

Index

- 3D display 183–184
- Adobe Photoshop 58
- Adobe i-Lav 115–116
- Advertising 50, 51–52, 197
- Analogue 12
- Analogue electronics 221–222
- Android (operating system) 58
- AOL 56
- Apple
 - Apple TV 91
 - FairPlay 63
 - Final Cut Pro software 57
 - iPhone 1, 3, 43, 56–57, 130
 - iPod 42, 130
 - iTunes 57, 63, 79
 - Mac operating system 56, 134
 - relationship with Hon Hai 44
- Application-specific integrated circuit. *See* ASIC
- Application-specific standard product. *See* ASSP
- Artificial intelligence 5, 138–144, 218, 230–232, 234
- Artificial neural network 141–142
- ASIC 9, 135
- ASSP 9
- Assassin’s Creed (video game) 5
- Asus Eee PC 73, 81–82
- Augmented reality 129
- Autonomous vehicles xiii, 145
- Basel convention 72
- Batteries 21, 23, 27, 83, 101, 186–191
- Billion (definition) 4
- Binary digits 15, 22, 46, 201, 221, 223. *See also* Phits
- Biometrics 119
- Bleecker, Julian 218
- Blogging 58, 197
- Blu-ray Disc 153, 171
- Bluetooth 24, 26, 101, 134
- BRIC countries 45
- Brown goods 4
- Built-in obsolescence. *See* Obsolescence
- Bytes (and kB, MB, GB) 15–19

- Cambridge Nanotech 151
- Camera phone 1, 28, 31–32
- Capitalism 52, 196–197
- Carbon nanotubes 162, 166–169, 188–190
- Cathode ray tube 34, 67–68, 175
- CCD (Charge-coupled device) 17–18, 42
- CD 16–17, 40, 62
- Cell processor 5, 61
- Charge-coupled device. *See* CCD
- Chemical computing 227–230
- Chipchase, Jan 32
- Circuit switching 25
- Clarke, Arthur C. 37
- CNN 56
- Commoditisation 83, 132
- Convergence 108
- CPU. *See* Processor
- Crossbar latch 169–170
- CRT (cathode ray tube) 34, 67–68, 175
- Cyberlibertarianism 195
- Cyberpunks 198–199
- Cyc database 139–140

- Dedicated devices 8, 20
- Dell 43, 82
- Die (Dice) 48
- Digital rights management. *See* DRM
- Digitisation 10–14
- Dijkstra, Edsger 79, 220
- Display technology 175–184
- DNA computing 228–230
- DoubleClick 52
- DRM 63–64, 199
- DVD 40, 62, 171

- E-waste 70–72, 202
- Early adopter 41, 77
- Ediger, Bruce 122
- Electronic ink 179–180
- Electronic paper 179–181
- Electricity. *See* Power, electrical
- Embedded Linux 58
- Energy Saving Trust 67
- EnOcean 103
- Ericsson 56
- Ethernet 23, 26

- Fabless manufacturer 42
- Facebook 75–77
- Fert, Albert 88
- Firmware 8, 56
- Fixed-mobile convergence 99, 115
- Flash memory 20–21, 42, 87
- Flexible silicon 182
- Foxconn 43
- Fuel cell 189–190
- Fullerenes 163. *See also* Carbon nanotubes; Graphene

- Gallium arsenide 162
- Games consoles 5–6
- Gartner, Inc. 39
- GB. *See* Byte
- Geim, Andre 164–165
- Giant magnetoresistance 88–89, 109, 151
- GIMP (open source software) 58
- GMR. *See* Giant magnetoresistance
- Google 51–52, 58, 74
- Graphene 163–165
- Graphical user interface. *See* GUI
- Greenfield, Adam 112

- Grünberg, Peter 88
 GUI 123, 124, 131, 144
- Halo 3 (video game) 39
 Han, Jefferson 131
 Hard disk 21–22, 87–90, 92
 Harvesting power 212–213
 HDTV. *See* High-definition television
 Hewlett-Packard 43, 169
 High-definition television 34, 104
 Hitachi 42
 Holographic storage 170
 Hon Hai 43–44
 Hundred-dollar Laptop 83–84. *See also*
 One Laptop Per Child
- IBM 42, 61, 80, 154, 158, 171, 174
 IC. *See* Integrated circuit
 Immersion lithography 158
 Infineon 42
 Integrated circuit 1, 9, 10, 19, 42, 46, 47–48,
 60, 65, 152–153, 182
 invention of 149
 Intel 42, 49, 80, 81, 153, 162
 International Roadmap for
 Semiconductors 149–150, 152, 161
 Internet 26, 50–51, 53, 55, 61, 62, 76,
 105–106, 197
 Internet of Things 115–116, 215
 Internet protocol (IP) 26
 IP address 26, 107
 Ipv6 108, 117
 iPhone 1, 3, 43, 56–57, 130
 iPod 42
 iTunes 57, 63, 79
- JVC 42
- Katz, Randy 116
 kB. *See* Byte
 Kroto, Harold 163
 Kurzweil, Ray 232
- Last mile technology 53, 101
 LCD (liquid crystal display) 33–37, 67–68,
 175
 LED (light-emitting diode) 23, 33, 47
 Lenovo 82
 LG Electronics 42
 Light-emitting diode. *See* LED
 Linux 58
 Liquid crystal display. *See* LCD
- Manufacturing 42
 MB *see* Byte
 Memory technology 19–22, 170–174
 MEMS 116, 117, 129, 202
 Mesh network 103
 Meta-data 11, 63
 Metal-oxide-semiconductor 48
 Microprocessor. *See* Processor
 Microsoft 52
 Office suite 57, 58
 PlaysForSure 63
 Windows software 57, 134
 XBox 6, 42
 Surface computing 132
 Zune 63
 Microvision 177
 Mobile Data Association 28
 Mobile phone 28–32, 51. *See also*
 Smartphone, Camera phone

- Mobile Internet 2
- Molecular computing 227–230
- Moore, Gordon 86, 147. *See also* Moore's Law
- Moore's Law 86–88, 147, 149, 160, 169, 201, 231, 232
- Mossberg, Walt 10, 96
- Motes 117, 122
- mp3 17, 62, 78–79
- MRAM 151, 165
- Mtron 87
- Multi-core processor 5, 80, 152
- Multitouch interface 1, 131–132
- MySpace 76–77

- Nanoelectronics 153–161
- Nanomix 168
- Nanotubes. *See* Carbon nanotubes
- Nantero 168
- Network-attached storage 92, 94–95
- Neural implants 218–220
- Neural network 141–142
- Nintendo Wii 43, 129–130
- Nogaret, Alain 152
- Nokia 32, 57
- NRAM 169
- NTT DoCoMo x, 183

- Obsolescence 41, 65
- OLED (organic light-emitting diode) 33, 177–182, 204
- One Laptop Per Child 83–84, 195
- Online storage 89–90, 92
- OpenOffice 58
- Open source software 58, 199
- Operating system 56–57

- Optical fibres 54, 101, 202
- Organic electronics 180, 181–182, 186, 214
- Organic light-emitting diode. *See* OLED
- Osaifu-Keitai 29

- P2P. *See* Peer-to-peer networking
- Packet switching 25–26, 61, 98, 107, 108
- Panasonic Corporation 60, 153
- PC. *See* Personal computer
- PDP. *See* Plasma display panel
- Peer-to-peer networking 91–94
- Personal area networking 101, 214
- Personal computer 10, 15, 21, 56
 - desktop 73–74, 111
 - laptop 82
 - subnotebook 28, 82
- Personal media player 8, 17, 20, 21, 24
- Philips 42
 - Entertable 132
- Phits 223
- Piracy 62, 63
- Pister, Kristofer 116
- Pixels 11, 34, 35
- Plasma display panel 33–35, 67–68, 175
- Playstation 5–6, 8, 43, 61, 127
- Poole, Steven 41
- Power, electrical 67–68, 152, 185–186, 188.
 - See also* Batteries, Harvesting power.
- Princeton Research Survey Associates 204
- Processor 7, 46, 60, 80–83, 85, 113, 153, 156, 161, 182. *See also* Multi-core processor.
 - spintronics 151,
- Proprietary software 57–58, 62
- Prosumer 59

- Quantum computing 223–227
- Quantum physics 161, 223–224
- Qubits 225

- RAM 19–20, 42, 87, 88, 172. *See also*
 - MRAM, NRAM
- reactTable 133
- RealNetworks 56
- Rechargeable batteries 186–189
- RedTacton 215, 233
- Renesas 42
- Restriction of Hazardous Substances (RoHS) Directive 72
- Reversible computing 158, 214
- RFID 115, 119, 120, 199–200, 215
- Robots 143
- Rogers, John 182
- RoHS Directive 72

- Samsung 42, 154
- Schindall, Joel 188
- Schoenenberger, Christian 151
- Seagate 89
- Self assembly 159–160
- Self-driving cars xiii, 145
- Semiconductor 2, 19, 42, 46, 85, 169. *See also* Silicon
 - carbon nanotube 166, 169
 - compound 162
- Semiconductor industry 41–44, 47, 149–152
- Sharp 42
- Silicon 46, 48, 152, 161, 169, 182
- Singularity 232
- Skype 98, 99
- Smartdust 116
- Smartphone 1, 29, 56, 82, 109, 130, 177, 194
- Social networking 58, 75–77
- Software-defined radio 99
- Someya, Takao 186
- Sony 42, 56, 57, 64
 - OLED TVs 178
 - Playstation 5–6, 8, 43, 61, 127
- Source code 58–59
- Speech recognition 134–137
- Spime 217–218
- Spintronics 150–152, 223
- SplashPower 186
- Sterling, Bruce 100, 217–218
- Subnotebook. *See* Personal computer
- Surface Computing (Microsoft) 132
- Symbian (operating system) 57
- Sync (in-car system) 134

- Tags 126
- Taiwan Semiconductor Company 42
- Techno-optimism x
- Terrorism x, 207, 209
- Texas Instruments 177
- Thin clients 74, 92, 95, 98, 100, 112
- Time Warner 55
- Toshiba 42, 89
- Touch networking 214–215, 233. *See also* RedTacton
- Transistor 46, 47, 49, 85–86, 149, 153, 167
 - carbon nanotube 166–168
 - graphene 164–165
 - MOSFET 49
 - spintronics 151
- Triple play service 54

- Ubiquitous computing 113–115, 121, 127, 197
- Unabomber 208
- USB 23, 105
 - Wireless 103
- Utopia ix, 193, 194, 206

- VeriChip 121
- Video games 5–6
- Vinge, Verner 232
- Virtual reality 128–129
- Virtual retinal display 184
- Virtusphere 128, 129
- VLSI (very large scale integration) 86–87, 109, 149, 153
- Voice over Internet protocol *see* VOIP
- VOIP 54, 61, 98. *See also* Skype
- von Hippel, Eric 60

- Waste Electrical and Electronic Equipment (WEEE) Directive 72
- Web. *See* World Wide Web
- Web logs. *See* Blogging
- WEEE Directive 72
- Weinberger, David 125
- Weiser, Mark 113
- Wibree 101–103
- Wii 43, 129–130
- Wikipedia 59, 76–77

- WIMAX 25, 55, 98
- Wireless power supply 185–186
- Wireless technologies. *See also* Personal area networking
 - Bluetooth 24, 26, 101, 134
 - EnOcean 103
 - IEEE 802.11 96–97
 - Wireless USB 103
 - Wi-fi 25, 26, 55, 96–97
 - WIMAX 25, 55, 98
 - wireless power supply 185–186
 - WLAN 96–97.
 - Wibree 101–103
 - Zigbee 101–103
 - Z-Wave
- WiTricity 185–186
- World Wide Web 59, 126, 144, 197, 203
 - semantic web 144
 - Web 2.0 76–77, 126
 - Web 3.0 144

- Xbox 6, 42

- YouTube 52

- Zigbee 101–103
- Zonbu 90–91
- Zune 63
- Z-Wave 103