

# Contents

Preface	<i>page</i> vii
A quick tour through the book	xi
Acknowledgments	xiii
Prologue: Blog entry from Jonathan Hey	xv
<b>1 Beginnings of a revolution</b>	<b>1</b>
<b>2 The hardware</b>	<b>23</b>
<b>3 The software is in the holes</b>	<b>39</b>
<b>4 Programming languages and software engineering</b>	<b>58</b>
<b>5 Algorithmics</b>	<b>84</b>
<b>6 Mr. Turing's amazing machines</b>	<b>102</b>
<b>7 Moore's law and the silicon revolution</b>	<b>120</b>
<b>8 Computing gets personal</b>	<b>141</b>
<b>9 Computer games</b>	<b>174</b>
<b>10 Licklider's Intergalactic Computer Network</b>	<b>192</b>
<b>11 Weaving the World Wide Web</b>	<b>220</b>
<b>12 The dark side of the web</b>	<b>243</b>
<b>13 Artificial intelligence and neural networks</b>	<b>263</b>
<b>14 Machine learning and natural language processing</b>	<b>280</b>

<b>15 The end of Moore's law</b>	298
<b>16 The third age of computing</b>	318
<b>17 Computers and science fiction - an essay</b>	333
Epilogue: From Turing's padlocked mug to the present day	359
Appendix 1. Length scales	361
Appendix 2. Computer science research and the information technology industry	362
How to read this book	365
Notes	367
Suggested reading	377
Figure credits	381
Name index	389
General index	393