



Distributed Computing

Lesson 1: History

Thomas Weise · 汤卫思

twaise@hfu.edu.cn · <http://www.it-weise.de>

Hefei University, South Campus 2
Faculty of Computer Science and Technology
Institute of Applied Optimization
230601 Shushan District, Hefei, Anhui, China
Econ. & Tech. Devel. Zone, Jinxiu Dadao 99

合肥学院 南艳湖校区/南2区
计算机科学与技术系
应用优化研究所
中国 安徽省 合肥市 蜀山区 230601
经济技术开发区 锦绣大道99号

- 1 First Generation
- 2 Second Generation
- 3 Third Generation
- 4 Fourth Generation
- 5 Networking Today
- 6 Summary



website

- Learn a bit about the history of computing

- Learn a bit about the history of computing
- We look at the historical transition from single computer systems to distributed systems^[1]

- Learn a bit about the history of computing
- We look at the historical transition from single computer systems to **distributed systems**^[1]
- As side-dish, we consider the historical division between application and operating system

- Programmable computing systems date back more than 70 years ^[2]

- Programmable computing systems date back more than 70 years ^[2]
- Z1 by Zuse 1937 ^[3]

- Programmable computing systems date back more than 70 years ^[2]
- Z1 by Zuse 1937 ^[3]
 - mechanic
 - binary numbers
 - programmable

- Programmable computing systems date back more than 70 years ^[2]
- Z1 by Zuse 1937 ^[3]
- Z2 by Zuse 1939 ^[3]

- Programmable computing systems date back more than 70 years ^[2]
- Z1 by Zuse 1937 ^[3]
- Z2 by Zuse 1939 ^[3]
 - relais technology
 - fixed-point arithmetic
 - programmable

- Programmable computing systems date back more than 70 years ^[2]
- Z1 by Zuse 1937 ^[3]
- Z2 by Zuse 1939 ^[3]
- Z3 by Zuse May 1941 ^[3, 4]

- Programmable computing systems date back more than 70 years ^[2]
- Z1 by Zuse 1937 ^[3]
- Z2 by Zuse 1939 ^[3]
- Z3 by Zuse May 1941 ^[3, 4]
 - world's first fully functional digital computer
 - electro-magnetic relais
 - binary floating point arithmetic
 - Turing complete ^[4]
 - programmable and micro-programmable
 - pipelining of instructions
 - parallelization of instructions
 - *not electronic*

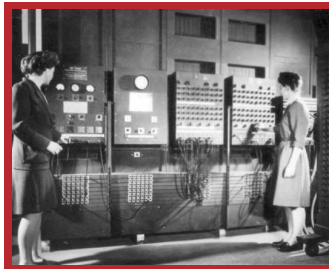
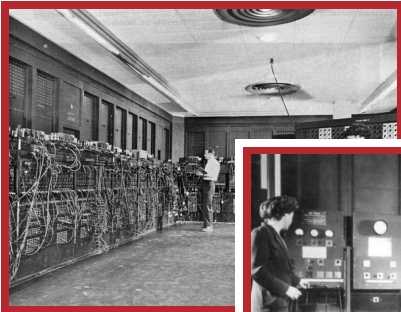
- Programmable computing systems date back more than 70 years ^[2]
- Z1 by Zuse 1937 ^[3]
- Z2 by Zuse 1939 ^[3]
- Z3 by Zuse May 1941 ^[3, 4]
- Mark I, USA, 1944

- Programmable computing systems date back more than 70 years ^[2]
- Z1 by Zuse 1937 ^[3]
- Z2 by Zuse 1939 ^[3]
- Z3 by Zuse May 1941 ^[3, 4]
- Mark I, USA, 1944
 - programmable
 - Turing complete
 - no floating point arithmetic
 - not binary
 - not electronic

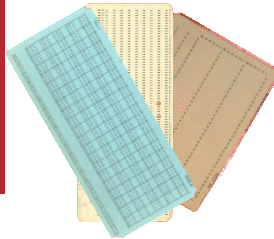
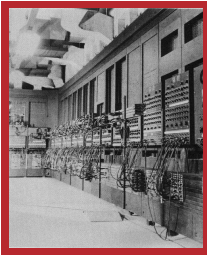
- Programmable computing systems date back more than 70 years ^[2]
- Z1 by Zuse 1937 ^[3]
- Z2 by Zuse 1939 ^[3]
- Z3 by Zuse May 1941 ^[3, 4]
- Mark I, USA, 1944
- Electronic Numerical Integrator and Computer (ENIAC), USA, 1946 ^[5]

- Programmable computing systems date back more than 70 years ^[2]
- Z1 by Zuse 1937 ^[3]
- Z2 by Zuse 1939 ^[3]
- Z3 by Zuse May 1941 ^[3, 4]
- Mark I, USA, 1944
- Electronic Numerical Integrator and Computer (ENIAC), USA, 1946 ^[5]
 - programmable
 - Turing complete
 - electronic
 - decimal, not binary
 - fixed-point, no floating point

- First Generation: 1940s^[2]
- Giant electronic computers like ENIAC based on vacuum tubes



- First Generation: 1940s ^[2]
- Giant electronic computers like ENIAC based on vacuum tubes
- Programs loaded via manual switches, punched cards, or paper tape



- First Generation: 1940s^[2]
- Giant electronic computers like ENIAC based on vacuum tubes
- Programs loaded via manual switches, punched cards, or paper tape
- No operating system

- First Generation: 1940s^[2]
- Giant electronic computers like ENIAC based on vacuum tubes
- Programs loaded via manual switches, punched cards, or paper tape
- No operating system
- Programmer = Operator

- First Generation: 1940s ^[2]
- Giant electronic computers like ENIAC based on vacuum tubes
- Programs loaded via manual switches, punched cards, or paper tape
- No operating system
- Programmer = Operator
- Sequential use of resources

- First Generation: 1940s ^[2]
- Giant electronic computers like ENIAC based on vacuum tubes
- Programs loaded via manual switches, punched cards, or paper tape
- No operating system
- Programmer = Operator
- Sequential use of resources
- Bad utilization

- First Generation: 1940s ^[2]
- Giant electronic computers like ENIAC based on vacuum tubes
- Programs loaded via manual switches, punched cards, or paper tape
- No operating system
- Programmer = Operator
- Sequential use of resources
- Bad utilization
- OK, so no distributed systems at that time.

- First Generation: 1940s^[2]
- Giant electronic computers like ENIAC based on vacuum tubes
- Programs loaded via manual switches, punched cards, or paper tape
- No operating system
- Programmer = Operator
- Sequential use of resources
- Bad utilization
- ~~OK, so no distributed systems at that time.~~
- 1940: Stibitz^[6] uses teletype machine to remote control his Complex Number Calculator in New York from the Dartmouth College

- Second Generation: 1950s ^[2]

IBM 701: First IBM Machine where programs are stored in an internal, electronic, addressable memory.



- Second Generation: 1950s ^[2]
- Operating Systems: Batch mode (punch cards, paper tape)

IBM 701: First IBM Machine where programs are stored in an internal, electronic, addressable memory.



- Second Generation: 1950s ^[2]
- Operating Systems: Batch mode (punch cards, paper tape)
- First, a batch of jobs is loaded. Then it is processed.

IBM 701: First IBM Machine where programs are stored in an internal, electronic, addressable memory.



- Second Generation: 1950s ^[2]
- Operating Systems: Batch mode (punch cards, paper tape)
- First, a batch of jobs is loaded. Then it is processed.
- Now: Division between operator and programmer

IBM 701: First IBM Machine where programs are stored in an internal, electronic, addressable memory.



- Second Generation: 1950s ^[2]
- Operating Systems: Batch mode (punch cards, paper tape)
- First, a batch of jobs is loaded. Then it is processed.
- Now: Division between operator and programmer
- Division between Input, Processing, Output

IBM 701: First IBM Machine where programs are stored in an internal, electronic, addressable memory.



- Second Generation: 1950s ^[2]
- Operating Systems: Batch mode (punch cards, paper tape)
- First, a batch of jobs is loaded. Then it is processed.
- Now: Division between operator and programmer
- Division between Input, Processing, Output
- Interrupts

IBM 701: First IBM Machine where programs are stored in an internal, electronic, addressable memory.



- Second Generation: 1950s ^[2]
- Operating Systems: Batch mode (punch cards, paper tape)
- First, a batch of jobs is loaded. Then it is processed.
- Now: Division between operator and programmer
- Division between Input, Processing, Output
- Interrupts
- SABRE, a commercial airline reservation system started with two connected mainframes ^[7]

- Third Generation: 1960s ^[2]



IBM 7090



- Third Generation: 1960s ^[2]
- Large advances in hardware, integrated circuits, larger memory, hard disk drives, ...



IBM 7090



- Third Generation: 1960s ^[2]
- Large advances in hardware, integrated circuits, larger memory, hard disk drives, ...
- Multiprogramming: multiple processes in memory, task switch when process waits for I/O



IBM 7090



- **Third Generation:** 1960s ^[2]
- Large advances in hardware, integrated circuits, larger memory, hard disk drives, . . .
- Multiprogramming: multiple processes in memory, task switch when process waits for I/O
- Spooling: print I/O stored on fast disk, printed later → programs complete faster

IBM 7090



- **Third Generation:** 1960s ^[2]
- Large advances in hardware, integrated circuits, larger memory, hard disk drives, ...
- Multiprogramming: multiple processes in memory, task switch when process waits for I/O
- Spooling: print I/O stored on fast disk, printed later → programs complete faster
- Time sharing: multiple users, one computer

IBM 7090



- Third Generation: 1960s ^[2]

IBM 360
family computers



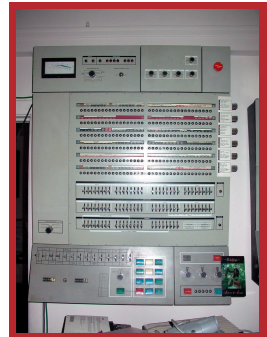
- Third Generation: 1960s ^[2]
- Portability of software: Hardware families consisting of different computers but same execution environment

IBM 360
family computers



- **Third Generation:** 1960s ^[2]
- Portability of software: Hardware families consisting of different computers but same execution environment
- Microprogramming: implementation of machine instructions

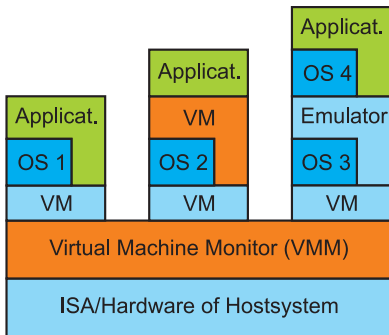
IBM 360
family computers



- Third Generation: 1960s ^[2]

- Third Generation: 1960s ^[2]
- Division between user space and operating system core: protection of system against errors in processes; system calls

- **Third Generation:** 1960s ^[2]
- Division between user space and operating system core: protection of system against errors in processes; system calls
- Virtualization of memory and whole computer platforms ^[8] (IBM CP-40 and CP-50 in the 1960s)



- Third Generation: 1960s^[2]
- Division between user space and operating system core: protection of system against errors in processes; system calls
- Virtualization of memory and whole computer platforms^[8] (IBM CP-40 and CP-50 in the 1960s)
- All “modern” operating systems features already present!

- Kleinrock ^[9] in 1961: first paper on packet switching theory

- Kleinrock ^[9] in 1961: first paper on packet switching theory
- Licklider and Clark ^[10] in 1962: first visions of a network where humans and computers can interact

- Kleinrock ^[9] in 1961: first paper on packet switching theory
- Licklider and Clark ^[10] in 1962: first visions of a network where humans and computers can interact
- The TX-2 computer in Massachusetts connected to the Q-32 in California: first small WAN ^[11]

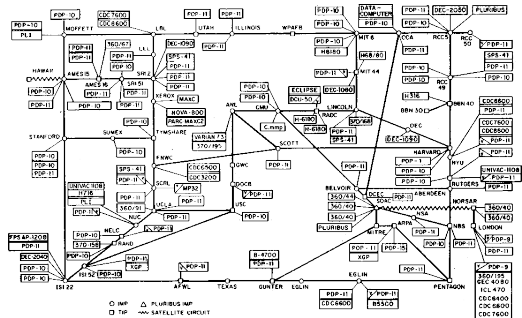
- Kleinrock ^[9] in 1961: first paper on packet switching theory
- Licklider and Clark ^[10] in 1962: first visions of a network where humans and computers can interact
- The TX-2 computer in Massachusetts connected to the Q-32 in California: first small WAN ^[11]
 - circuit switched telephone system inadequate for computer networking

- Kleinrock ^[9] in 1961: first paper on packet switching theory
- Licklider and Clark ^[10] in 1962: first visions of a network where humans and computers can interact
- The TX-2 computer in Massachusetts connected to the Q-32 in California: first small WAN ^[11]
 - circuit switched telephone system inadequate for computer networking
 - packet switching becomes more interesting

- Advanced Research Projects Agency Network (**ARPANET**) ^[12–15] – the predecessor of the internet

- Advanced Research Projects Agency Network (**ARPANET**)^[12-15] – the predecessor of the internet
- Decentral network connecting different US universities who research for the US DoD

ARPANET LOGICAL MAP, MARCH 1977

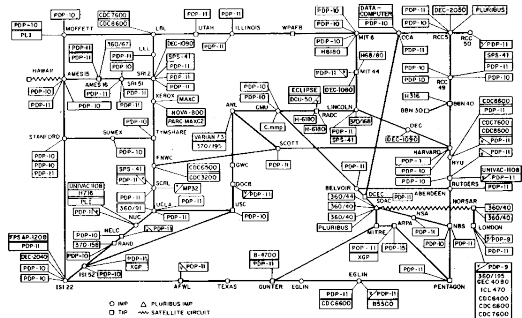


(PLEASE NOTE THAT WHILE THIS MAP SHOWS THE MOST POPULATION OF THE NETWORK ACCORDING TO THE BEST INFORMATION OBTAINABLE, NO CLAIM CAN BE MADE FOR ITS ACCURACY.)

NAMES SHOWN ARE ARPANET NAMES, NOT NECESSARILY HOST NAMES

- Advanced Research Projects Agency Network (**ARPANET**)^[12-15] – the predecessor of the internet
- Decentral network connecting different US universities who research for the US DoD
- Packet switching, routing

ARPANET LOGICAL MAP, MARCH 1977

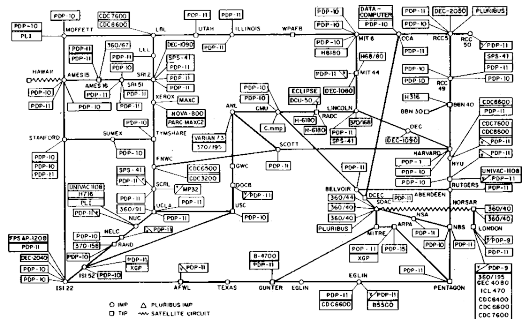


(PLEASE NOTE THAT WHILE THIS MAP SHOWS THE MOST POPULATION OF THE NETWORK ACCORDING TO THE BEST INFORMATION OBTAINABLE, NO CLAIM CAN BE MADE FOR ITS ACCURACY.)

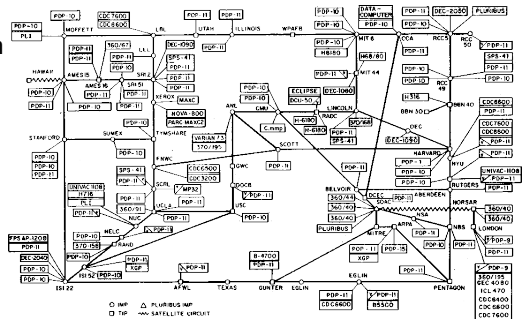
NAMES SHOWN ARE ARP NAMES, NOT NECESSARILY HOST NAMES

- Advanced Research Projects Agency Network (**ARPANET**)^[12-15] – the predecessor of the internet
- Decentral network connecting different US universities who research for the US DoD
- Packet switching, routing
- Precursor of the internet

ARPANET LOGICAL MAP, MARCH 1977



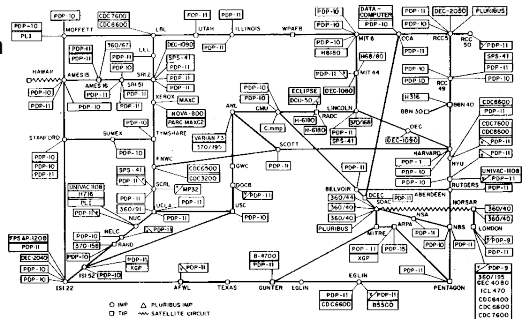
- ARPANET LOGICAL MAP, MARCH 1977



NAMES SHOWN ARE INIP NAMES, NOT NECESSARILY HOST NAMES

- Advanced Research Projects Agency Network (**ARPANET**)^[12-15] – the predecessor of the internet
- Decentral network connecting different US universities who research for the US DoD
- Packet switching, routing
- Precursor of the internet
- 1972: public demonstration
- 1972: Email

ARPANET LOGICAL MAP, MARCH 1977



(PLEASE NOTE THAT WHILE THIS MAP SHOWS THE MOST POPULATION OF THE NETWORK ACCORDING TO THE BEST INFORMATION OBTAINABLE, NO CLAIM CAN BE MADE FOR ITS ACCURACY.)

NAMES SHOWN ARE RFP NAMES, NOT NECESSARILY HOST NAMES

- Fourth Generation: 1980s^[2]

- Fourth Generation: 1980s^[2]
- Enormous advance in computational power/price/size-ratio

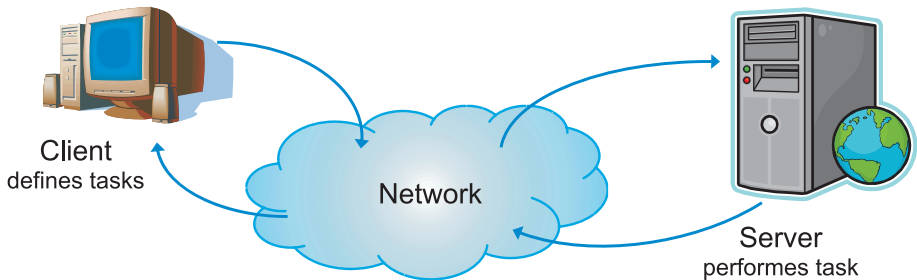
- Fourth Generation: 1980s^[2]
- Enormous advance in computational power/price/size-ratio
- Large-Scale Integration: Intel 8088 CPU, Motorola 6899 CPU

- Fourth Generation: 1980s^[2]
- Enormous advance in computational power/price/size-ratio
- Large-Scale Integration: Intel 8088 CPU, Motorola 6899 CPU
- MS-DOS and UNIX dominate market

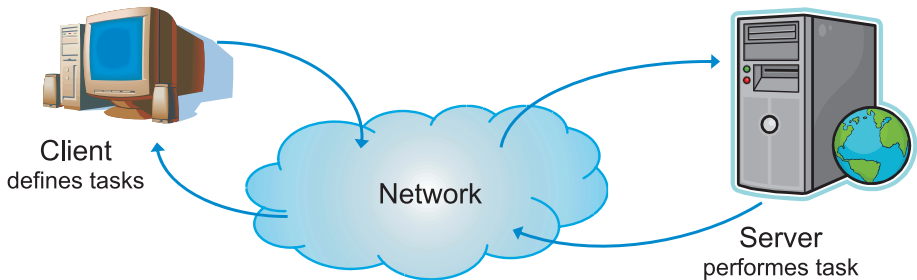
- Fourth Generation: 1980s^[2]
- Enormous advance in computational power/price/size-ratio
- Large-Scale Integration: Intel 8088 CPU, Motorola 6899 CPU
- MS-DOS and UNIX dominate market
- A step back: modern features such as virtualization and virtual memory simply not required in personal computers

- Fourth Generation: 1980s^[2]

- Fourth Generation: 1980s^[2]
- Rise of distributed systems: The client/server model

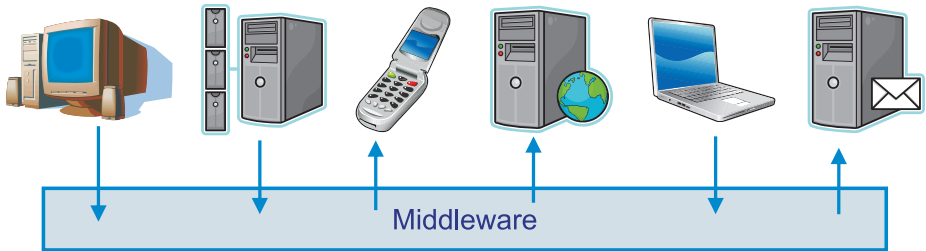


- Fourth Generation: 1980s^[2]
- Rise of distributed systems: The client/server model
- Clark @ MIT: Compact TCP/IP implementation for PCs

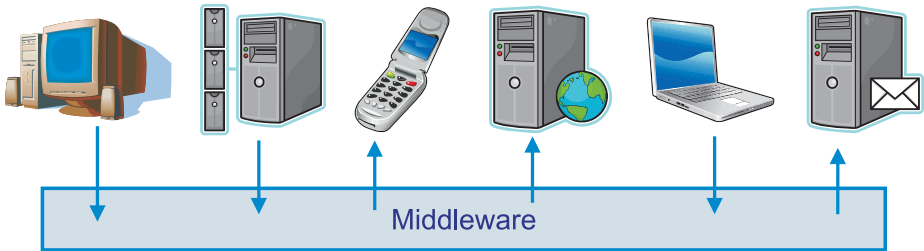


- Fourth Generation: 1980s^[2]

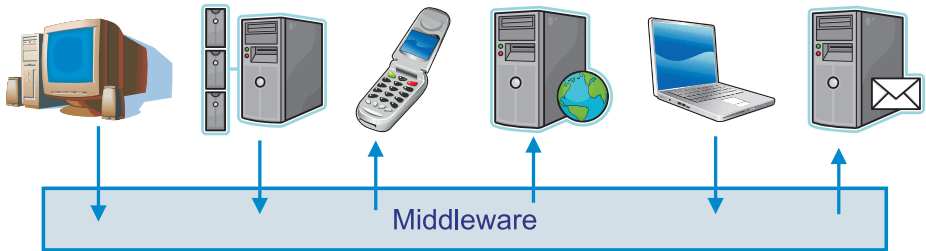
- **Fourth Generation:** 1980s^[2]
- Middleware for construction of distributed systems now important part of operating systems



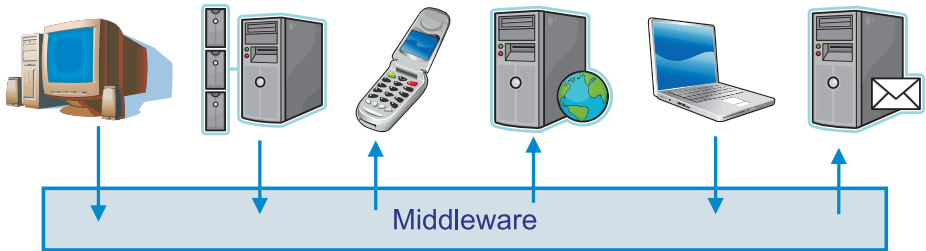
- Internet protocol suite standardized in 1982 ^[17, 18]



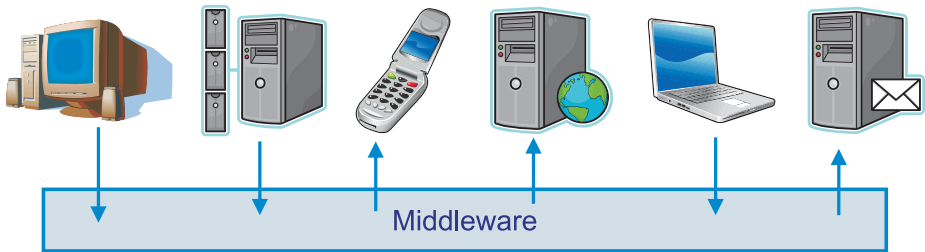
- Internet protocol suite standardized in 1982 ^[17, 18]
- National Science Foundation Network (NSFNET) in 1985 ^[19]



- Internet protocol suite standardized in 1982 ^[17, 18]
- National Science Foundation Network (NSFNET) in 1985 ^[19]
- Internet becomes commercial in 1995 when NSFNET is decommissioned ^[16]



- Internet protocol suite standardized in 1982 ^[17, 18]
- National Science Foundation Network (NSFNET) in 1985 ^[19]
- Internet becomes commercial in 1995 when NSFNET is decommissioned ^[16]
- Internet rapidly expands ever since ^[15, 20]



- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
 - Email-only

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
 - Email-only
 - Routed through Karlsruhe, Germany

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
 - Email-only
 - Routed through Karlsruhe, Germany
 - Nation-wide users via dial-up or ChinaPAC (China Public Packet Switched Data Network)

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
 - Email-only
 - Routed through Karlsruhe, Germany
 - Nation-wide users via dial-up or ChinaPAC (China Public Packet Switched Data Network)
 - No TCP/IP – No internet

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
- China Research Network (CRN) ^[21]

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
- China Research Network (CRN) ^[21]
 - pilot network project running from 1987 to 1990

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
- China Research Network (CRN) ^[21]
 - pilot network project running from 1987 to 1990
 - nine universities and research institutions connected via either dial-up links or Chinapac

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
- China Research Network (CRN) ^[21]
 - pilot network project running from 1987 to 1990
 - nine universities and research institutions connected via either dial-up links or Chinapac
 - e-mail-only gateways

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
- China Research Network (CRN) ^[21]
- 1991: First TCP/IP college network: Tsinghua's TUNET

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
- China Research Network (CRN) ^[21]
- 1991: First TCP/IP college network: Tsinghua's TUNET
- First global connection: 1991/1994, between Beijing Electro-Spectrometer Collaboration and Stanford University's Linear Accelerator Center

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
- China Research Network (CRN) ^[21]
- 1991: First TCP/IP college network: Tsinghua's TUNET
- First global connection: 1991/1994, between Beijing Electro-Spectrometer Collaboration and Stanford University's Linear Accelerator Center
- National Computing & Networking Facility Center (NCFC) ^[21]

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
- China Research Network (CRN) ^[21]
- 1991: First TCP/IP college network: Tsinghua's TUNET
- First global connection: 1991/1994, between Beijing Electro-Spectrometer Collaboration and Stanford University's Linear Accelerator Center
- National Computing & Networking Facility Center (NCFC) ^[21]
 - connecting CAS, Tsinghua, and Beida

- China Academic Network (CANET) was set up in 1987 by the Institute of Computer Application in Beijing ^[21]
- China Research Network (CRN) ^[21]
- 1991: First TCP/IP college network: Tsinghua's TUNET
- First global connection: 1991/1994, between Beijing Electro-Spectrometer Collaboration and Stanford University's Linear Accelerator Center
- National Computing & Networking Facility Center (NCFC) ^[21]
 - connecting CAS, Tsinghua, and Beida
 - connected to internet in April 1994

- Unlimited computing power and storage space available to companies and users via the cloud

- Unlimited computing power and storage space available to companies and users via the cloud
- Everyone has mobile phones which are stronger than average PCs 15 years ago.

- Unlimited computing power and storage space available to companies and users via the cloud
- Everyone has mobile phones which are stronger than average PCs 15 years ago.
- Ubiquitously available internet

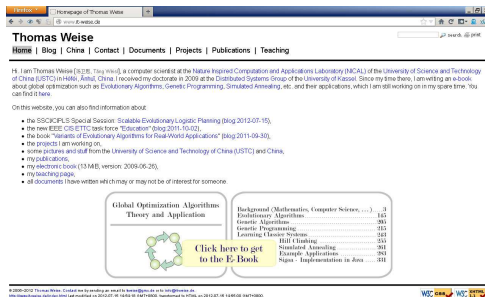
- Unlimited computing power and storage space available to companies and users via the cloud
- Everyone has mobile phones which are stronger than average PCs 15 years ago.
- Ubiquitously available internet. . . Actually: Nothing goes without internet anymore

- Unlimited computing power and storage space available to companies and users via the cloud
- Everyone has mobile phones which are stronger than average PCs 15 years ago.
- Ubiquitously available internet. . . Actually: Nothing goes without internet anymore
- Everywhere are networked devices such as terminals at train stations/airports/hospitals/banks, video surveillance

- Unlimited computing power and storage space available to companies and users via the cloud
- Everyone has mobile phones which are stronger than average PCs 15 years ago.
- Ubiquitously available internet. . . Actually: Nothing goes without internet anymore
- Everywhere are networked devices such as terminals at train stations/airports/hospitals/banks, video surveillance
- Everything has computer chips in it as strong as computers 30 years ago

- Unlimited computing power and storage space available to companies and users via the cloud
- Everyone has mobile phones which are stronger than average PCs 15 years ago.
- Ubiquitously available internet. . . Actually: Nothing goes without internet anymore
- Everywhere are networked devices such as terminals at train stations/airports/hospitals/banks, video surveillance
- Everything has computer chips in it as strong as computers 30 years ago
- Companies like Apple, Microsoft, and Google each are more valuable than General Electric, Walmart, Nestle, Petrochina, and Gazprom ^[22]

- Unlimited computing power and storage space available to companies and users via the cloud
- Everyone has mobile phones which are stronger than average PCs 15 years ago.
- Ubiquitously available internet. . . Actually: Nothing goes without internet anymore
- Everywhere are networked devices such as terminals at train stations/airports/hospitals/banks, video surveillance
- Everything has computer chips in it as strong as computers 30 years ago
- Companies like Apple, Microsoft, and Google each are more valuable than General Electric, Walmart, Nestle, Petrochina, and Gazprom ^[22]
- Facebook, Twitter, and Yahoo each are more valuable than Mitsubishi Electric, Michelin, Kellogg, and ARM Holdings ^[22]



Firefox - Homepage of Thomas Weise

www.e-webs.de

Thomas Weise


[Home](#) | [Blog](#) | [China](#) | [Contact](#) | [Documents](#) | [Projects](#) | [Publications](#) | [Teaching](#)

Hi, I am Thomas Weise (韦世伟, Ting Wei), a computer scientist at the Nature Inspired Computation and Applications Laboratory (NICAL) of the University of Science and Technology of China (USTC) in HAIN, Anhui, China. I received my doctorate in 2009 at the Distributed Systems Group of the University of Kassel. Since my time there, I am writing an e-book about global optimization such as Evolutionary Algorithms, Genetic Programming, Simulated Annealing, etc. and their applications, which I am still working on in my spare time. You can find it here.

On this website, you can also find information about:

- the SSCICRPLS Special Session: Scalable Evolutionary Logistic Planning (blog 2012-07-15),
- the new IEEE CIS-ETIC task force "Education" (blog 2011-10-02),
- the book "Variants of Evolutionary Algorithms for Real-World Applications" (blog 2011-09-30),
- the projects I am working on,
 - some pictures and stuff from the University of Science and Technology of China (USTC) and China,
- my publications,
- my electronic book (13 MB, version: 2009-06-26),
 - my teaching page,
 - all documents I have written which may or may not be of interest for someone.

Global Optimization Algorithms
Theory and Application



Click here to get
to the E-Book

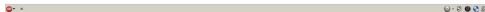
Background (Mathematics, Computer Science, ...)

Evolutionary Algorithms	145
Genetic Algorithms	263
Genetic Programming	215
Learning Classifier Systems	243
Multi-Objective	243
Simulated Annealing	241
Example Applications	242
Signa - Implementation in Java	241

© 2009-2012 Thomas Weise. Created by the webdesigner alex at alex@e-webs.de or alex@ustc.edu.cn.
http://www.e-webs.de/ Last modified on 2012-07-16 14:54:18. E-MAIL: weise@ustc.edu.cn, 2012-07-16 14:54:18. E-MAIL: weise@ustc.edu.cn

WS 2011/12 WS 2012/13

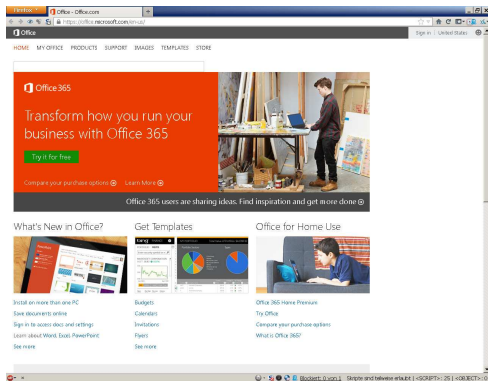
- Static Websites

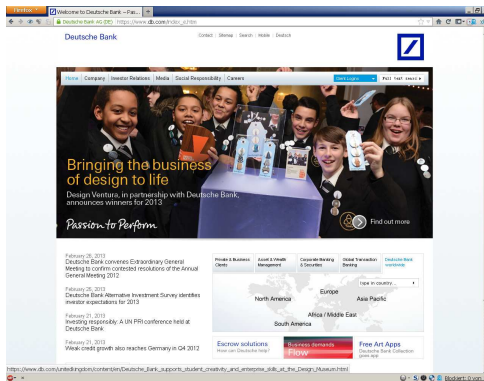


[illegible]

- Static Websites
- Dynamic Websites

- Static Websites
- Dynamic Websites
- Information/Data in the Cloud





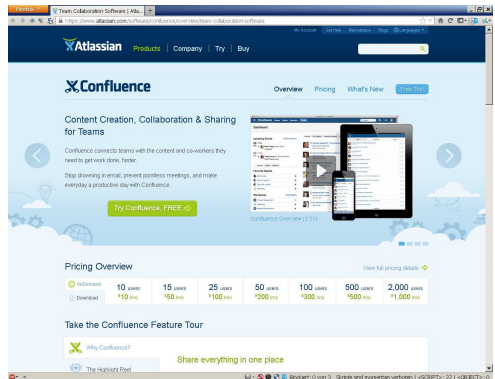
- Static Websites
- Dynamic Websites
- Information/Data in the Cloud
- Transactions with Companies, Banks, etc.

- Presentation to the outside world (e.g., to private users)

- Presentation to the outside world (e.g., to private users)
- Management of resources, customers, support, finances, etc.

- Presentation to the outside world (e.g., to private users)
- Management of resources, customers, support, finances, etc.
- Integration of the different such computing systems: often via SOAs

- Presentation to the outside world (e.g., to private users)
- Management of resources, customers, support, finances, etc.
- Integration of the different such computing systems: often via SOAs
- Corporate Wikis



- Presentation to the outside world (e.g., to private users)
- Management of resources, customers, support, finances, etc.
- Integration of the different such computing systems: often via SOAs
- Corporate Wikis
- Shift to the cloud

- Many mobile phones are internet-enabled

- Many mobile phones are internet-enabled
- Many services and apps developed particularly for this environment

- Many mobile phones are internet-enabled
- Many services and apps developed particularly for this environment
- Data in cloud enables sharing over many devices

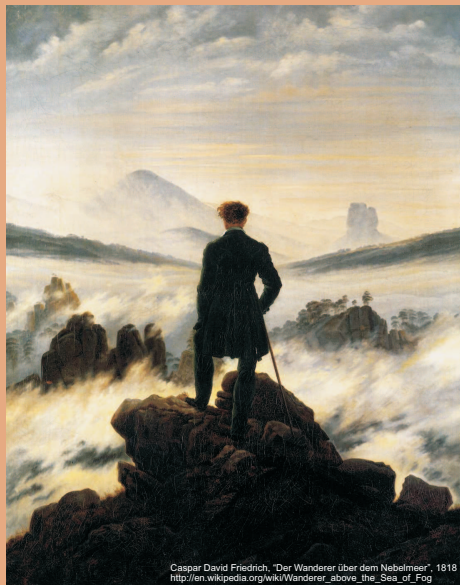
- Development in IT took place in multiple steps / phases
- The way computers are connected develops as well
- The public, commercial internet is just 30 years old. . .
- . . . but has already become a commodity (like electricity, water, gas, . . .)
- We should definitely study how “it works”.

谢谢

Thank you

Thomas Weise [汤卫思]
tweise@hfu.edu.cn
<http://www.it-weise.de>

Hefei University, South Campus 2
Institute of Applied Optimization
Shushan District, Hefei, Anhui,
China



Caspar David Friedrich, "Der Wanderer über dem Nebelmeer", 1818
http://en.wikipedia.org/wiki/Wanderer_above_the_Sea_of_Fog



1. Barry M. Leiner, Vinton G. Cerf, David D. Clark, Robert E. Kahn, Leonard Kleinrock, Daniel C. Lynch, Jonathan B. Postel, Lawrence G. Roberts, and Stephen Wolff. Brief history of the internet. *ACM SIGCOMM Computer Communication Review*, 39(5):22–31, October 2009. doi: 10.1145/1629607.1629613. URL <http://www.sigcomm.org/sites/default/files/ccr/papers/2009/October/1629607-1629613.pdf>.
2. Paul E. Ceruzzi. *A History of Modern Computing*. Cambridge, MA, USA: MIT Press, 2003. ISBN 0262532034 and 9780262532037. URL <http://books.google.de/books?id=x1YESXanrgQC>.
3. Konrad Zuse, Friedrich L. Bauer, and H. Zemanek. *Der Computer – Mein Lebenswerk*. 5. unveränderte edition, 2010. ISBN 3642120954 and 978-3-642-12095-4. URL <http://books.google.de/books?id=cMRNElgwLhUC>.
4. Raúl Rojas. How to make zuse's z3 a universal computer. *Annals of the History of Computing*, 20(3):51–54, July–September 1998. doi: 10.1109/85.707574.
5. J. Presper Eckert, Jr., John W. Mauchly, H. H. Goldstine, and J. G. Brainerd. *Description of the ENIAC and Comments on Electronic Digital Computing Machines*. Philadelphia, PA, USA: University of Pennsylvania, Moore School of Electrical Engineering, 1945.
6. George Stibitz. Demonstration of the “complex number calculator” to the american mathematical society, September 9, 1940.
7. Duncan G. Copeland, Richard O. Mason, and James L. McKenney. Sabre: The development of information-based competence and execution of information-based competition. *IEEE Annals of the History of Computing*, 17(3):30–57, 1995. doi: 10.1109/85.397059.
8. R. J. Adair, R. U. Bayles, L. W. Comeau, and R. J. Creasy. A virtual machine system for the 360/40. IBM Cambridge Scientific Center Report 320-2007, May 1966.
9. Leonard Kleinrock. Information flow in large communication nets. Rle quarterly progress report, Cambridge, MA, USA: Massachusetts Institute of Technology (MIT), April 1962. URL <http://www.lk.cs.ucla.edu/data/files/Kleinrock/Information%20Flow%20in%20Large%20Communication%20Nets1.pdf>.
10. Joseph Carl Robnett Licklider and Welden E. Clark. On-line man computer communication. pages 113–128, 1962. doi: 10.1145/1460833.1460847. URL http://academic.googlecode.com/svn-history/r299/trunk/monografias_pessoais/cegsic_monografia/doc_tecnicos/046F1309d01.pdf.
11. Thomas Marill and Lawrence G. Roberts. Toward a cooperative network of time-shared computers. pages 425–431, November 1966. URL <http://www.packet.cc/files/toward-coop-net.html>.
12. Leonard Kleinrock. *Queueing Systems: Vol II, Computer Applications*. New York, NY, USA: John Wiley & Sons Ltd., 1976. ISBN 047149111X and 9780471491118.

13. Bolt, Beranek, and Newman. *A History of the ARPANET: The First Decade*. Arlington, VA, USA: United States Department of Defense (DoD), Defense Advanced Research Projects Agency (DARPA), 1981. URL <http://books.google.de/books?id=L-YoGwAACAAJ>.
14. Peter H. Salus. *Casting the Net: From ARPANET to INTERNET and beyond...* UNIX and Open Systems. Reading, MA, USA: Addison-Wesley Publishing Co. Inc., 1995. ISBN 0201876744 and 9780201876741. URL <http://books.google.de/books?id=JQBTAAAMA AJ>.
15. Christos J. P. Moschovitis. *History of the Internet: A Chronology, 1843 to the Present*. Santa Barbara, CA, USA: ABC-CLIO, 1999. ISBN 1576071189 and 9781576071182. URL http://books.google.de/books?id=HVOMRW_cJP4C.
16. Wikipedia – the free encyclopedia, 2009. URL <http://en.wikipedia.org/>.
17. Marina del Rey, CA, USA: University of Southern California (USC), Information Sciences Institute. *Internet Protocol, Darpa Internet Program Protocol Specification*. Number 791 in Request for Comments (RFC). Network Working Group, September 1981. URL <http://tools.ietf.org/html/rfc791>.
18. Charles M. Kozierok. *The TCP/IP Guide: A Comprehensive, Illustrated Internet Protocols Reference*. San Francisco, CA, USA: No Starch Press, 2005. ISBN 159327047X and 9781593270476. URL <http://books.google.de/books?id=Pm4RgYV2w4YC>.
19. Karen D. Frazer. *NSFNET: A Partnership for High-Speed Networking – Final Report – 1987-1995*. Ann Arbor, MI, USA: Merit Network, Inc., 1995. URL http://www.merit.edu/about/history/pdf/NSFNET_final.pdf.
20. Anton A. Huurdeman. *The Worldwide History of Telecommunications*. New York, NY, USA: John Wiley & Sons Ltd., 2003. ISBN 0471205052 and 9780471205050. URL <http://books.google.de/books?id=SnjGRDVIUL4C>.
21. Huijie Chen and Heting Chu. Chinese information market – seamless networking in china: Progress, problems and perspectives. *Bulletin of the American School of Information Science*, 21(5), June–July 1995. URL <http://www.asis.org/Bulletin/Jun-95/chen.html>.
22. Ft global 500 2014: Market values and prices at 31 march 2014. *Financial Times (FT)*, June 24, 2014. URL im.ft-static.com/content/images/7097ad1a-fded-11e3-bd0e-00144feab7de.xls.