

# Dispositivi di calcolo I

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# computing

## What do we mean with computing?

The term *computing* comes from the Latin *computare*.

A word, composed by the union of *cum* (with) and *putare* (to evaluate in quantitative sense).

Together they mean to “evaluate quantitatively things”, strict synonymous of *calculating*, another Latin originated word that we will consider later on. So, based on this understanding, we could say that computing something has to do with dealing with the **quantitative aspects of things**.

**A number represents a feature of specific properties of ensembles of things.**

**For example:** a bunch of cookies in a basket comes with some properties. They are sweet, they may be warm or cold, they may be light or heavy, they may be few or many. These properties are evaluated here qualitatively but, if we want to be more precise we could specify how much these properties are in place.



# Computing with devices

## Fingers, stones, writing...

One simple solution, instead of using fingers, is to use small stones. Small stones can come in large quantities, are available for free and can be easily carried around. They can be employed very much like fingers, by associating a stone to each unit that we want to count. By accumulating stones into a basket, we can promptly count cookies, sheep, and all sort of ensembles.

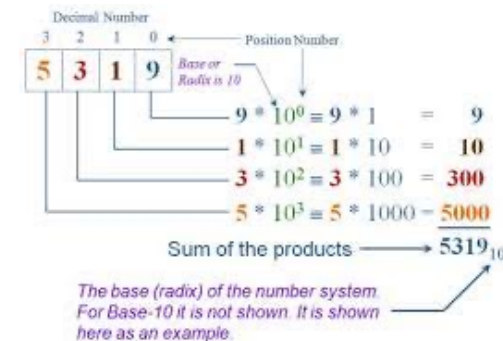


## Numeration systems

By looking at the general features of numeration systems we can identify two main classes: positional and non-positional systems. A good example of non-positional system is the Roman numeration.

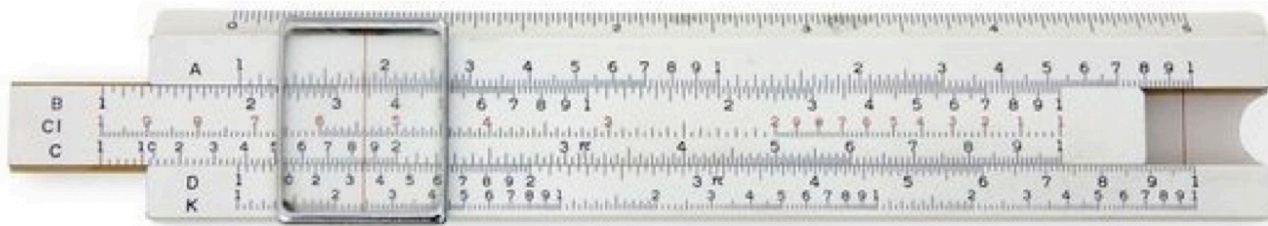
I II III IV  
VI VII VIII  
X XI XII

Positional number system. The role of «0».



# Computing with devices

## Slide rule



*Non è degno di uomini eccellenti perdere ore come schiavi e faticare su calcoli che potrebbero essere affidati a chiunque se venissero usate le macchine.*

*Gottfried Wilhelm Leibnitz*

Describing, in 1685, the value to astronomers of the hand-cranked calculating machine he had invented in 1673.

*Che cos'è un computer?*

Computer = Calcolatore (dal latino *computare*)

A computer is a machine that performs automatically some calculations.

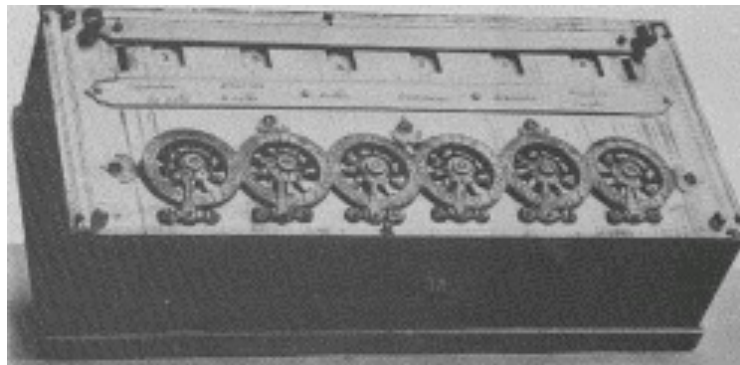
a computer is a **device** that processes information, entered in the form of **numerical data** in order to achieve a result whose achievement is obtained through a sequence of **preordained operations**.

# Different kind of computers

<b>Nome</b>	<b>Dimensioni fisiche</b>	<b>costo</b>
Supercomputer	10 m	$10^6$ €
Mainframe	2 m	$10^5$ €
Workstation	1 m	$10^4$ €
PC	$3 \cdot 10^{-1}$ m	$10^3$ €
Palmare	$10^{-1}$ m	$10^2$ €
Embedded Computer	$10^{-2}$ m	10 €
Wireless sen- sors	$10^{-4} - 10^{-3}$ m	$10^{-1}$ €

# When was the computer born?

First attempts to build calculating machines in the 1600s

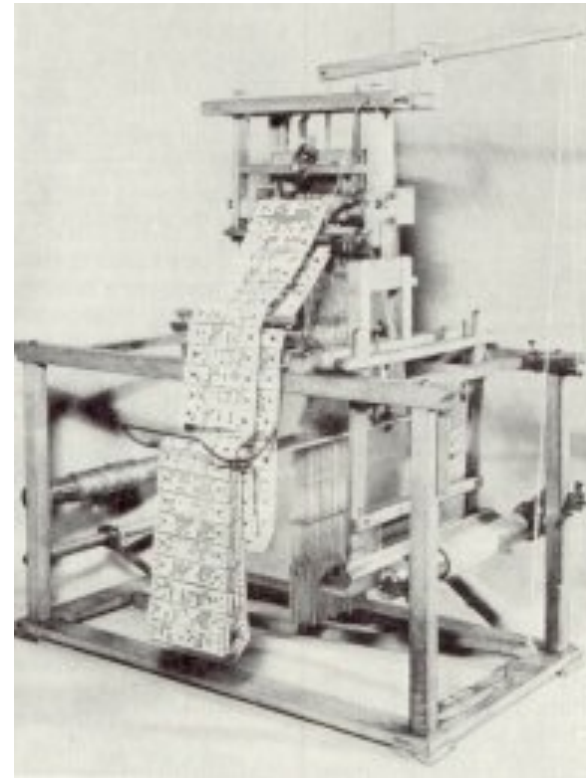
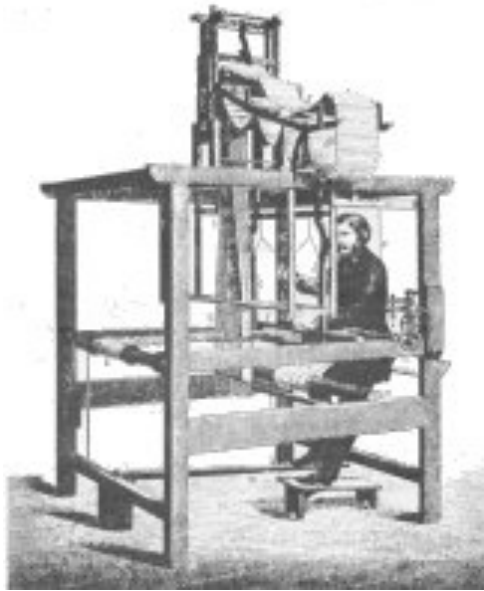


*B. Pascal, 1642, la “Pascalina”*

1674 Leibnitz, improves the *Pascalina*

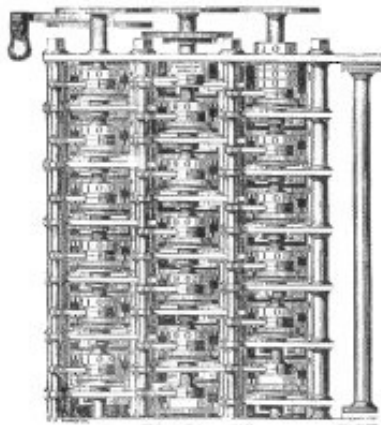
# *Jaquard (1800)*

1801 the automatic loom (telaio)





## *Charles Babbage (1791-1871)*



### *"Analytical Engine"*

- 1) "input"
- 2) "output"
- 3) "store" (magazzino)
- 4) "mill" (macina - proc.)
- 5) "schede-istruzioni "

## *Ada Lovelace (1815-1852)*



" Our analytical machines  
weave designs algebraic  
like Jacquard looms they  
weave their designs onto the  
cloth "

## *Hollerith (1890)*



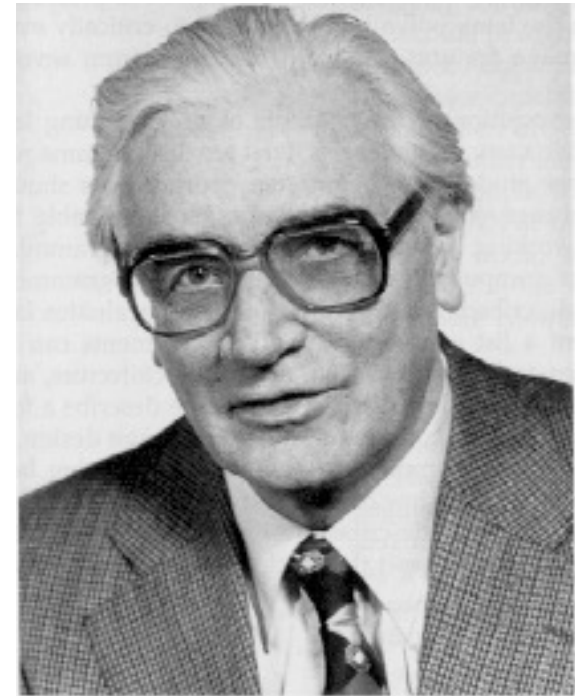
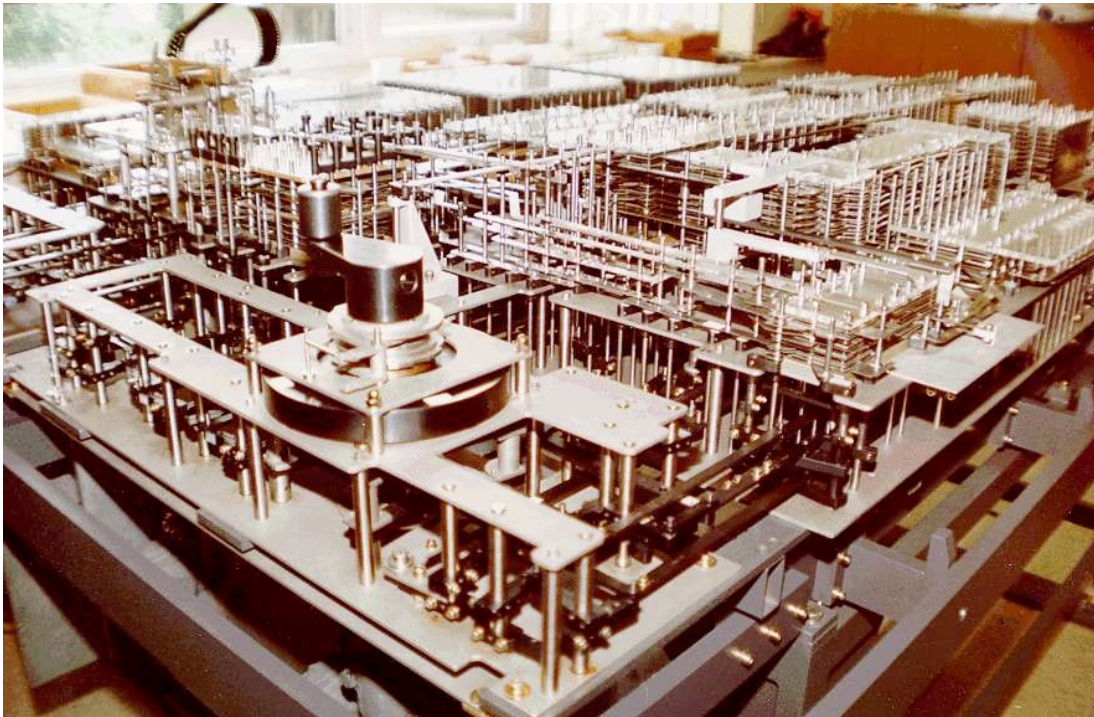
*”Censimento negli Stati Uniti”*

ENIAC 1946 17.000 valvole elettroniche,  
i suoi 10.000 condensatori, 70.000 resistori



*(1930-1940)*

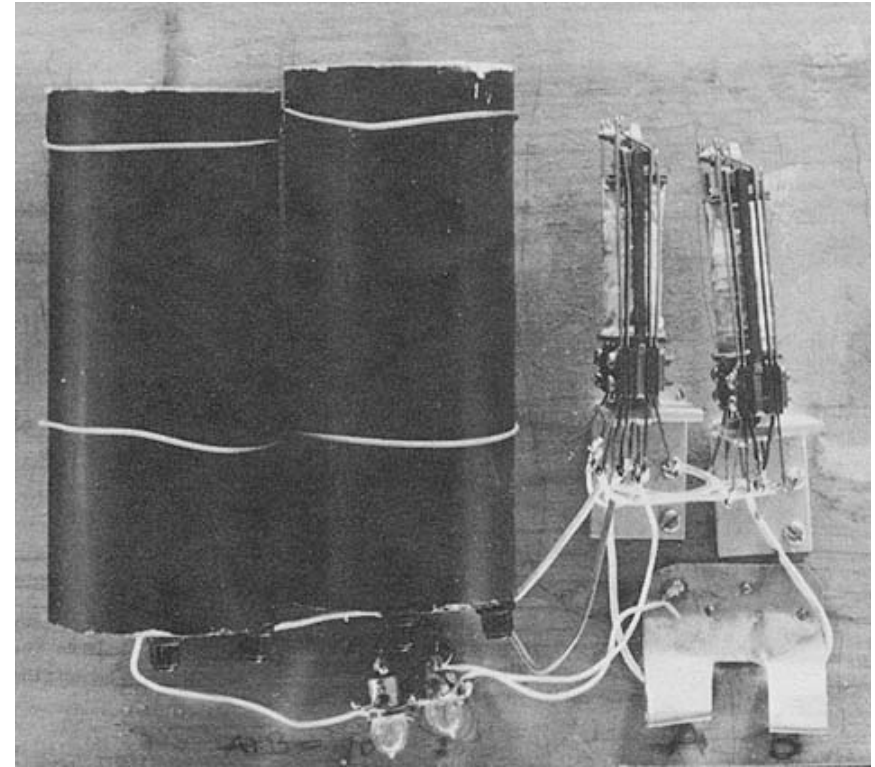
*Konrad Zuse*



Perforated belt machine

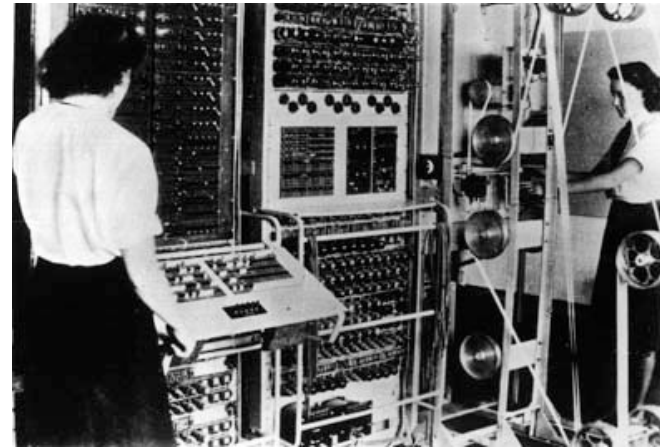


# *George R. Stibitz (1940)*

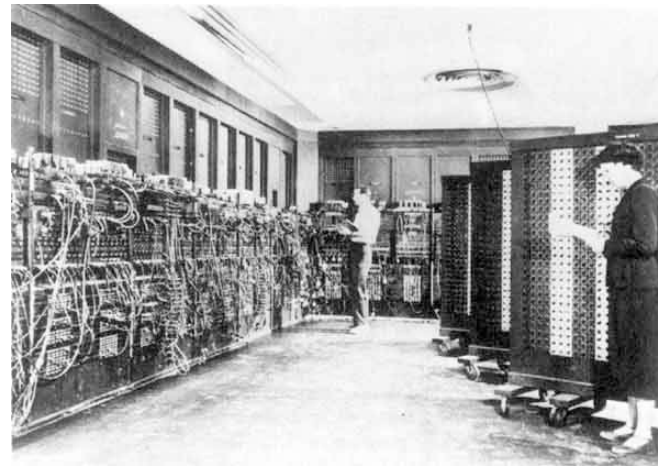


Computer con relè e lampadine

# *Alan Turing (1940-1954)*

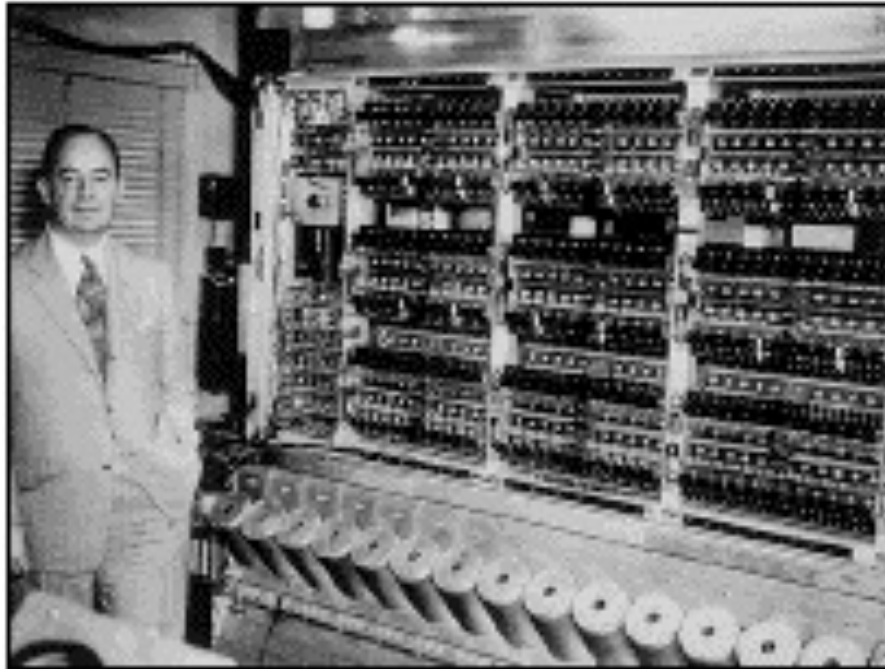


Colossus 1944



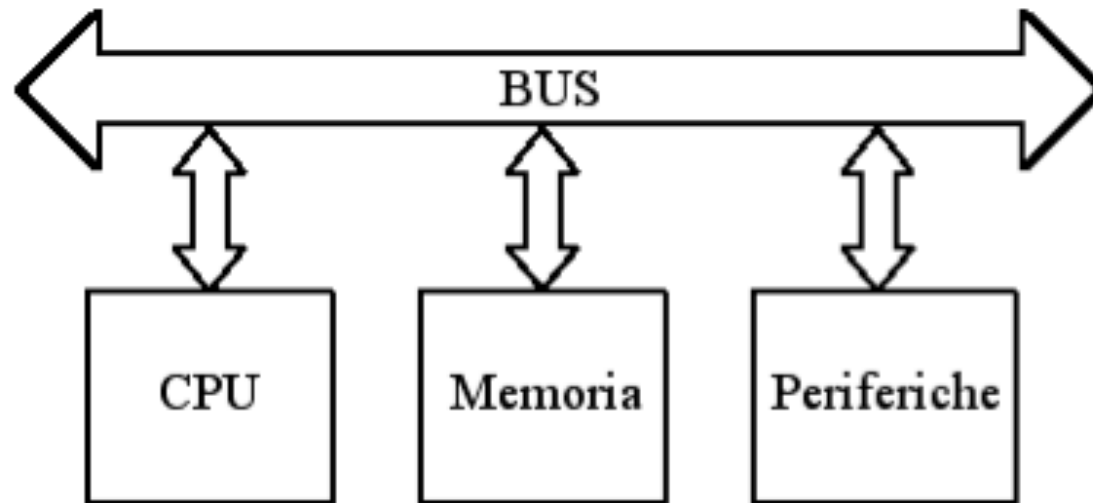
ENIAC

# *John Von Newman (1903-1957)*



If people do not believe that mathematics is simple, it is only because they do not realize how complicated life is.

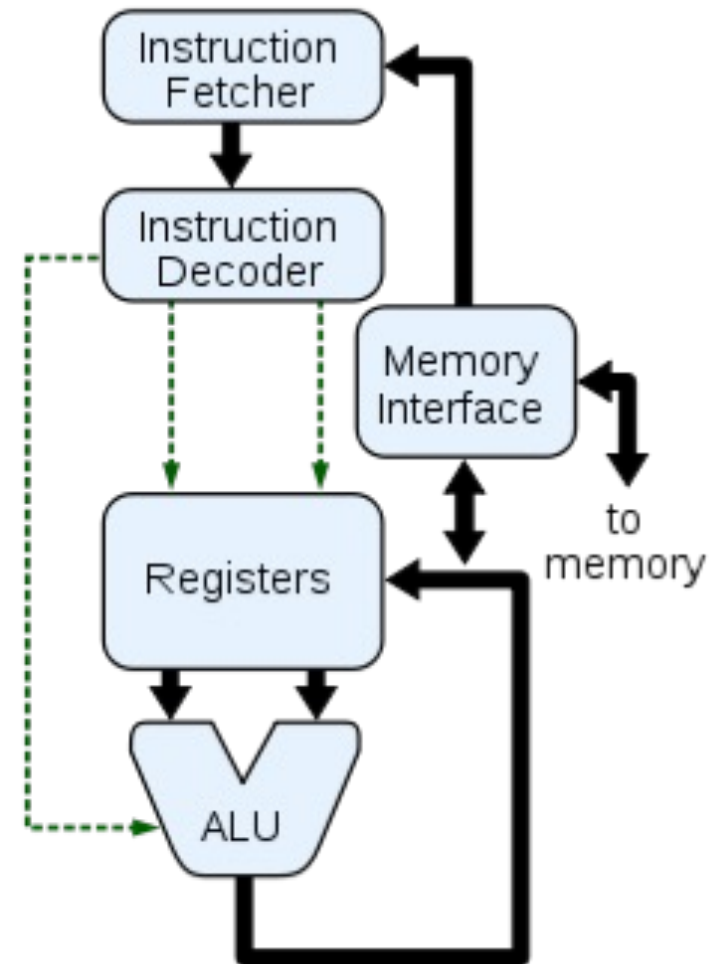
# *Von Newman (1944)*



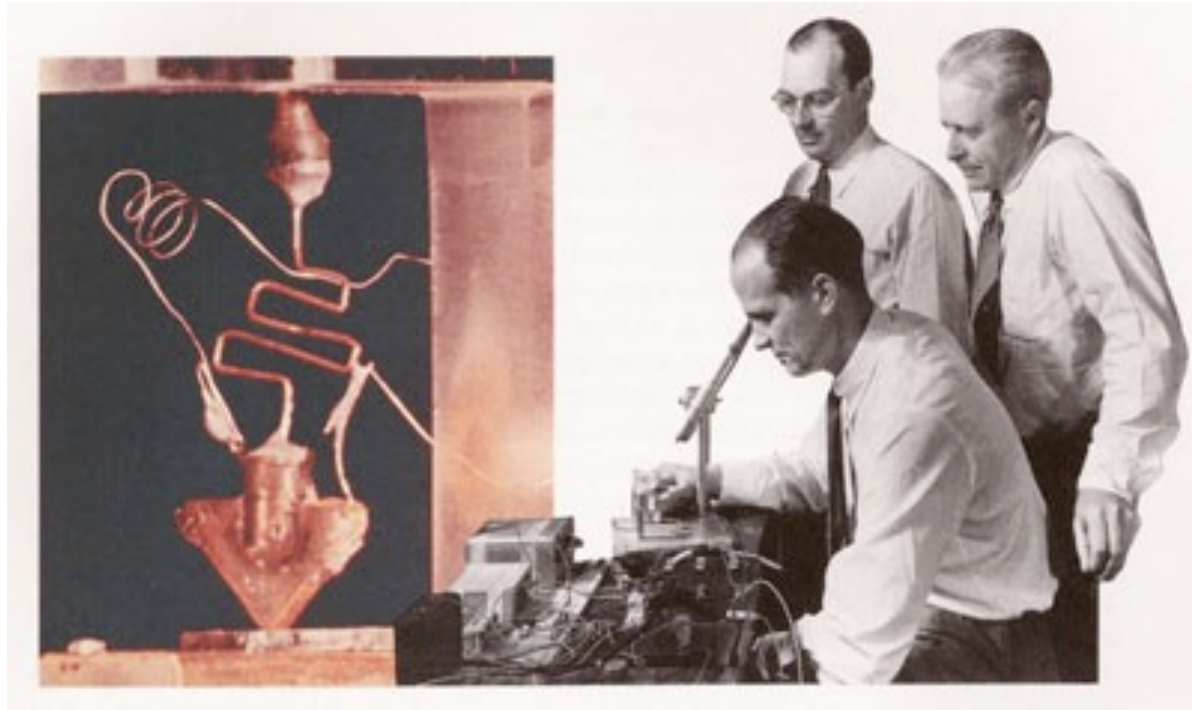


# *CPU*

- Control Unit
- Arithmetic Logic Unit (ALU)
- Registers



# *The first transistor (1947)*

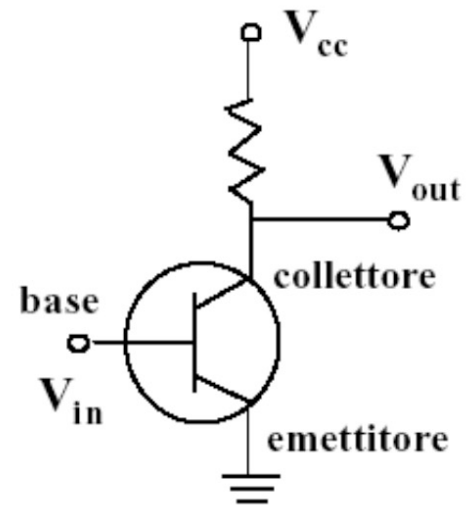


1944 (Bardeen, Brattley e Shotky)

## Basic functioning of a transistor

Se  $V_{in} > 0.5V$  allora  $V_{out} = 0 V$

Se  $V_{in} < 0.5V$  allora  $V_{out} = 5 V$



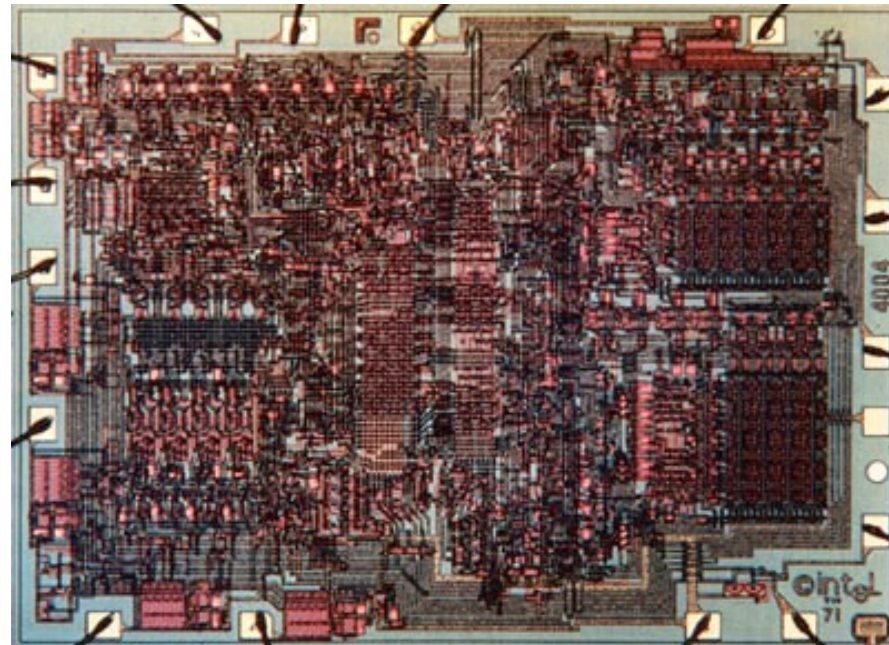
# *The first electronic computer IBM (1952)*



**IBM 701**

# *Microprocessor (1971....)*

Intel 4004, 8 bit, Federico Faggin



# *Il Personal Computer (1976....)*



**1976: Apple Computer Co. Comes Into Existence**

# Desires and physical limits

Microprocessors:

Physical limits to miniaturization ?

Physical limits to computing speed ?

Physical limits to energy dissipation ?



# Microprocessors





# Microprocessors

1971

Tre ingegneri elettronici della Intel, tra cui l'italiano **Federico Faggin**, inventano il microprocessore, un pezzettino di silicio capace di contenere centinaia (migliaia, milioni) di transistor.

Alla produzione della Intel si affianca quella della Texas Instruments negli USA e presto di altre aziende in Giappone.

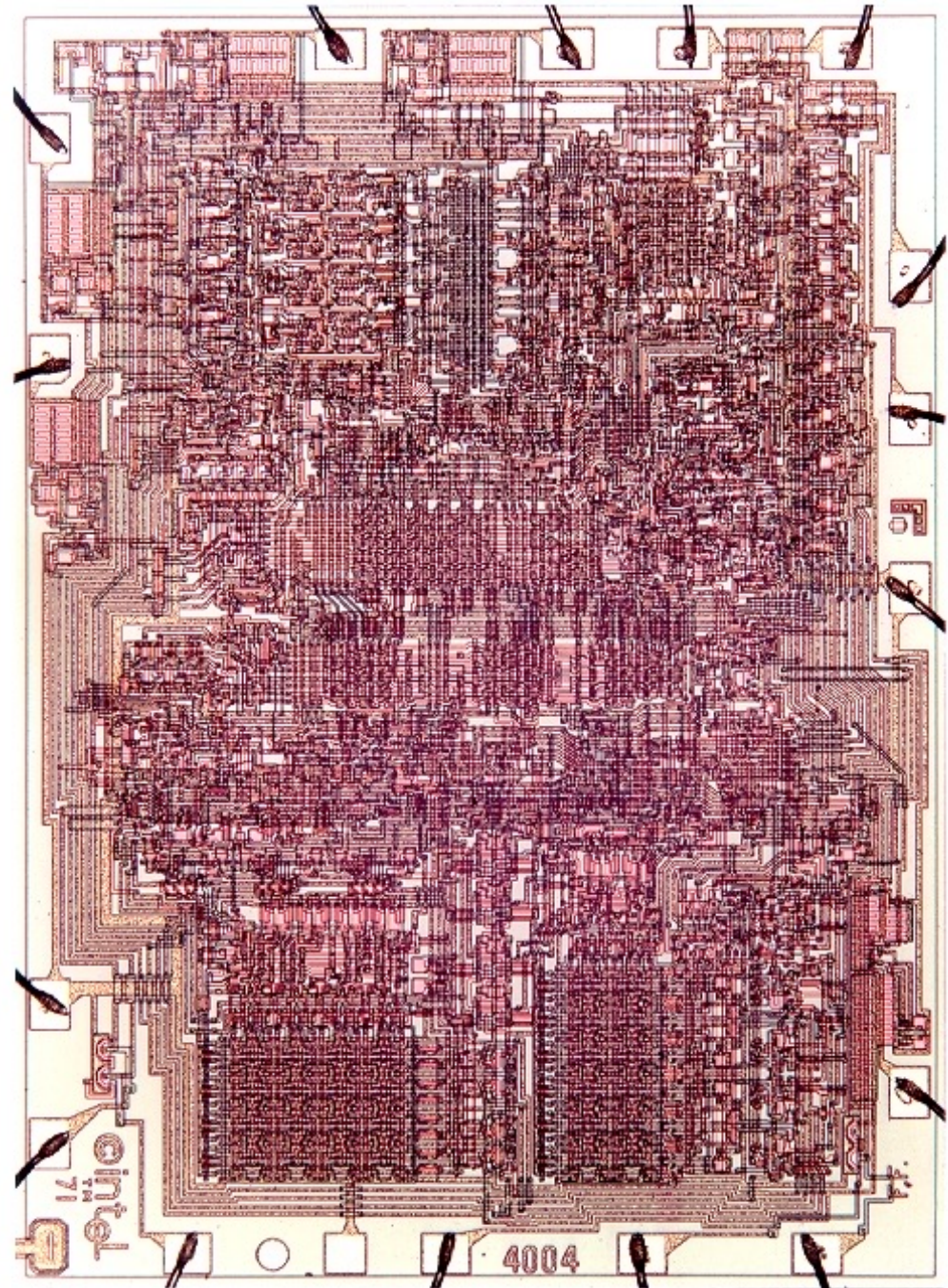


Ref: <http://www.intel.com/education/mpworks/intro.htm>

# Intel 4004

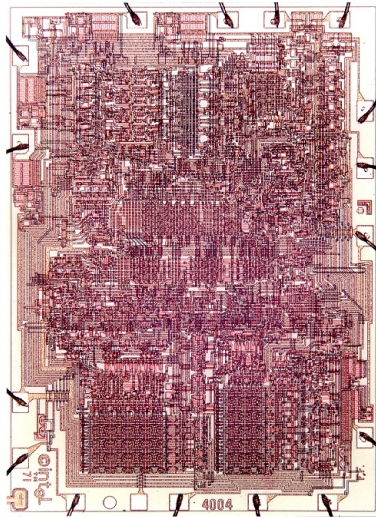
1971

2,250 transistor Clk  
freq. 108 kHz

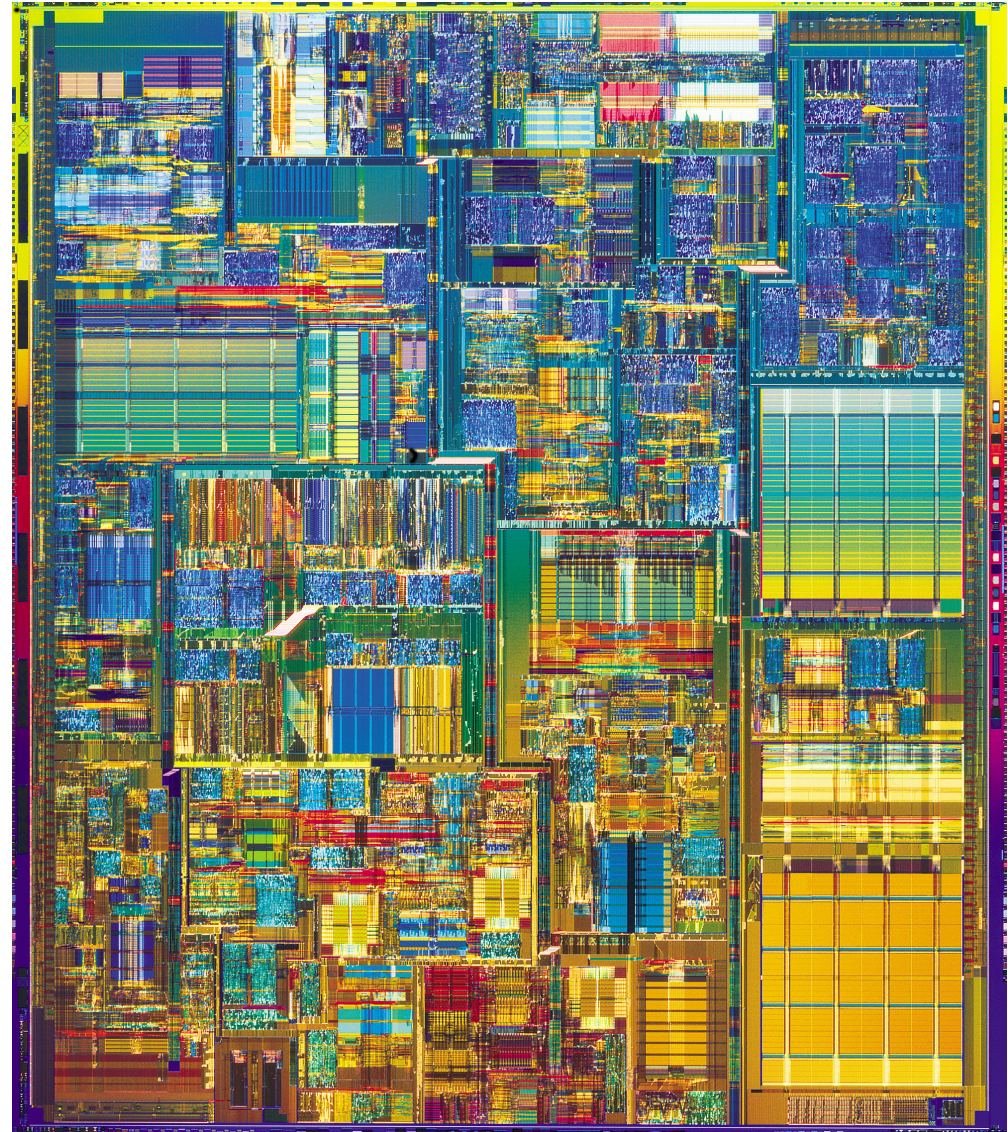




# Microprocessore



2000 - Pentium IV  
42.000.000 transistors  
Clk freq. 1,5 GHz





# Microprocessore

Processor	Transistor count	Date of introduction	Manufacturer	Process	Area
SPARC M7	>10,000,000,000	2014	Oracle	20 nm	
Intel 4004	2,300	1971	Intel	10 $\mu\text{m}$	12 mm <sup>2</sup>
Intel 8008	3,500	1972	Intel	10 $\mu\text{m}$	14 mm <sup>2</sup>
MOS Technology 6502	3,510 <sup>[1]</sup>	1975	MOS Technology	8 $\mu\text{m}$	21 mm <sup>2</sup>
Motorola 6800	4,100	1974	Motorola	6 $\mu\text{m}$	16 mm <sup>2</sup>
Intel 8080	4,500	1974	Intel	6 $\mu\text{m}$	20 mm <sup>2</sup>
RCA 1802	5,000	1974	RCA	5 $\mu\text{m}$	27 mm <sup>2</sup>

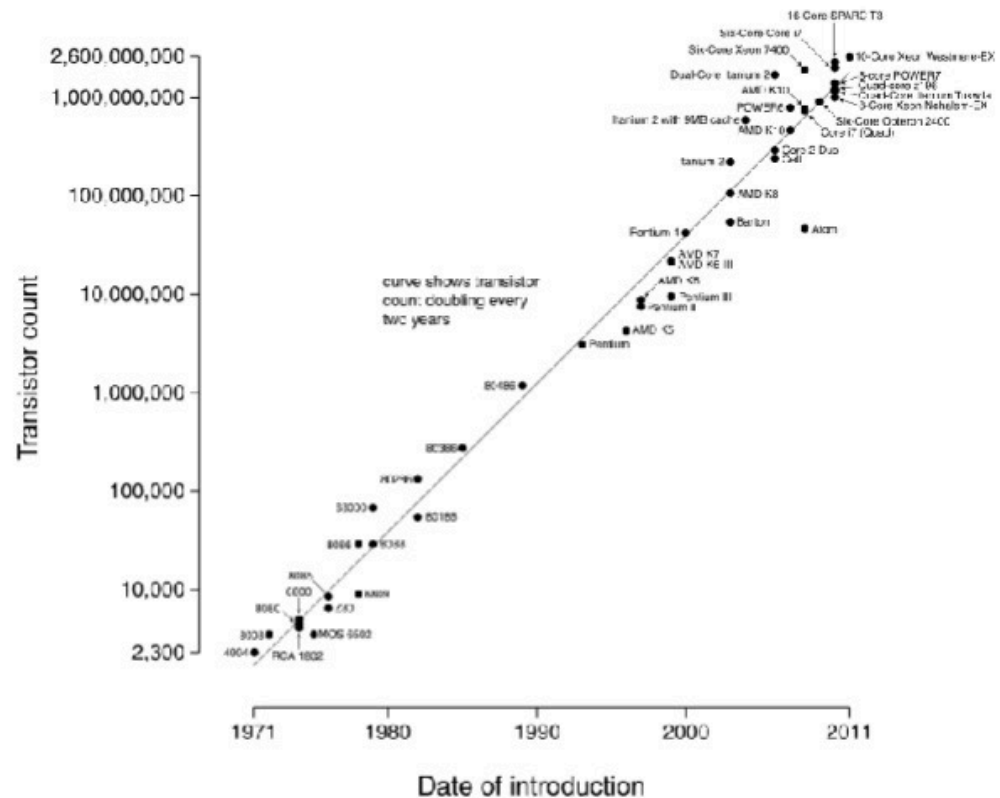
...

8-core Xeon Nehalem-EX	2,300,000,000 <sup>[19]</sup>	2010	Intel	45 nm	684 mm <sup>2</sup>
10-core Xeon Westmere-EX	2,600,000,000	2011	Intel	32 nm	512 mm <sup>2</sup>
Six-core zEC12	2,750,000,000	2012	IBM	32 nm	597 mm <sup>2</sup>
Apple A8X (tri-core ARM64 "mobile SoC")	3,000,000,000	2014	Apple	20 nm	
8-core Itanium Poulson	3,100,000,000	2012	Intel	32 nm	544 mm <sup>2</sup>
12-core POWER8	4,200,000,000	2013	IBM	22 nm	650 mm <sup>2</sup>
15-core Xeon Ivy Bridge-EX	4,310,000,000 <sup>[20]</sup>	2014	Intel	22 nm	541 mm <sup>2</sup>
62-core Xeon Phi	5,000,000,000	2012	Intel	22 nm	
Xbox One main SoC	5,000,000,000	2013	Microsoft/AMD	28 nm	363 mm <sup>2</sup>

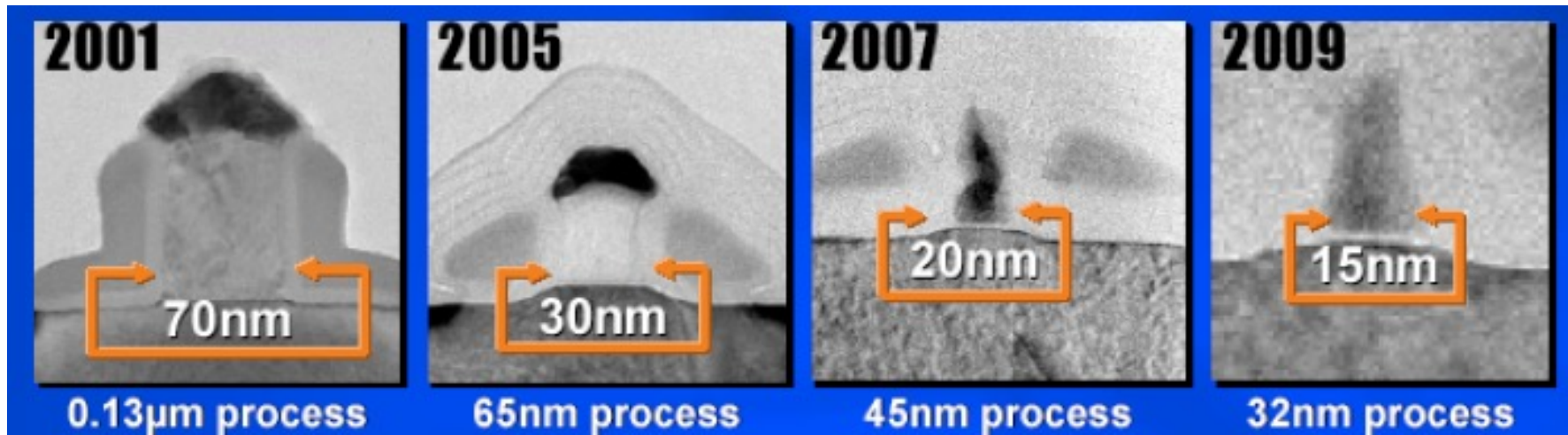
# Moore's law - 1965

Moore's law is the observation that, over the history of computing hardware, the number of transistors in a dense integrated circuit doubles approximately every two years

## Microprocessor Transistor Counts 1971-2011 & Moore's Law



# Transistors dal vero



Da “Alcune riflessioni sulla legge di Moore”, Roberto Saracco, Future Center, TILAB

# Physical limits of silicon transistors and circuits

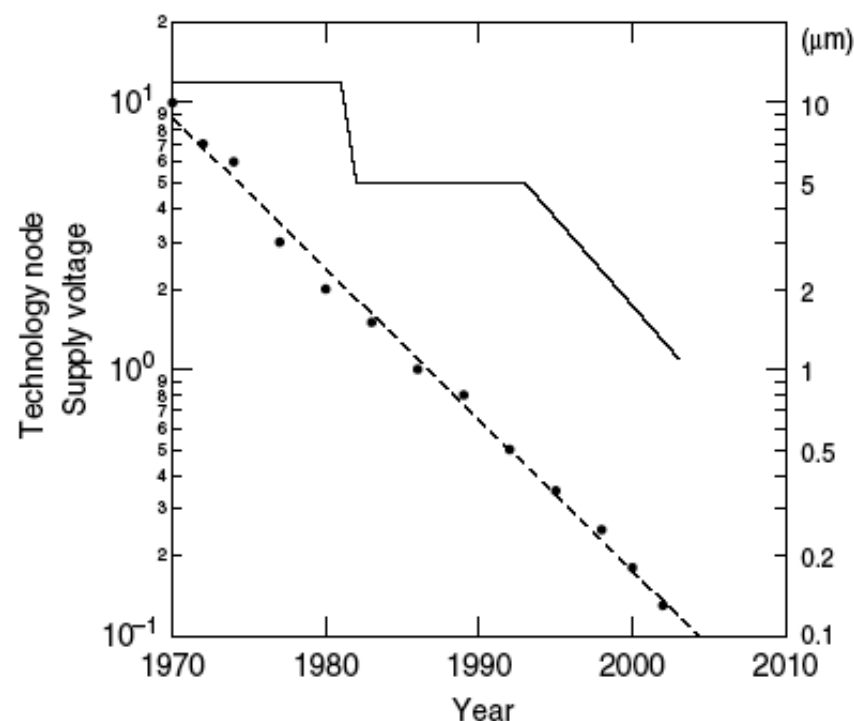
Robert W Keyes

IBM Research Division, Yorktown, NY 10598, USA

Received 27 April 2005, in final form 11 August 2005

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Online at [stacks.iop.org/RoPP/68/2701](https://stacks.iop.org/RoPP/68/2701)

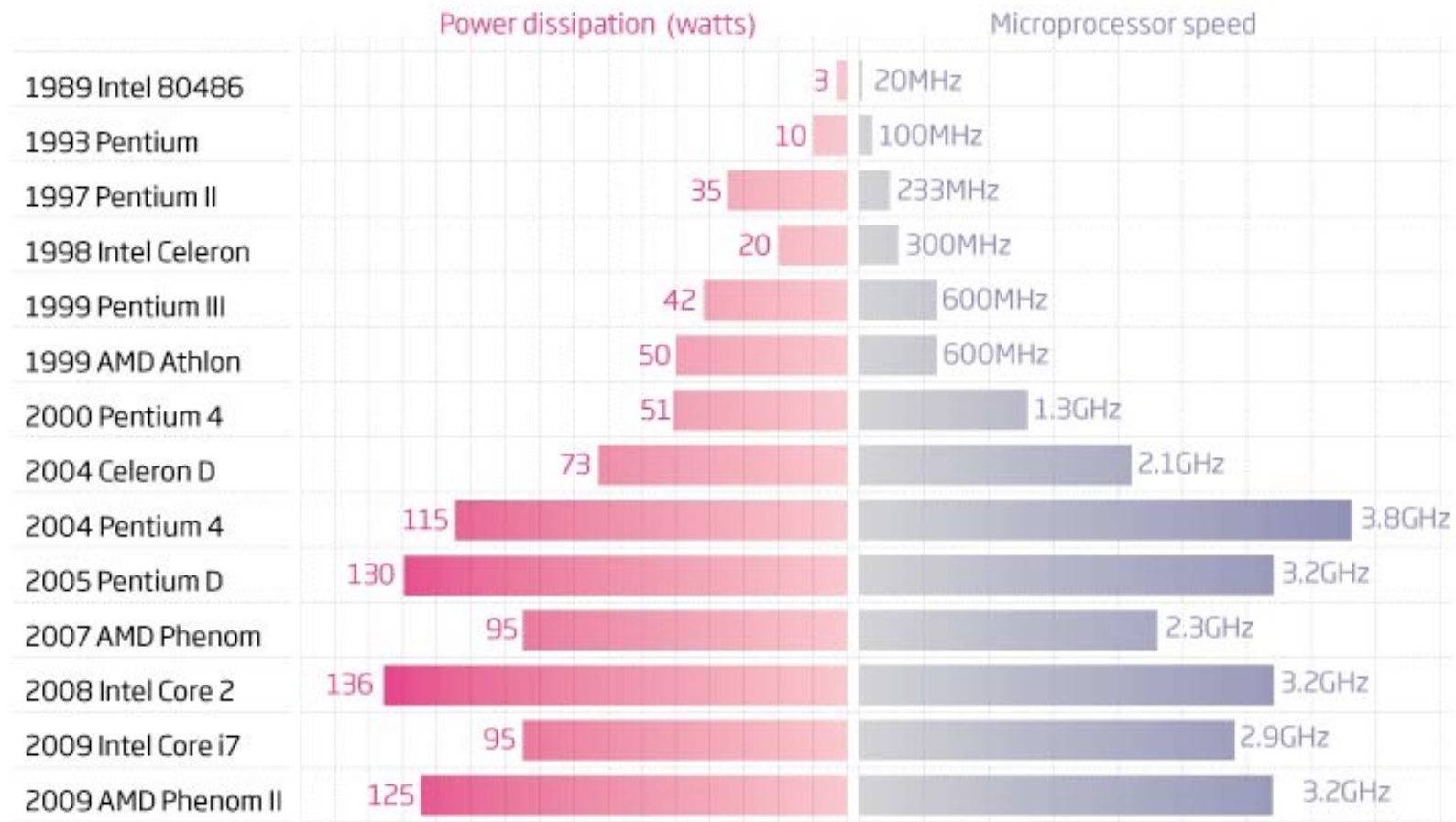


# Heat generation problem

## Cooler running

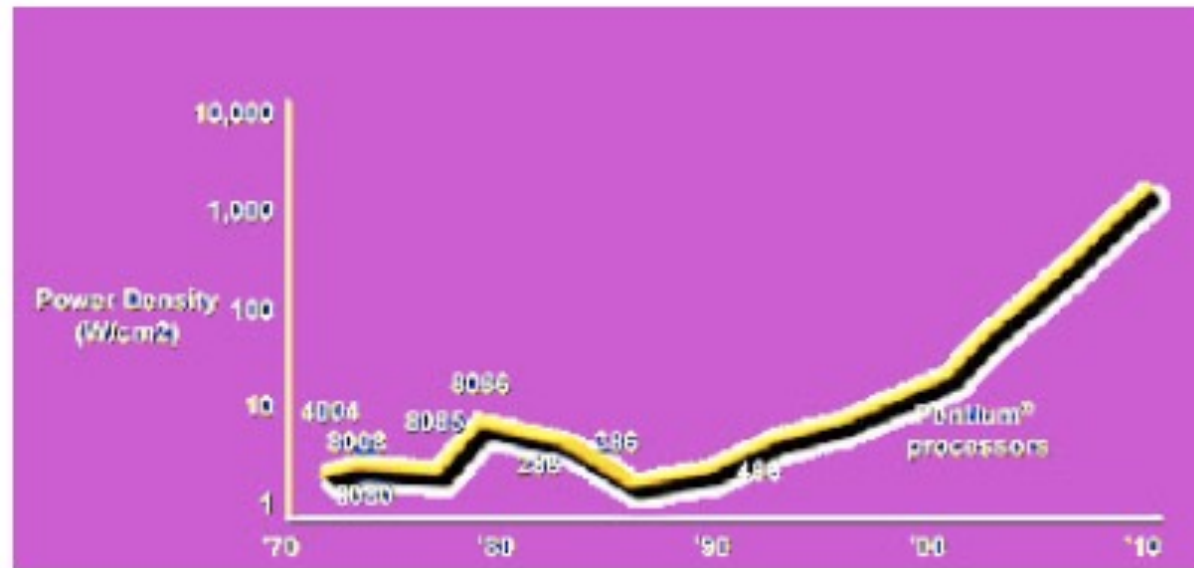
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In general the faster a microprocessor runs, the more heat it generates. In the past five years, the speed of chips has been limited by the need to keep them cool and so stop thermal noise from affecting performance





# Heat generation problem



Da “Alcune riflessioni sulla legge di Moore”, Roberto Saracco, Future Center, TILAB