

# APPLICATIONS OF COMPUTER SCIENCES

**PART 1**

## In MEDICAL IMAGING TECHNOLOGIES

*By*

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By

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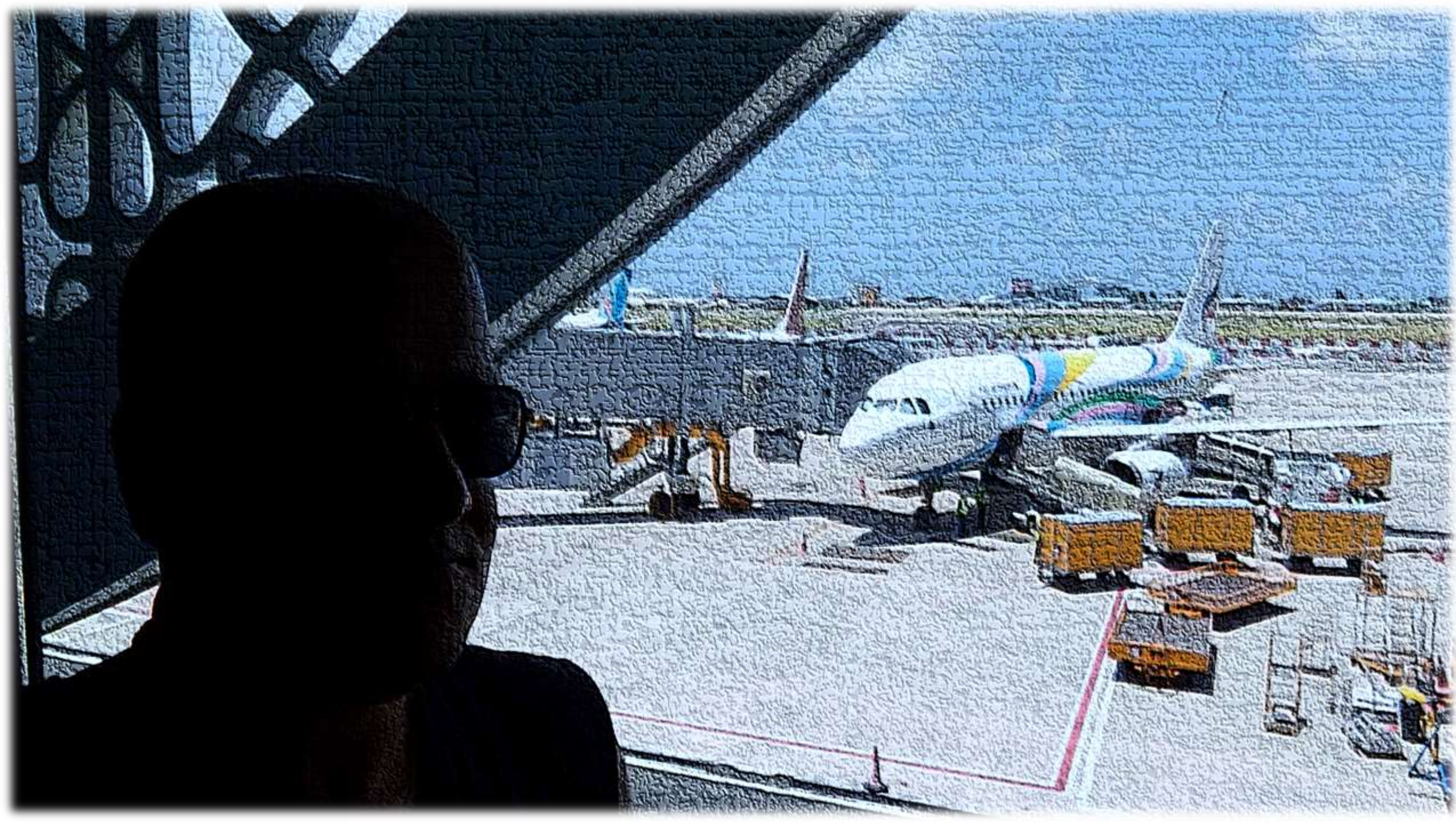
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# LECTURE 2

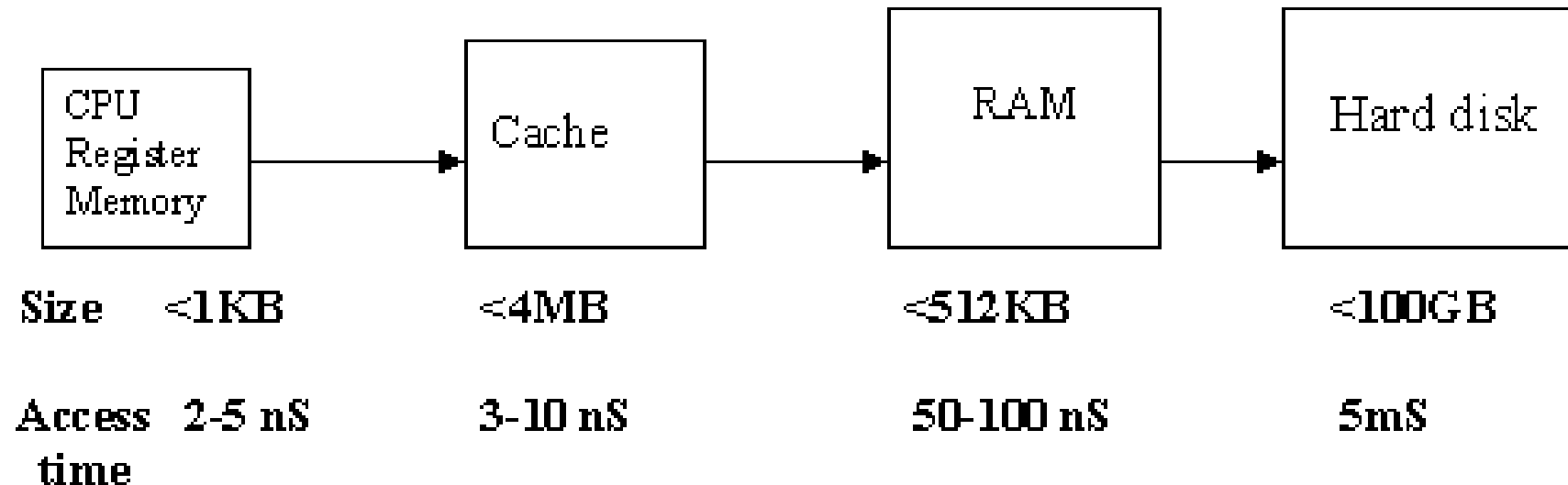






# Factors of Computer Performance

- ✓ CPU Speed
- ✓ RAM size
- ✓ Hard desk speed & capacity



# Computer Ports

→ **Port :** socket that enable external device to be connected to computer.

- 1 Serial Ports**
- 2 Parallel Ports**
- 3 USB Ports**



## Serial Port

Used for PDAs and serial devices.



## PS/2 Port

Mouse Keyboard



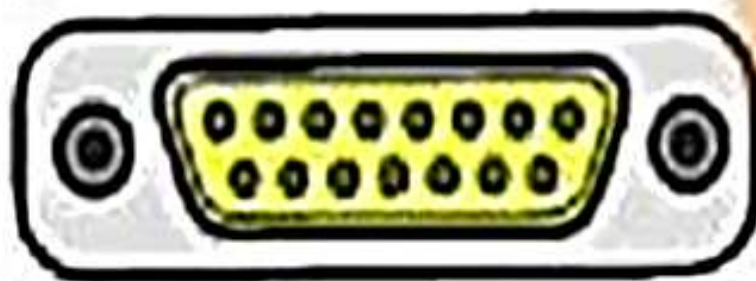
## Parallel Port

Used for printers and data.


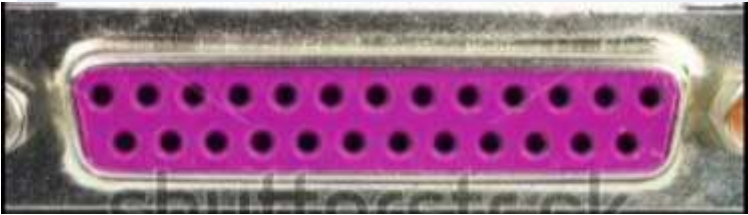



## Games Port

Joysticks and Midi Input



All Replaced by USB!

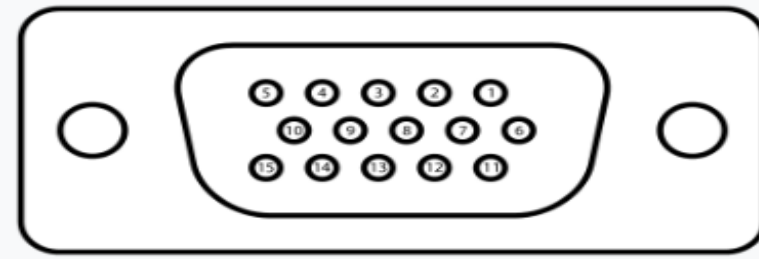
	Serial Port	Parallel Port	USB Port
Other name	communication Ports		
Hardware	Serial Hardware	External Parallel Hardware	Universal nowadays
Data transmission rate	Slow rate 1 bit / time	Faster 8 : 25 Bits	Fastest
Data Amount	Small amount of data	Large amount of data	
			
Ex.	Serial Mousses Serial Keyboards Modem	Printers Scanners	All new devices



# VGA



**VGA cable with DE-15 male connector**  
VGA = Video Graphic Array



A female DE15 socket.

<b>Pin 1</b>	RED	Red video
<b>Pin 2</b>	GREEN	Green video
<b>Pin 3</b>	BLUE	Blue video
<b>Pin 4</b>	ID2/RES	formerly Monitor ID bit 2, reserved since E-DDC
<b>Pin 5</b>	GND	Ground (HSync)
<b>Pin 6</b>	RED_RTN	Red return
<b>Pin 7</b>	GREEN_RTN	Green return
<b>Pin 8</b>	BLUE_RTN	Blue return
<b>Pin 9</b>	KEY/PWR	formerly key, now +5V DC, powers EDID EEPROM chip on some monitors
<b>Pin 10</b>	GND	Ground (VSync, DDC)
<b>Pin 11</b>	ID0/RES	formerly Monitor ID bit 0, reserved since E-DDC
<b>Pin 12</b>	ID1/SDA	formerly Monitor ID bit 1, I <sup>2</sup> C data since DDC2
<b>Pin 13</b>	HSync	Horizontal sync
<b>Pin 14</b>	VSync	Vertical sync
<b>Pin 15</b>	ID3/SCL	formerly Monitor ID bit 3, I <sup>2</sup> C clock since DDC2

The image and table detail the 15-pin VESA DDC2/E-DDC connector; the diagram's pin numbering is that of

**HDMI**™

HIGH-DEFINITION MULTIMEDIA INTERFACE

# HDMI™

HIGH-DEFINITION MULTIMEDIA INTERFACE



Not used in  
any products



Automotive  
Connection System



Standard

A



Dual-Link

B



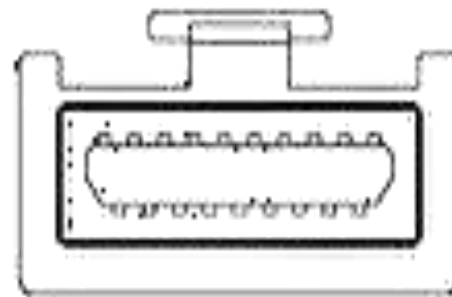
Mini

C

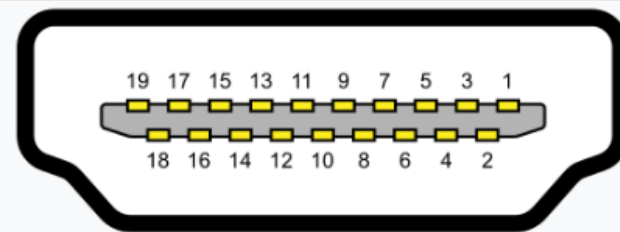


Micro

D



E



HDMI type A receptacle (female)

Pin 1	TMDS Data2+
Pin 2	TMDS Data2 Shield
Pin 3	TMDS Data2-
Pin 4	TMDS Data1+
Pin 5	TMDS Data1 Shield
Pin 6	TMDS Data1-
Pin 7	TMDS Data0+
Pin 8	TMDS Data0 Shield
Pin 9	TMDS Data0-
Pin 10	TMDS Clock+
Pin 11	TMDS Clock Shield
Pin 12	TMDS Clock-
Pin 13	<a href="#">CEC</a>
Pin 14	Reserved (HDMI 1.0–1.3a) Utility/HEAC+ (HDMI 1.4+, optional, <a href="#">HDMI Ethernet Channel</a> and <a href="#">Audio Return Channel</a> )
Pin 15	SCL ( <a href="#">I<sup>2</sup>C serial clock for DDC)</a>
Pin 16	SDA ( <a href="#">I<sup>2</sup>C serial data for DDC)</a>
Pin 17	Ground (for DDC, CEC, ARC, and HEC)
Pin 18	+5 V (min. 0.055 A) <sup>[3]</sup>
Pin 19	Hot Plug Detect (all versions) HEAC- (HDMI 1.4+, optional, <a href="#">HDMI Ethernet Channel</a> and <a href="#">Audio Return Channel</a> )



## FireWire vs USB



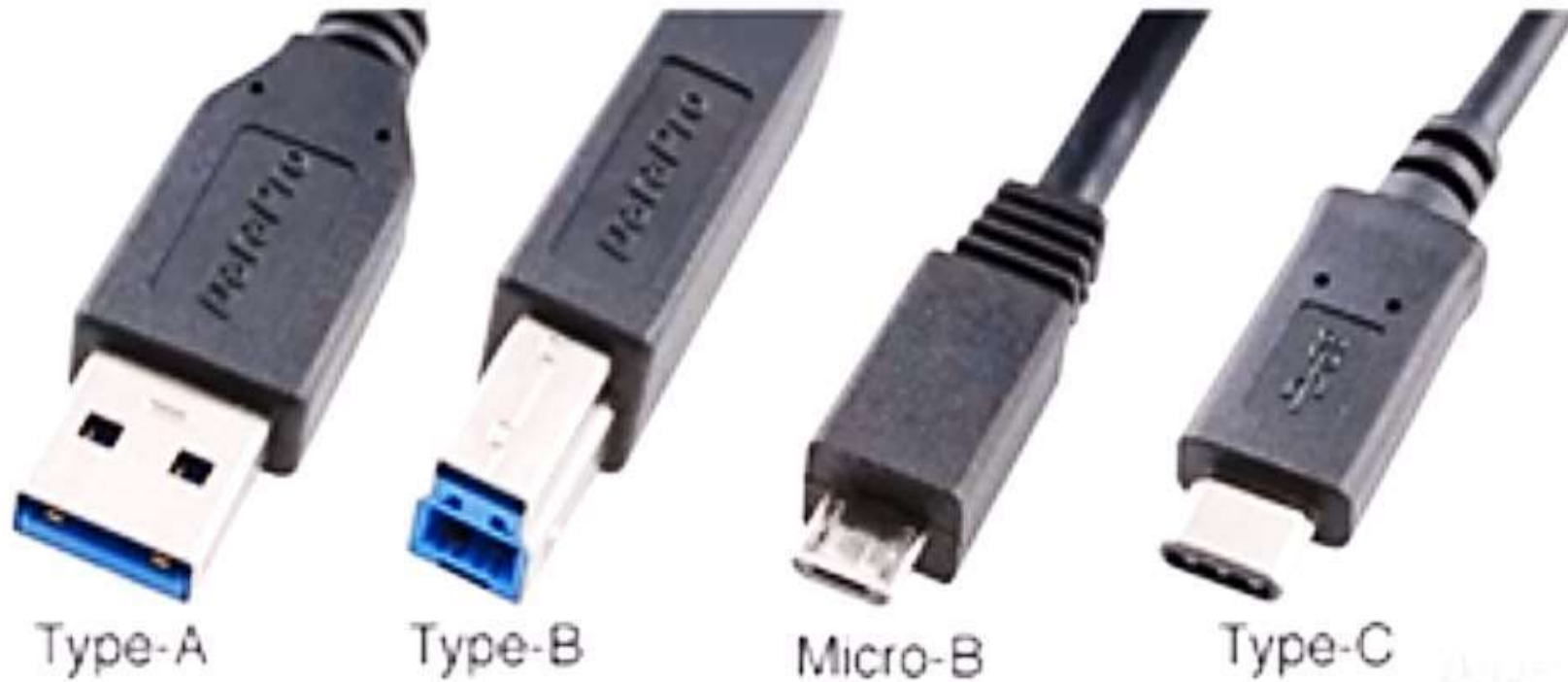
**USB**

**vs**



**FireWire**

# Types of USB





**FireWire**

# FireWire

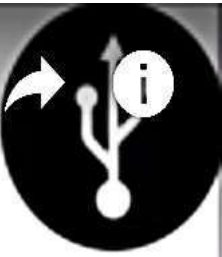
IEEE 1394



HUNGRY  
TECHNICIANS

By Dr. A M Abodahab - MD 2025





### USB and FIREWIRE

- USB is a standard interface for a wired connection between two electronic devices, including a mobile phone and a desktop computer.
- The connection is made by a cable that has a connector at either end.
- A single USB port can be used to connect up to 127 peripheral devices, such as mice, modems, and keyboards.
- USB is also a power source for many small devices. This Chromecast streamer gets its DC power from a USB

What is FireWire ?



- FireWire is Apple Computer's version of a standard, IEEE 1394,
- A method of transferring information between digital devices, especially audio and video equipment.
- You can connect up to 63 devices to a FireWire bus. Windows operating systems (98 and later) and Mac OS (8.6 and later) both support it.
- Originally Created by Apple and standardized as IEEE1394 in 1995



# FireWire Cables features



Fast transfer of data



Ability to put lots of devices on the bus



Ease of use



Provision of power through the cable



Plug-and-play performance



Low cabling cost

### FireWire 400 is still in use today:

- 🔊 Transfer rates of up to 400 Mbps
- 🔊 Maximum distance between devices of 4.5 meters (cable length)
- 🔊 FireWire 800 (1394b) started showing up in consumer devices.

### FireWire 800 is capable of:

- 🔊 Transfer rates up to 800 Mbps
- 🔊 Maximum distance between devices of 100 meters (cable length)
- 🔊 The faster 1394b standard is backward-compatible with 1394a.

## FireWire



## USB



Width in bits 1

1

Capacity 400–3200 Mbit/s (50-400 MB/s)

1.5, 12, or 480 Mbit/s (0.2, 1.5 or 60 MByte/s)

External Yes

Yes

Hot plugging Yes

Yes

Style Serial

Serial

Number of devices 63

127 per host controller

Year created 1995

1996

Created by Apple Computer, Inc.

Intel, Compaq, Microsoft, Digital Equipment Corporation, IBM, Northern Telecom

Speed FireWire 800 = 800 Mbit/s

faster for a high number of small data but slower while writing a small amount of huge files USB 3.0 = 5 GB/s



## USB versus FireWire

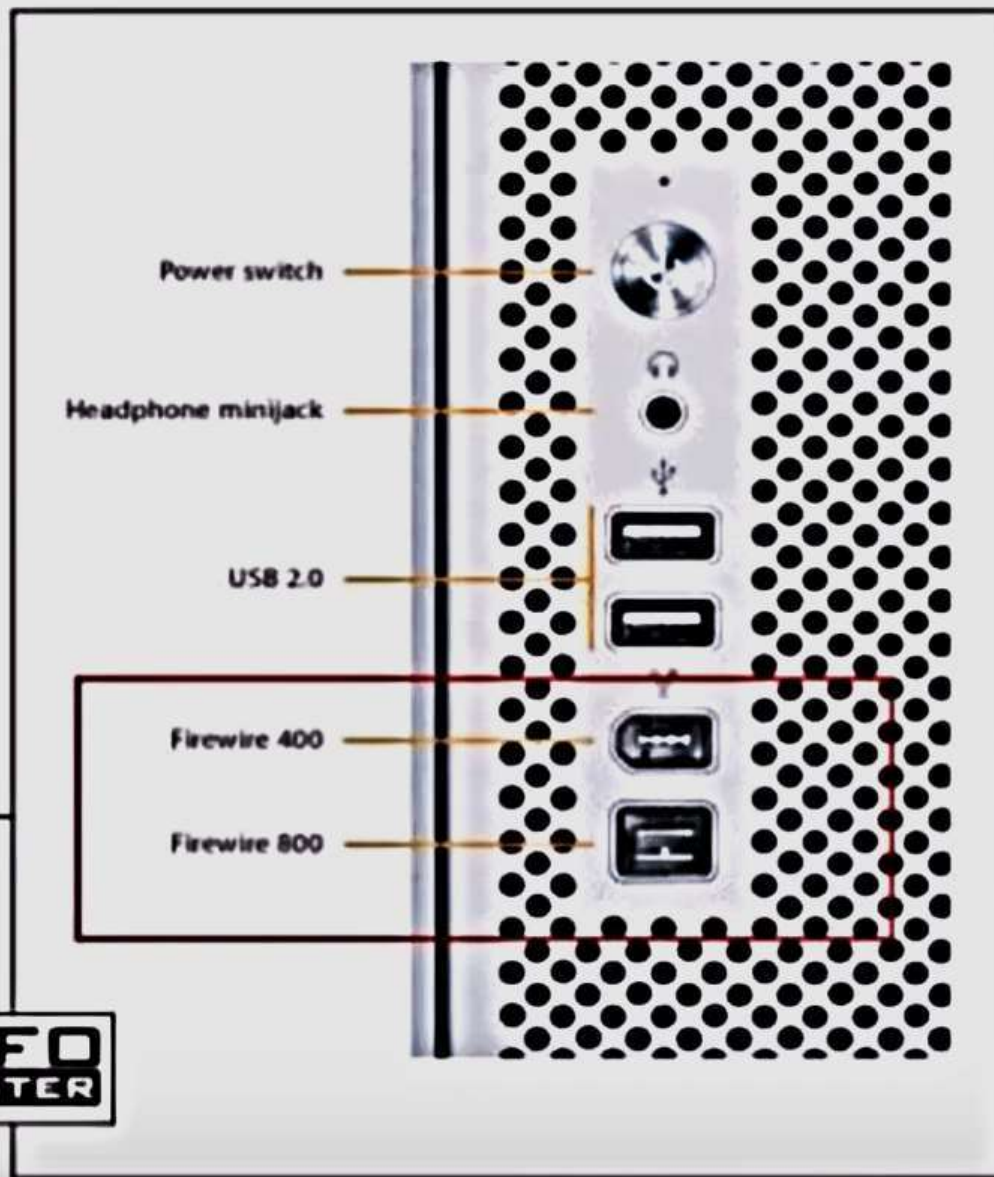


Due to the speed and efficiencies of FireWire 800, in many cases the effective bandwidth is more than twice that of USB 2.0.

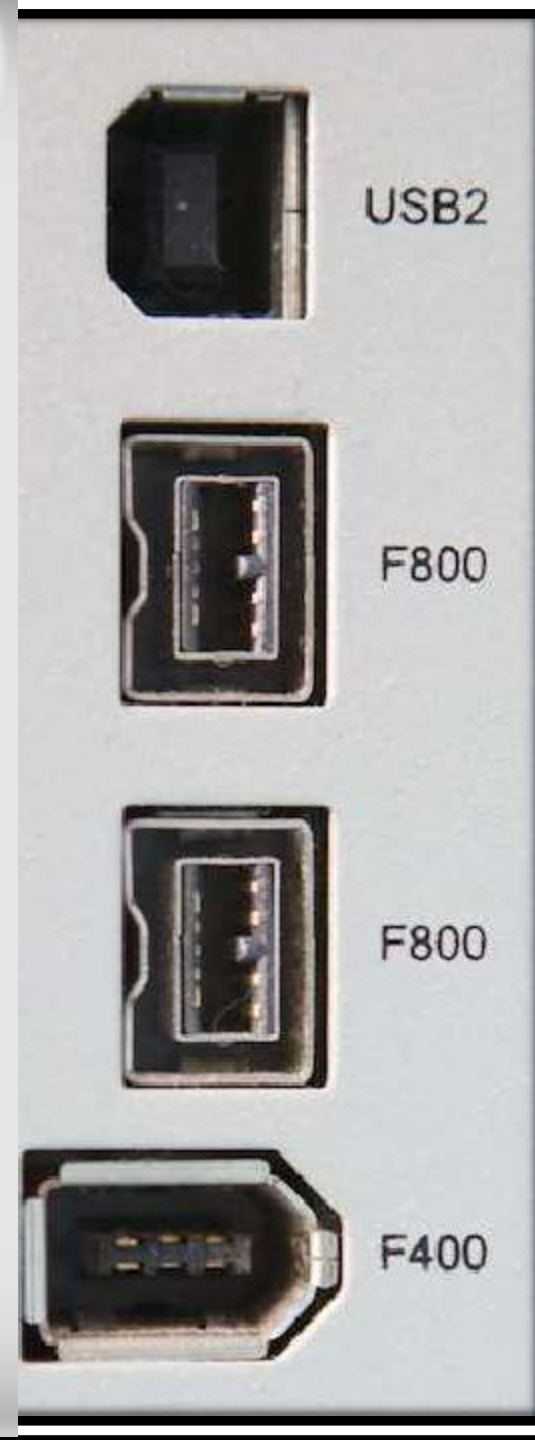
# FireWire 400 and 800 in a Apple CPU



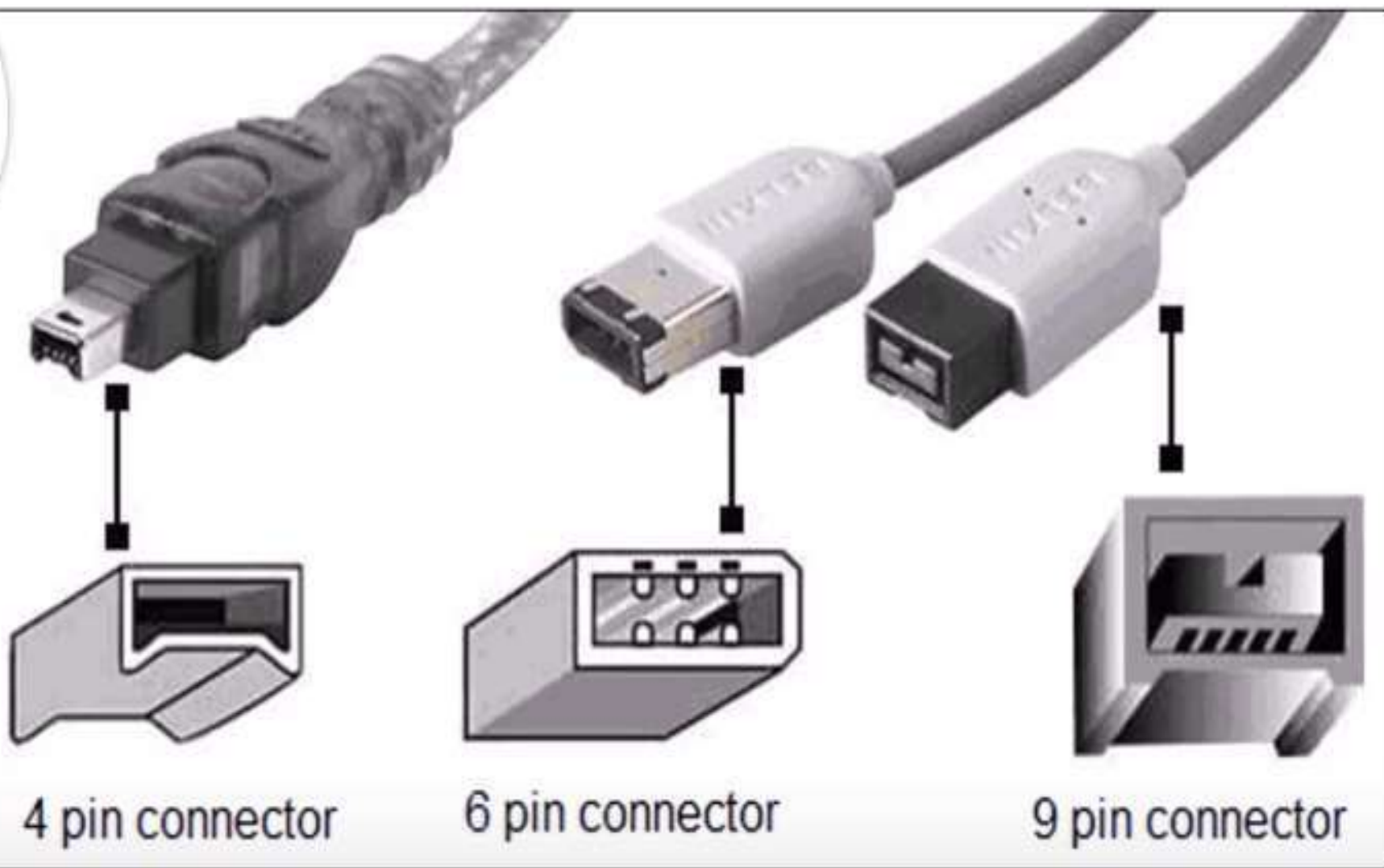
INFO  
WESTER



Imagens por: Apple.com



# 4,6 AND 9 PIN CONNECTORS







**SD Card Reader**  
Copy photos & movies from your media cards directly.

**Expanded Analog Audio In/Out**  
Connect external speakers & mics.

**USB 3.1 Gen 1**  
Delivering 5Gb/s data speed, as well as high power to your devices.



**USB 3.1 Gen 1**  
The most ubiquitous interface on the planet connects to all of your current USB devices.

**FireWire 800**  
Connect your legacy devices to your new workflow hub.

**Dual Thunderbolt 3 Ports**  
The fastest, most versatile connection available — up to 40Gb/s.

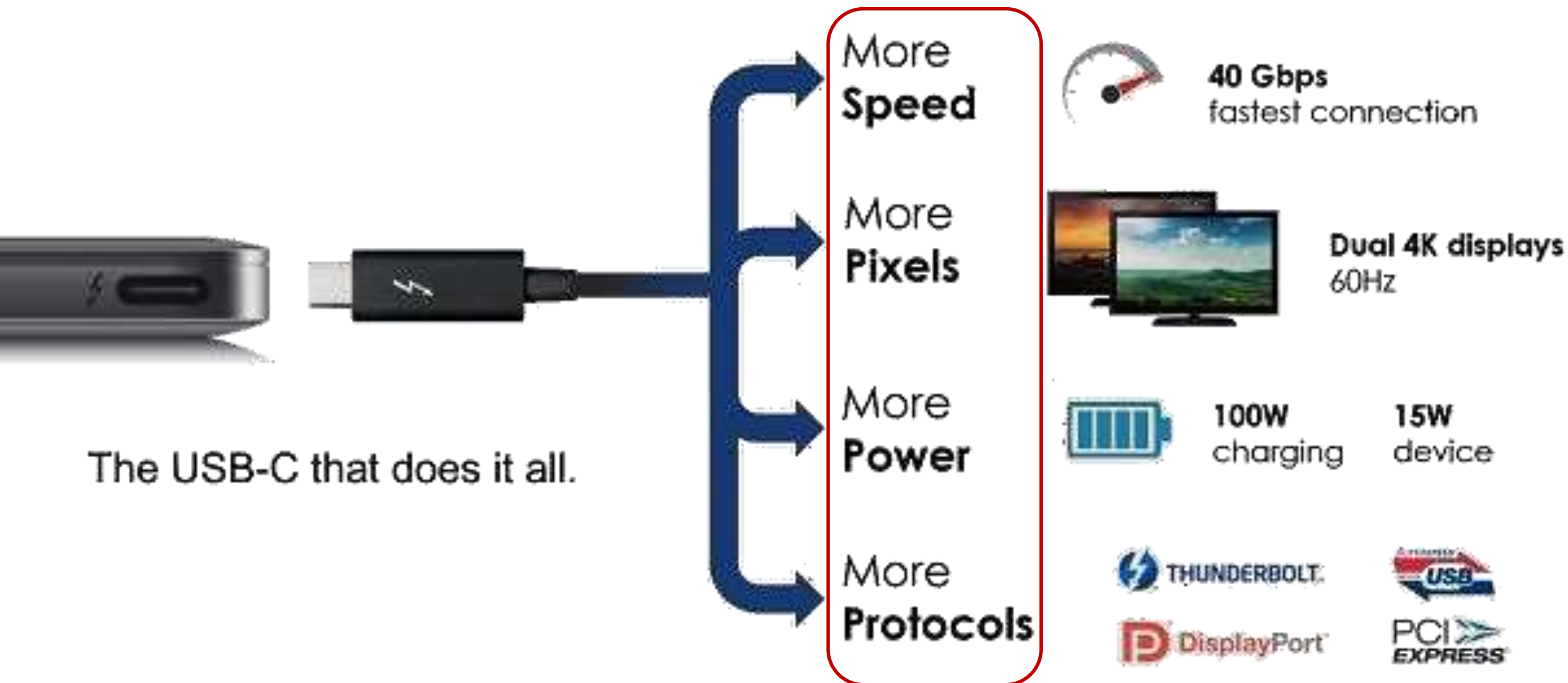
**S/PDIF**  
Pro-grade digital audio output for signal transfer.

**Gigabit Ethernet**  
Connect to secure, reliable, high-speed wired networks.

**mini DisplayPort**  
Configure your perfect display layout.



# Thunderbolt™ 3 brings Thunderbolt to USB-C



# Desk Technology I/O

- **1956** , Hard disk drives were introduced by **IBM**.
- At the time, used with **mainframes** and **minicomputers**.
- Advancements over the years.
- This is in terms of **capacity, size, shape**, internal structure, performance, interface, and modes of storing data.
- These numerous changes have made **HDDs here to stay**, not like other devices that became obsolete.

# I/O Busses



- Special busses (roads) connecting all of your input/output devices to your motherboard.
- The three main types of I/O busses are : ISA, PCI and USB.

## → 1. ISA – Industry Standard Architecture

- o This was the industry standard in the **1980s** and early **1990s**.
- o It is now used to provide support for **older** and **slower devices**.
- o Common devices connected to the ISA bus might include an older modem, a *joystick*, a *mouse*, or a *printer* (using the older, wide-style printer port).



One [8-bit](#) and five [16-bit](#) ISA slots on a [motherboard](#)

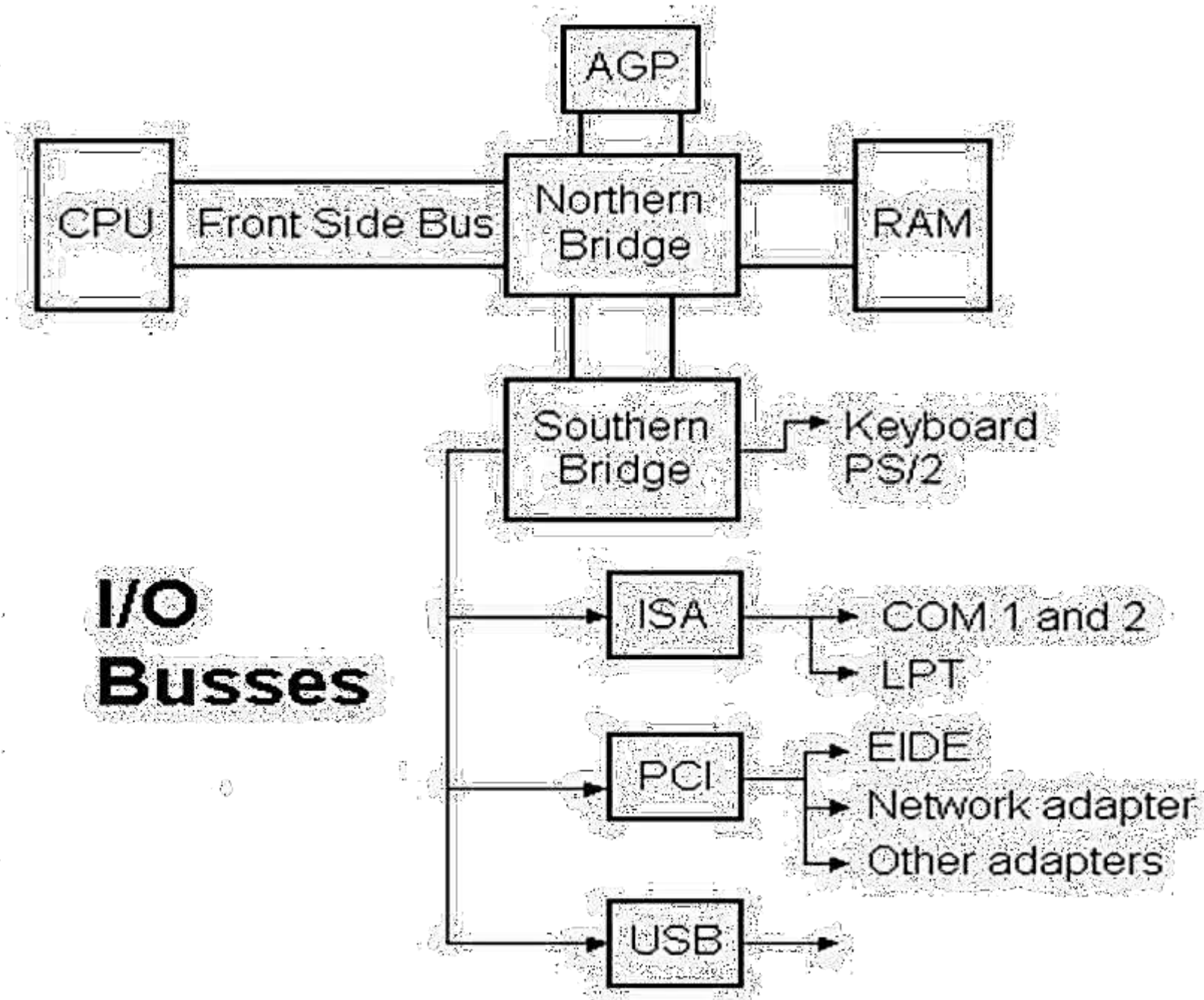


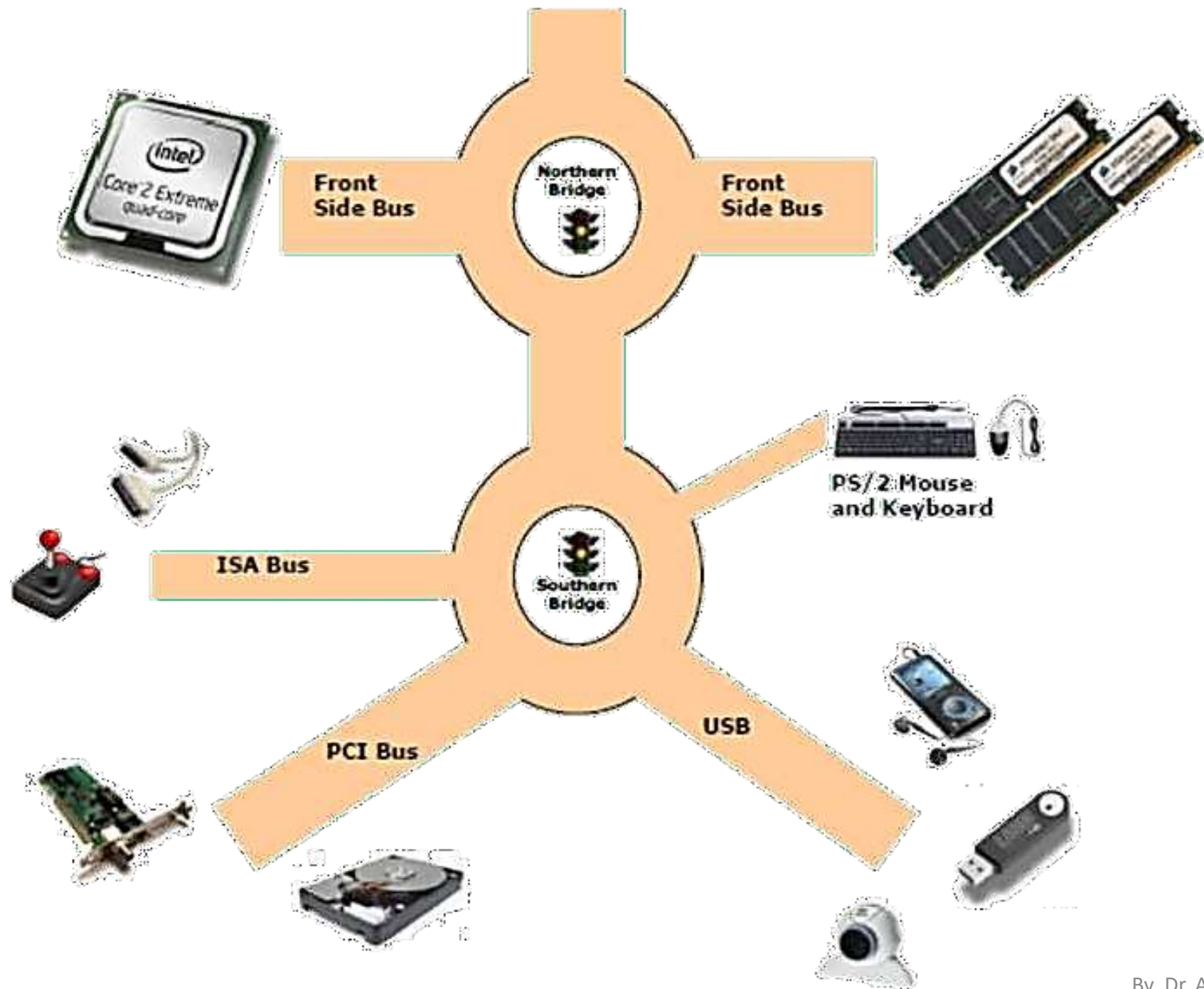
## → 2. **PCI – Peripheral Component Interconnect**

- This is for **newer** and **faster** devices than ISA.( like a wider road, with a faster speed limit!)
- Some common devices connected to the PCI bus include:
  - your network card, EIDE devices (hard disk, CD/DVD drive, etc).

### ➔ 3. USB – Universal Serial Bus

- Many new devices can connect to your computer using a **USB port**.
- Examples include *webcams, MP3 players, printers*, PDAs, etc.







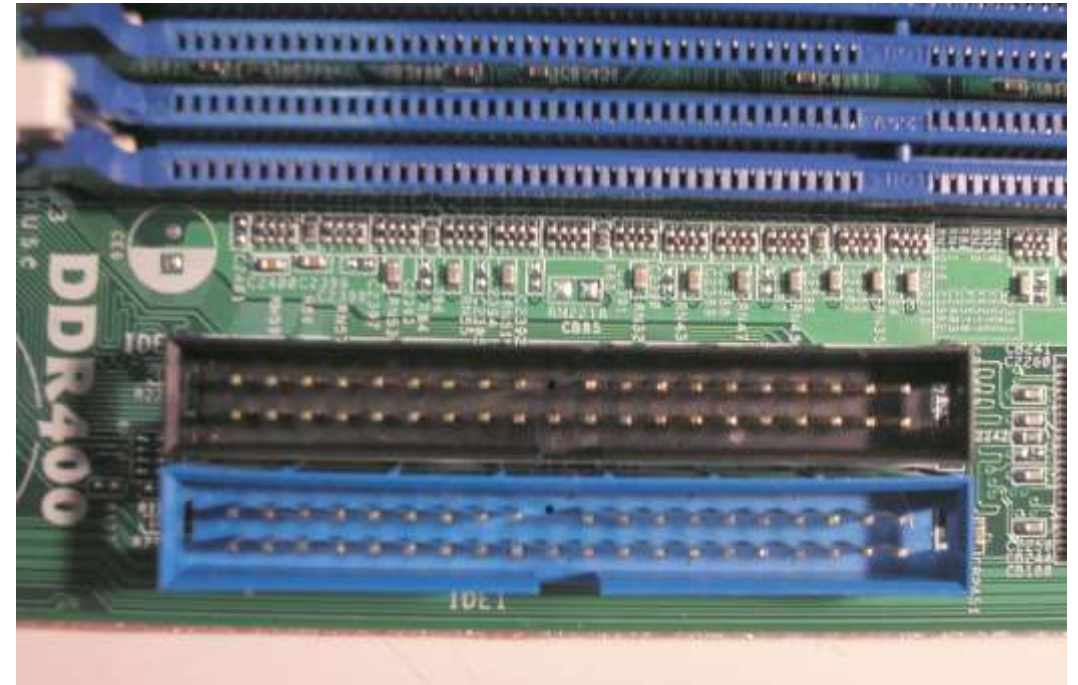
# Hard Drive Types

- Hard drives into Four types:
  1. Parallel **A**dvanced **T**echnology **A**ttachment (**PATA**)
  2. Serial ATA (**SATA**)
  3. Small Computer System Interface (**SCSI**)
  4. Solid State Drives (**SSD**)

# 1. PATA Parallel Advanced Technology Attachment

- First types of hard disk drives
- introduced by **Western Digital** back in **1986**.
- Data transfer rate up to **133MB/s** and
- maximum of 2 devices can be connected to a drive channel.

- These drives store data by the use of **magnetism**.
- The internal structure is one made of **mechanical moving parts**.
- They have been superseded by **serial ATA**.





**A hard disk drive (PATA type)**

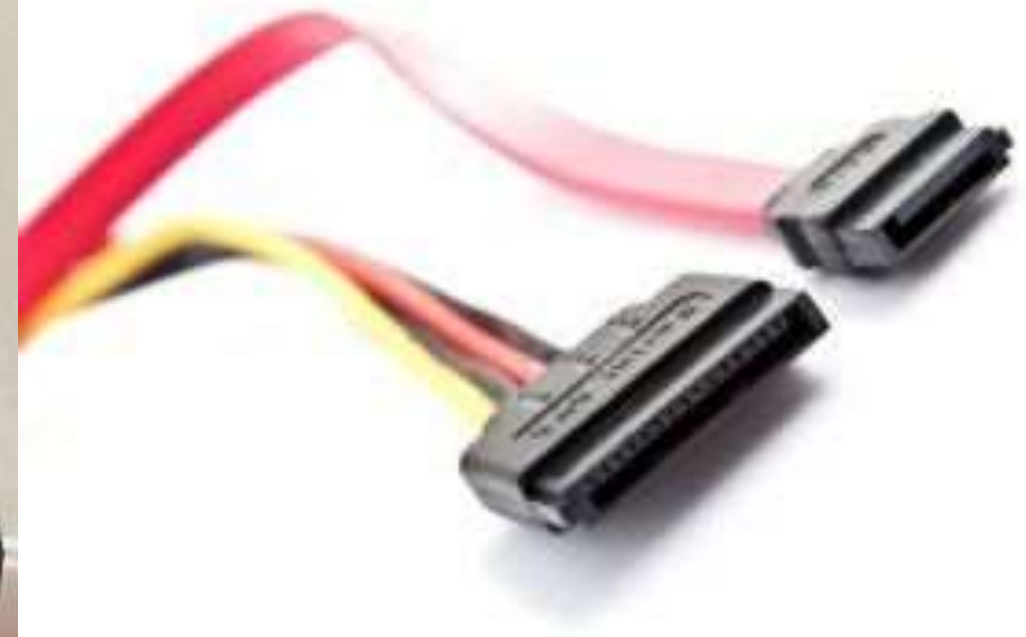


## 2. SATA Serial ATA Storage Drives

- Replaced the PATA drives in desktop and laptop computers.
- The main physical difference between the two is the interface, although their method of connecting to a computer is the same.
- **Aadvantages of SATA Hard Disk Drives.**
  - SATA transfer data **faster** than PATA types.
  - SATA cables are **thinner** and **more flexible** than PATA cables.
  - They have a 7-pin data connection, with cable limit of **1 meter**.
  - They consume **less power**. (They only require 250 mV as opposed to **5V for PATA**).



*A SATA Hard Disk Drive Pin Out*



### 3. **SCSI** Small Computer System Interface

- These are **quite similar to IDE** hard drives but they make use of the Small Computer System Interface to connect to the computer.
- **SCSI** drives can be connected **internally** or **Eexternally**.

- Here are some of their **advantages**:
  - ✓ They are **faster**.
  - ✓ They are **very reliable**.
  - ✓ Good for **24/7** operations.
  - ✓ Have a better scalability and flexibility in arrays.
  - ✓ Well-adapted for storing and moving **large amounts** of data.

## 4. SSD Solid State Drives

- The **latest in drive technology** in the computer industry.
- They are totally different from the other drives in that they **do not consist of moving parts**.
- They also **do not store data using magnetism**.
- Instead, they make use of **flash memory technology**.





- **Advantages:**

- ✓ **Faster** data access.
- ✓ Less susceptible to shock.
- ✓ Lower access times and latency.
- ✓ **Durability.**
- ✓ Less power usage.



Solid State Drive (SSD)

## How to Identify Which Type Hard Drive You Have ?

<https://www.youtube.com/watch?v=CHclT8NkgUI>



**Redundancy**

**REDUNDANCY**

# Redundancy

- **Redundancy** : is a data protection method.
- RAID is A common redundancy feature found in servers → to prevent data loss is (which stands for Redundant Array of Independent Disks),
- which creates multiple copies of files across several hard drives.



- If one hard drive in the array fails, the other hard drives pick up the slack with (usually) no interruption.
- **A backup**, on the other hand, doesn't provide real-time protection, but it does provide protection against a greater set of problems, including failed drives, device theft, fire, or even just accidentally deleting files.

# RAID

“Redundant Array of Independent Disks”

- RAID allows you to combine multiple physical hard drives into a single logical hard drive.
- This allows you to **mirror your data across two hard drives**, ensuring you always have your important data stored in multiple places.



# RAID Setup

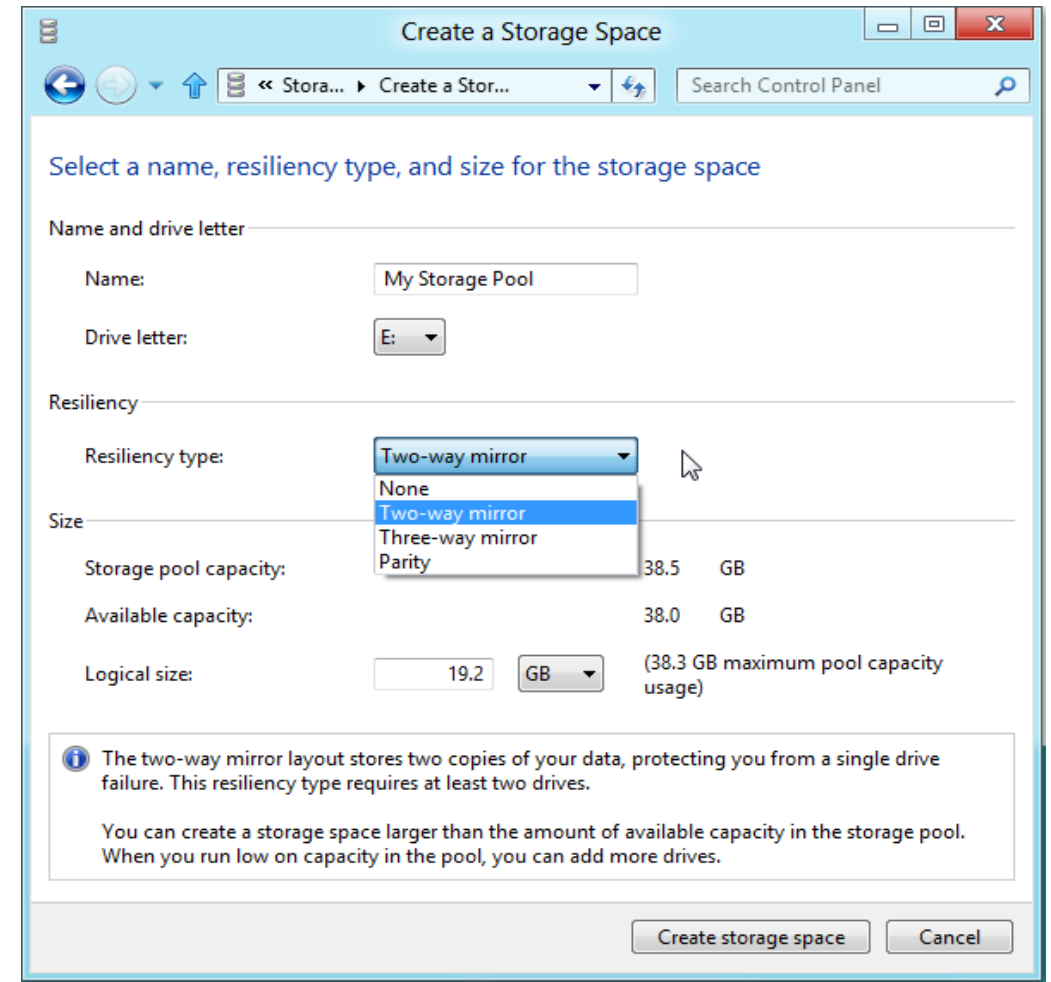
- RAID is generally used **on servers**, mainframes, and other computer systems where having redundantly stored data is important.
- When using RAID, you can either use “**hardware RAID**” or “**software RAID**.”
- With **hardware RAID**, a hardware device in your computer does all the RAID work.

- With **software RAID**, the work is handled by the operating system.
- For example, you can [create a software RAID while installing Linux](#) on your computer — the Linux kernel knows about the RAID and will do the work itself without any special hardware necessary.
- You can also [create a software RAID in Windows](#).



# RAID Similar Technologies

- Popular operating systems have technologies that function similarly to RAID.
- [Windows 8 introduced Storage Spaces](#).
- Linux has the [logical volume manager, or LVM](#).
- **Both technologies** allow you to group several physical disks into a single logical disk to **mirror your data** for redundancy or pool your disks' storage, making it available as a single disk without providing redundancy.





GOOD LUCK

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*OCT 2025*