

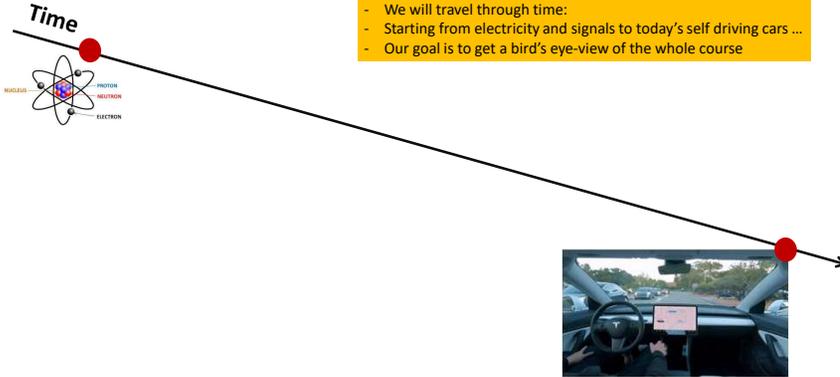
## ECE 101, Lecture 2: History, Map, and Keywords in Computing

Romit Roy Choudhury, Steve Lumetta



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## History, Map, and Keywords in Computing



- We will travel through time:
- Starting from electricity and signals to today's self driving cars ...
- Our goal is to get a bird's eye-view of the whole course

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## History, Map, and Keywords in Computing

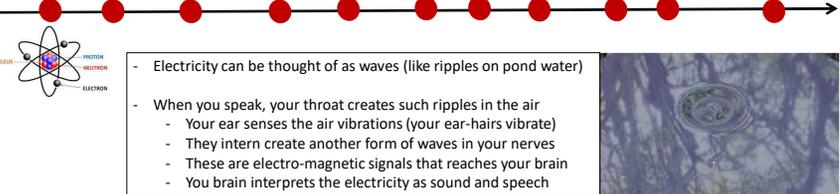


- We will travel through time:
- Starting from electricity and signals to today's self driving cars ...
- Our goal is to get a bird's eye-view of the whole course

- We will meet the computer and the Internet ...
- And many other important milestones in the path
- So, let's get started.

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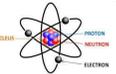
## History, Map, and Keywords in Computing



- Electricity can be thought of as waves (like ripples on pond water)
- When you speak, your throat creates such ripples in the air
  - Your ear senses the air vibrations (your ear-hairs vibrate)
  - They intern create another form of waves in your nerves
  - These are electro-magnetic signals that reaches your brain
  - You brain interprets the electricity as sound and speech

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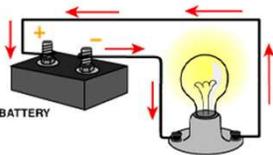
**Time**

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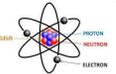


- The same electricity can also flow through wires ...
- and give us light or charge our phones
- Electricity often called electrical signals



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**Time**

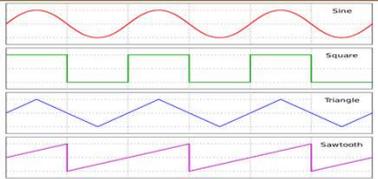
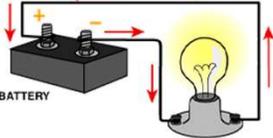



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- The same electricity can also flow through wires ...
- and give us light or charge our phones
- Electricity often called electrical signals

**Henceforth, when we think of signals, let's picture this:**

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- From lecture #1, we wanted to express information as bits
- We understand the concept of bits ... but how do we physically realize them?

- So here is one idea:
- Let's express bits through signals

- Specifically:
  - To represent bit = 1 ... let signal be HIGH
  - To represent bit = 0 ... let signal be LOW

- So, now let's transmit the bit sequence: **1 0 1 1 0 1 0 1 1**



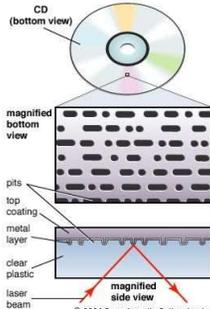
- Now suppose someone sends you this signal.
- What bit sequence is she communicating to you?



**Communicated bit sequence =**

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- I know how to send bits ... but where do I store them?
- How about find some natural persisting shape that can be modified
  - Pretend some shape is Bit=1 and some shape is Bit=0
- Store the full bit sequence by modifying the shape
- That means you have "bit memory"



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  - Pretend some shape is Bit=1 and some shape is Bit=0
- Store the full bit sequence by modifying the shape
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CD (bottom view)

magnified bottom view

pits

top coating

metal layer

clear plastic

magnified side view

laser beam

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Communicated bit sequence = 0011010011

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Communicated bit sequence = 0011010011

- But how does the TV know what to do with the received bits?
- That is, where are the instructions (like, when this happens, do this, else that)

10

Communicated bit sequence = 0011010011

- But how does the TV know what to do with the received bits?
- That is, where are the instructions (like, when this happens, do this, else that)

```

a.length; c++;
& b.push(a[c]);
function h() {
  #user_logged"; a(), a
place(/+(?=>/B, *) a
), b = [], c = a.length;
c = 1; c++; a.length;
b.length;
    
```

Instructions (aka code) can also be expressed in bits ... and stored in TVs ... and this code can receive bits of data and display on screen

Digital Revolution

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Time

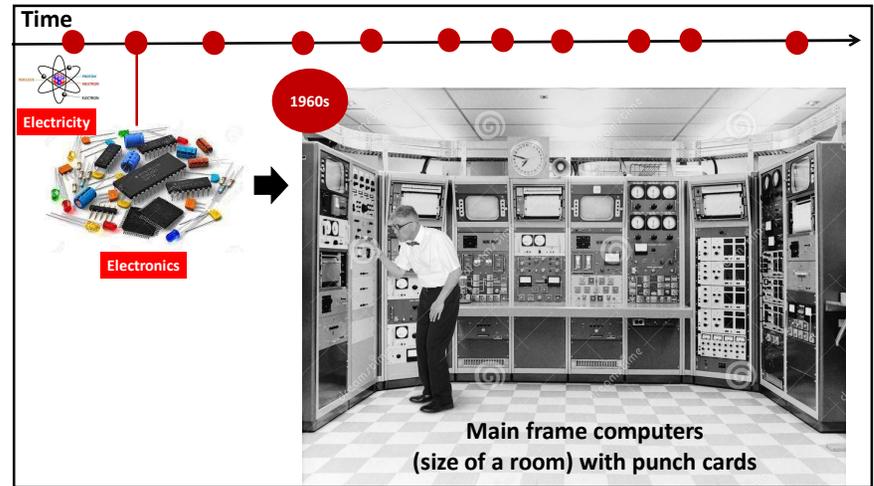
Signals → bits → memory → code

Digital Revolution

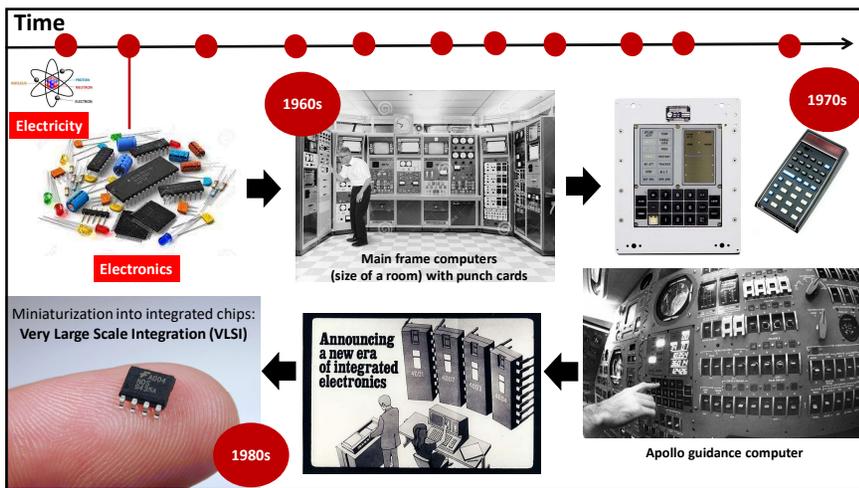
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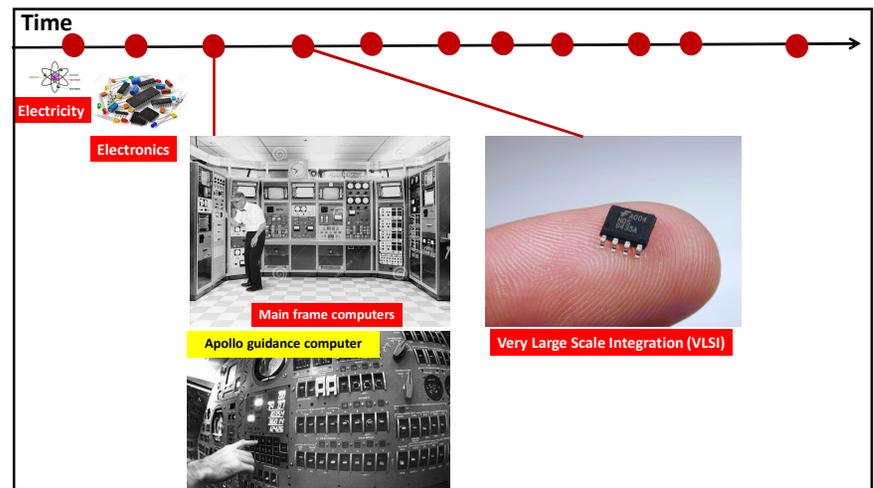
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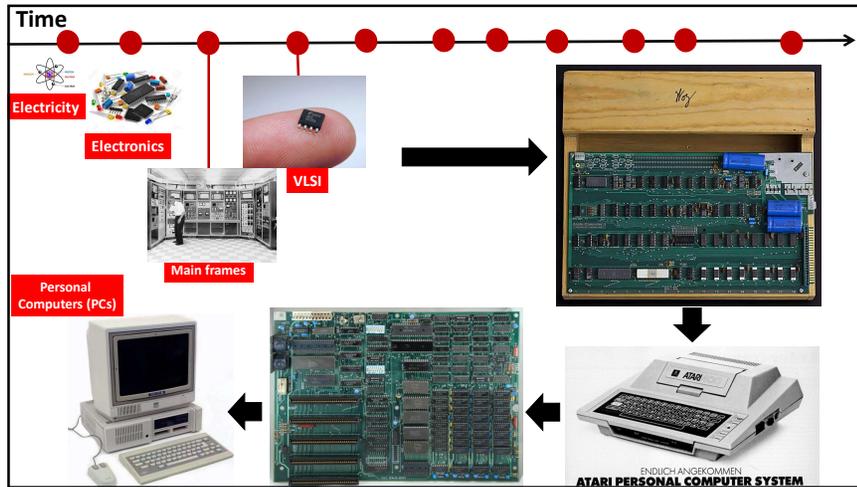
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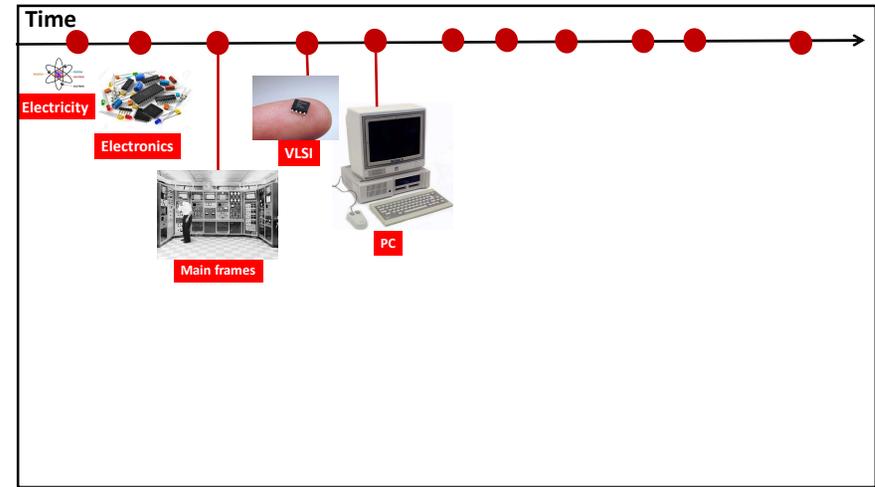
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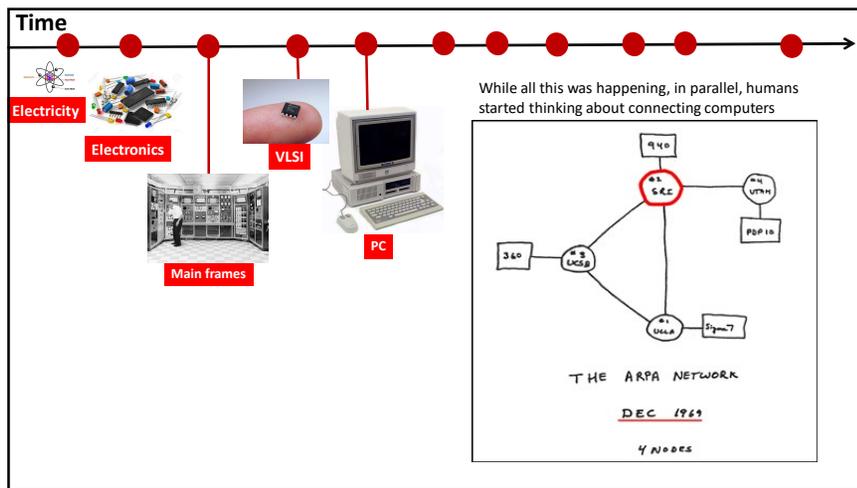
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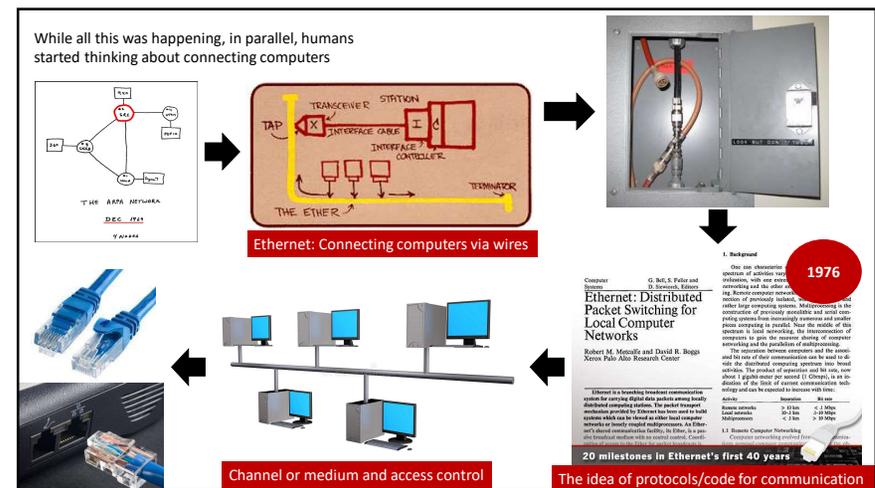
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But why stop at connecting few computers in a lab?

**1976**

**Ethernet: Distributed Packet Switching for Local Computer Networks**

G. Bill S. Farber and Robert M. Metcalfe and David R. Boggs

**20 milestones in Ethernet's first 40 years**

| Year | Milestone                            | Author                                |
|------|--------------------------------------|---------------------------------------|
| 1976 | First Ethernet standard (IEEE 802.3) | Robert M. Metcalfe and David R. Boggs |
| 1985 | First Ethernet standard (IEEE 802.3) | Robert M. Metcalfe and David R. Boggs |
| 1990 | First Ethernet standard (IEEE 802.3) | Robert M. Metcalfe and David R. Boggs |
| 1995 | First Ethernet standard (IEEE 802.3) | Robert M. Metcalfe and David R. Boggs |
| 2000 | First Ethernet standard (IEEE 802.3) | Robert M. Metcalfe and David R. Boggs |
| 2005 | First Ethernet standard (IEEE 802.3) | Robert M. Metcalfe and David R. Boggs |
| 2010 | First Ethernet standard (IEEE 802.3) | Robert M. Metcalfe and David R. Boggs |
| 2015 | First Ethernet standard (IEEE 802.3) | Robert M. Metcalfe and David R. Boggs |
| 2020 | First Ethernet standard (IEEE 802.3) | Robert M. Metcalfe and David R. Boggs |

**Ethernet: Connecting computers via wires**

**Channel or medium and access control**

**The idea of protocols/code for communication**

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But why stop at connecting few computers in a lab?

**Application**

**Transport**

**Network**

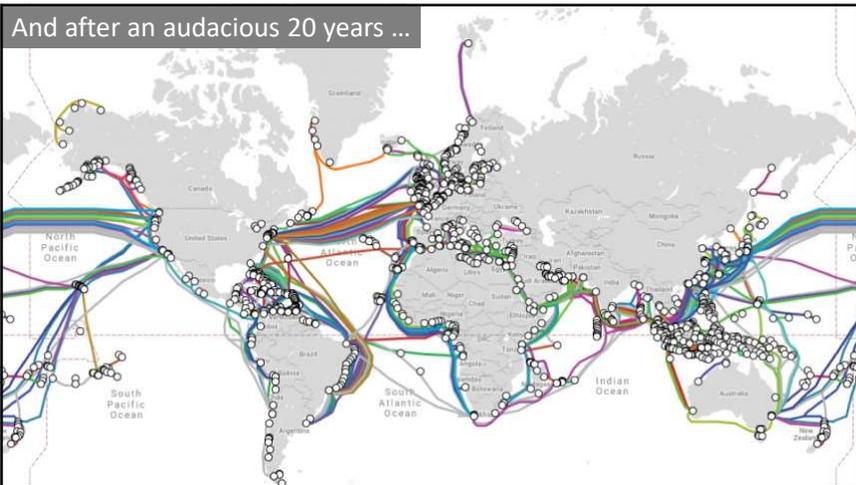
**Link**

**Physical**

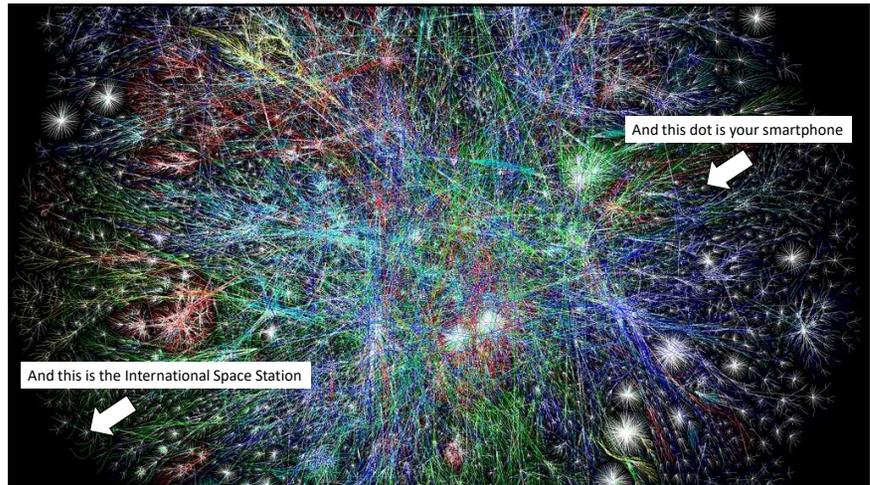
**22**

22

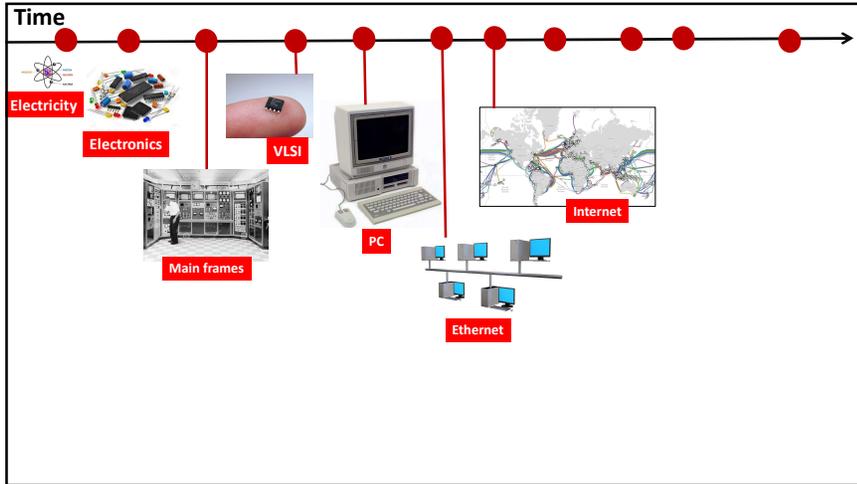
And after an audacious 20 years ...



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**Time**

Electricity

Electronics

VLSI

Main frames

PC

Ethernet

Internet

In parallel to inventions in electronics, scientists were also inventing **radio waves** and how to communicate them **wirelessly**

This slide is identical to slide 25 but includes a text box at the bottom explaining that radio waves and wireless communication were also being developed during the same period.

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**1900s**

1907: First trans-Atlantic link  
1915: Wireless voice from NY to SF

1920s: Radio, Police, TV broadcast  
1940s: Digital electronics revolution

Marconi's first wireless transmission using Morse code (using Tesla's patent) and Maxwell and Hertz ideas

1943, Walkie Talkie used in World War

1973: Cellular network, hand-held phone

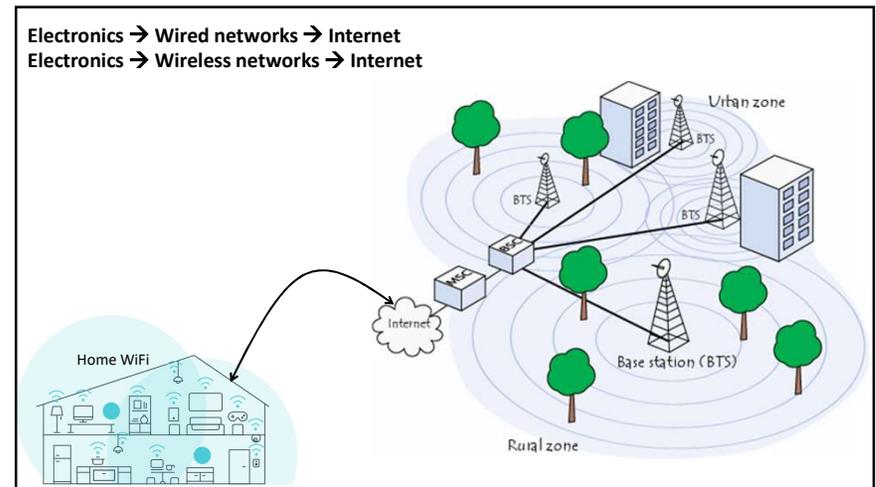
1978: First experimental GPS

Today: Cellular 5G, Wifi, Bluetooth, many others

New Take-Along Telephones Give You Pushbutton Calling to Any Number

This slide features a central horizontal timeline with arrows pointing left and right. It includes historical photos and newspaper clippings. On the left, it shows Marconi's early wireless transmission and modern cellular towers. On the right, it shows a soldier with a 'Handie Talkie' and a man with a mobile phone. A globe with GPS satellites is also featured.

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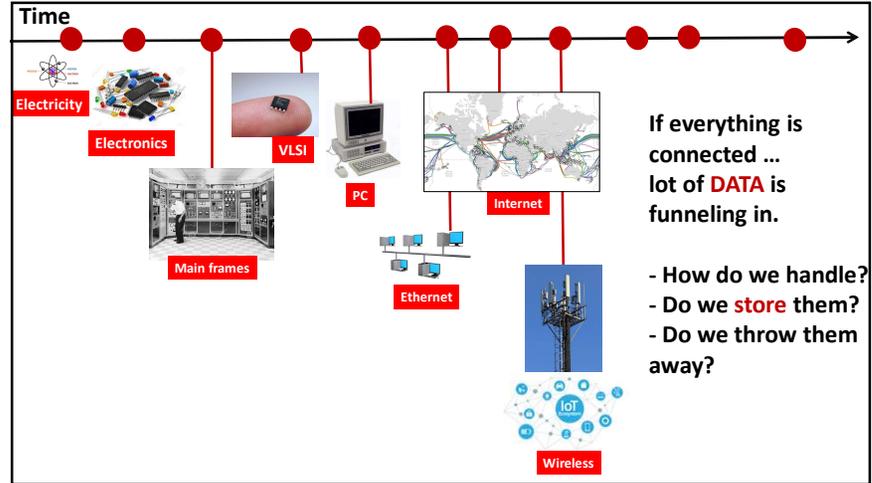


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Electronics → Wired networks → Internet  
 Electronics → Wireless networks → Internet  
 Which means everything is connected via the Internet: Internet of Things (IoT)

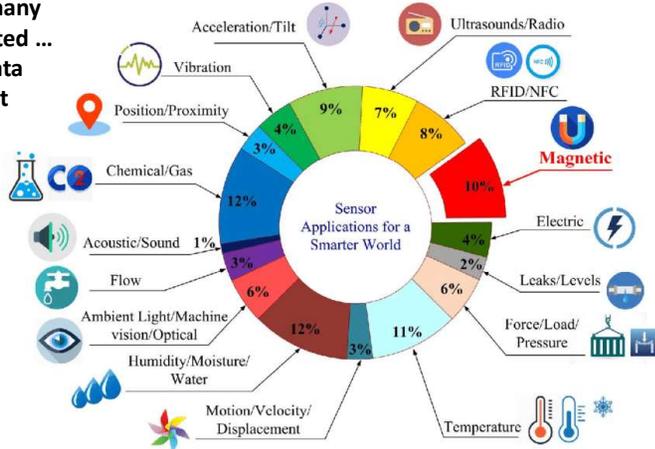


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IOT has many many sensors connected ... all streaming data into the Internet

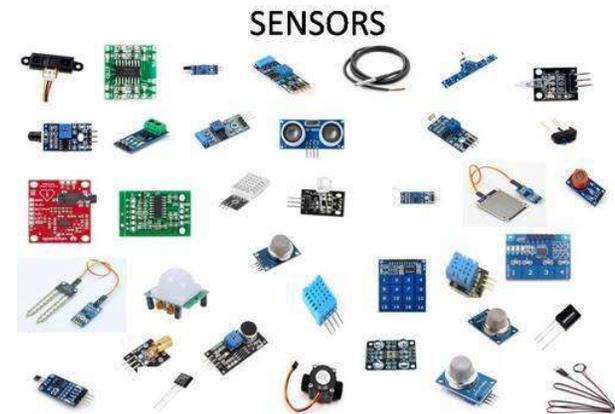


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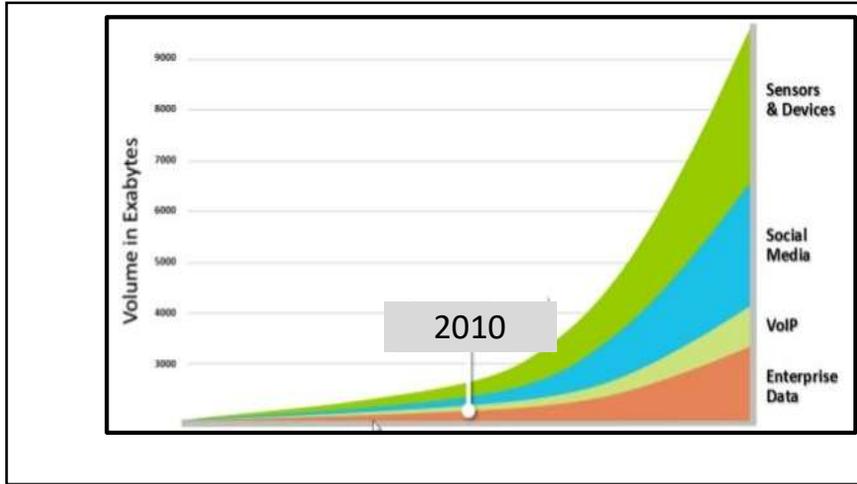
IOT has many many sensors connected ... all streaming data into the Internet

Again, VLSI and advance battery technology helping.

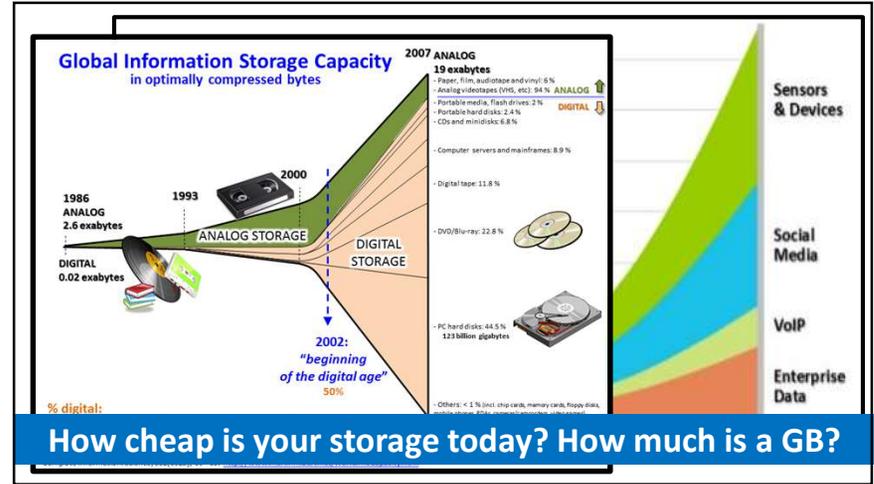
Wireless allowing sensed data to be sent to Internet



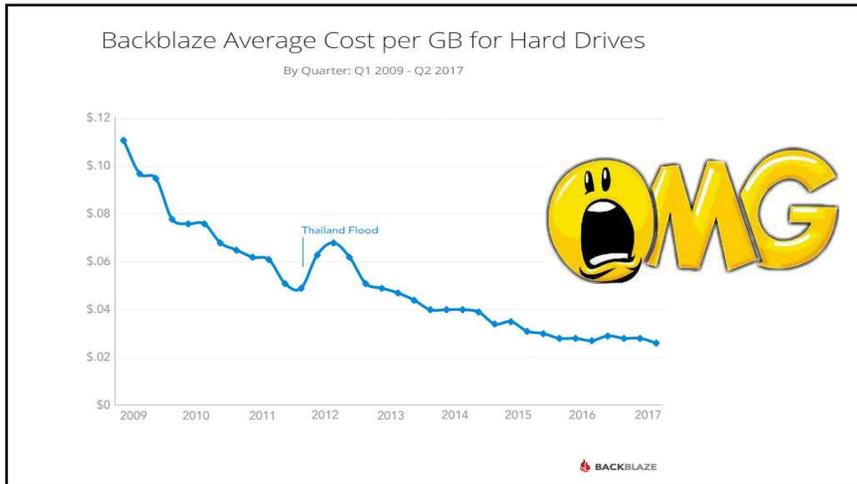
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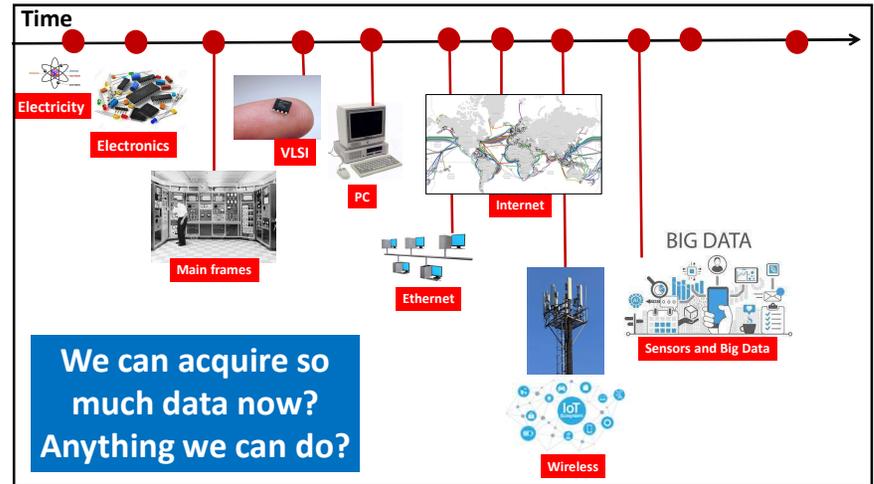
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One idea: Can data help computers get smarter?  
Consider the task of a computer recognizing a face in a picture



How would you make the computer recognize a face?

Past approaches:  
Specify the rules to identify a face  
Make the computer look for these rules (or "Features")

- Rules could be:
1. two symmetric black curves (eyebrows)
  2. two black dots below the curves (iris)
  3. two small dots close to the middle (nostrils)
  - ...
  1000. slight darkness below the chin (shadow)

Does this work?

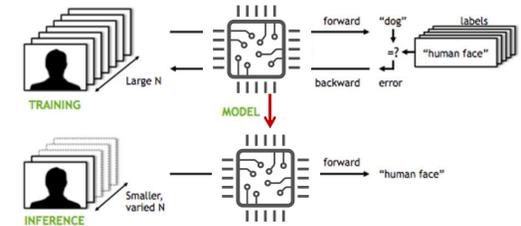
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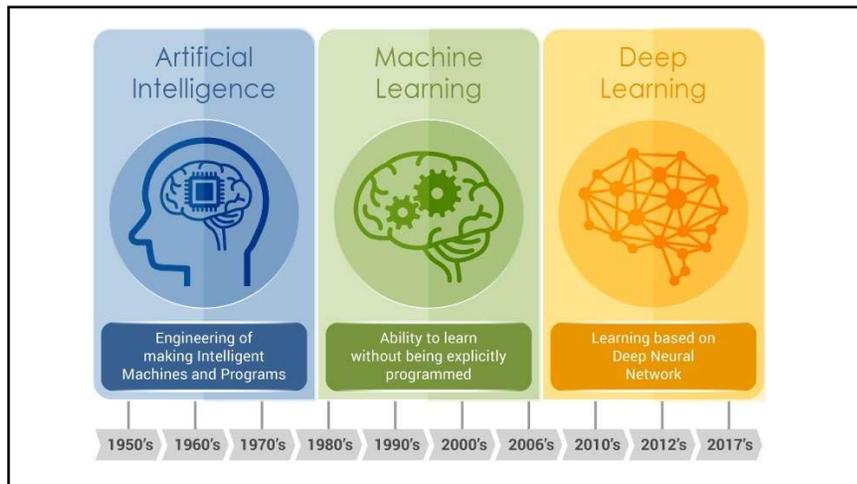


But say you have lots of facial pictures

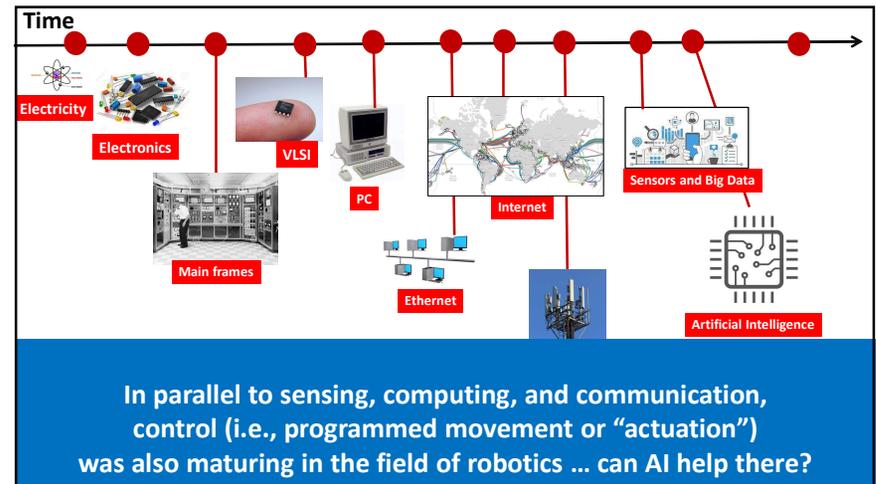
1. Let the computer figure out which patterns are common across thousands or millions of faces (**training data**)
2. Remember those patterns (**model**)
3. When a new face picture (**test data**) comes, apply those patterns to check if it is a face. Output yes or no.



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Yes, AI particularly effective when humans don't know why they do what they do (so its hard to teach a computer) ...



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Yes, AI particularly effective when humans don't know why they do what they do (so its hard to teach a computer) ...

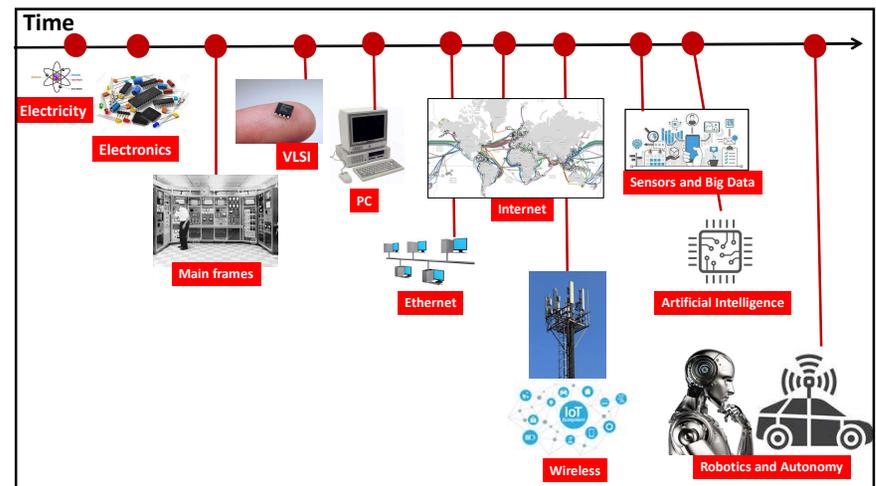


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And this is where we are today ... **convergence** of **Sense + Compute (AI) + Communicate + Control** using machines that can do things that we **cannot explain**. This is the new age of **"autonomous systems"**.



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Of course, you are NOT supposed to remember all this ...

The goal was to show you the landscape for this ECE 101 course ...  
and why this could be exciting and relevant to students  
of all departments in the campus.

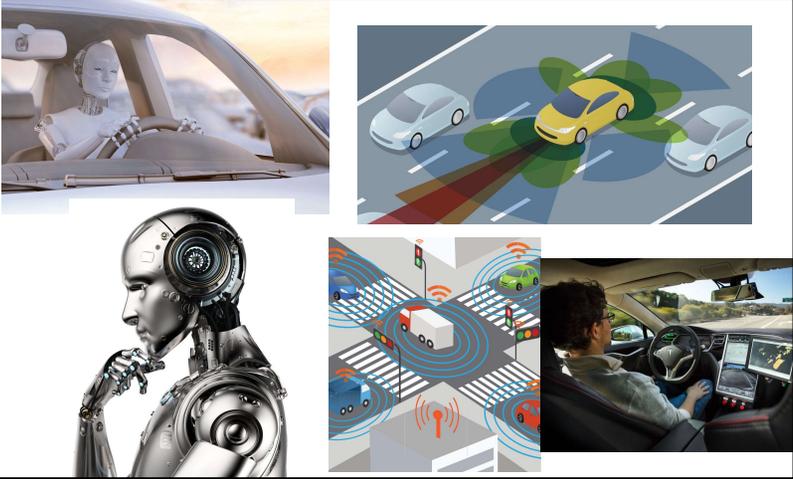
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Questions? Comments?

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Slide Junkyard Beyond This Point

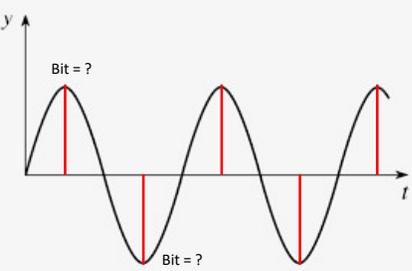
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- From lecture #1, we wanted to express information as bits
- So here is one idea:
  - When signal > 0 ... let's pretend Bit = 1
  - When signal < 0 ... let's pretend Bit = 0
- Now let's sample the signal periodically. What do we get?

- What would be the signal for this bit sequence: 01100



Communicated bit sequence = ?????