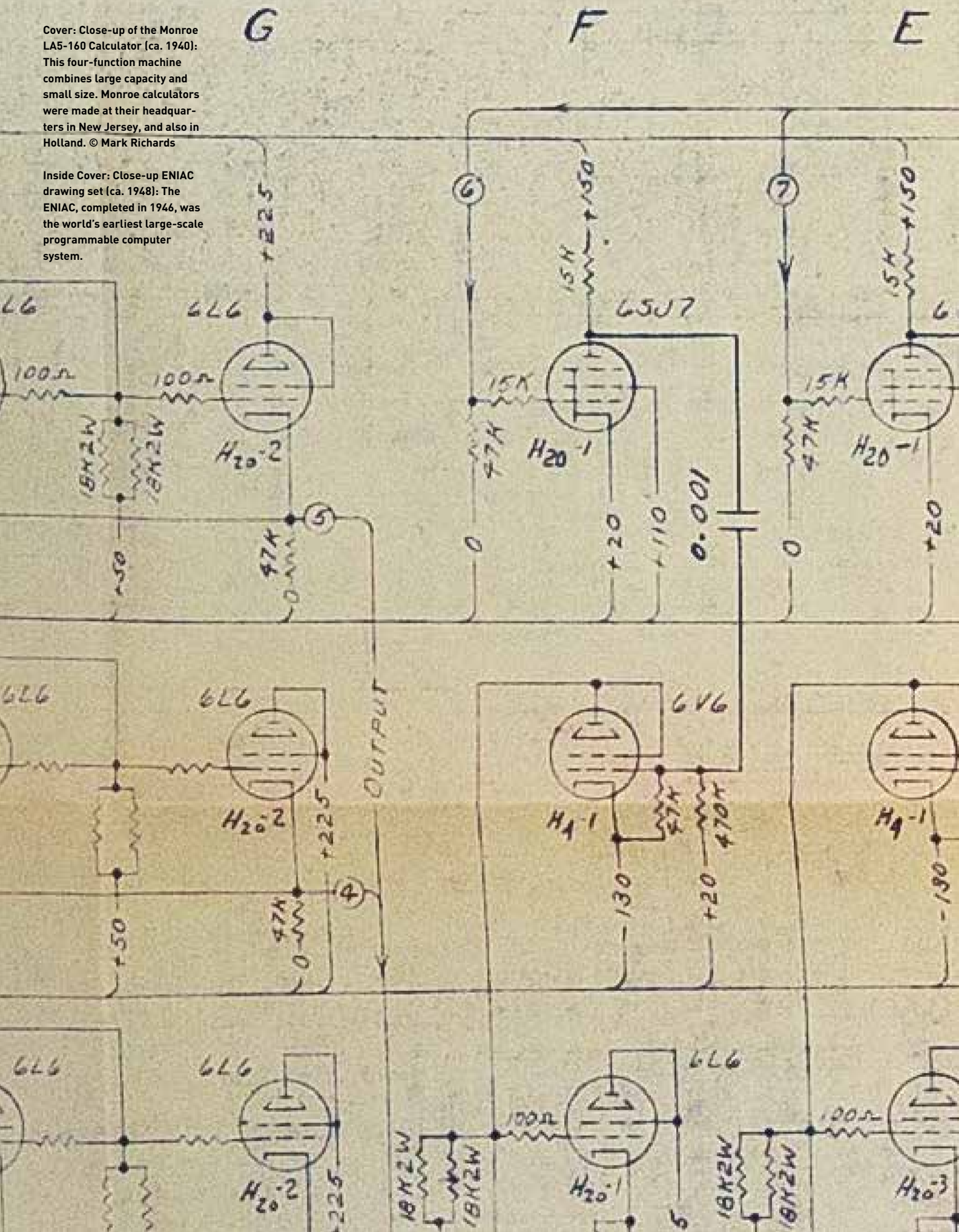


FISCAL 2016 REPORT TO THE COMMUNITY

Cover: Close-up of the Monroe LA5-160 Calculator (ca. 1940): This four-function machine combines large capacity and small size. Monroe calculators were made at their headquarters in New Jersey, and also in Holland. © Mark Richards

Inside Cover: Close-up ENIAC drawing set (ca. 1948): The ENIAC, completed in 1946, was the world's earliest large-scale programmable computer system.



HISTORY KEEPS CHANGING— AND THAT'S GOOD

LETTER FROM THE CHAIRMAN

The past doesn't change, but the history of it often does because of new discoveries. For example, historians believed for centuries that the first mechanical calculators, like Blaise Pascal's Pascaline, were built in the 1600s. But in 1900, Greek sponge divers off the island of Antikythera discovered a shipwreck with the remains of a device¹ that, after much study, we now know was an extremely complicated astronomical calculator built at least 1,500 years earlier. That history had to be rewritten.

Here's a more recent example. Conventional wisdom, enshrined in many textbooks and websites, including Wikipedia, records June 21, 1948, as the birth of the stored-program digital computer because the "Manchester Baby"² ran a 17-line program on that day.

But is that true? You've probably heard about ENIAC,³ the plugboard-wired computer that first began running in 1946. A recent book by computer historian Thomas Haigh and colleagues Mark Priestley and Crispin Rope explores the conversion of ENIAC into what they call a "modern code paradigm" computer. Based on machine logs and handwritten notes, they have discovered that a complex coded program began running on ENIAC on April 12, 1948, months before the Baby was running.

The comparison is tricky, though. The ENIAC's program was stored in switches as read-only memory; the Baby's was stored in read-write data memory. The ENIAC's program did something useful (a simulation of neutron decay in nuclear fission); the Baby's was a small demonstration that computed already-known factors of a number. In what ways are they comparable?⁴

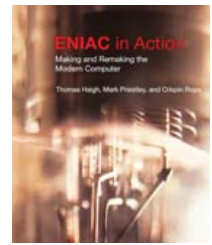
Anointing either one with the "first" label is unproductive, because that depends on precise definitions of fuzzy concepts. Does the "first computer" need to be electronic? Does it have to have a program stored in memory? If so, what kind of memory? Does it need to be general-purpose? Does it need to be built, or just designed? You'll get different answers depending on what adjectives you choose.

The real point is to fully understand the events, people, motivation, influence, and significance of what happened. As much as we like heroic narratives, like Edison invented the light bulb, the reality is almost always more complicated.

The ENIAC story is great new history. It's the kind we encourage, and we do—history that's complex, nuanced, and not static. If this is what it means to rewrite history, let's keep doing it.



LEN SHUSTEK
CHAIRMAN OF THE BOARD OF TRUSTEES



¹ computerhistory.org/revolution/calculators/1/42

² computerhistory.org/revolution/birth-of-the-computer/4/87

³ computerhistory.org/revolution/birth-of-the-computer/4/78

⁴ For more, see computerhistory.org/atcm/programming-the-eniac-an-example-of-why-computer-history-is-hard/

A YEAR OF MILESTONES AND GROWTH

LETTER FROM THE CEO

The fiscal year that concluded on June 30, 2016, was the most successful fundraising year since the original capital campaign that launched the Computer History Museum (CHM). On the strength of your generosity, CHM has moved forward in every strategic area and has taken important steps toward our institution's overall expansion, beginning with deep commitments to software and entrepreneurship. These areas will allow the Museum to build on its historical foundation and provide new insight on the forces of change that computing in all its forms has unleashed.

Three major milestones this fiscal year have contributed to our overall expansion goal. First, we successfully concluded almost \$8 million in fundraising to establish our software history program and to ensure the opening of our major new exhibition, *Make Software: Change the World!* The exhibition is the "sonic boom" heralding the upcoming launch of the new Center for Software History under the direction of David C. Brock, the distinguished technology historian who joined us earlier in the year from the Chemical Heritage Foundation's Institute for Research.

Second, building on the momentum of our fundraising success on *Make Software*, we tacked on an additional \$2 million project to construct a new education center adjacent to the exhibition space. This center will provide our first major dedicated area to CHM's rapidly growing education programs—from kindergarten to executive education. The joining of the education and exhibition spaces essentially creates a 9,000-square-foot "classroom" for our important education programs.

Third, we launched the Exponential Center, our new long-term effort to add the history, impact, and future implications of entrepreneurship and innovation to our overall narrative about computing's transformation of our world. Executive Director Marguerite Gong Hancock led the Exponential Center's launch at a gala evening honoring six towering figures of entrepreneurship in Silicon Valley: Gordon Moore, Jay Last, Arthur Rock, Regis McKenna, Larry Sonsini, and John Doerr.

The fundraising for these efforts built on the successful completion and opening of the Shustek Center, the third major real estate acquisition in CHM's history. The center, named for our founder and chairman Len Shustek, houses our research workspace, our digitization and digital repository work, our new software preservation lab, and a generous amount of space for our text and media collections.

This work represents about \$18 million in fundraising toward an overall expansion goal of \$30 million. It always feels good to pass the halfway mark in a major campaign, and we felt the momentum building all year. So many people helped: our donors, our members, our staff, our wonderful and energetic Board of Trustees, and our loyal corps of volunteers. As always, on their behalf, and on behalf of the entire CHM community, I extend my heartfelt and profound thanks.

Yours sincerely,



JOHN C. HOLLAR
PRESIDENT AND CHIEF EXECUTIVE OFFICER

FY16 HIGHLIGHTS

113,000

Facebook friends

552

YouTube videos

2,833

Instagram followers

9

Source code releases

23

Countries and territories hosted

155,338

Views of CHM Blog

834

Oral histories

70,441,540

Total page views since 2006

355

Events in 365 days

109,200

Cataloged artifacts

4,000

Users of handheld tour app

3,974

Memberships

8,118,715

Website page views

1

#1 Attraction in
Mountain View
(Trip Advisor)

THINKING BIG EXHIBIT



On December 11, 2015, the Museum opened *Thinking Big: Ada, Countess of Lovelace*. The exhibit features reproductions from special collections at the University of Oxford's Bodleian Libraries that highlight Lovelace's mathematical prowess as well as her creativity and imagination. Discover rare historical documents from Lovelace's childhood and later correspondence with her distinguished tutors, including Augustus De Morgan, Charles Babbage, and other well-known Victorian thinkers. Visitors can also see paintings and photographs from Lovelace's life, and hear special audio readings of four select papers.

The exhibit was celebrated with a series of events:

12.10.2015

CHM Presents

Thinking Big with YouTube CEO Susan Wojcicki & Computer Pioneer Ada Lovelace

12.13.16

Community Days @CHM

Adafest: Celebrate Computer Pioneer Ada Lovelace with a Day of Fun and Learning for All Ages

01.19.2016

CHM Live

Thinking Big—Ada Lovelace: Mathematician and Visionary

Oxford Professor Ursula Martin, Babbage Expert Tim Robinson, and Lovelace Expert Betty Toole in Conversation with Museum CEO John Hollar

This exhibit was made possible through the generosity of:



Visitors experience *Thinking Big: Ada, Countess of Lovelace*, on display in the CHM lobby.



ponential
center



ponential
center



THE EXPONENTIAL CENTER

In June 2016, CHM

launched the Exponential Center, dedicated to capturing the legacy and advancing the future of entrepreneurship and innovation in Silicon Valley and around the world. With a theme of "1 to 1 Billion," launch festivities began on June 2 with an exclusive evening gala that recognized distinguished honorees Gordon Moore, Jay Last, Arthur Rock, Regis McKenna, Larry Sonsini, and John Doerr. In attendance were more than 250 leading pioneers, company builders, and representatives from supporting institutions, including Apple, Google, Cisco, Intel, Kiva, and many more. The launch continued the following day with a public lunch-time symposium. Speakers included Exponential Center honorees Doerr, Last, McKenna, and Moore (via video), in addition to MyFitnessPal co-founders, brothers Mike and Albert Lee.

Moving forward, the Exponential Center will focus on five key initiatives—collections and exhibitions, research, education, live programming, and thought leadership. Look for the center to conduct oral histories of pioneering entrepreneurs

and venture capitalists; convene and lead executive briefings; and create digital content and live programming that highlight entrepreneurial stories. Visit the Exponential Center website to learn more: computerhistory.org/exponential.

Executive Director

Marguerite Gong Hancock

Founding Advisors

Dave Martin (Co-chair)
280 Capital Partners

Steve Smith (Co-chair)
Arma Partners

Irwin Federman
US Venture Partners

Chuck Holloway
Stanford Graduate School
of Business (emeritus)

Floyd Kvamme
Kleiner Perkins Caufield
& Byers (emeritus)

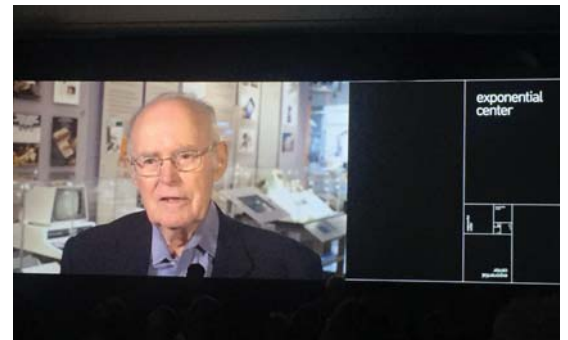
Regis McKenna
Regis McKenna Inc.

Gary Morgenthaler
Morgenthaler Ventures

Ray Rothrock
RedSeal, Venrock
(emeritus)

Larry Sonsini
Wilson Sonsini Goodrich
& Rosati

Dan Warmenhoven
NetApp (retired)



The Exponential Center launch recognized honorees Gordon Moore (via video), John Doerr, Arthur Rock, Regis McKenna, Larry Sonsini, and Jay Last. The evening also showcased artifacts from the collection.

Exponential Center's
Executive Director
Marguerite Gong
Hancock in conversation
with marketing guru
Regis McKenna.

THE SHUSTEK CENTER

The Shustek Center is the

Museum's state-of-the-art research and storage facility located in California's Silicon Valley. Established in 2015 and named for Museum founder and chairman Len Shustek, the Shustek Center houses the Museum's acquisitions, archives, software preservation, and research operations. With study space for visiting scholars, climate-controlled storage for digital and archival collections, artifact acquisitions receiving, and digitization workstations, the Shustek Center promotes greater access and preservation of CHM's world-class collections.

Access by appointment only.



The Shustek Center supports the Museum's archival and digital collection efforts, with ample storage space, scanning stations, and an onsite software preservation lab.



SHISTEK

WELCOME



CHM proudly honored
David Cutler, Philip Moorby,
and Lee Felsenstein



FELLOW AWARDS

On Saturday, April 16, 2016, CHM celebrated three extraordinary technology pioneers for their contributions to the advancement of computing. CHM is proud to highlight and preserve the stories of these esteemed technology heroes for future generations.

The 2016 Fellow Award Honorees

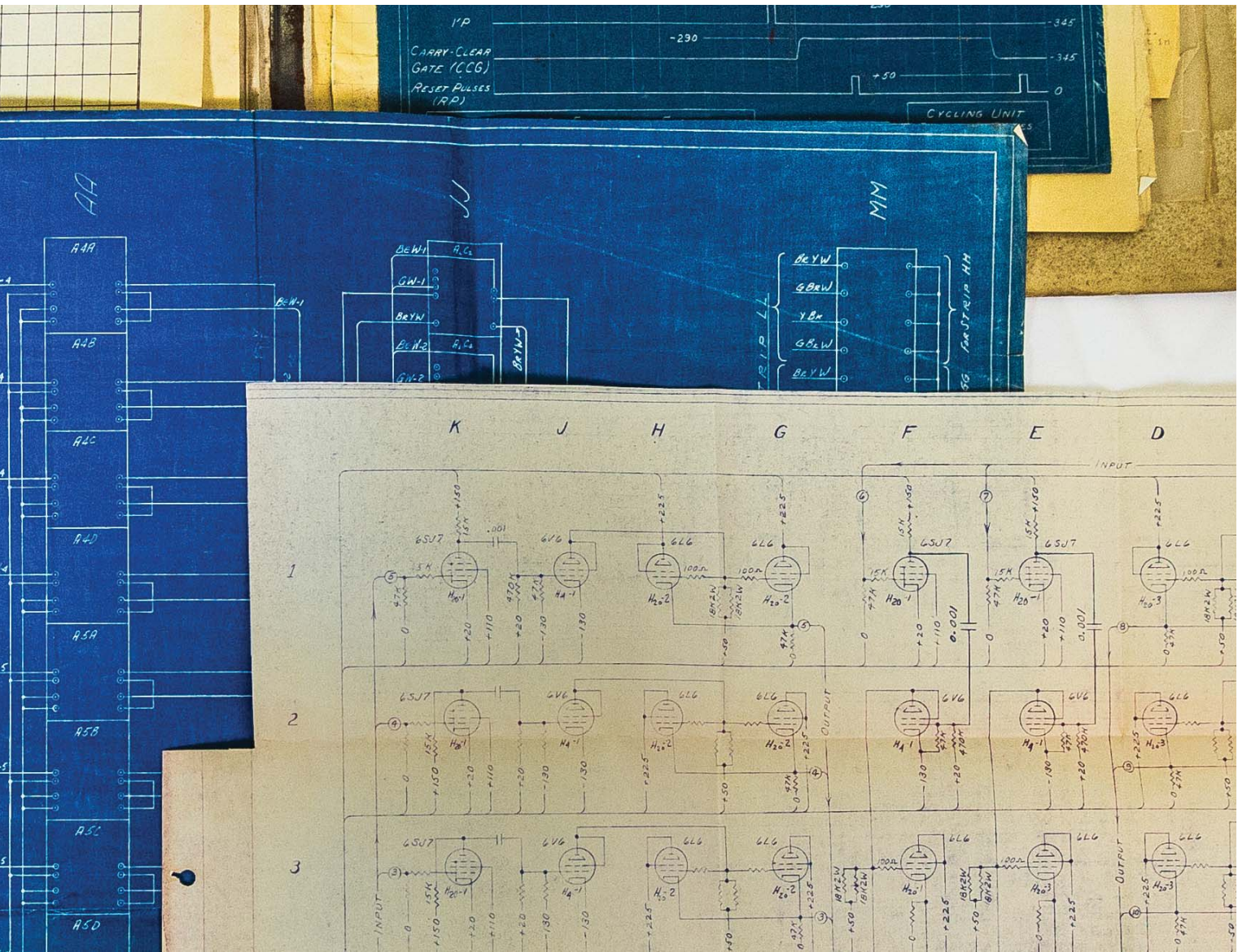
David Cutler, for his fundamental contributions to computer architecture, compilers, operating systems, and software engineering.

Lee Felsenstein, for his influence on the technical and social environment of the early personal computing era.

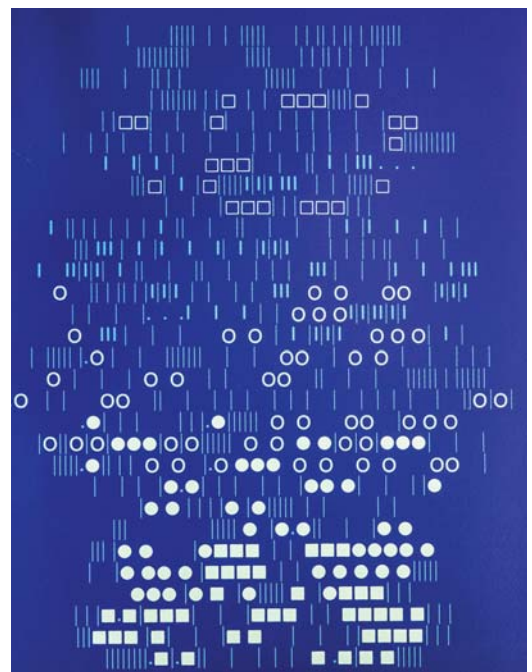
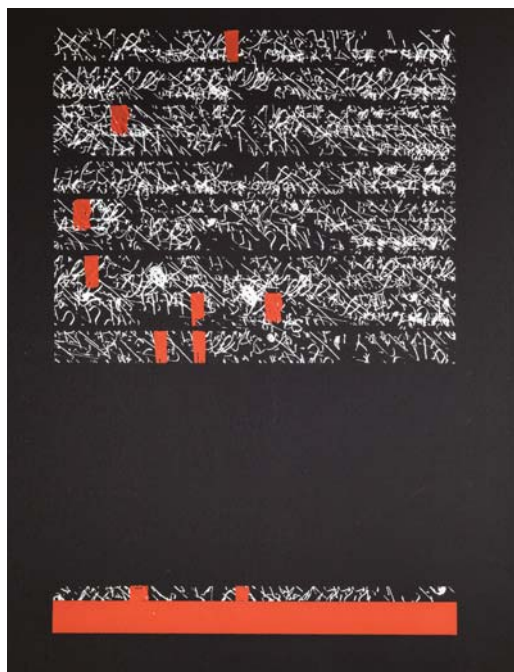
Philip Moorby, for his invention and promotion of the Verilog hardware description language.



Fellow Awards' signature gala ceremony on April 16, 2016.



Above: Contents from the 1948 ENIAC drawing set, donated by Joseph F. Cherney. Right: Selection from the Aaron Marcus collection.



TOP 10 ARTIFACTS

ENIAC drawing set, US, 1948

X7776.2016

Gift of Joseph F. Cherney

The ENIAC, completed in 1946, was the world's earliest large-scale programmable computer system. Engineer Joe Cherney worked on ENIAC from 1950 to 1953, during which time he led the maintenance team that kept the machine's 18,000 vacuum tubes operating reliably. In 2016, 70 years after ENIAC's birth, Cherney donated an extensive drawing set of ENIAC to the Museum, documents of extreme rarity. Besides showing the circuitry of ENIAC via schematic diagrams, it includes tabular listings of how problems were set up on ENIAC and a drawing set of the magnetic core memory upgrade to ENIAC (1952), an improvement that transformed ENIAC into a truly stored-program machine—the hallmark of computers today.

Remarkably, Cherney came to the attention of the Museum when CHM docent Jeff Katz overheard visitors in *Revolution: The First 2000 Years of Computing* describing how a man in a period ENIAC photo was their relative, Joe Cherney. The Museum invited Cherney to participate in a series of oral history interviews on his career and the history of ENIAC, which eventually led to this extraordinary donation.

Marshall Kirk McKusick BSD UNIX Collection, US, 1998–2016

X7878.2017

Gift of Kirk McKusick

Marshall Kirk McKusick is a key figure in the development of BSD UNIX and continues to teach the design, implementation, and history of UNIX. McKusick's 2016 donation to the Museum includes source code releases from the Berkeley Computer Systems Research Group and teaching materials, including notes and assignments from his introductory (1998, 2006, 2015) and advanced code-reading (1998, 2000, 2006, 2009, 2016) courses. Also included are two books, *Open Sources: Voices from the Open Source Revolution* (1999) and *The Design and Implementation of the FreeBSD Operating System*, 2nd edition (2015), and a video lecture on the history of BSD.

Peter Jennings Collection, US, 1976–1990s

X7876.2017

Gift of Peter Jennings

Throughout the 1970s, Peter Jennings created programs in financial planning, computer security, and chess. In 1976, Jennings, along with Dan Fylstra, co-founded Personal Software, with their first product being Jennings's Microchess, one of the earliest chess programs for personal computers. Personal Software next published the influential spreadsheet program VisiCalc, developed by Dan Bricklin and Bob Frankston. Based on the success of VisiCalc, Personal Software became VisiCorp, which published many important pieces of personal computing software, including the IBM graphical user interface VisiOn.

The Peter Jennings donation features documentation, software, and ephemera from Personal Software and VisiCorp, as well as companies like early laptop producer Gavilan. The donation includes marketing materials, examples of Personal Software's programs, corporate communications, org charts, positioning memos, and even a folder labeled "propaganda," which contains only positive press coverage of VisiCorp. Most of the material dates from the late 1970s and early '80s, but extends into the early 1990s.

Aaron Marcus Collection, US, 1967–1990

X7629.2016

Gift of Aaron Marcus

Bell Labs in New Jersey attracted some of the most innovative voices in technology and the arts. Personalities such as Ken Knowlton, Michael Noll, and Lillian Schwartz, helped define the use of computers in the arts in the early and mid-1960s. In 1967, Aaron Marcus, a Yale University graduate student, came to Bell Labs and began experimenting with computers for graphic design. Marcus would then go on to teach at Princeton University, serve as Staff Scientist at Lawrence Berkeley Labs, and found Aaron Marcus + Associates. He was later named to the Graphic Design Hall of Fame for his long career.

The donation includes personal computer drawing devices, documentation, software, and several photographs and artworks. The works include a series of typographical and visual poetry works created at Bell Labs and Princeton, as well as screen captures of one of the early 3-D virtual reality environments, several diazo prints, and early versions of works that appear in museums like the San Francisco Museum of Modern Art and London's Victoria & Albert Museum.

Paracel GeneMatcher, US, 1998

X7829.2016

Gift of Michael M. Hansen

At the turn of the millennium, the Human Genome Project was in full swing and two competing teams, one a private company, the other a government agency, were racing to decode the entire human genome. To accomplish this, the GeneMatcher, a special computer known as a systolic array, was created.

The GeneMatcher started as a classified project, called the Fast Data Finder (FDF), at defense contractor TRW. The FDF was originally designed for the US National Security Agency for fast text pattern matching, similar to matching gene sequences with their four letters, A, C, T, and G. The technical lead of the FDF project left TRW and, with colleagues, founded the company Paracel.

The GeneMatcher compares a gene or nucleotide sequence against a known set of sequences stored in a large database. For example, researchers using the GeneMatcher could submit a snippet of mouse DNA and see if humans and mice shared that part of their DNA. The GeneMatcher is a unique, special-purpose computer that played a key role in one of recent history's most important scientific advances.

Regis McKenna Apple advertisements, US, 1977–1981

X7839.2016

Gift of Regis McKenna

Regis McKenna was born and raised in Pittsburgh, Pennsylvania, and attended Duquesne University. He started work in 1962 in the marketing department of Silicon Valley company General Microelectronics, then moved to National Semiconductor, where he remained until 1969. In 1970 he founded his own marketing and public relations firm, Regis McKenna Inc., and soon was involved in marketing, advertising, and PR for what would become some of America's most successful technology companies.

McKenna's most transformative work was probably the Apple Computer account. Right from the start of their company in 1976, McKenna was advising the very young Steve Jobs and Steve Wozniak about how to promote their first mass-produced personal computer, the Apple II. This collection of period advertisements from McKenna's agency are evocative, informative, beautiful, easy to appreciate, and give great insight about who Apple thought its customers might be and how to entice them into buying their first personal computer.

Cray CX1 personal supercomputer, US, 2008

X7838.2016

Gift of Cray Inc.

The CX1 personal supercomputer brought high-performance computing power to the desktop. Architecturally a cluster, it was a highly configurable system based on thin, modular circuit cards, or "blades." Depending on the particular problems CX1 users, typically scientists and engineers, were attempting to solve, customers could configure their own systems to match their problems by choosing from different storage, processing, and visualization blades.

In market terms, the CX1 represented a new low price point for high-performance computing, which it accomplished by basing its design on industry standard components, such as Intel microprocessors (Xeon) and Nvidia graphics processing units. It even appears to represent some interesting industry milestones, including being the first Cray supercomputer to use Intel microprocessors and the first Windows- (or Linux-) based supercomputer.

D-Wave Two quantum computing processor and software, Canada, ca. 2013 (processor) and 2016 (software)

X7877.2017

Gift of D-Wave Systems Inc.

In 2010 the Canadian company D-Wave Systems was the first firm to offer a quantum computer as a commercial product. Its D-Wave One, D-Wave Two, and D-Wave 2X systems are *analog* computers that model and solve a particular class of mathematical equations by the configuration and action of a set of quantum bits, "qubits," formed on their processor's integrated circuit. Quantum behavior among the qubits affords the solution to an equation. The qubits, in turn, are formed of superconducting electronic devices based on Josephson junctions. To operate, the processor must be cooled to 0.015 Kelvin, nearly the coldest possible temperature. The donated processor is from the D-Wave Two system installed at NASA Ames, containing 512 qubits, and operated from 2013 to 2015.

D-Wave Systems also generously donated a D-Wave Two program that they created and ran for the Museum. A very famous problem from the history of mathematics, known as the Königsberg Bridge Problem, was solved by Leonhard Euler in the 18th century and marked the beginning of graph theory, central to today's computer science. The donated program expresses the Königsberg Bridge problem as an equation the D-Wave Two can solve and is written in the language Python.

Davidson and Hemmendinger COMIC (Colorant Mixture Computer), US, ca. 1958

102733482

Gift of Richard and Malorie Ingalls

Color matching can be challenging across different materials. For example, a piece of red plastic may react differently in bright sunlight than under fluorescent lights or even a similar shade printed on fabric. Material and color properties of objects are also based on how humans perceive colors. These properties are well understood and can be expressed as a series of linear equations. The COMIC (Colorant Mixture Computer) matched colors by using these equations to calculate the proportions of different colors and other optical properties of color samples.

The COMIC was an analog computer that allowed users to test the properties of colors and study how those colors behaved under different conditions. The profile for a color was created using a small, connected box that contained various electronic elements. The box was then inserted into the computer, which would operate on the profile, putting a series of dots onto an oscilloscope screen. The idea was to get a result that fell as close to the "zero line" as possible, which meant fine-tuning the amounts and concentrations of dyes and pigments, and then updating the module to represent those changes.

Apple Macintosh with Avid Media Composer System, US, ca. 1992

X7597.2016

Gift of Hugh Kinniburgh

The introduction of nonlinear editing allowed film editors to work with video in chunks, so they could reorganize and test different edits without costly film duplication and recutting. This sped up the editing process, which had not changed much over the last hundred years, and over time would eliminate many of the traditional tools (for example, light tables, razor blades, and sticky tape) of the film editor. Avid was an early innovator in digital, nonlinear video editing and introduced its first system in 1988. It was used for commercials and industrial productions, but it wasn't until the 1992 film *Let's Kill All the Lawyers* that a feature film was edited using Avid.

This Avid system is integrated into a Power Macintosh 9600 and includes Film Composer, an editing suite used to edit films, including *Emerson Park* (1994) and *The English Patient* (1996)—the first film edited with nonlinear editing software to win an Oscar. Today, most Hollywood films are edited using systems that have descended from or been influenced by Avid's systems.

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TOP 10 ORAL HISTORIES

Gil Shwed

Interviewed by Marguerite Gong Hancock

July 28, 2015
X7553.2016

Gil Shwed is best known as the co-founder, CEO, and chairman of the board of Check Point Software Technologies Ltd., one of Israel's largest technology companies. He was born in Jerusalem, began programming at the age of 13, and later studied computer sciences at Hebrew University while he was still in high school. After his military service, he joined Orbotech, an Israeli startup, where he worked as a software developer. After founding Check Point in 1993 (along with Shlomo Kramer and Marcus Nacht), Shwed invented and patented Stateful packet inspection, which served as the basis for the first version of FireWall-1 (released by Check Point in 1994). Stateful packet inspection is widely used in network firewalls today. Shwed is currently a member of the board of trustees of Tel Aviv University and chairman of the board of trustees of the Youth University of Tel Aviv University.

Art Astrin

Interviewed by Marc Weber and Rich Redelfs

October 2, 2015
X7613.2016

Art Astrin, "Supreme Commander of Wireless Engineering" for Apple Computer, was hired by Steve Jobs to introduce Wi-Fi connected computing into the Apple product line. In this CHM oral history, Marc Weber and Rich Redelfs interview Astrin, starting with his childhood in Poland, where as a teenager he built radios from discarded components to listen to Elvis Presley on Voice of America broadcasts. Astrin's fondness for Elvis changed his life when the music was banned by the Soviets who controlled Poland at the time. This set Astrin on a life course to the United States—he was educated in mathematics and radio frequency engineering—including working for computer pioneer Grace Hopper on sonar technology for the navy and helping turn around struggling computer peripherals and media company Memorex, all before his seminal role in making Wi-Fi the tremendous success that it has become. Astrin passed away in March 24, 2016.

3480 Tape Panel Series

Moderated by Tom Gardner

October 12–15, 2015
X7553.2016

This series is composed of four panels held in Tucson, Arizona, regarding IBM's magnetic tape storage history. IBM Tucson was responsible for a number of tape innovations, including the highly successful IBM 3480 drive and cartridge system and the consortium that led to the now widely used LTO standard. Employment at IBM Tucson peaked in the mid-1980s at more than 5,000 people though production ended in 1988. As of 2016, IBM Tucson continues to participate in magnetic tape standards development as a part of the LTO Consortium. Those interviewed include Ric Bradshaw, Ed Childers, Andy Gaudet, Brad Johns, Bruce Masters, Joel Levine, Bill Phillips, Al Rizzi, John Teale, and Dan Winarski. This series also features a supplementary interview with Ric Bradshaw about the recovery of data from the magnetic tapes used during the Challenger Shuttle Disaster.

John Chambers

Interviewed by John Hollar and Marc Weber

October 19, 2015
X7553.2016

John Thomas Chambers joined Cisco in 1991 as senior vice president of Worldwide Sales and Operations. He became president and CEO in 1995 and chairman of the board in 2006. In the time since Chambers assumed the role of CEO, Cisco has grown from \$70 million in annual revenues to approximately \$46 billion. Chambers presided over the massive build-out of networking infrastructure among the world's internet service providers and communications companies during 1990s, momentum Cisco has kept by aggressive acquisitions of technology companies and intellectual property. In this important oral history, Chambers discusses Cisco's evolving strategic initiatives over his long career at the company and possible paths for the future of networking.

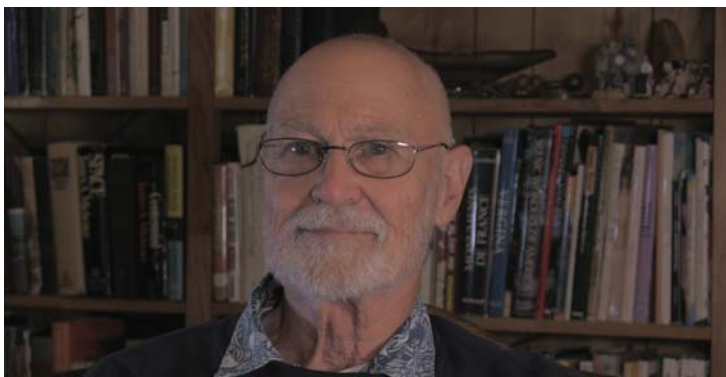
Admiral Henry G. Chiles Jr.

Interviewed by David C. Brock

October 25, 2015
X7642.2016

Henry G. Chiles Jr. is a retired United States Navy admiral who served as the commander in chief of the United States Strategic Command (USCINCSSTRAT), from 1994 to 1996, making him the first naval officer to command all of the strategic nuclear forces of the United States. This interview covers the computerization of the US Navy, beginning with analog computers such as gun directors, to the deployment of computer systems in US Navy submarines and missile systems. A second avenue pursued was an investigation into the culture of technology companies and how tools such as Microsoft PowerPoint are used to plan, revise, and document new projects and military procurements.

Left to right: Admiral Henry G. Chiles Jr., David Cutler, Gil Shwed, and Severo Ornstein.



Ray Stata

Interviewed by Gardner Hendrie

November 16, 2015
X7680.2016

Ray Stata is a 1957 graduate of MIT who said he always wanted to be his own boss. He started his first company in 1962 but sold it after a year. In 1965 he started Analog Devices with a fellow MIT graduate using the proceeds from the sale of the first company but without any venture capital. The new company would specialize in high-performance, pre-packaged analog circuits and systems—such as operational amplifiers, then used in special applications such as space and military systems—and test and measuring equipment. From their first product, the Model 101 amplifier in 1965, Stata grew Analog Devices into a major semiconductor company with thousands of products and annual revenues today of \$3.5 billion.

Severo Ornstein

Interviewed by Bruce Damer and Marc Weber

November 20, 2015
X7681.2016

Severo Ornstein's career in computing includes early work on the USAF SAGE air defense system and its predecessor, Whirlwind, at MIT Lincoln Laboratory. He then joined the MIT TX-2 computer team, led by computer designer Wesley Clark. Ornstein soon moved into a central role designing and delivering the hardware of Clark's innovative Laboratory Instrument Computer (LINC), considered by some to be the first personal workstation. In the late 1960s, Ornstein was a lead engineer on the Interface Message Processor (IMP) project and other key hardware and software for the ARPANET. In later years, Ornstein co-founded Computer Professionals for Social Responsibility (CPSR) to address the threat of nuclear weapons. Severo Ornstein is one of the leading hardware designers of his generation and is the son of composer and pianist Leo Ornstein.

David Cutler

Interviewed by Grant Saviers

February 25, 2016
X7733.2016

Honored at CHM's 2016 Fellows Awards, David Cutler is a software engineer, architect, and software developer, best known for his work on the Microsoft Windows NT operating system (1993). Cutler attended Olivet College on a football scholarship, but injuries cut his playing career short. After graduating, Cutler went to work for DuPont and received his first exposure to computers there. He eventually accepted a position with Digital Equipment Corporation, where he created three important operating systems: RSX-11, OpenVMS, and VAXELN. So foundational was Cutler's NT work that it has formed the kernel for most new Microsoft operating systems for the past 25 years.

Pradeep Sindhu

Interviewed by Marguerite Gong Hancock and Marc Weber

April 25, 2016
X7781.2016

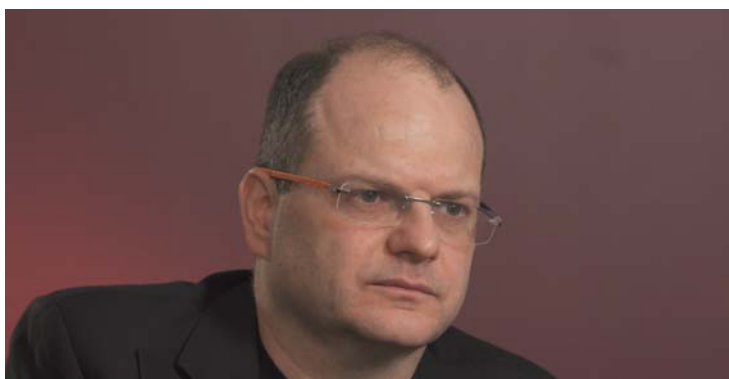
Co-founder (along with Dennis Ferguson and Bjorn Liencres) and current chief technical officer and vice-chairman of the board of directors of Juniper Networks Inc., Sindhu served as CEO of the company until 1996. He was instrumental in the architecture, design, and development of the highly successful and innovative Juniper M40 network "edge" router (1998) for enterprise and service provider networks. The M40 was capable of processing network packets at 100 times the speed of alternative approaches at the time. Prior to founding Juniper, Sindhu worked at the Computer Science Lab of Xerox PARC for 11 years, building design tools for very-large-scale integration (VLSI) integrated circuits and high-speed interconnects for shared memory multiprocessors. Juniper Networks is today one of the world's top networking companies.

Japanese Oral History Series

Interviewed by Douglas Fairbairn

June 20–23, 2016
X7645.2016–X7653.2016,
X7575.2016

In late June 2016, Doug Fairbairn, staff director of CHM's Semiconductor Special Interest Group, traveled to Japan to interview 10 former engineering executives from key Japanese semiconductor companies, which were industry leaders in the 1980s and 1990s. Companies represented include Hitachi, Fujitsu, Toshiba, Nikon, Sony, and others. These leaders played important roles in the development of critical products and technologies and had personal impact on the success of the Japanese semiconductor industry in the late 20th century. These interviews offer important insights into how the Japanese developed their expertise, company and product development challenges, internal company decision-making processes, the industry's competitive work environment, and explanations for Japan's subsequent loss of leadership in more recent times.



AN EVENTFUL YEAR

August 3, 2015

**IF THE COMPUTER
FITS,
WEAR IT!**

**THAD STARNER
GREG PRIEST-DORMAN
DANIEL P. SIEWIOREK**
IN CONVERSATION
WITH **MARC WEBER**

Computer History Museum
SOUNDBYTES

This event is made possible through the generosity of:

08.03.15

CHM Soundbytes

If the Computer Fits,
Wear it!

Moderator

Marc Weber
Founder
Internet History Program
Computer History Museum

Speakers

Thad Starner
Professor
Georgia Institute of
Technology
Technical Lead Manager
Google Glass

Greg Priest-Dorman
Wearable Computer Pioneer

Daniel P. Siewiorek
Professor of Electrical &
Computer Engineering
Buhl University
Professor of Computer
Science
Carnegie Mellon University

08.27.15

**CHM Presents
Revolutionaries**

Machines of Loving Grace
author John Markoff in Con-
versation with Museum CEO
John Hollar

Speaker

John Markoff
Author

Moderator

John Hollar
President & CEO
Computer History Museum

09.17.15

**CHM Presents
Revolutionaries**

Medium's Evan Williams & Steven Levy in Conversation with the Museum CEO John Hollar

Speakers

Evan Williams
Chief Executive Officer
Medium

Steve Levy
Editor-in-Chief
Backchannel, Medium

Moderator

John Hollar
President & CEO
Computer History Museum

09.22.15

**CHM Presents
Revolutionaries**

SuperBetter Author Jane McGonigal in Conversation with NPR's Laura Sydell

Speaker

Jane McGonigal
Author

Moderator

Laura Sydell
Digital Culture Reporter
NPR

09.24.15

**CHM Presents
Revolutionaries**

MIT's Cynthia Breazeal & Microsoft Research's Eric Horvitz with the BBC's Rory Cellan-Jones

Speakers

Dr. Eric Horvitz
Managing Director
Microsoft Research

Dr. Cynthia Breazeal
Founder & Chief Scientist
Jibo
Associate Professor of Media
Arts & Sciences
MIT's Media Lab

Moderator

Rory Cellan-Jones
Technology
Correspondent BBC

10.21.15

**CHM Presents
Revolutionaries**

How We Got To Now
Author Steven Johnson with
the Museum's CEO John
Hollar

Speaker

Steven Johnson
Author

Moderator

John Hollar
President & CEO
Computer History Museum

11.04.15

CHM Soundbytes

The Antikythera Mechanism:
Decoding the World's First
Computer

Speakers

Tony Freeth
Founding Member
Antikythera Mechanism
Research Project
Honorary Senior Research
Associate
University College, London

Tom Malzbender
Research Scientist &
Independent Technology
Consultant

11.16.15

CHM Presents
The Father of Digital Logic

Speakers

Dr. Michael Murphy
President
University College Cork,
Ireland

Ms. Virginia Teehan
Director of Cultural Projects
University College Cork,
Ireland

Dr. Kieran Drain
Chief Executive Officer
Tyndall National Institute,
Cork, Ireland

Moderator

John Hollar
President & CEO
Computer History Museum

12.10.15

CHM Presents
Thinking Big with YouTube
CEO Susan Wojcicki & Com-
puter Pioneer Ada Lovelace

Speaker

Susan Wojcicki
Chief Executive Officer
YouTube

Moderator

John Hollar
President & CEO
Computer History Museum

01.14.16

**CHM Presents
Revolutionaries**
An Evening with the US
Digital Service Team

Speakers

Mikey Dickerson
Administrator
US Digital Service

Lisa Gelobter
Chief Digital Service Officer
US Department of
Education

Hillary Hartley
Co-founder and Deputy
Executive Director
18F

Todd Park
Tech advisor
White House based in
Silicon Valley

Haley Van Dyck
Deputy Administrator
US Digital Service

Moderator

John Hollar
President & CEO
Computer History Museum

01.19.16

CHM Live

Thinking Big—Ada Lovelace:
Mathematician and Visionary

Speakers

Dr. Betty Alexandra Toole
Involved with research about
Ada Lovelace for 32 years

Ursula Martin
Professor of Mathematics &
Computer Science
University of Oxford

Tim Robinson
Charles Babbage Engine
Expert & Engineer

02.23.16

CHM Live

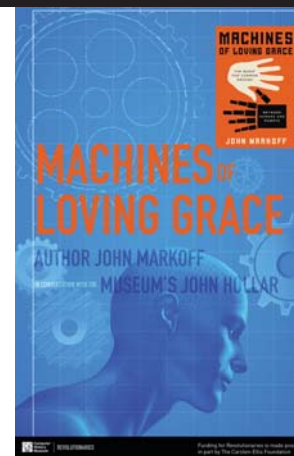
Originals
Author Adam Grant in
Conversation with Face-
book's Sheryl Sandberg

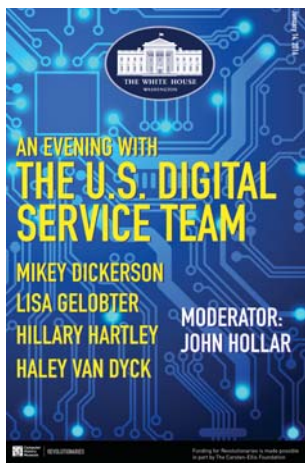
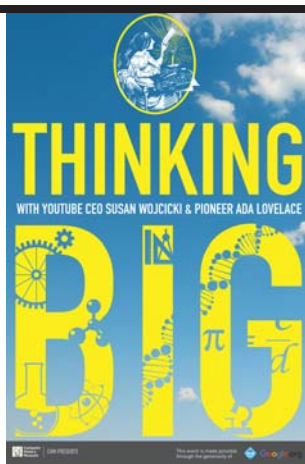
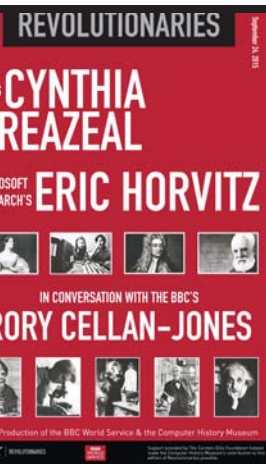
Speaker

Adam Grant
Author

Moderator

Sheryl Sandberg
Chief Operating Officer
Facebook





03.04.16

CHM Live

Just fdu It: How Mathematica, Wolfram|Alpha & the Wolfram Language Came to Be

Speaker

Stephen Wolfram
Creator of Mathematica, Wolfram|Alpha, and the Wolfram Language
Founder and CEO
Wolfram Research

03.30.16

CHM Screens

Growing the 8 Bit Generation

Speakers

Bruno Grampa
Executive Producer & Marketing Director
Growing the 8bit Generation

Bill Herd
Video Producer
Hackaday.com

Moderator

John Hollar
President & CEO
Computer History Museum

04.21.16

CHM Live

The Technological Indian
Author Ross Bassett in Conversation with Museum CEO John Hollar

Speaker

Ross Bassett
Author

Moderator

John Hollar
President & CEO
Computer History Museum

04.26.16

CHM Live

Alibaba and Jack Ma: Beyond E-commerce and China—Implications for Silicon Valley

Author Duncan Clark in Conversation with the Museum's Marguerite Gong Hancock

Speaker

Duncan Clark
Author
Alibaba: The House That Jack Ma Built

Moderator

Marguerite Gong Hancock
Executive Director
Exponential Center
Computer History Museum

04.29.16

CHM Live

The History (and the Future) of Software: A Lecture by IBM Thomas J. Watson Research Center's Grady Booch

Speaker

Grady Booch
Chief Scientist for Software Engineering
IBM Research

06.03.16

Exponential Center

1 to 1 Billion: Creating Exponential Impact in Silicon Valley

Pioneers John Doerr, Albert Lee, Mike Lee, Regis McKenna, Jay Last, and Gordon Moore

Speakers

John Doerr
Chair
Kleiner Perkins Caufield & Byers

Jay Last
Co-founder
Fairchild Semiconductor

Albert Lee
VP of Product
Connected Fitness
North America
Under Armour

Mike Lee
Chief Digital Officer
Under Armour
Co-founder
MyFitnessPal

Regis McKenna
Founder
Regis McKenna Inc.

Gordon Moore
Co-founder
Fairchild Semiconductor
Co-founder
Intel Corporation

Moderators

David C. Brock
Director
Center for Software History
Computer History Museum

Marguerite Gong Hancock
Executive Director
Exponential Center
Computer History Museum

07.07.16

CHM Live

How to Spy on 600 Million People: Hidden Vulnerabilities in Chinese IT

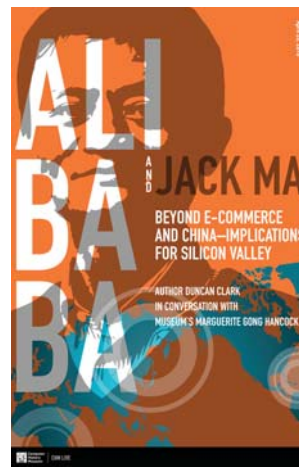
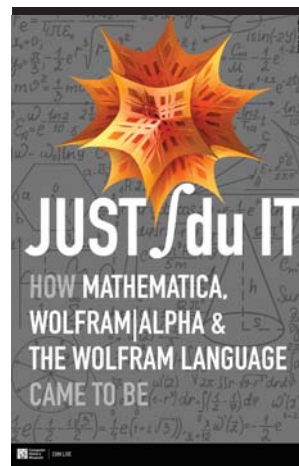
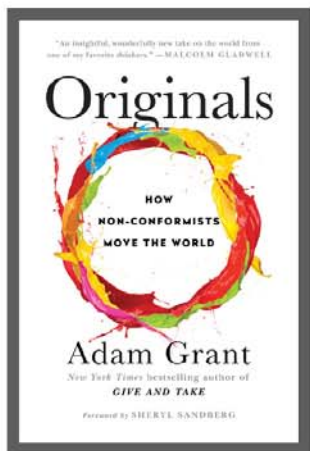
Speaker

Thomas Mullaney
Associate Professor of Chinese History
Stanford University

February 23, 2016

ORIGINALS AUTHOR
ADAM GRANT

IN CONVERSATION WITH FACEBOOK'S
SHERYL SANDBERG



4
79
5

Total education program attendees

10,326

Students served

208

Participating schools

50 20 8

Total events

K-12 Workshops

Google Field Trip Days

EDUCATION



Top: Middle school students work together to prepare and present a culminating project during Design_Code_Build Intermediate Level.

Bottom: Students play with an assimilated version of Pong (left) and have fun with wearable technology (right) during a Google Field Trip Day.





Top: Google employee Calvin Johnson explores the *Where To?* exhibit with students during a Google Field Trip Day.
Bottom: Educators work in teams to learn the basics of computer science with Raspberry Pi kits during Picademy.



01.25.15

Design_Code_Build

Featuring Google
Liftware Technical Lead
Anupam Pathak

08.09.15

Design_Code_Build

Featuring SRI
International Chief
Information Security
Officer Jeff Klaben

Level 1: Introductory

09.26.15

**Design_Code_Build
Educators' Edition**

Featuring Google
My Maps Software
Engineer Sargun Kaur

09.27.15

Design_Code_Build

Featuring IBM Senior
Engineer Rudy J. Wojtecki

10.12.15

Google Field Trip Days

Schools

Willow Oaks Elementary
Cesar Chavez Academy

10.17.15

**Design_Code_Build
Girls' Edition**

Featuring Nitro Designer
Jenn Tran

10.22.16

**Talking to the Future
Industry Rock Stars**

Kim Du
VP of Corporate
Development, Emotiv

Jamie Sherman
Cultural Anthropologist,
Intel

Aubrey Shick
UX Designer for wearables
and robotics

10.20.15

Google Field Trip Days

Schools

Cornerstone Academy
Preparatory
Ramblewood Elementary
KIPP Prize Preparatory
Academy

11.10.15

Google Field Trip Days

Schools

Parkside Intermediate
Selby Lane
Ida Jew Academy

11.14.15

Design_Code_Build

Featuring Broadcom
Senior Technical Director
Stephen Palm

Level 1: Introductory

11.17.15

Google Field Trip Days

Schools

Monroe Middle School
Willow Oaks Elementary
Connect Community
Charter School

12.9.15

**Computer History
Museum and Embark
Labs Present
Hour of Code and Beyond**

02.13.16

**Design_Code_Build
Girls Edition**

Level 2: Intermediate

02.20.16

Design_Code_Build

Featuring Broadcom
Senior Principal Design
Engineer Mark Castruita

02.21.16

Design_Code_Build

Featuring Lockheed
Martin Space Systems
Senior Project Manager
Myra Nawabi
Level 2: Intermediate

02.23.16

Google Field Trip Days

Schools

Fischer Middle School
Christopher Elementary

02.27.16 and 02.28.16

Picademy

03.05.16

**Design_Code_Build
Girls' Edition**

Featuring Salesforce
Senior Solution Engineer
Ayori Selassie

03.06.16

Design_Code_Build

Featuring SRI International
Senior Web Architect
Yasmina Chitti

Level 2: Intermediate

03.13.16

**Design_Code_Build
Girls' Edition**

Featuring Autodesk
Product Manager Tatjana
Dzambazova
Level 2: Intermediate

03.15.16

Google Field Trip Days

Schools

KIPP Summit Academy
KIPP San Francisco Bay
Academy
Frick Impact Academy

04.09.16

Design_Code_Build

Featuring Verily Life
Sciences' Associate Direc-
tor Vicky Demas
Level 1: Introductory

04.10.16

Design Code Build

Level 2: Intermediate

04.19.16

Google Field Trip Days

Schools

Pollicita Middle School
Campbell Middle School

4.30.2016 and 5.1.2016

Picademy

05.07.16

**Design_Code_Build
Mother's Day
Special Edition**

Featuring Google
DeveloperAdvocate
Katherine Kuan

With special guest from
Munster, Indiana: Wilur
Wright Middle School,
Youth Inventor Annie
Ostojic

Level 1: Introductory

05.14.16

Design_Code_Build

Featuring Electrical
Engineer Alvaro Prieto
Level 2: Intermediate

05.17.16

Google Field Trip Days

Schools

Roosevelt Middle School
Los Robles Magnet
Academy
PA Walsh STEAM
Academy
Sunrise Middle School

06.04.16

Design_Code_Build

Featuring NASA
Aerospace Systems
Engineer Ali Guarneros
Luna

Level 1: Introductory

06.05.16

Design_Code_Build

Featuring Planet Labs
Electrical Engineer
Patrick Yeon

Level 2: Intermediate

06.18.16

**Design_Code_Build
Father's Day Special
Edition**

Featuring Google Self-
Driving Car Reliability
Engineer Arda Akman
Level 1: Introductory

Major funding for
Design_Code_Build
is provided by:



Design_Code_Build is
also made possible
through the generosity of:



Google Field Trip Days are
made possible through
the generosity of:



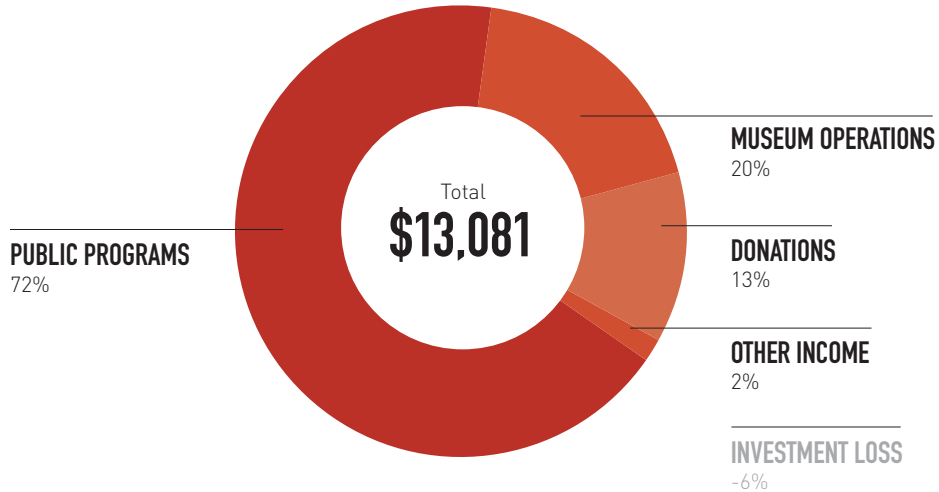
Picademy presented
by the Raspberry Pi
Foundation in partnership
with CHM.



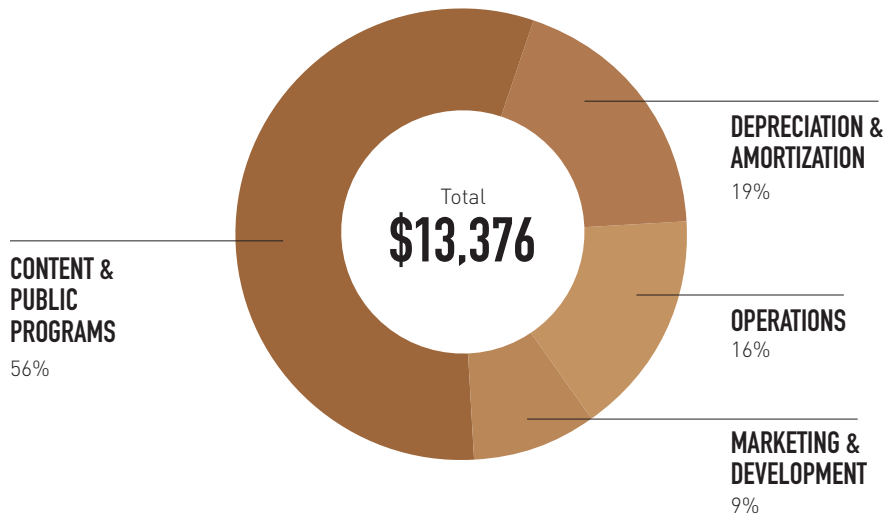
FINANCIAL SUMMARY

INCOME STATEMENT (\$K)	FY 2016	FY 2015	FY 2014
Total Revenue	\$13,081	\$14,240	\$11,016
Total Expenses	\$13,376	\$12,076	\$10,406
Changes in Net Assets	(295)	\$2,164	\$610
REVENUE CATEGORIES (\$K)			
Unrestricted Donations	\$1,644	\$1,597	\$1,499
Public Programs	\$9,459	\$9,184	\$3,811
Museum Operations	\$2,610	\$2,310	\$1,946
Investment Gain (Loss)	(847)	\$1,162	\$3,718
Other Income	215	\$184	\$241
	\$13,081	\$14,240	\$11,016
EXPENSE CATEGORIES (\$K)			
Operations	\$2,117	\$2,184	\$1,873
Content & Public Programs	\$7,439	\$6,120	\$4,910
Marketing & Development	\$1,259	\$1,122	\$1,031
Depreciation & Amortization	\$2,561	\$2,649	\$2,593
	\$13,376	\$12,076	\$10,406
ASSETS (\$K)			
Net Assets	\$64,322	\$64,617	\$62,453

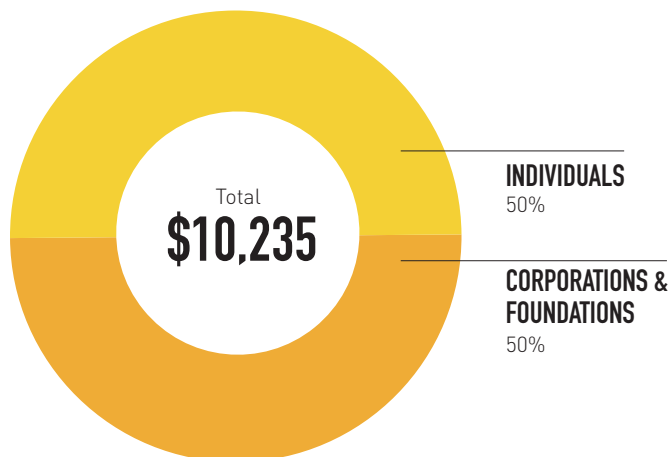
REVENUE BY CATEGORY (\$K)



EXPENSES BY CATEGORY (\$K)



DONATIONS BY TYPE OF DONOR (\$K)



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(Through January 2011)

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Intuit, in honor of founder Scott Cook

TERA / \$1M-\$4.99M

Anonymous

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GIGA / \$500K-\$999K

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(2015-2016)

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SUPPORTING \$10K+



ABOUT THE MUSEUM

The Computer History

Museum is the world's leading institution exploring the history of computing and its ongoing impact on society. The Museum is dedicated to the preservation and celebration of computer history and is home to the largest international collection of computing artifacts in the world, encompassing computer hardware, software, documentation, ephemera, photographs, oral histories, and moving images.

The Museum brings computer history to life through large-scale exhibits, an acclaimed speaker series, a dynamic website, docent-led tours, and an award-winning education program.


HOURS


Wed, Thurs, Sat & Sun
10 a.m. to 5 p.m.


Friday
10 a.m. to 9 p.m.


CONTACT


Computer History Museum
1401 N. Shoreline Blvd.
Mountain View, CA 94043
info@computerhistory.org
650.810.1010

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