| Item | Period | Units | Comments |
| :--- | :--- | :--- | :--- |
| Integrated <br> Circuits | $1970-$ present | number of <br> transistors per <br> chip | Moore's <br> Law |
| Storage | 1956 - present | Gigabytes per <br> disk | Johnson's <br> Law |
| Bandwidth | $1980-$ present | Megabits per <br> second | Gilder's <br> Law |
| Software | $1975-$ present | Lines Of Code <br> (LOC) per <br> application or <br> system | Stallman's <br> Law |
| Data | $1975-$ present | The number <br> of rows and <br> columns of <br> data in a data <br> set | Bermuda |

Table 2.2: This table contains some of the key enabling technologies of the digital era that have been commoditized. The commoditization of processing power has been known as Moore's Law since shortly after it was described by Gordon Moore in 1965. There are no standard names for the commoditization of storage, bandwidth and software. In this book, we refer to the commoditization of storage, bandwidth and software as Johnson's Law, Gilder's Law and Stallman's Law, after Reynold B. Johnson, George Gilder and Richard Stallman, respectively. Perhaps the best example of the the commoditization of data is the availability of the entire human genome, which was provided the $\mathrm{Hu}-$ man Genome Project and whose data release policy was governed by what are known as the Bermuda Principles.

