CSC 252: Computer Organization Spring 2018: Lecture 1

Instructor: Yuhao Zhu

Department of Computer Science University of Rochester

Action Items: • Get CSUG account

• Sign up for Blackboard

Slide credits: Leo Porter, Mattan Erez, Derek Chiou, Keshav Pingali

Outline: Class Introduction

- Introduction
 - What Are You Supposed to Learn in this Class?
 - What Is Computer Systems?
 - Instructor & TAs
 - What Do I Expect From You?
 - How am I Going to Teach?
 - Grading, Policies
- Action items:

- Get a CSUG account.

- cycle1.csug.rochester.edu (or cycle2, cycle3)
- Talk to Brynn Wilkins (bwilkins@cs.rochester.edu) if you don't already have one
- Sign up for Blackboard (https://learn.rochester.edu/)

Where to Find Stuff

- http://cs.rochester.edu/courses/252/spring2018/
 - General info
 - Programming assignments details
 - Various course materials
 - Opportunities and "ads"
- Blackboard for <u>all</u> communication
 - Only place for all announcements (e.g., when an assignment is out)
 - Only place for digitized Q&A
 - Except personal issues
 - Don't waste time: check/search previous posts before posting
- CSUG machines for programming assignments submissions



Problem

Who scores the highest on the exam?



Problem

Who scores the highest on the exam?



Circuit



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Who scores the highest on the exam?

Quicksort



Circuit



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Quicksort

Human-readable language (Java, C)



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Instruction Set Architecture Who scores the highest on the exam?

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Human-readable language (Java, C)

Machine Language

Hardware Design





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| Instruction Set Architecture | Machine Language |
| Microarchitecture | Hardware Design |
| Circuit | Electrons, Resistors, Capacitors, etc. |

Computer Systems Match User Requirements to Hardware Technologies







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Program

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Human-readable language (Java, C)

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Hardware Design

Two Fundamental Aspects of Computer Systems

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5

Two Fundamental Aspects of Computer Systems



Two Fundamental Aspects of Computer Systems



The "Translation" Process, a.k.a., Compilation

- It translates a text file to an executable binary file (a.k.a., executable) consisting of a sequence of instructions
- Why binary? Computers understand only 0s and 1s
 - The subject of next lecture

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Example: add.c
(Human-readable)
#include <stdio.h>
int main() {
int a = 1;
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printf("%d\n", c);
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Executable Binary(Machine-readable)00011001011010101101010110100100



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Assembly program: add.s

| movl | \$1, -4(%rbp) |
|------|----------------|
| movl | \$2, -8(%rbp) |
| movl | -4(%rbp), %eax |
| addl | -8(%rbp), %eax |
| | |
| II | |

callq _printf



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00011001 ... 01101010 ... 11010101 ... stub_printf 10100100 ...

Relocatable Binary



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Relocatable Binary for printf.o


00011001 ... 01101010 ... 11010101 ... stub_printf 10100100 ...

Relocatable Binary for printf.o



```
00011001 ...
01101010 ...
11010101 ...
stub _printf
10100100 ...
Relocatable Binary
for printf.o
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Relocatable Binary for printf.o

Executable Binary

00011001 ... 01101010 ... 11010101 ... 01110001 ... 01101010 ... 10100100 ...



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Relocatable Binary for printf.o

Executable Binary

11

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Back to Layers of Transformation...

Who scores the Problem highest on the exam? How is a human-Algorithm Quicksort readable program translated to a Human-readable representation Program language (Java, C) that computers can understand? Instruction Set Machine Language **Architecture** How does a modern computer Microarchitecture Hardware Design execute that program? Electrons, Resistors, Circuit Capacitors, etc.

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- Executables (i.e., instructions) are stored in "memory"
- Processors read instructions from memory and execute instructions one after another

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- Implementation of an ISA is called *microarchitecture*
- ISAs *abstract* away details of microarchitecture





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 - Is there a walk that crosses each bridge exactly once?



- Think of car versus engine, transmission, brakes, ...
- Bridges of Konigsberg
 - Is there a walk that crosses each bridge exactly once?
- Solution by Euler
 - Key insight: connectivity between land masses is what is important, not the actual distances or the orientations of the bridges





- Create an abstraction
 - One node for each land mass
 - Edge between two nodes if there is a bridge connecting the two land masses
- Graph has nodes of odd degree, so there is no walk with desired property.
- Led to field we now call topology.





- The act or process of leaving out of consideration one or more properties of a complex object so as to focus on others
 - Euler left out distances and orientations
 - ISA leaves out *how* "ADD" is implemented
 - ISA also leaves our *how long* an "ADD" instruction takes
Abstraction

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 - Euler left out distances and orientations
 - ISA leaves out *how* "ADD" is implemented
 - ISA also leaves our *how long* an "ADD" instruction takes
- Bad abstractions throw away essential features of problem
 - Topologist is someone who does not know the difference between a doughnut and coffee-cup
 - Bad ISAs don't tell you the hardware can do multiplication

Every Layer in CS is an Abstraction



Every Layer in CS is an Abstraction

Who scores the Depend on which Problem highest on the exam? layer you want to live at, you have Algorithm Quicksort different views of the computer Human-readable Program language (Java, C) Instruction Set Machine Language **Architecture** Microarchitecture Hardware Design Electrons, Resistors, Circuit Capacitors, etc.

Every Layer in CS is an Abstraction

- Depend on which layer you want to live at, you have different views of the computer
- This course expands your layers of abstractions

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- ISA is lucrative business: ARM's Business Model
 - Patent the ISA, and then license the ISA
 - Every implementer pays a royalty to ARM
 - Apple/Samsung pays ARM whenever they sell a smartphone

- Little research on ISA, much more microarch. research
 - ISA is stable now. "One ISA rules them all."
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 - Think opportunities, not overhead

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Algorithm

Program

Instruction Set Architecture

Microarchitecture

Circuit

• Look Up (Nature of the problems)

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- Look Up (Nature of the problems)
- Look Down (Nature of the circuit technology and physics)



- Look Up (Nature of the problems)
- Look Down (Nature of the circuit technology and physics)
- Look Backward

 (Evaluating old ideas in light of new technologies)



- Look Up (Nature of the problems)
- Look Down (Nature of the circuit technology and physics)
- Look Backward (Evaluating old ideas in light of new technologies)
- Look Forward (Listen to dreamers and predict the future)



Why This Course Matters to You

- It's just a lot of fun. You get to look up and down, forward and backward.
- Without understanding Computer Systems you may write grossly inefficient code and have no idea why (this could easily cost you a job OR, in contrast, if you know why - get you a promotion).
- Could be your favorite subject in CS, or the area you want to do research in.

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Questions?

- Myself: Yuhao Zhu
 - WH 3501, yzhu@rochester.edu
 - Office hours TBD (soon) or by appointment
 - Got a good education
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 - Researching computer systems, especially mobile systems, for emerging visual applications: Augmented/Virtual Reality, Computational Imaging, etc.

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 - Really care about you learning the material and succeeding
- Coming to office hours does NOT mean you are weak!

What Do I Expect From You?

- Learn the material
- Do the work
- If you're going to come to class, come on time
 - I do not take attendance and you will not be graded on it
 - However, all of the top students from previous years regularly attended class
- Big believer in communicating
 - Probably the most important thing to know
 - Speak up, ask questions, participate in class
- You can eat, but please by quiet
- There will be a minimum standard to pass the class
- This class will definitely be tough

What Should You Expect From Me?

- Think of me as your tutor
 - Be your guide in inducing you to explore concepts
 - Create situations and post problems that set the scene for your exploration
 - Answer your questions
- Not spend lecture reading the textbook to you with slightly different words

A Word about Lectures and Medieval Times

- Lecture: It's a large part of what you pay for
- But why do we have the "lecture" format?
 - Why does someone stand at the front and tell you things?
 - Why do you take "notes" on what they say?

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- Lecture: It's a large part of what you pay for
- But why do we have the "lecture" format?
 - Why does someone stand at the front and tell you things?
 - Why do you take "notes" on what they say?

Because that's how the teacher learned, and they learned that way Because that's how their teacher learned, and they learned that way...

All The Way Back to Medieval Times..



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Modern Times

- You don't have to trust the monk!
 - The printing press: a revolutionizing development
 - The web: order your knowledge up for yourself on Amazon!
- Read books and analyze for YOURSELF!
 - If I rephrase it for you, what purpose does that serve?



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- Have you ever heard of a workout class where the instructor did all the exercises while everyone else just watched attentively?
- To learn, you must do the work with your own muscle (brain)!



- Programming Assignments: 54%
 - 6 assignments, 9% each
 - This is where you really learn
 - Each assignment has two deadlines
 - One for the "pre-assignment" (a.k.a. trivia), whose point is to get you start thinking about the assignment (1.5%)
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 - By just thinking about the lab, you get 1/6 of the points! So do the trivia!

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- 1 comprehensive final exam, 30%
- Observations:
 - Programming assignments have the most weight because that's where you really learn and will benefit the most
 - Final is almost twice as important as the midterm because we care about what you know in the end
 - All three parts are important. You can't pass the class while focusing only on one part.

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- Share ideas but not artifacts (e.g., code, sketch)

Programming Environment

- Develop code (or at least test it) on the CSUG Linux boxes (csug.rochester.edu)
 - Microsoft Visual Studio could be nice, but it's not what we use
 - The lack of Unix knowledge is a major problem according to our industry contacts
- Projects will be mostly in C and x86 assembler.
- We only accept ANSI-C that can be compiled by the default GCC on the CSUG Linux boxes

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- No collaboration on exams

Textbook

- Required textbook
 - Bryant and O'Hallaron's Computer Systems: A Programmer's Perspective (3rd edition)
- Some recommended (but not required) textbooks

 Introduction to Computing Systems: From Bits and Gates to C and Beyond, 2/e. This is where I learnt Computer Systems.
 - Structured Computer Organization, 6/e. More emphasis on SW.
 - Computer Organization and Design: The Hardware Software Interface, ARM Edition. More emphasis on hardware.

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