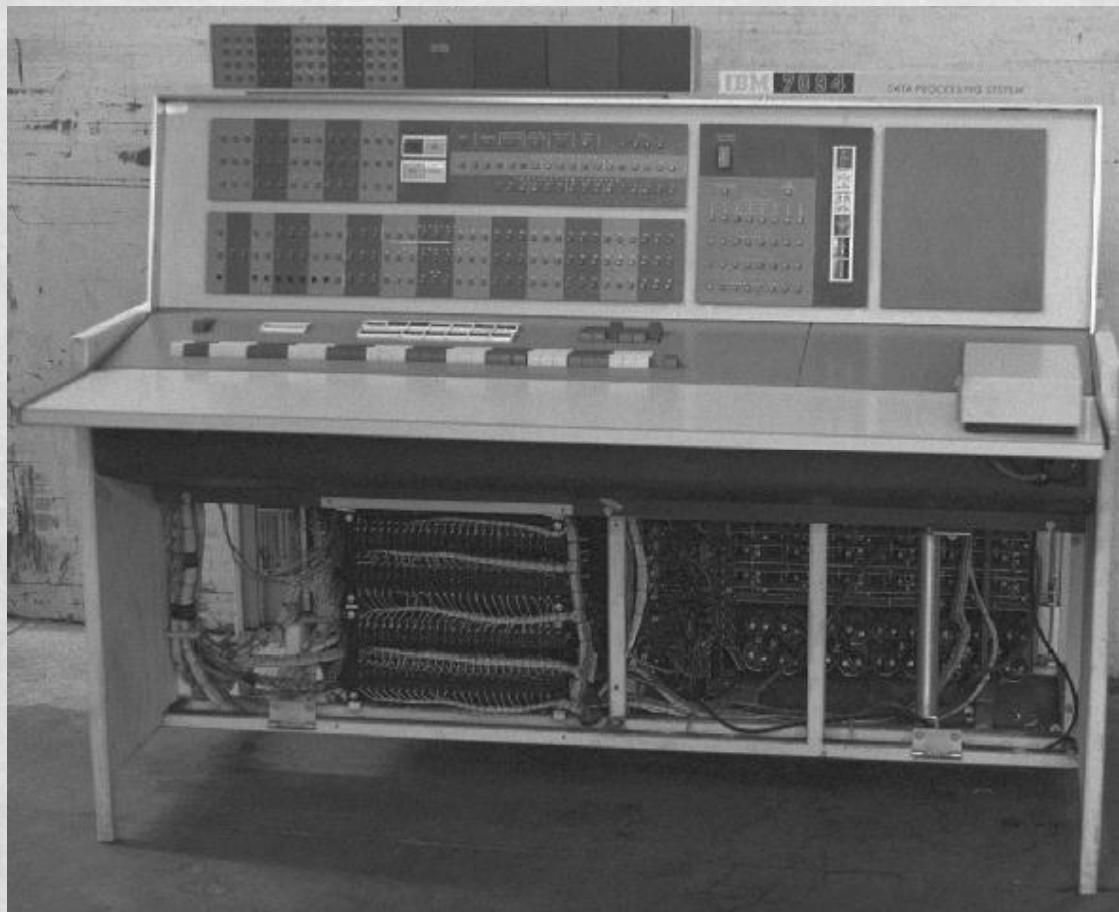
First powered: 1963
Retired: 1983

Weight: ~250 tons
Tube count: ~60,000

Outliers: SAGE

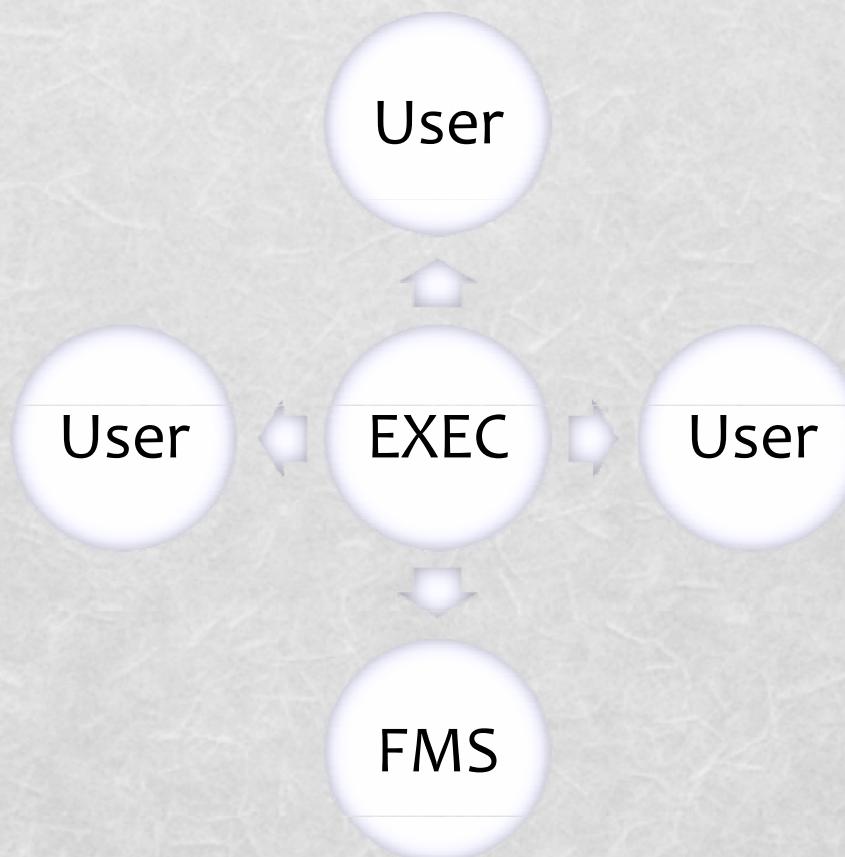


Outliers II



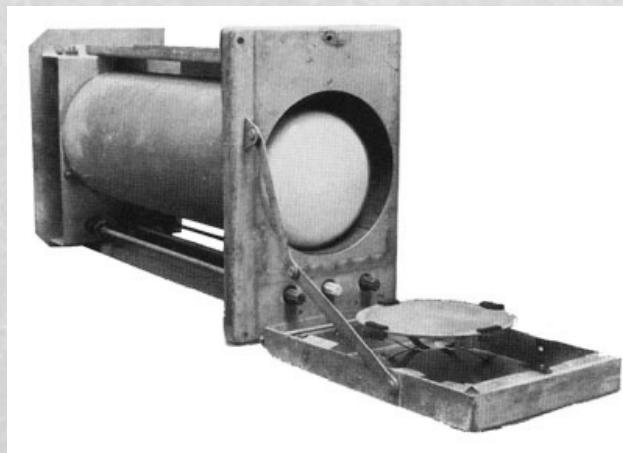
Outliers II:

Compatible Time Sharing System



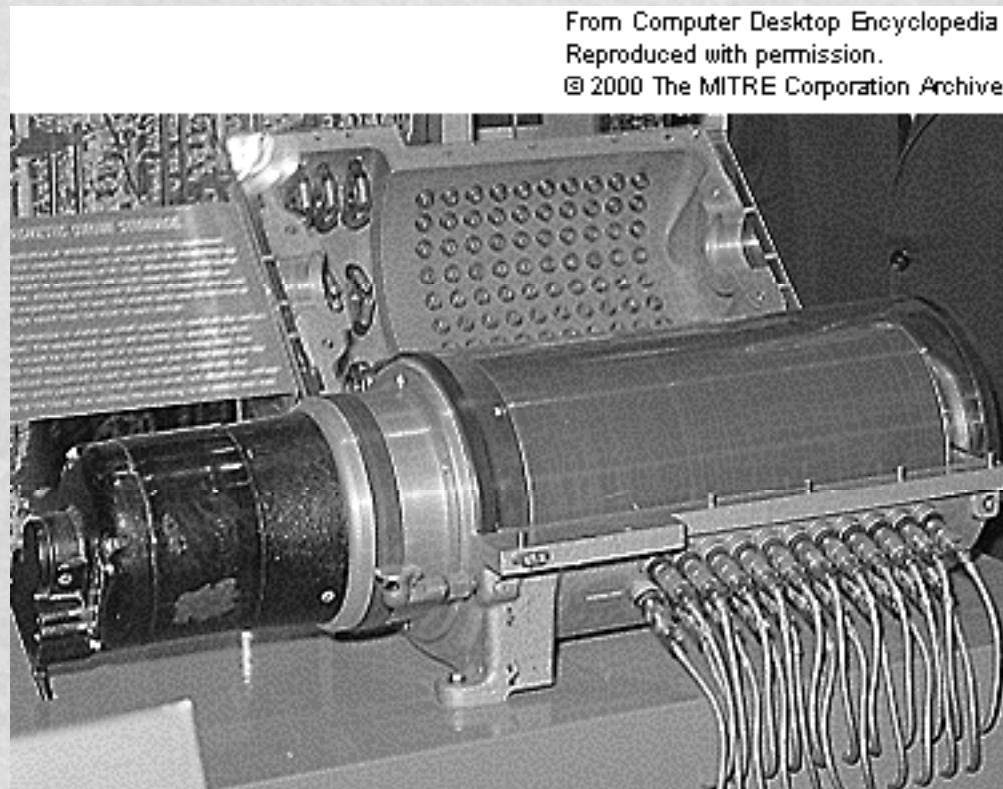
Under the hood: working store

- ♦ Acoustic delay lines
- ♦ Williams tubes



Building the machine: working store

- ♦ Magnetic drum



Building the machine: working store

- ♦ Magnetic core

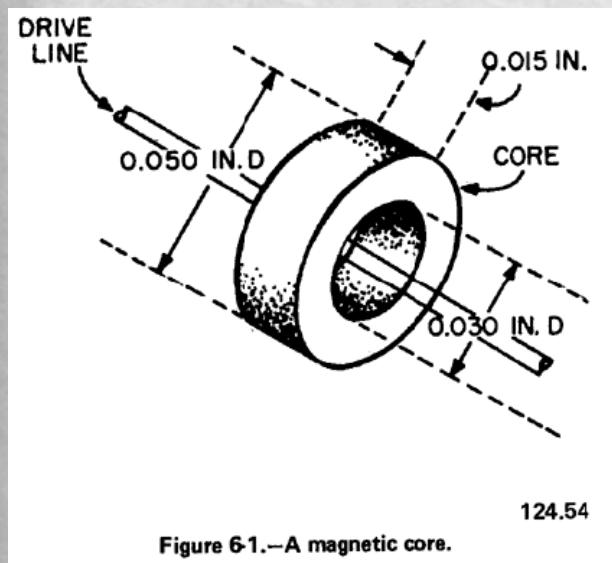


Figure 6-1.—A magnetic core.

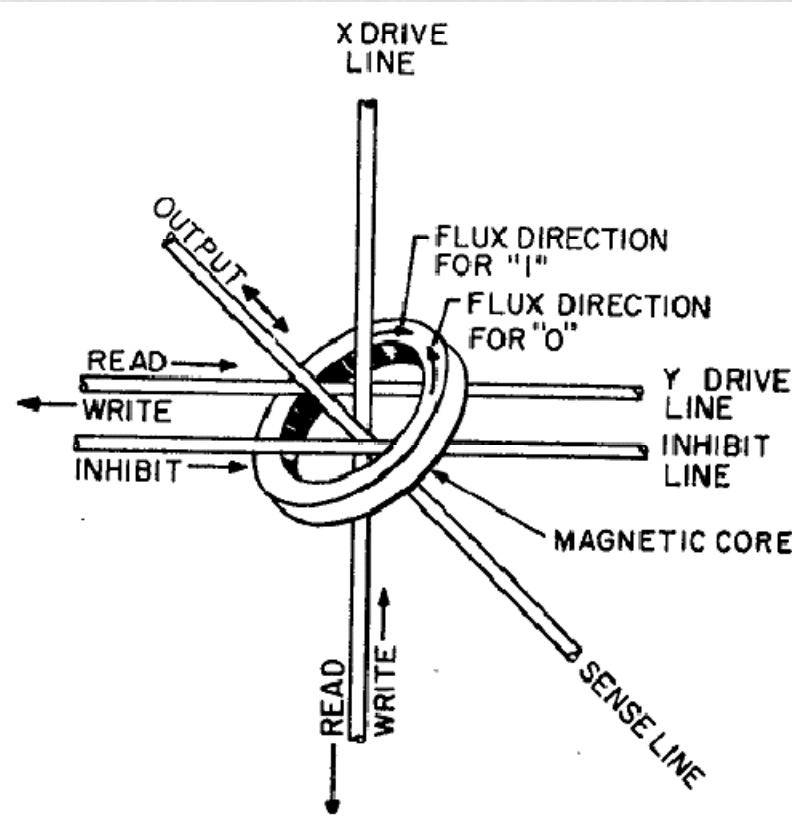
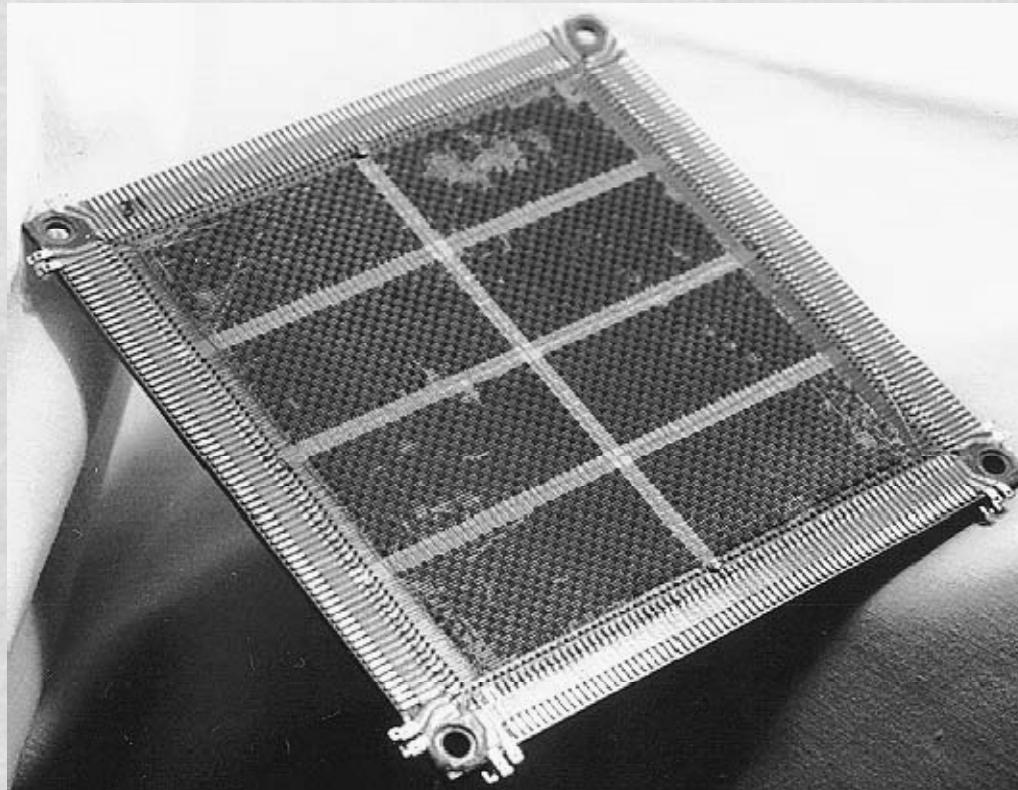


Figure 6-3.—Magnetic core showing "X," "Y," inhibit, and sense lines.

Building the machine: working store

- ♦ Magnetic core



Questions?