Computer science in four eras

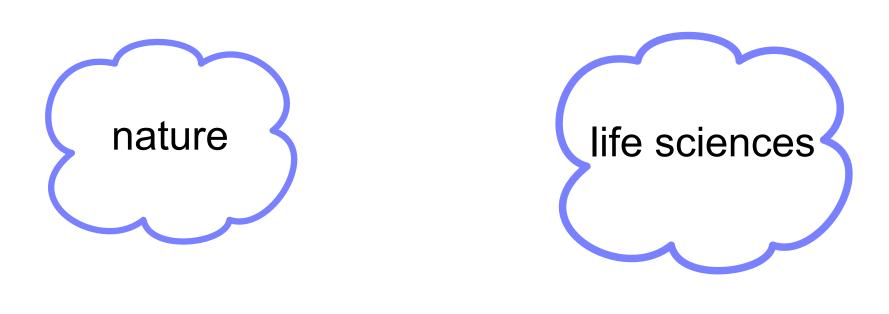
Jean-Jacques Lévy Inria Paris & Irif

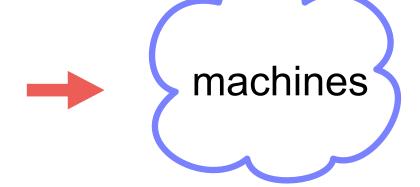
Huashang College - 2

COMPUTER SCIENCE VS REAL WORLD



Science













lnría





PRIMARY THE LOGIQIAN

(1910 - 1950)

From paradoxes in logic

"the set of all sets"

to

Computability

The logicians

Hilbert --> Gödel --> Church --> Turing







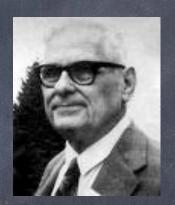
Kleene

Post

von Neumann



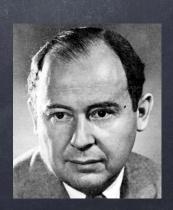






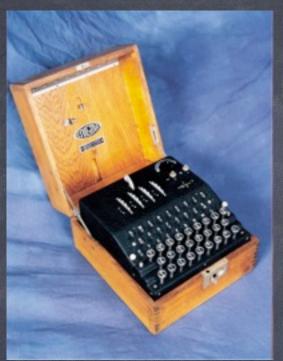




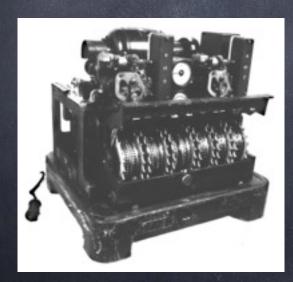


The logicians

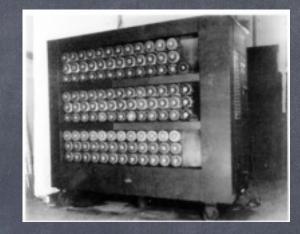
- Turing: finite control, infinite memory (decoding Enigma machine)
- von Neumann: data AND programs in memory (Manhattan project)
- machines at UPenn, Cambridge, Mark I



Enigma



Lorenz



B

e t c h

P

a

k

The Bombe



Colossus



Bletchley Park



the Bombe

the Colossus



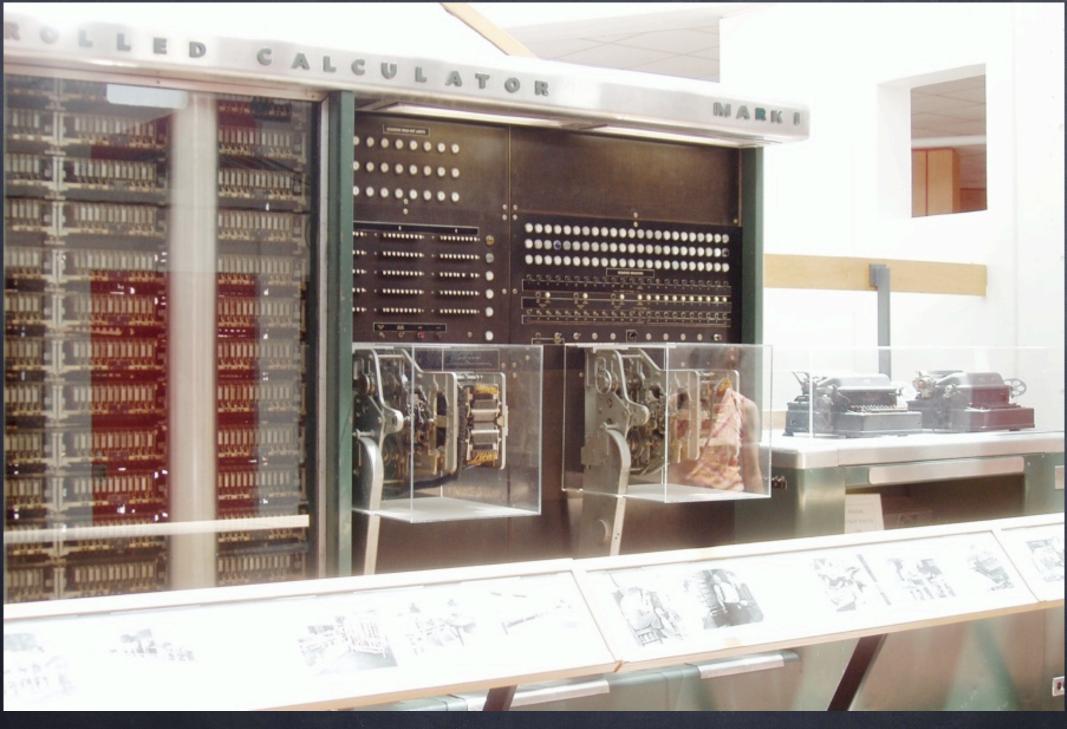


Bletchley Park

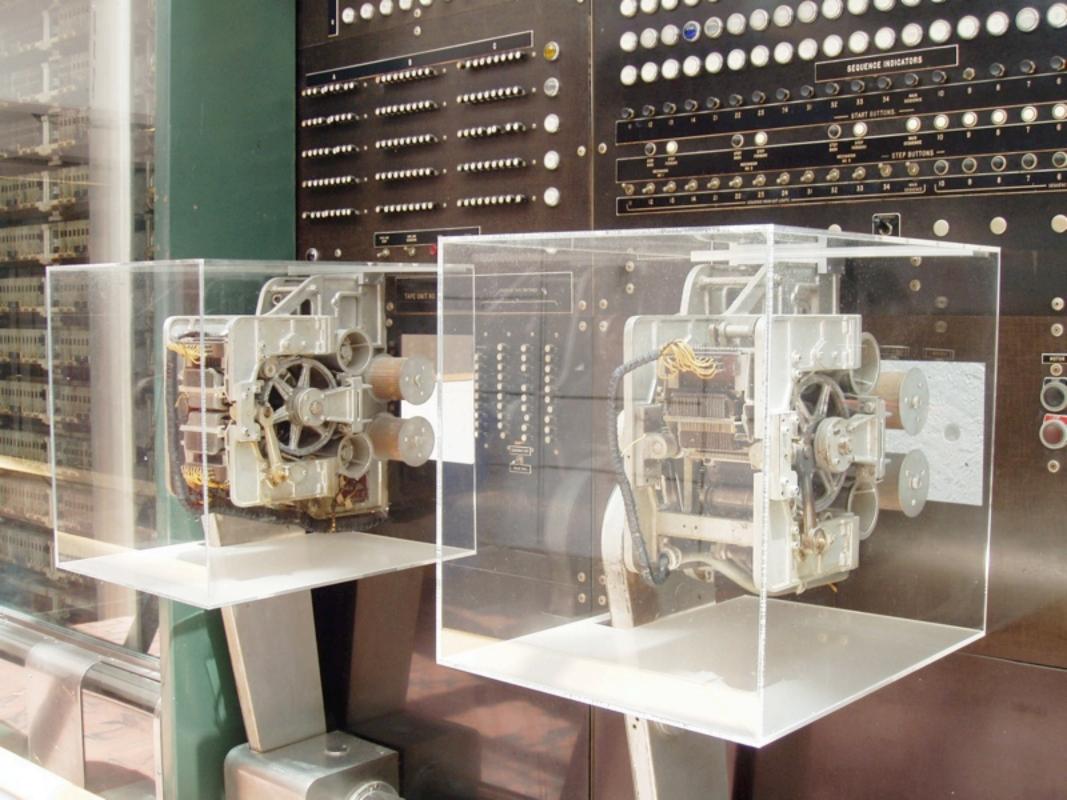
Tony Sale
and the Colossus rebuild team
Cliff Horrocks, team manager
Bob Alexander Don Grieg John Pether
Frank Carter Phil Hayes Don Skeggs
Charles Coultas Gil Hayward David Stanley
Ron Clayton Mark Hyman Derek Turton
Adrian Cole John Lloyd Richard Walson
Rob Dickson Peter Merriman John Whetler



Mark I, Harvard



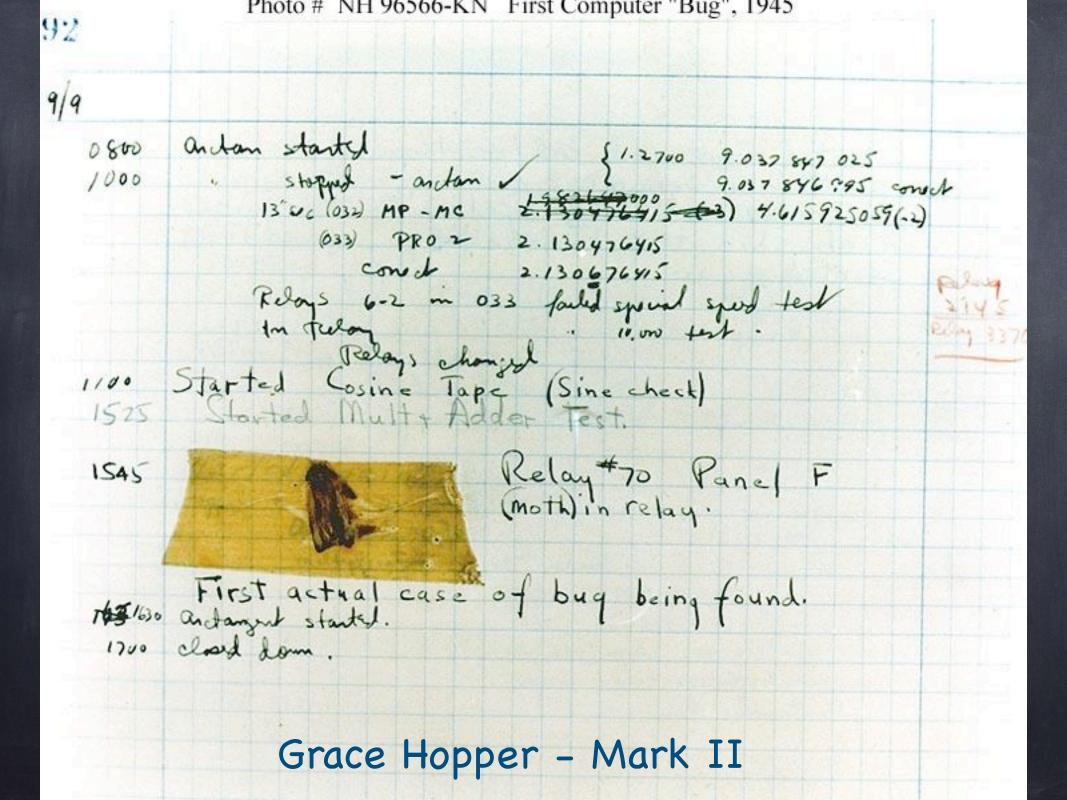
Mark I, Harvard



The logicians



Mark II, Harvard

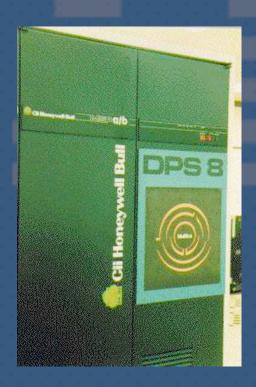


SECONDARY THE IBNAZOÏC

(1950-1980)

Multics

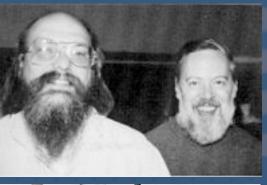
- IBM 704, 7040, 360/370
- SDS 940 (Lampson)
- GE 645, Multics; MIT, Bull



- batch processing, time sharing
- 10 to 100 users / computer
- electronic mail

Unix, the nirvanha of programmers

- simplification of Multics
- modular "small is beautiful"



- AT&T Bell laboratories
- theoreticians AND practitioners



- system of hackers for hackers
- pdp 11; Vax 780/750

Thompson Ritchie

Run programs

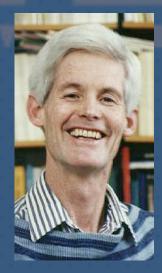
- programming languages
- write correct programs



Jean Ichbiah

- find simple algorithms
- moreover efficient

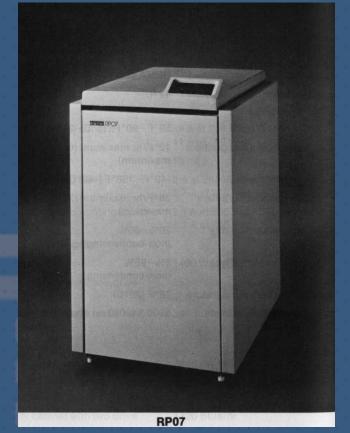




Steve Cook P=NP?

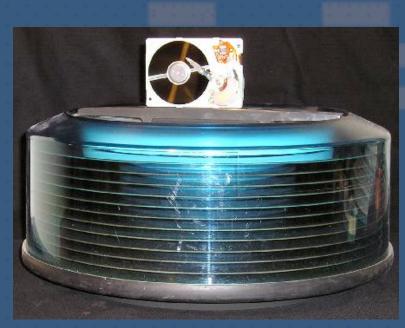
Don Knuth



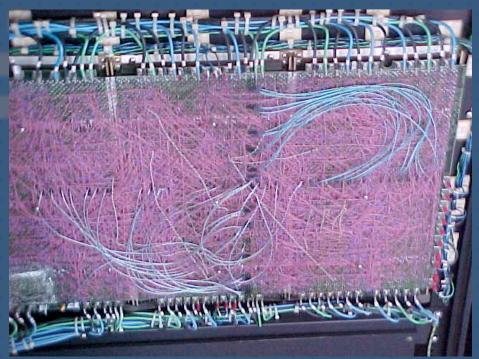


RP07 (700MO)

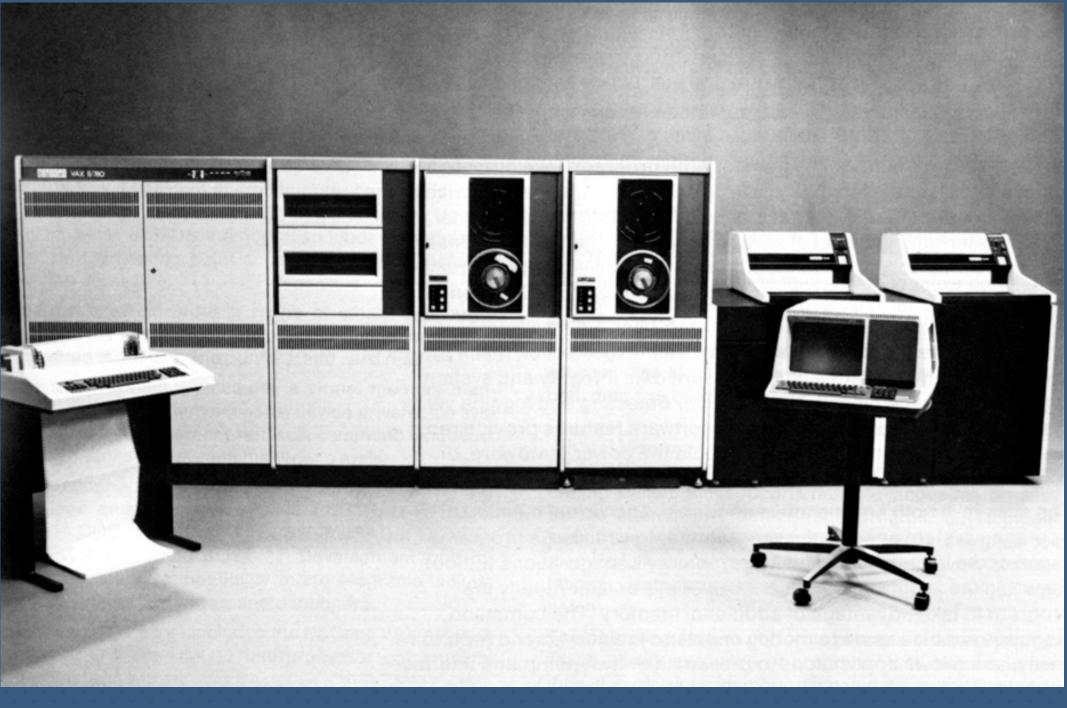
vax 11/750



RMo5 (256 MO)



back of a dec 10



TERNARY THE WINDOZOÏC

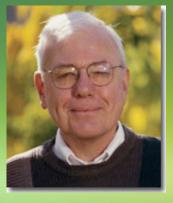
(1980-2000)

The garage

- intel 4004
- Xerox PARC (alto, dorado)
- the Apple garage (apple II, lisa, macintosh)
- IBM PC (ms-dos)



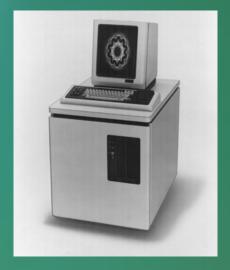
- selfish vision
- everyone has his own computer
- all is in user interface



Chuck Thacker

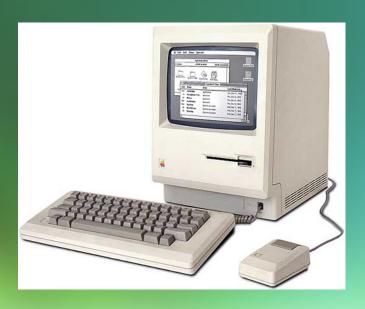








Apple II Lisa Apollo Sun 1







PerQ



Blit 5620

Microsoft

- computer in each home
- bureautics (Word, Excel, Powerpoint)
- editor of software, no hardware
- improvements in systems (NT, 95, XP, Vista, ...)



Dave Cutler (DEC-VMS, NT)

Charles Simonyi

Linux and free software

- Emacs, extendible text editor
- gcc, C compiler of the Free Software Foundation
- Linux = Unix redone by Linus Tordsvald
- everyone participates to Linux
- source is public but invasive
- high quality software



Richard Stallman

Xerox PARC

Aug. + 1976

AUG'72

A Personal Computer for Children of All Ages

Alan C. Kay Xerox Palo Alto Research Center

Abstract

This note speculates about the emergence of personal, portable information manipulators and their effects when used by both children and adults. Although it should be read as science fiction, current trends in miniaturization and price reduction almost guarantee that many of the notions discussed will actually happen in the near future.

teacher? Maybe. But first, it must decide that it is a necessary and desirable goal to do so.

What we would like to do in this brief note is to discuss some aspects of the learning process which we feel can be augmented through technological media. Most of the notions have at their root a number of theories about the child that lie much closer to Piaget than to Skinner. We feel that a child is a "verb" rather than a

Distributed calculations

• F9 =
$$2^{512}$$
+ 1

13407807929942597099574024998205846127479365820592393377723 56144372176403007354697680187429816690342769003185818648605 0853753882811946569946433649006084097

- = 2424833
- ×7455602825647884208337395736200454918783366342657
- ×7416400626275308015247871419019374740599407810975190239058 213161444157 59504705008092818711693940737
- 100 machines during 1 month [Manasse, Lenstra, 1990].

QUATERNARY THE GOOGLOÏC

(2000-2018)

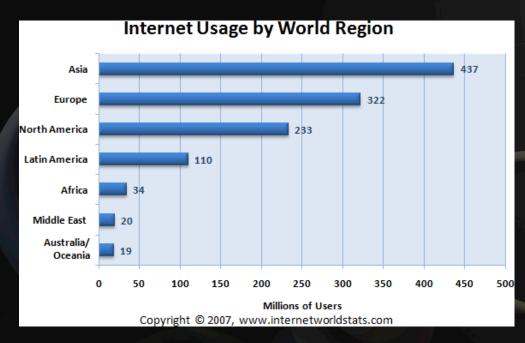
1 - Internet (1/3)

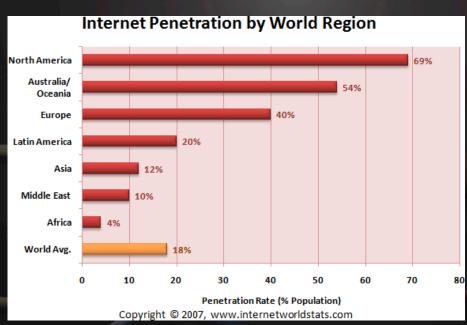
- arpanet (1970), ethernet cyclades (1975)
- uucp (1985), internet (1992), wifi (1999)
- 1 billion of internauts (2007)
- web 30%, p2p 30%, mail 2% of traffic (2007)
- 25% of phone is on IP



Louis Pouzin

1 - Internet (2/3)





- 33 M internauts in France (2007)
- 53 M internauts in France (2018)

1 - Internet (3/3)

JAN 2018

DIGITAL AROUND THE WORLD IN 2018

KEY STATISTICAL INDICATORS FOR THE WORLD'S INTERNET, MOBILE, AND SOCIAL MEDIA USERS

TOTAL POPULATION



INTERNET USERS



ACTIVE SOCIAL MEDIA USERS



UNIQUE MOBILE USERS



ACTIVE MOBILE SOCIAL USERS



7.593

URBANISATION:

55%

4.021
BILLION

PENETRATION:

53%

3.196
BILLION

PENETRATION:

42%

5.135
BILLION

PENETRATION:

68%

2.958
BILLION

PENETRATION:

39%

2 - Indexers (1/2)

- data is ubiquoutous
- internet is the property of everybody
- data are no longer localized
- need for indexing (google, baidu, bing ...)





Mike Burrows

altavista

2 - Google (2/2)

- global search
- hired most of Unix team from Bell labs
- 15 centers with global data
- ~1 million of servers
- net services (mail, calendar, maps)

3 - Smart phones

- Ericsson, Nokia, LG, Samsung, Blackberry
- iPhone (2007) with tactile interface
- integration of music, photo, and video
- net services
- appStore (iPhone), Googleplay



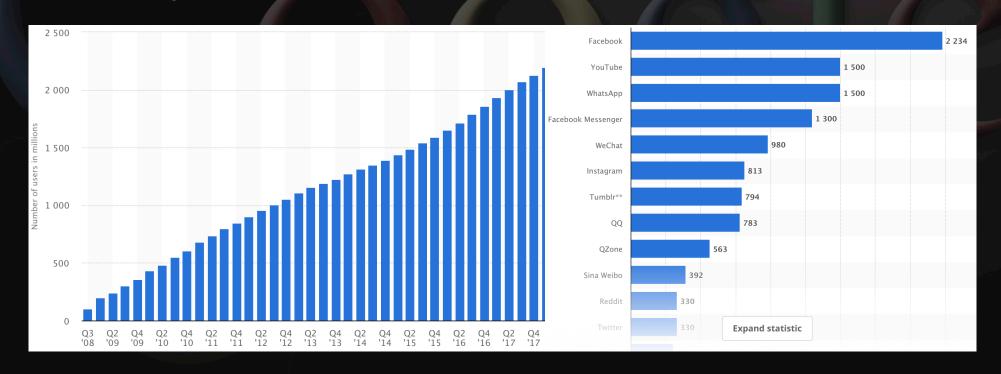
iPhone

NeXT

Jean-Marie Hullot

4 - Social networks

- youtube (2004), facebook (2005), IG, twitter, ...
- whatsapp, viber, wechat, skype
- wikipedia



Impact on economy

- online shops (Amazon, eBay, Taobao, ..)
- Apple = Netherlands, Google = Belgium, ...
- management of companies
- engineering
- medical apps
- computational sciences
- banking (applepay, alipay, wechatpay, bitcoin)
- (distributed) games

Networks — Distribution

- security (secrecy, authentication, integrity)
- distribution of data (public Clouds)
- distribution of computing
- sensors
- energy

FUTURE

(2019 - ??)



Computer Science 15 THE invention of 20th century