

**COMPUTER  
HISTORY  
MUSEUM**



**John Mashey  
Trustee**

[www.computerhistory.org](http://www.computerhistory.org)



# The Museum

- **Mission** – To Preserve the Artifacts & Stories of the Information Age
- **Vision** - Exploring the Computing Revolution and Its Impact on the Human Experience
- **Moving Forward:**
  - Collecting over 25 years; started at Digital Equipment
  - Boston Artifacts moved to Silicon Valley in 1996
  - Independent 501(c)(3) in July 1999
  - New Home in Mountain View, CA in 2002  
1401 N. Shoreline Dr, next to 101, with purple “on button”
  - June 2003: Phase 1 opened
  - Sept 2005: major new exhibit - Computer Chess

# Our (Successive) Homes



# The Collection

**Behind the scenes:**



**Largest collection of  
computing artifacts.**

**Over 25 years of collecting!**

[www.computerhistory.org](http://www.computerhistory.org)



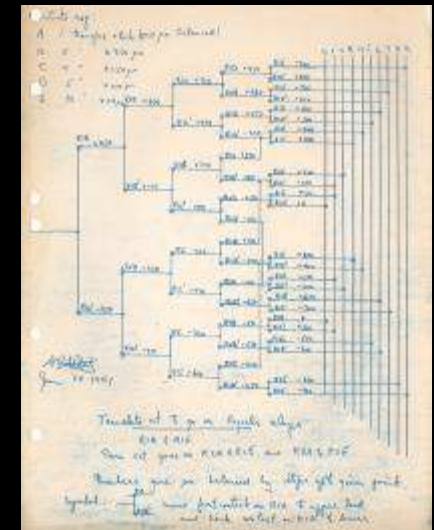
# The Collection



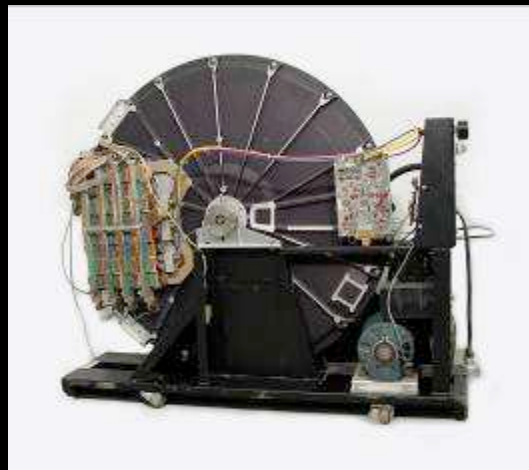
**Media**



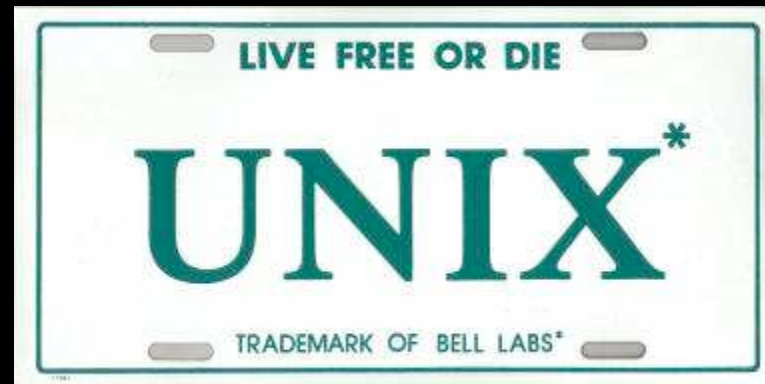
**Software**



**Documentation**



**Hardware**



**Ephemera**





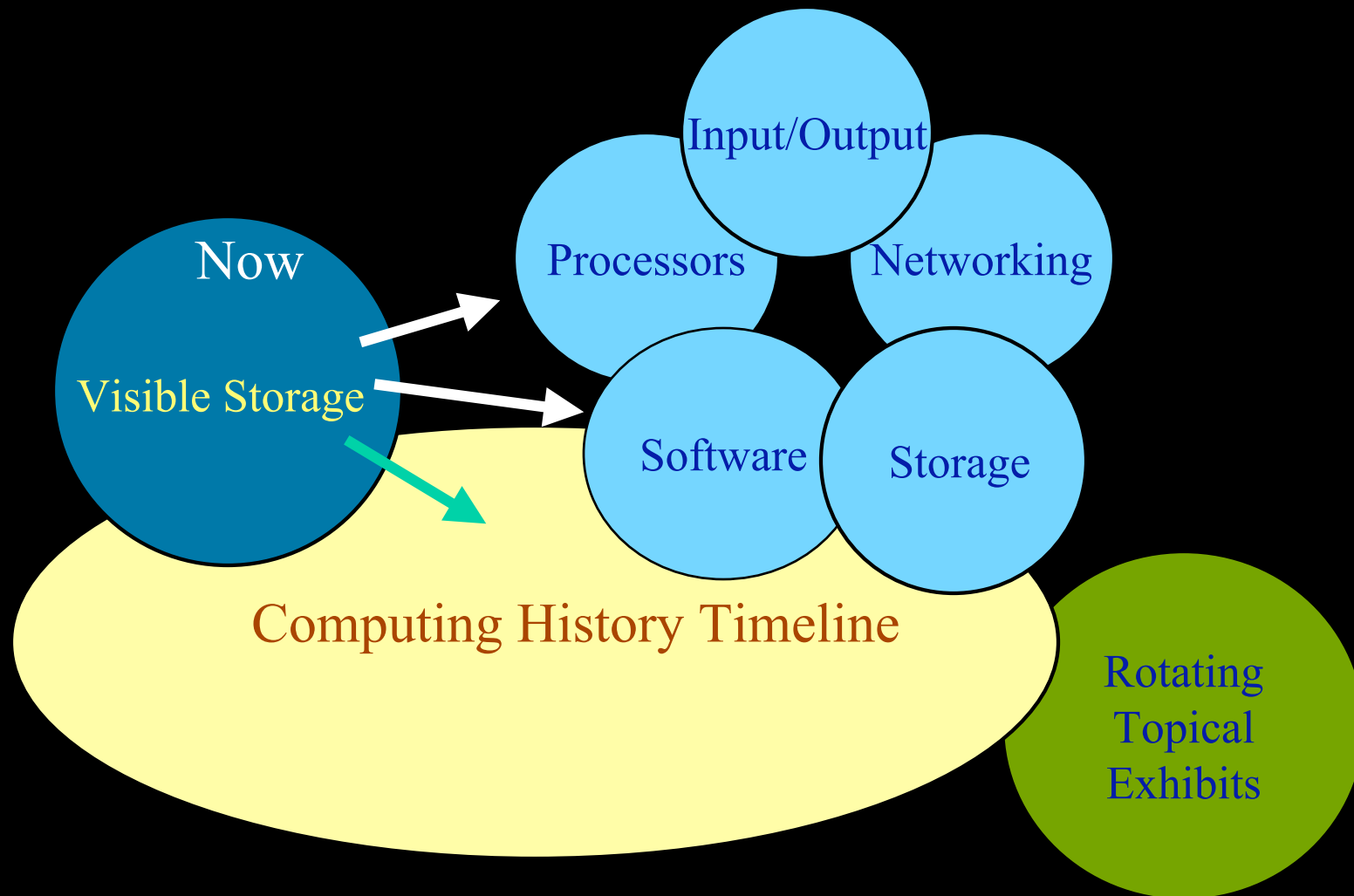
# Lobby Exhibits: People & Innovation



“Innovation 101” — Silicon Valley’s  
Contributions to Computer History

[www.computerhistory.org](http://www.computerhistory.org)

# Exhibition Galleries: Now, Future



[www.computerhistory.org](http://www.computerhistory.org)



# Virtual Visible Storage

visible storage samples from the collection

Overview Ancient-1940s 1940s-1960s 1960s-1980s 1970s-1990s Entire Floorplan



**Ancient-1940s**      **1940s-1960s**      **1960s-1980s**      **1970s-1990s**

**Sample artifacts from the computing revolution...**  
These samples from the Computer History Museum's large collection span the history of computing from pre-computing to supercomputing. They reflect the astonishing development in technology from gears to vacuum tubes to exotic semiconductors. The artifacts shown here do not represent a comprehensive presentation of computing history, but a small subset of the Museum's warehoused collection. To begin your visit, choose from any of the four time periods above.

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visible storage samples from the collection

Overview Ancient-1940s 1940s-1960s 1960s-1980s 1970s-1990s Entire Floorplan

1960s-1980s    Minicomputers    PDP-8

**Contents**

- PDP-8 Family
- PDP-8 - Artifacts

**PDP-8 Family**  
1962  
Digital Equipment Corporation, United States

Announced in April 1965, the PDP-8 was the first successful mass-produced minicomputer. Its low price, desktop packaging, and simple programming model expanded the market for computers in universities, private control applications, laboratories, and offices. By 1973 the PDP-8 was the best-selling computer in the world. Over the next 23 years, DEC manufactured over a dozen variations of the PDP-8 architecture, finally placing the entire system on a single integrated circuit. Shown here is the original PDP-8 and two subsequent versions.



ED DeCURTIS, PDP-8 Designer  
1960  
Credit: Gino Genard

Heavy Type: Core    Speed: 667,000 Add/s  
Memory Size: 4K    Cost: \$18,000  
Memory Width: (12-bit)

**PDP-8 - Artifacts**



PDP-8  
Digital Equipment Corporation  
United States  
1965  
Gift of Digital Equipment Corporation  
11286.91



PDP-8S  
Digital Equipment Corporation  
United States  
1966  
Gift of Digital Equipment Corporation

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# Activities

- **Speaker Series**
  - History, history-in-the-making, special topics, exec briefs
- **Preservation Activities**
  - Oral Histories - Active Collection of the Past
  - Videos & Photos - Proactive Collection for the Future
- **Restorations**
  - Understand and restore environments of the past
  - IBM 1620; PDP-1; IBM 1401;
  - Many PC's from study collection
- **Initial CyberMuseum**
  - Virtual Visible Storage
- **Events**
  - Seminars, film presentation, education, socials, board meetings, dinners; Fellows Awards (1/year)

# Computer History Museum Presents

7 p.m., September 8, 2005

## The History of Computer Chess: An AI Perspective



Monty Newborn  
McGill University  
Moderator



Murray Campbell  
Deep Blue Project  
IBM Corporation



Edward Feigenbaum  
Stanford University



David Levy,  
International Computer  
Games Association,  
Chess International  
Master



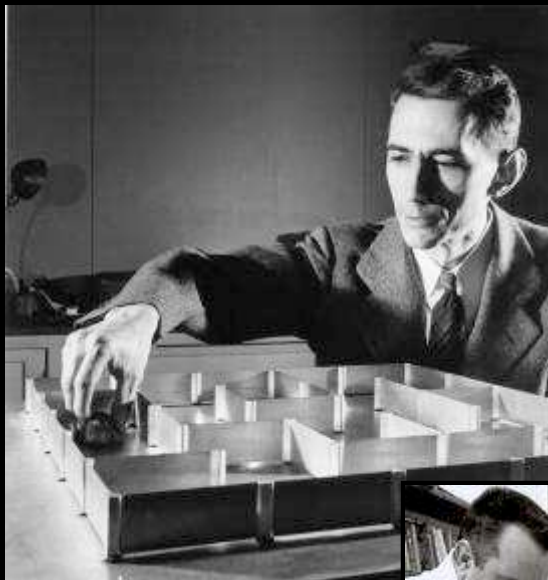
John McCarthy  
Stanford University

# Exhibit: September 10 2005

## Mastering The Game: A History of Computer Chess

Exhibit themes:

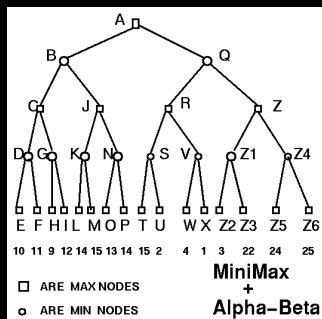
- Pre-computer history: mechanical chess
- Can machines think? AI concepts
- Deep software content: game theory & algorithms
- Human drama: Man vs Machine
- Business story: microcomputer chess
- Futures area: what's next for computers?
- Great content: Vintage film footage, oral history of key players, computer animations/interactives to explain software theory, Deep Blue on loan from IBM



Claude Shannon



Ken Thompson





# Odysseys in Technology

**7 p.m., Tuesday, September 13**

***An Evening with Carol Bartz***

**Chairman of the Board, President, and CEO Autodesk**



# 2005 Fellow Awards



2005 FELLOW AWARDS  
DINNER & CEREMONY



PAUL BARAN      DOUG ENGELBART      AL SHUGART      IVAN SUTHERLAND

The poster features a blue background with a row of three clear plastic water bottles in the center. Above the bottles, the text '2005 FELLOW AWARDS DINNER & CEREMONY' is displayed in white. In the top left corner, there is a small logo for the Computer History Museum. Below the bottles, four circular portraits of the award recipients are shown, each with their name printed underneath: Paul Baran, Doug Engelbart, Al Shugart, and Ivan Sutherland.

# October 18, 2005

# Our People



Volunteer  
Save “good stuff”  
Donate

[www.computerhistory.org](http://www.computerhistory.org)