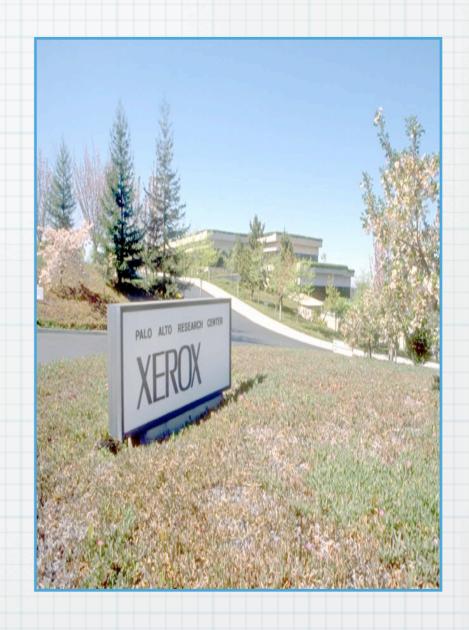
# Turbulence in the PARC

Xerox Palo Alto Research Center 1970 - 1975



Alan G. Labouseur alan@Labouseur.com



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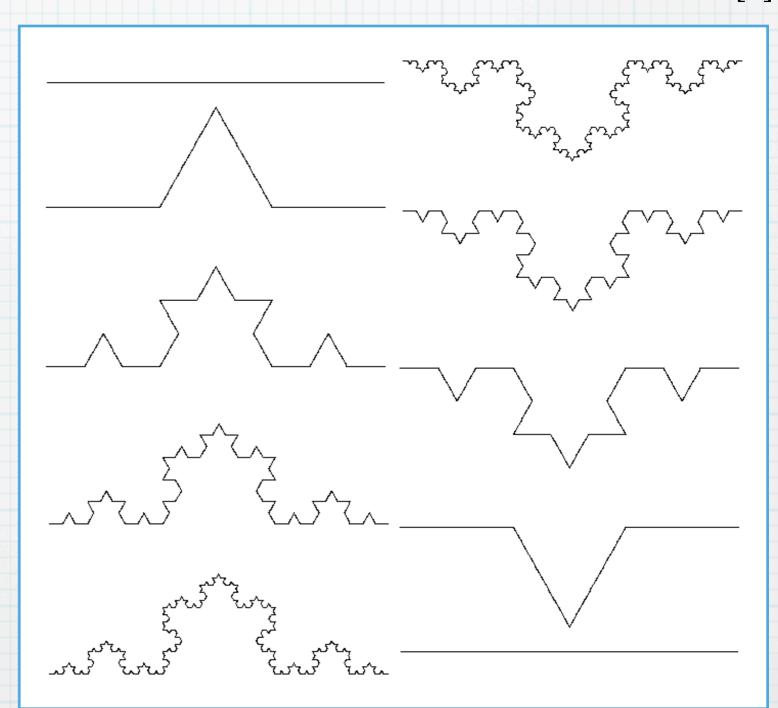
Alan G. Labouseur alan@Labouseur.com

#### **Our Plan**

- 1. Background
- 2. Early History
- 3. Innovation or Invention?
- 4. What Happened?
- 5. Today and Tomorrow
- 6. References

#### Turbulence

- Volatility
- Rapid Changes
- Uncertainty
- Complexity
- Hyper Competition
- New Technology
- Inflection Points



# Background

#### Xerox in the late 1960s

- Chester Carlson invented the xerographic process in 1938
- Greek: xeros = dry; graphia = writing
- Cornered the market on copy machines by the 1960s
- "Would you Xerox this for me?"
- Virtual monopoly = \$\$\$\$
  - Pavur's Law
- If things are going very well, be afraid... be very afraid.
- Xerox executives got afraid.

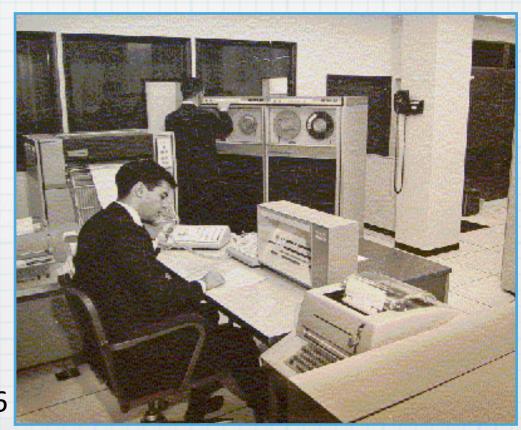


Xerox 914 - 1959

# Background

#### Xerox in the late 1960s

- Marketing and selling copiers to virtually all businesses
- Xerox copiers sitting next to IBM mainframes and minis
- Why not take on IBM by offering computers too?
- "Office of the Future" vision. What could go wrong?
- Xerox purchased Scientific Data Systems (SDS)
- Paid \$960M, 96 times earnings
- Many top SDSers retired on crazy new stock profits.



# Background

### Turbulent Environment of the late 1960s<sup>1</sup>

- Volatility
- Rapid Changes
- Uncertainty
- Complexity
- Hyper Competition
- New Technology
- Inflection Points

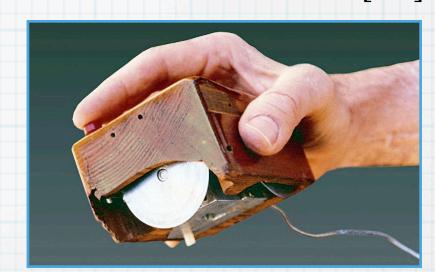
- √ Vietnam war, riots, assassins
- √ Social unrest, Woodstock
- √ Economic recession, protests
- √ Mainframes, Minis, Micro?
- ✓ IBM, HP, DEC, NCR, EDP, CDC, ...
- ✓ NASA, USSR, Boeing, IBM, . . .
- √ Semiconductors, all of the above

<sup>&</sup>lt;sup>1</sup> See more at http://www.nytimes.com/packages/html/arts/20090717-1969-feature

# Early, History: 1968 - 1970

## In the beginning...

 1968 - Doug Engelbart invents the mouse at Stanford Research Institute (SRI). His team soon goes to PARC.



- 1969 Xerox buys SDS, renamed XDS.
- XDS cannot compete with IBM. (Not even close.)
- Xerox founds a new research center to develop new products and new computing technology.
- Proposed name: "Advanced Scientific and Systems Lab".
- Director George Pake liked another suggestion, PARC, because it sounded bucolic and made for a better acronym.

# Early History: 1968 - 1970

## Turbulence can be good

- It was a "buyers market" for top research talent.
- Turbulence brought on by the expense and politics of the Vietnam war caused reductions in government research spending.



- The turbulence brought on by a national recession caused reductions in corporate research spending.
- Xerox was one of the few places that could bid for top research talent.

# Early History: 1968 - 1970

## Top Talent

- Robert Taylor "The Impresario" from ARPA.
- Gary Starkweather Laser printer
- Alan Kay Object-oriented programming, GUI. Also coined the term "Personal Computer".
- Robert Metcalfe Ethernet
- Butler Lampson Laser Printer, Ethernet, Alto, GUI
- Dick Shoup and Alvy Ray Smith Superpaint, lead to Pixar
- Charles Simonyi GUI, word processing as we know it

# Early History: 1968 - 1970

## Robert Taylor

- ARPA Information Processing Techniques manager
- PARC's early Computer Science Lab manager
  I was never interested in the computer as a mathematical device, but as a communications device.
  - No Ph.D. This caused conflicts, but was also beneficial.
- Gifted talent manager and motivator
- Eventually kicked out of PARC, founded DEC's Systems Research Center



# Innovation or Invention? 1971

## Laser Printing

- Gary Starkweather wondered if lasers could be used to "paint" an image on a xerographic drum instead of using lenses and light.
- He was almost fired for not focusing on lenses and light.
- Instead, he was exiled to PARC...
- ... where he invented the "Scanning Laser Output Printer"
- The patent earned Xerox \$Billions
- Commercialized in 1977 (i)



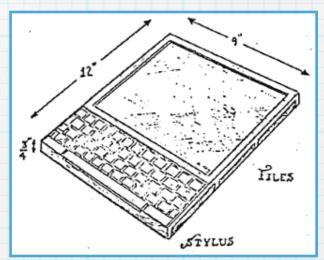
- The Xerox 9700
- > 300 dpi / 120 ppm



## Object-oriented Programming

[1,2,6]

- Alan Kay Stanford AI Lab, then ARPA, then PARC
- DynaBook what we'd call a notebook
- Thought about computer programming in biological terms: cells communicating by passing messages.



- SmallTalk an entirely new way to program computers
- First Object-oriented programming environment
- Objects have traits (data) and behaviors (methods).
- Objects can inherit from each other for differentiation.
- Today: C++, Java, C#, Objective-C, many others



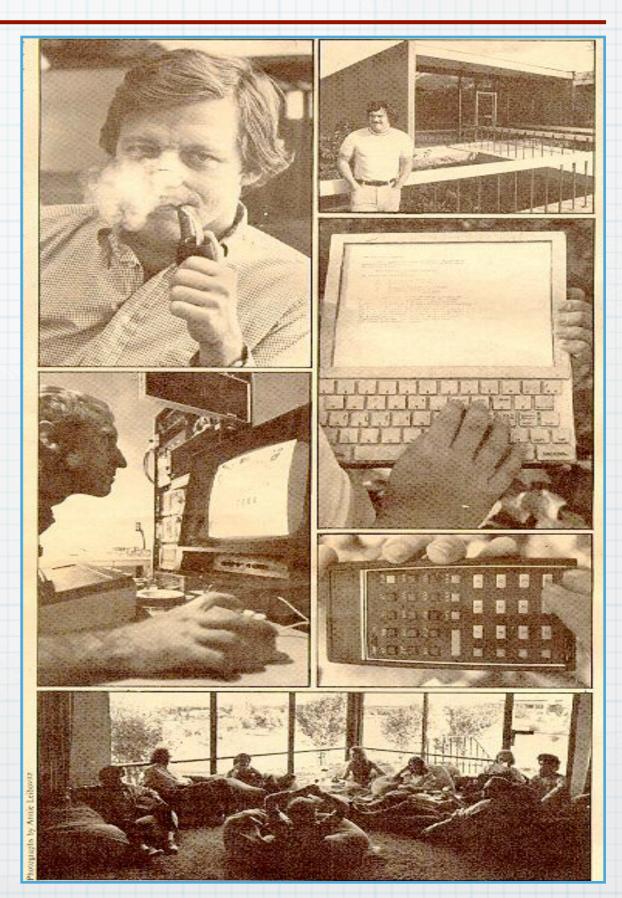
## Fame: 1972

## Rolling Stone

[9]

- SPACEWAR: Fanatic Life and Symbolic Death Among the Computer Bums.
- Article by Stewart Brand
- December, 1972
- "Ready or not, computers are coming to the people."

Immediately [below] left, chief marble collector Bob Taylor; and right, quiz kid emeritus, Alan Kay. Below him, the Dynabook; the pocket calculator; the Bean-Bag Room. Center left, the author draws with the computer.



#### Ethernet

[1,2,7]

- Robert Metcalfe
- Harvard rejected his doctoral thesis on packet transfer in networks.
- Robert Taylor didn't care and hired him at PARC.



Robert Metcalfe in 1973

- Fired electrical pulses down copper cable into an oscilloscope
  - Invented Ethernet
- Used it to connect Alto workstations
- Left PARC in 1979 to found 3COM
- Sold his stake for \$100M+





#### The Alto Personal Workstation



- IBM was making mainframes and electric typewriters.
- Bill Gates was a freshman at Harvard.
- Steve Jobs was wandering around India seeking Zen.
- Butler Lampson "Why Alto?"
- This 1973 Alto prototype (which fit under a desk) did almost as much as the production Macintosh in 1984.

#### The Alto Personal Workstation

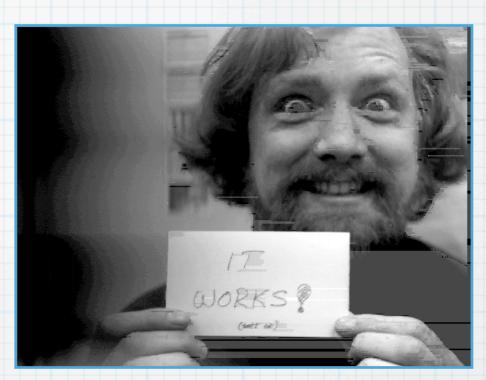


- Graphical User Interface
- Keyboard and mouse
- Removable data storage.
- WYSIWYG display and laser printing
- Networking and e-mail
- \$12,000 to build never sold



## The Superpaint Machine

- Dick Shoup and Alvy Ray Smith
- Built the first video frame buffer
- The Superpaint Machine took up two cabinets and cost more than \$100,000



- Could grab frames off television, digitally mark them up (in color!) and alter them, and store the result to disk. They demonstrated on Star Trek episodes.
- Xerox not interested, focused on Alto and "documents".
- Shoup and Smith left.
- Smith to ILM and eventually cofounded Pixar.



[1,4,8]

## WYSIWYG editing

- Butler Lampson started designing an editor for the Alto.
- Charles Simonyi (with Larry Tesler and Tim Mott) implemented it.
- Bravo the first user-friendly text editing system
  - multi-font, bitmapped displays, used the mouse for marking and selecting text
  - basis for Gypsy, first GUI word processor
- Left in 1981 for Microsoft to develop Word and Excel
- Now flies to space with the Russians.

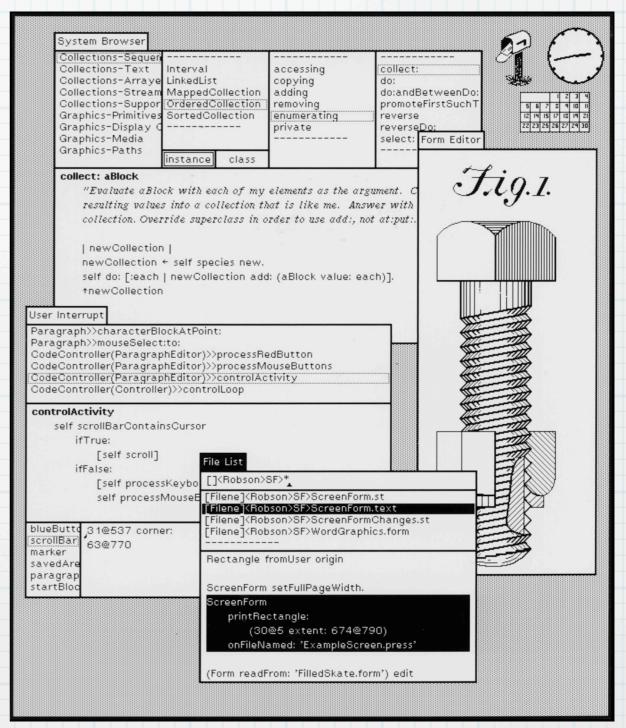


**Charles Simonyi** 

### The Graphical User Interface

[1,2]

- Alto Software Interfaces:
- Alan Kay's SmallTalk
- Butler Lampson's text editor
- Charles Simonyi's word processor...
- Graphical User Interface
  - The GIU
- Steve Jobs saw this in 1979. The Macintosh debuted five years later.



Smalltalk GUI

# What Happened?

#### Did Xerox fumble the future?

- Strong vision: "Office of the Future"
- Had money
- Heavily invested in research

## What went wrong?

# What Happened?

#### Did Xerox fumble the future?

- Strong vision: "Office of the Future"
- Had money
- Heavily invested in research

## What went wrong?

No interest in nor support for commercialization



- All "R" and no "D"; ignored the rest of the life cycle
- No portfolio strategy
- Unable to manage change, enter the consumer market, or execute their "Office of the Future" vision.

# What Happened?

## Why was there no development?

- Commercializing technology is difficult.
- Innovator's Dilemma focused on cash cow copiers
- Huge company challenges
- bureaucracy, delay, short-term thinking
- couldn't bet the company on one product (like Apple did)
- Management focused on strategy, disregarded research
  - drove brilliant minds to other commercial ventures, all of them successful (Microsoft, 3COM, Apple, Pixar, more).

[1]

# Turbulence Happened

## Why was there no development?

Commercializing technology is difficult.

Complexity

Innovator's Dilemma - focused on cash cow copiers

Uncertainty

- Huge company challenges
- bureaucracy, delay, short-term thinking

Rapid Changes

couldn't bet the company on one product (like Apple did)

Hyper Competition

 Management focused on strategy, disregarded research

Volatility

 drove brilliant minds to other commercial ventures, all of them successful (Microsoft, 3COM, Apple, Pixar, more).

New Technology

**Inflection Points** 

# Today: Recent History

#### More Inventions and Innovations since 1975

Solid-state lasers

- Computer worms killed the Alto Ethernet in 1978
- Natural Language Processing
- Magneto-optical storage
- Fiber-optic LANs
- Multi-beam lasers
- Blue lasers

# Today: PARC, a Xerox company

## The Business of Breakthroughs®

[2]

- 2002 incorporated as a subsidiary of Xerox
- Provides R&D services and technology consulting to Fortune 500 and Global 1000 companies



- technology risk management, accelerating time to market, customizing technology
- Holds about 2500 patents, adding about 150 per year

- Xerox PARC: The Next 40 Years
- Incubator for new startups
  - Already spun off PowerCloud Systems
- Working on a new Internet
- "Content-centric Networking"
- NDN: the "Named Data Network"
- Social Intelligence Systems
- Modeling behavior in social networks to enhance the value of these systems.

#### Xerox PARC: The Next 40 Years

- Intelligent Power Management Systems
  - PowerAssure power distribution in data centers
- E-mail organization
- Enriching e-mail systems with contextual data from LinkedIn, Twitter, etc.
- Organic Semiconductors
- Flexible electronics

## Thank you

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