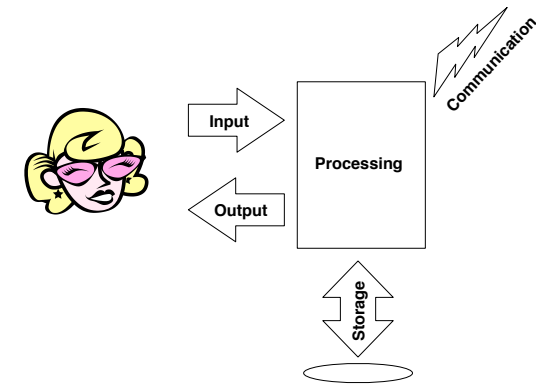




## Hardware

## Design of a Computer



## Introduction to Hardware

### Computer Hardware

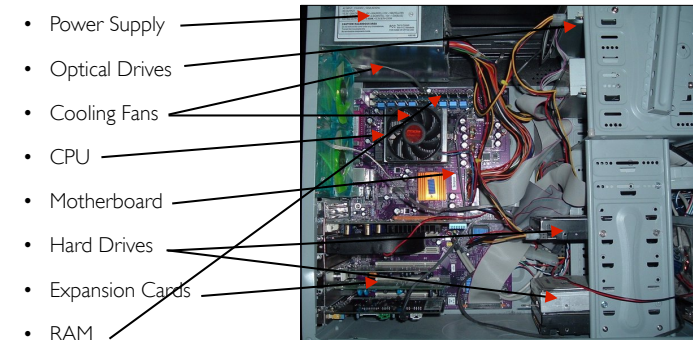
- "Those parts of the system that you can hit with a hammer (not advised) are called hardware"
- Modular



[http://en.wikipedia.org/wiki/Computer\\_hardware](http://en.wikipedia.org/wiki/Computer_hardware)

## Inside the System Unit

### Modular Components



# Power Supply

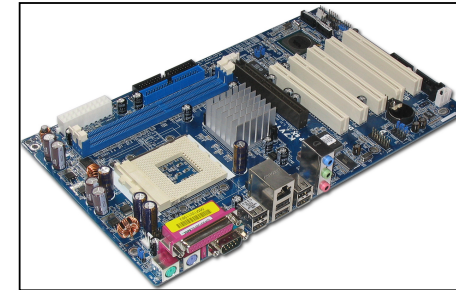
Converts AC to lower DC voltage



# Motherboard

Main circuit board for the computer

- Everything else connects to the motherboard



# Processor

CPU (Central Processing Unit)

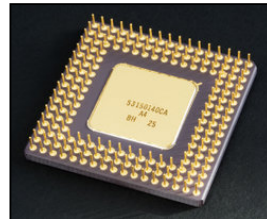
- "Brain"
- Follows instructions

Speed

- Computation speed often measured in operations per second (OPS)
- Clock speed (Hz) is the speed with which electrical signals pass through the CPU
- The faster the better, except ...

Cooling

- ... heat is one of the major limitations
- The faster the CPU the hotter it gets
- CPU must be kept cool
- Cooling fan, Heat sink, Water cooled



# Clock Speed of a CPU

Speed

1 MHz  
4 MHz  
16 MHz  
24 MHz  
66-100 MHz  
75 - 166 MHz  
166 - 233 MHz  
200 - 450 MHz  
400MHz - 1 GHz  
1 - 3.4 GHz  
1.6 - 3.4 GHz

CPU

6502 (Apple II 1977)  
8088 (IBM XT 1981)  
80286 (IBM AT)  
80386  
80486 (1989)  
Intel Pentium / AMD K5 (1993)  
Intel Pentium MMX  
Intel Pentium II / AMD K6  
Intel Pentium III / AMD Athlon  
Intel Pentium 4 / AMD Athlon XP (2000)  
Intel Core i7 (2010)

Things are more complicated now (the GHz hasn't changed in 10 years).

- Power efficiency and heat are just as important as processor speed.
  - Many netbooks or mobile devices have a 1GHz speed.
- CPUs have improved performance with lower clock speeds.
- Processors have several *cores* now. Commonly from 2 to 8.

# Moore's Law

The number of transistors on a single chip doubles approximately every 2 years, while the price remains the same. (It turned out that performance doubled in closer to 18 months.)

## In 3 Years

- Potentially 4 times the work in the same time

## In 15 years

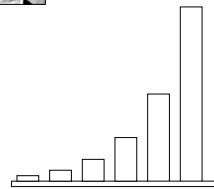
- Potentially 1,000 times the work in the same time

## In 30 years

- Potentially 1,000,000 times the work in the same time



Gordon E. Moore  
(co-founder of Intel)



[http://en.wikipedia.org/wiki/Moore%27s\\_Law](http://en.wikipedia.org/wiki/Moore%27s_Law)

# Wirth's Law

"Software gets slower faster than hardware gets faster."

[http://en.wikipedia.org/wiki/Wirth%27s\\_Law](http://en.wikipedia.org/wiki/Wirth%27s_Law)

# Memory

## Random Access Memory (RAM)

- Primary memory, main memory
- Data is lost when electricity switched off
- Size of the RAM is most important
- Speed also important (dependent on motherboard)
- To access memory can take anywhere from 1 to 20 nano seconds (billionth's of a second)



[http://en.wikipedia.org/wiki/Random\\_access\\_memory](http://en.wikipedia.org/wiki/Random_access_memory)

# Memory Capacity

## Measured in bytes

### Plain Text (approx.)

- 1 byte 1 character - using the old standard for encoding
- 1 KB 200 words / 10 lines
- 1 MB 300 pages
- 1 GB 175 phone books

### Music (approx.)

- 1 GB 2 hours

### DVD (approx.)

- 1 GB 20 minutes

"640K ought to be enough for anybody."  
Bill Gates in 1981

# Expansion Cards

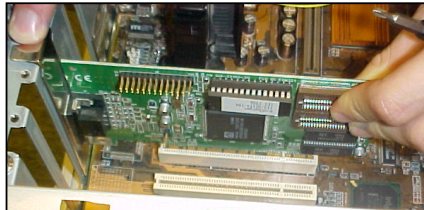
Circuit board that provides additional functionality

- Sound Card
- Graphics Card
- Network Card
- RAID controller

Depending on the Motherboard - these may be included on the board itself.

Plugs into the Motherboard using standard slots

- ISA
- PCI
- AGP
- PCI-Express



[http://en.wikipedia.org/wiki/Expansion\\_card](http://en.wikipedia.org/wiki/Expansion_card)

# Graphics Card

Converts the internal representation of an image into something that can be displayed using a computer monitor

- 2D Graphics Card
- 3D Graphics Card
  - NVidia
  - ATI now part of AMD



# Secondary Storage

Mass Storage

- Long-term storage
- Persistent
- Much slower to access than RAM
- Much cheaper than RAM

Devices

- Hard Disk (HDD)
- Flash Memory
- Magnetic Tape

Optical Devices

- CD
- DVD
- Blu-ray Drive



[http://en.wikipedia.org/wiki/Hard\\_disk](http://en.wikipedia.org/wiki/Hard_disk)

# Shrinking

According to Wikipedia all of the data stored here, from 1959, in punch cards can fit in a 4GB USB stick.



[http://en.wikipedia.org/wiki/USB\\_flash\\_drive](http://en.wikipedia.org/wiki/USB_flash_drive)

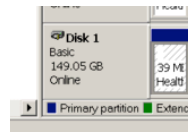
# Size ambiguity

160 GB (decimal - last lecture)

OS reports GB with binary meaning.

To avoid ambiguity use GB for decimal and GiB for binary.

160 GB = 149.05 GiB



# Optical Media

- CD-ROM: read-only, 700 MB, manufactured by a press
- CD-R: recordable once, 700 MB
- CD-RW: rewritable, 700 MB
- DVD-ROM: read only, 4.7 GB, manufactured by a press
- DVD-R: recordable once, 4.7 GB
- DVD+R: recordable once, 4.7 GB
- DVD-RW: rewritable, 4.7 GB
- DVD+RW: rewritable, 4.7 GB
- DVD-RAM: rewritable, 4.7 GB
- DVD-R DL: dual layer record once, 8.5 GB
- DVD+R DL: dual layer record once, 8.5 GB
- DVD-RW DL: dual layer rewritable, 8.5 GB
- DVD+RW DL: dual layer rewritable, 8.5 GB
- Blu-ray, 25 GB
- Blu-ray DL, 50 GB
- Blu-ray 16 layer, 400GB



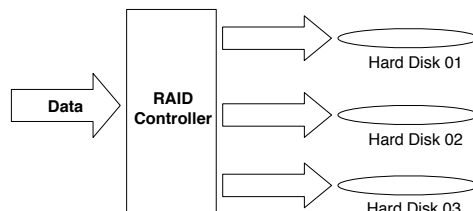
<http://en.wikipedia.org/wiki/CD>  
<http://en.wikipedia.org/wiki/DVD>  
[http://en.wikipedia.org/wiki/Blu-ray\\_Disc](http://en.wikipedia.org/wiki/Blu-ray_Disc)

# RAID

Bottleneck of performance on many systems is the secondary storage

Redundant Array of Independent Disks

- Read and write in parallel
- Write additional information to prevent lost data
- Fast, cheap and reliable



# Solid State Drives

Another approach to speed up access to data on storage devices is to remove the moving parts.

- Solid State devices are purely electronic with no moving parts.
- They are still more expensive per GB stored than magnetic disk drives.
- USB sticks/Flash drives are small solid state drives.
- They interface to the computer in the same way as magnetic drives (but there are some differences in the way the operating system handles them).



[http://en.wikipedia.org/wiki/Solid-state\\_drive](http://en.wikipedia.org/wiki/Solid-state_drive)

# Input Devices

A machine that feeds data from a user into a computer

- Keyboard
  - Typewriter (QWERTY / DVORAK)
  - Keypad
- Pointing Device
  - Mouse, Trackball, Touch Screen (now multitouch)
  - Digitizing Tablet, Digital Pen
- Direct Entry
  - Scanner
  - Webcam, Microphone
  - Bar code reader



# More Human Computer Interfaces

## Voice recognition

- Automated Telephone Systems
- Voice tags for phone numbers, and other commands
- Siri

## Biometric scanners (fingerprint, retina, iris, face, body)

- US border control
- Some laptops have them
- Biometric passports (contactless RFID)

## Radio-frequency identification (RFID) tags

- Small chips that respond to a signal, and send back ID data
- Used in university swipe cards
- In the USA:
  - Scheme to voluntarily implant RFID with medical info
  - School uses RFID to track students' attendance
- Soon also in products, grocery shopping bags?
- Problem: we do not want everybody to read our RFID chips
- Suggested solution: RFID chips are shielded or destroyed after use

# Output Devices

A machine that takes information processed by a computer and presents it in a form that a human can understand

## Screen

- Cathode-Ray Tube (rare now)
- Flat-Panel display (LCD, Plasma)
- Projector
- Head-mounted

## Printer

- Inkjet, Laser

## Speakers

## Touch based



*"A printer consists of three main parts:  
the case, the jammed paper tray and the blinking red light"*

# Connectors and Buses

## Universal Serial Bus (USB)

- Used for almost everything except monitors
  - Version 1 is slow (~1.5MB/s)
  - Version 2 is fast (~60 MB/s)
  - Version 3 is very fast (~570 MB/s)
- Many devices can be connected with hubs

## PS/2 connector

- Used for mouse & keyboard

## Firewire

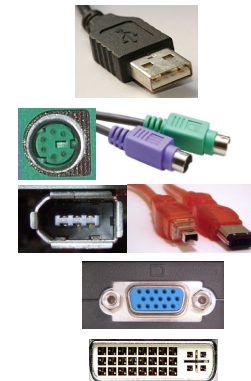
- Used for video cameras, HDs
- High-speed (~60-100MB/s)

## Video Graphics Array (VGA) connector

- Used only for monitors

## Digital Visual Interface (DVI)

- Used for LCD monitors or projectors
- Transmits video data digitally (better quality)



# Understanding Advertisements

## Specifications

- CPU type
- CPU number of cores
- Size of RAM
- Size of HDD
- Size/Type of Monitor
- Other drives (DVD, Blu-ray)



# Buying a Computer

## What do you want it for?

- Games - 3D Graphics Card, CPU, RAM
- Internet - Modem / Network Card
- Home / Office Applications

## Desktop or Laptop

- Price
- Portability
- Ease of use

## Laptop

- Battery capacity!!! How long can you use it without external power?
- Weight: how much do you want to carry around?
- Screen size: want to watch movies on your laptop?
- Internal speakers: usually very bad, sometimes surprisingly good

# Some Advice

## Spend a bit extra on the screen

- Interface between you and the machine
- Glare /non-glare

## Buy more RAM

- More applications open at once
- Better performance
- 2GB - 8GB (I would start at 4GB if possible)

## Hard Drive Capacity

- Depends on use
- Digital Photos
- Music Storage

## Processor

- Almost anything will be adequate (except possibly on netbooks)