

# Did you know: High-end computers are actually slower than Apple IIe computers released 30 years ago

At a particular parameter, our modern computer is actually slower than the previous generation computer, which is the speed of computer interaction with commands from humans.

In the technology world, new products are always introduced with superior strength compared to the old generations in terms of clock, multiplier, number of streams . But in a special parameter, our modern computer It is actually slower than the previous generation computer, which is the speed of computer interaction with commands from humans.

Dan Luu, a former computer engineer who worked at Google and Microsoft, said he felt the new devices didn't run as smoothly as the previous products. He tested a series of desktop devices launched in 1977 to recent computers and tablets.



The results show that modern computers have superior computing capabilities than before. For example: Apple IIe with MOS 6502 processor can implement 0.43 MIPS (million instructions per second - every second), Intel i7-7700k can implement 27,000 MIPS.

But in terms of computer response to human interaction, Apple IIe was born more than 30 years ago and is faster than any modern computer.

Luu used two cameras, one with a speed of 240 frames per second, the other one was 1000 frames per second to measure the computer's response time, from pressing a character on the keyboard until it appeared. on the terminal window. The results show that for 1 character to go to the screen, Apple IIe takes 30ms while

PowerSpec g405 with the new Intel i7 processor takes 200ms.

Máy tính	Độ trễ (ms)	Năm	clock	# T
<a href="#">apple 2e</a>	30	1983	1 MHz	3.5k
<a href="#">ti 99/4a</a>	40	1981	3 MHz	8k
<a href="#">custom haswell-e 165Hz</a>	50	2014	3.5 GHz	2G
<a href="#">commodore pet 4016</a>	60	1977	1 MHz	3.5k
<a href="#">sgi indy</a>	60	1993	.1 GHz	1.2M
<a href="#">custom haswell-e 120Hz</a>	60	2014	3.5 GHz	2G
<a href="#">thinkpad 13 chromeos</a>	70	2017	2.3 GHz	1G
<a href="#">imac g4 os 9</a>	70	2002	.8 GHz	11M
<a href="#">custom haswell-e 60Hz</a>	80	2014	3.5 GHz	2G
<a href="#">mac color classic</a>	90	1993	16 MHz	273k
<a href="#">powerspec g405 linux 60Hz</a>	90	2017	4.2 GHz	2G
<a href="#">macbook pro 2014</a>	100	2014	2.6 GHz	700M
<a href="#">thinkpad 13 linux chroot</a>	100	2017	2.3 GHz	1G
<a href="#">lenovo x1 carbon 4g linux</a>	110	2016	2.6 GHz	1G
<a href="#">imac g4 os x</a>	120	2002	.8 GHz	11M
<a href="#">custom haswell-e 24Hz</a>	140	2014	3.5 GHz	2G
<a href="#">lenovo x1 carbon 4g win</a>	150	2016	2.6 GHz	1G
<a href="#">next cube</a>	150	1988	25 MHz	1.2M
<a href="#">powerspec g405 linux</a>	170	2017	4.2 GHz	2G

Luu's test results on different computers.

From his testing, Luu discovered that the operating system and the scanning frequency (refresh rate) of the monitor significantly affected the speed of the computer's response.

For example, the frequency of scanning and displaying characters on the 24Hz screen Haswell-e processor takes 140ms, while on the 165Hz screen is 50ms.

With the operating system, new versions need to take multiple steps to enter a character. For example, with iOS, when pressing a character on the iPad, it needs to go through 11 steps.

Not only in iOS, all operating systems must support a wide range of devices. This makes Android devices Luu tested slower than iOS, and operating systems like Windows or MacOS X later on the same computer compared to Chrome OS, MacOS 9.



<b>Thiết bị</b>	<b>Độ trễ (ms)</b>	<b>Năm</b>
<a href="#">ipad pro 10.5" pencil</a>	30	2017
<a href="#">ipad pro 10.5"</a>	70	2017
<a href="#">iphone 4s</a>	70	2011
<a href="#">iphone 6s</a>	70	2015
<a href="#">iphone 3gs</a>	70	2009
<a href="#">iphone x</a>	80	2017
<a href="#">iphone 8</a>	80	2017
<a href="#">iphone 7</a>	80	2016
<a href="#">iphone 6</a>	80	2014
<a href="#">gameboy color</a>	80	1998
<a href="#">iphone 5</a>	90	2012
<a href="#">blackberry q10</a>	100	2013
<a href="#">huawei honor 8</a>	110	2016
<a href="#">google pixel 2 xl</a>	110	2017
<a href="#">galaxy s7</a>	120	2016
<a href="#">galaxy note 3</a>	120	2016
<a href="#">moto x</a>	120	2013
<a href="#">nexus 5x</a>	120	2015
<a href="#">oneplus 3t</a>	130	2016
<a href="#">blackberry key one</a>	130	2017
<a href="#">moto e (2g)</a>	140	2015
<a href="#">moto g4 play</a>	140	2017
<a href="#">moto g4 plus</a>	140	2016
<a href="#">google pixel</a>	140	2016

Detailed results of Luu's test on mobile devices.

But the latency of modern computers is not a terrible thing, it's a trade-off. Our computers now do more work than a computer 30 years ago even though they have higher latency.

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