

CSC 252: Computer Organization

Spring 2022: Lecture 1

Instructor: Yuhao Zhu

Department of Computer Science
University of Rochester

Action Items:

- **Get CSUG account**
- **Make sure you have VPN setup!!!!**
- **Sign up for Blackboard**







Snake
circa **2000**



Snake
circa 2000



Snake
circa 2020

Computers are More Capable



Snake
circa **2000**



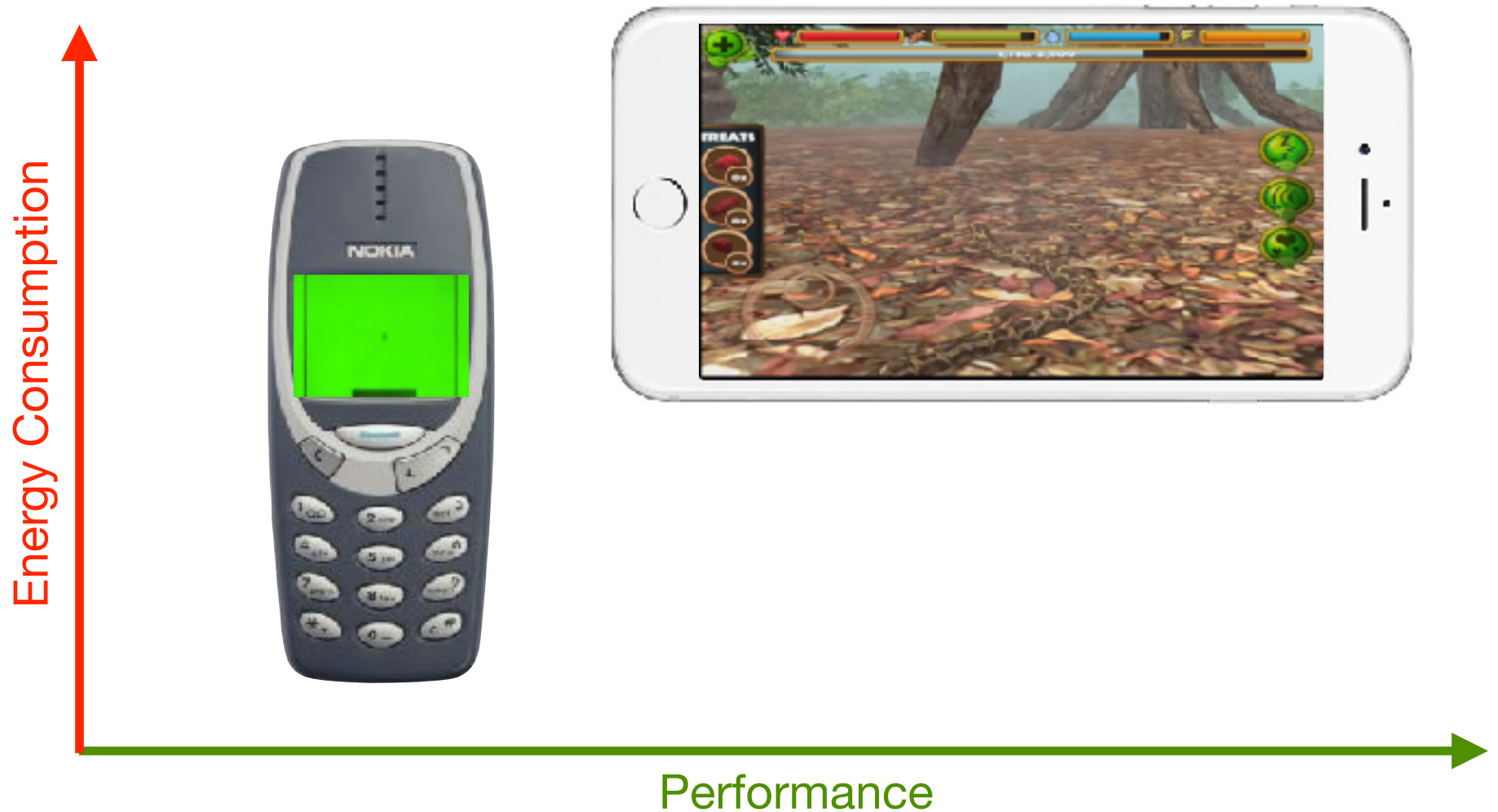
Snake
circa **2020**

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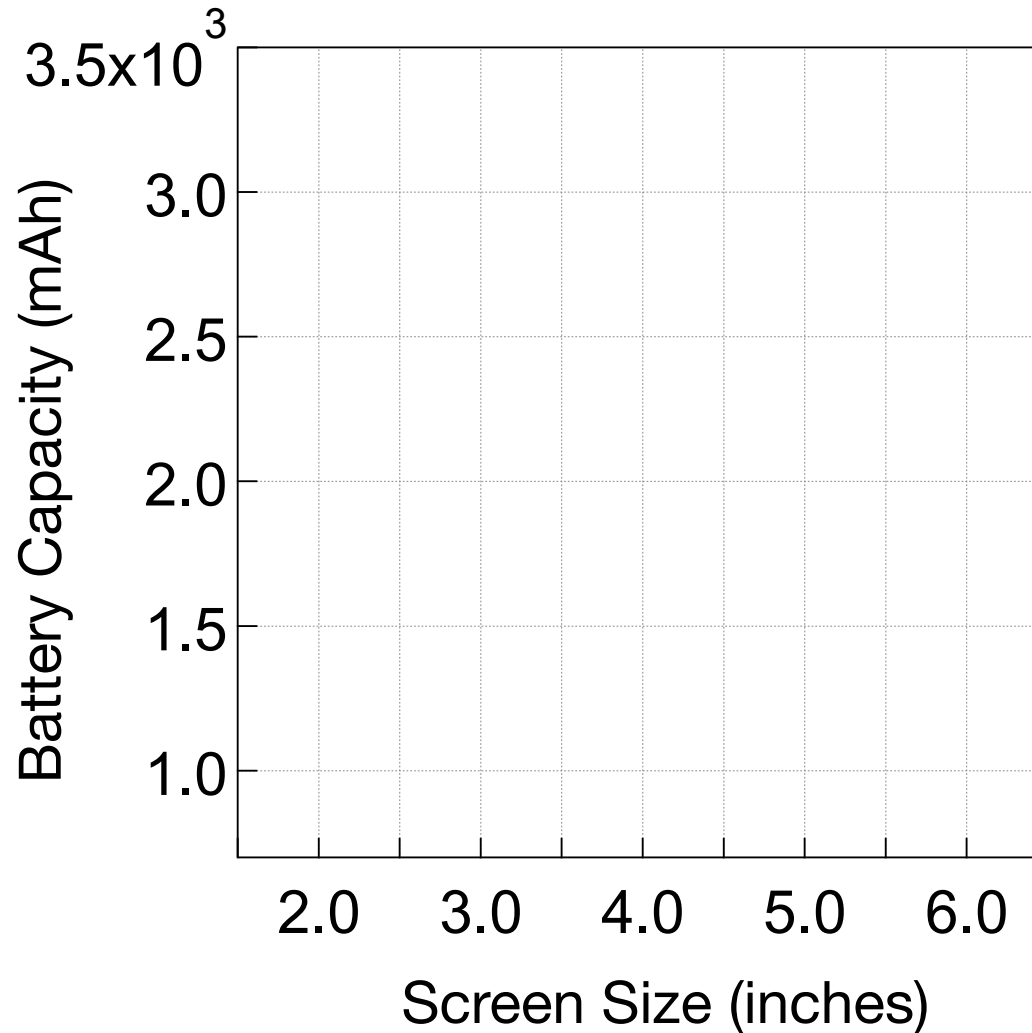
Performance

Computers are More Capable



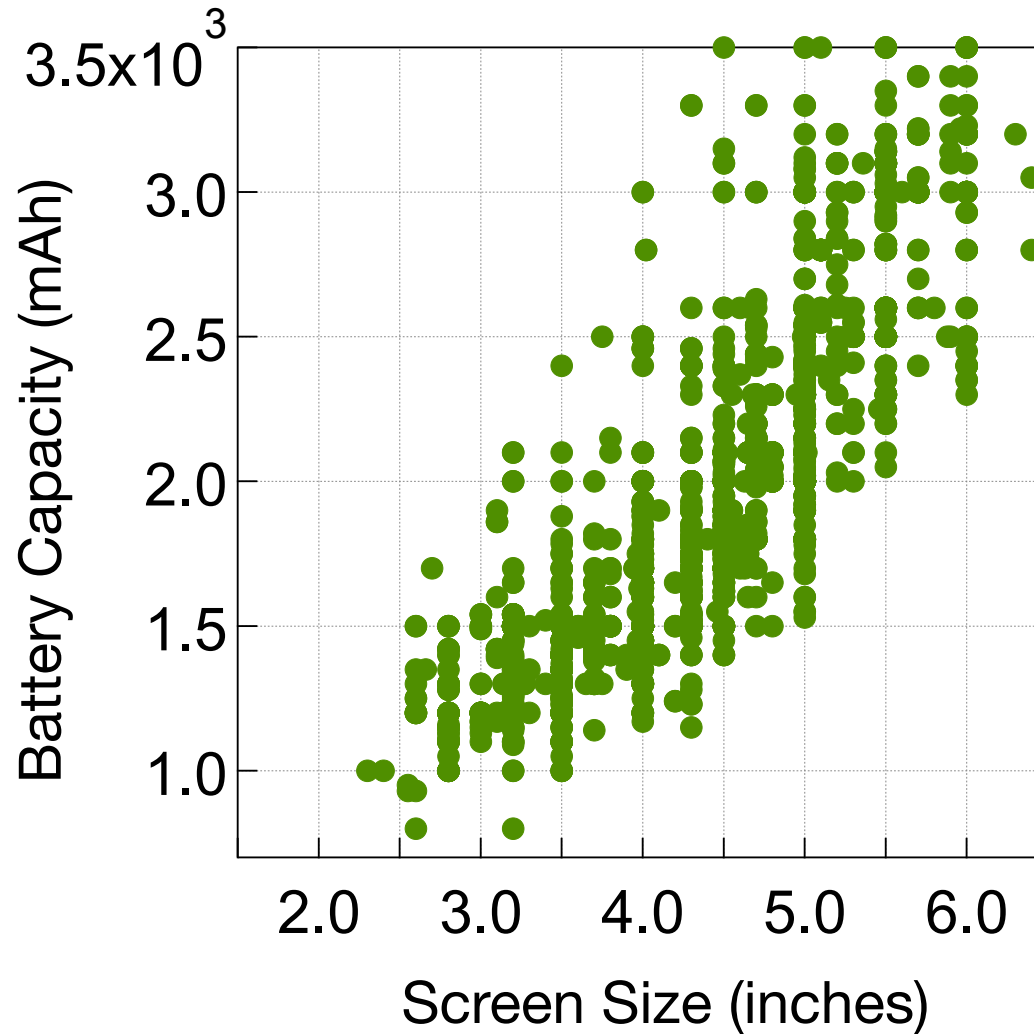
“Improving” Energy Capacity

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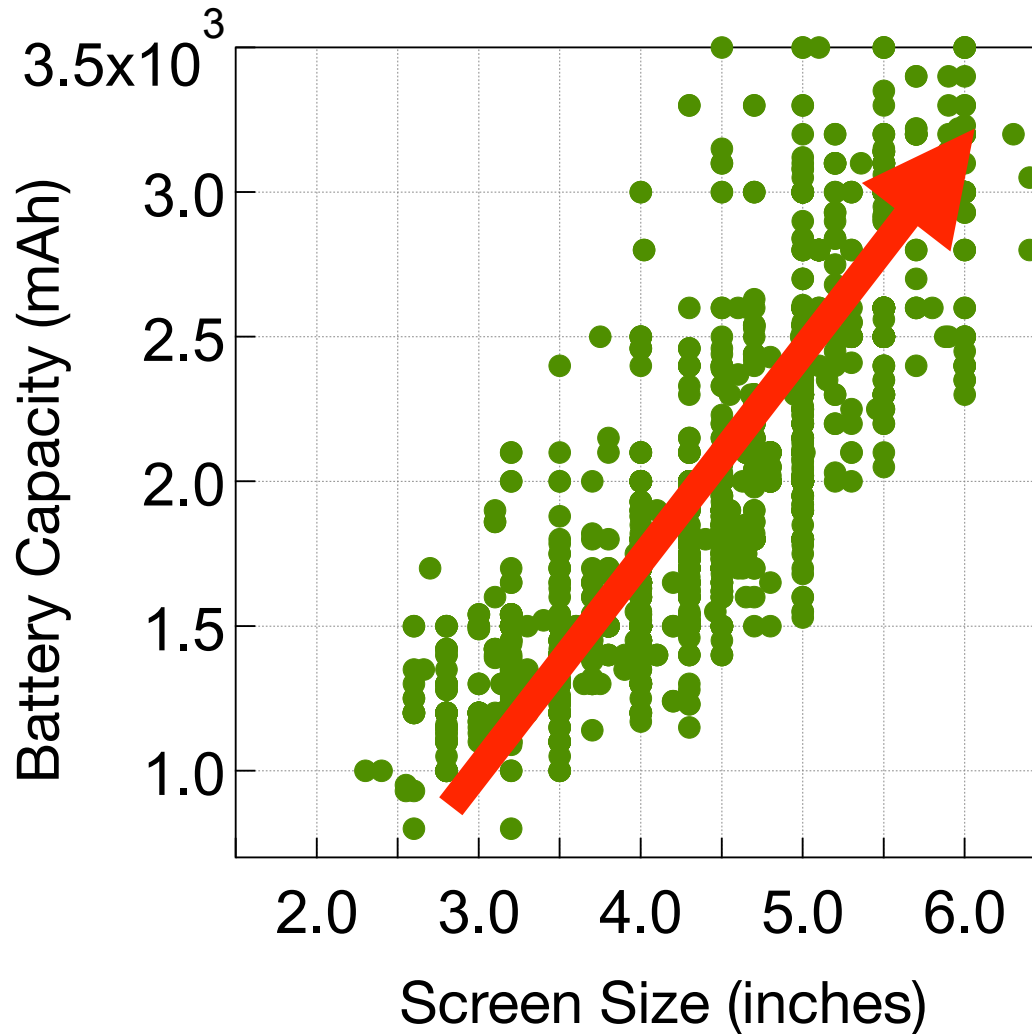
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Which Future Do You Want?

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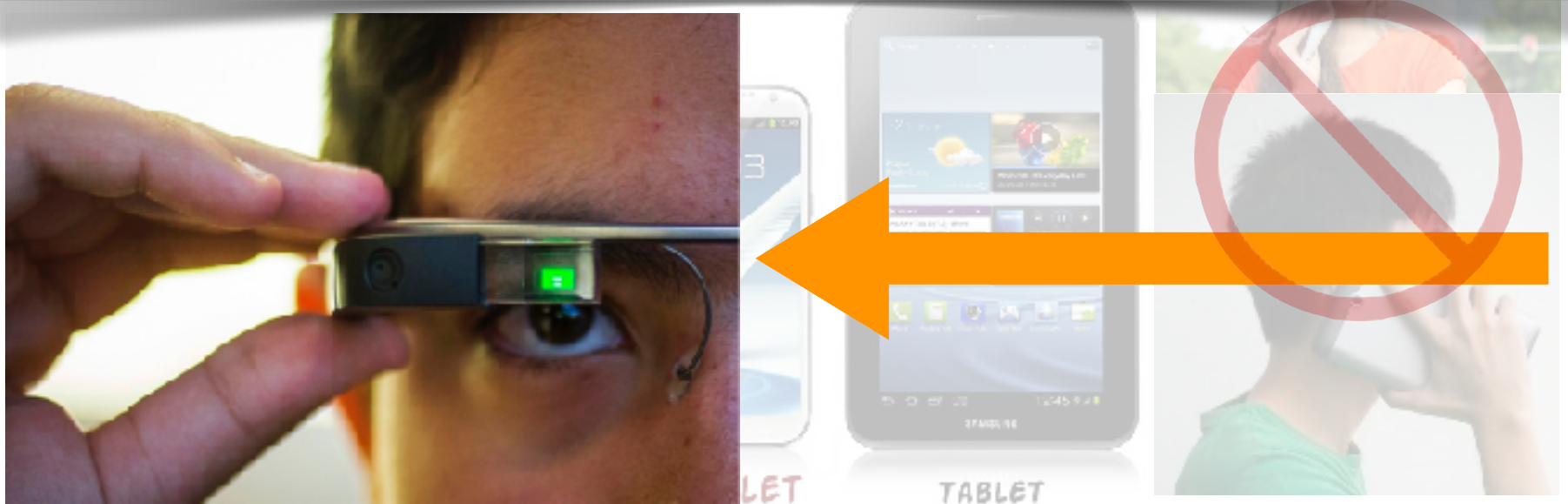


Which Future Do You Want?



Which Future Do You Want?

How to build ever-more capable computers but with lower energy consumption and smaller form factor?



Outline: Class Introduction

- Introduction
 - What Are You Supposed to Learn in this Class?
 - What Is Computer Organization Anyways?
 - 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)
 - If you don't already have one, go to this link: <https://accounts.csug.rochester.edu/>
 - **YOU WILL NEED VPN to access these machines if you are not using campus WiFi!!** Follow the instructions (<https://tech.rochester.edu/remote-access-vpn-tutorials/>) to set up the university VPN.
 - TAs will help with VPN setup too.

Where to Find Stuff

- <http://cs.rochester.edu/courses/252/spring2022/>
 - General info
 - Programming assignments details
 - Slides
 - Practice problems, past exams
- Communication through Blackboard (<https://learn.rochester.edu/>)
- CSUG machines for programming assignments submissions

What is Computer Systems?

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Problem

Who scores the
highest on the exam?

What is Computer Systems?



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Circuit

Electrons, Resistors,
Capacitors, etc.

What is Computer Systems?



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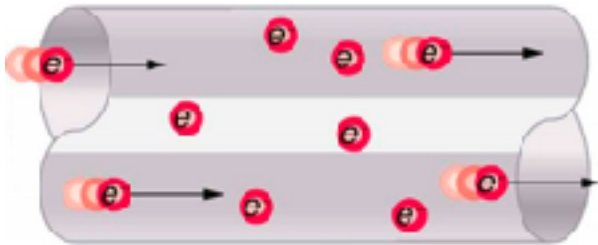


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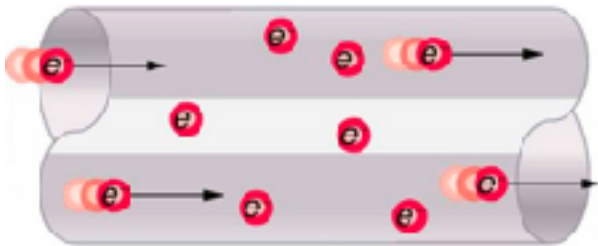
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Instruction Set
Architecture

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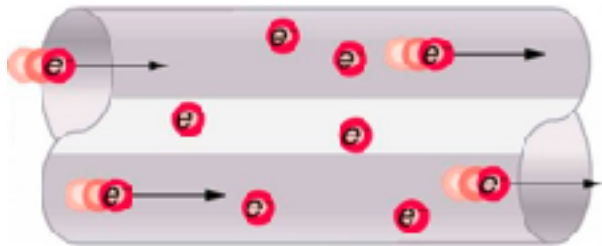
Microarchitecture

Hardware Design

Circuit

Electrons, Resistors, Capacitors, etc.

Computer Systems Match User Requirements to Hardware Technologies



Problem

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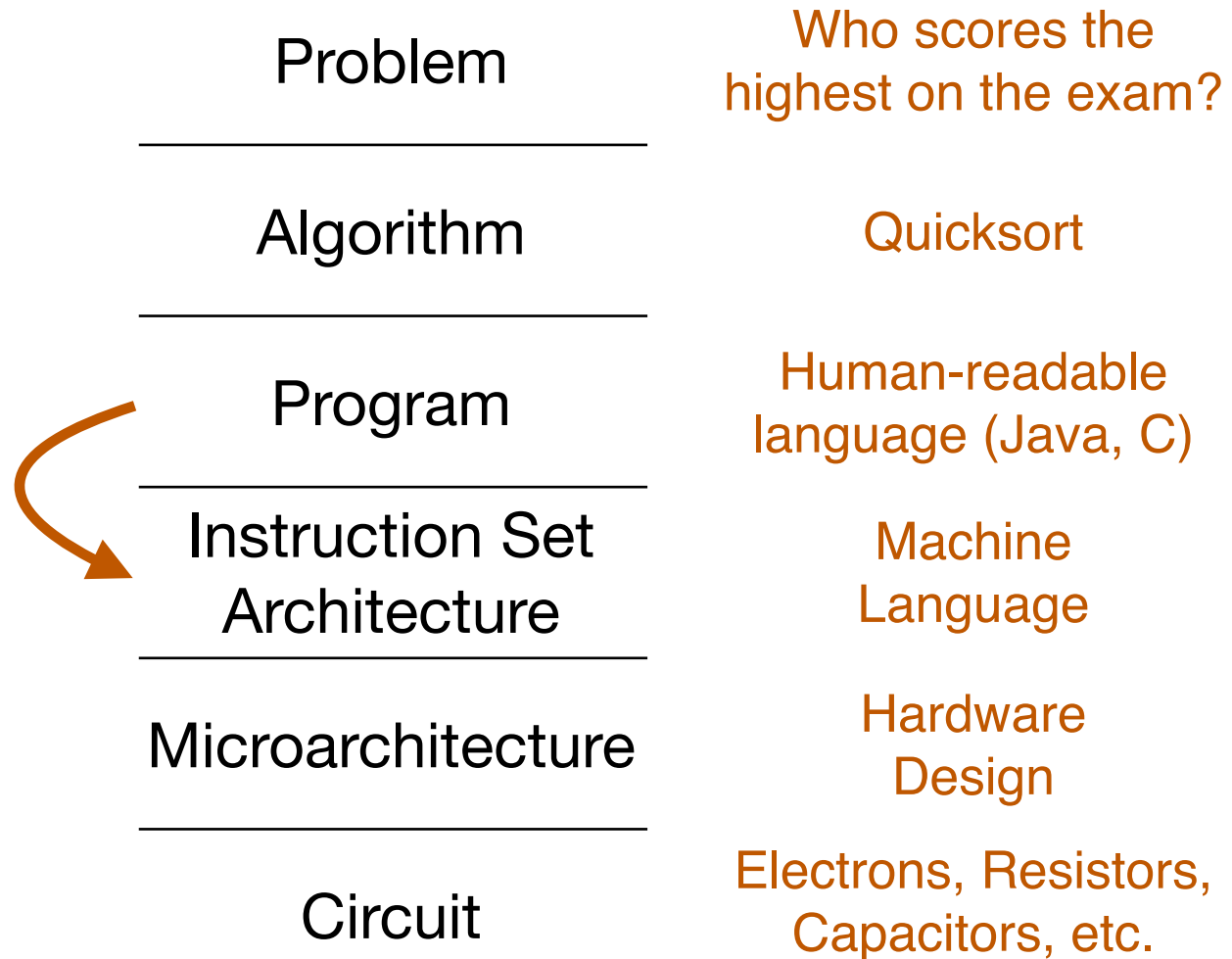
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Two Fundamental Aspects of Computer Systems

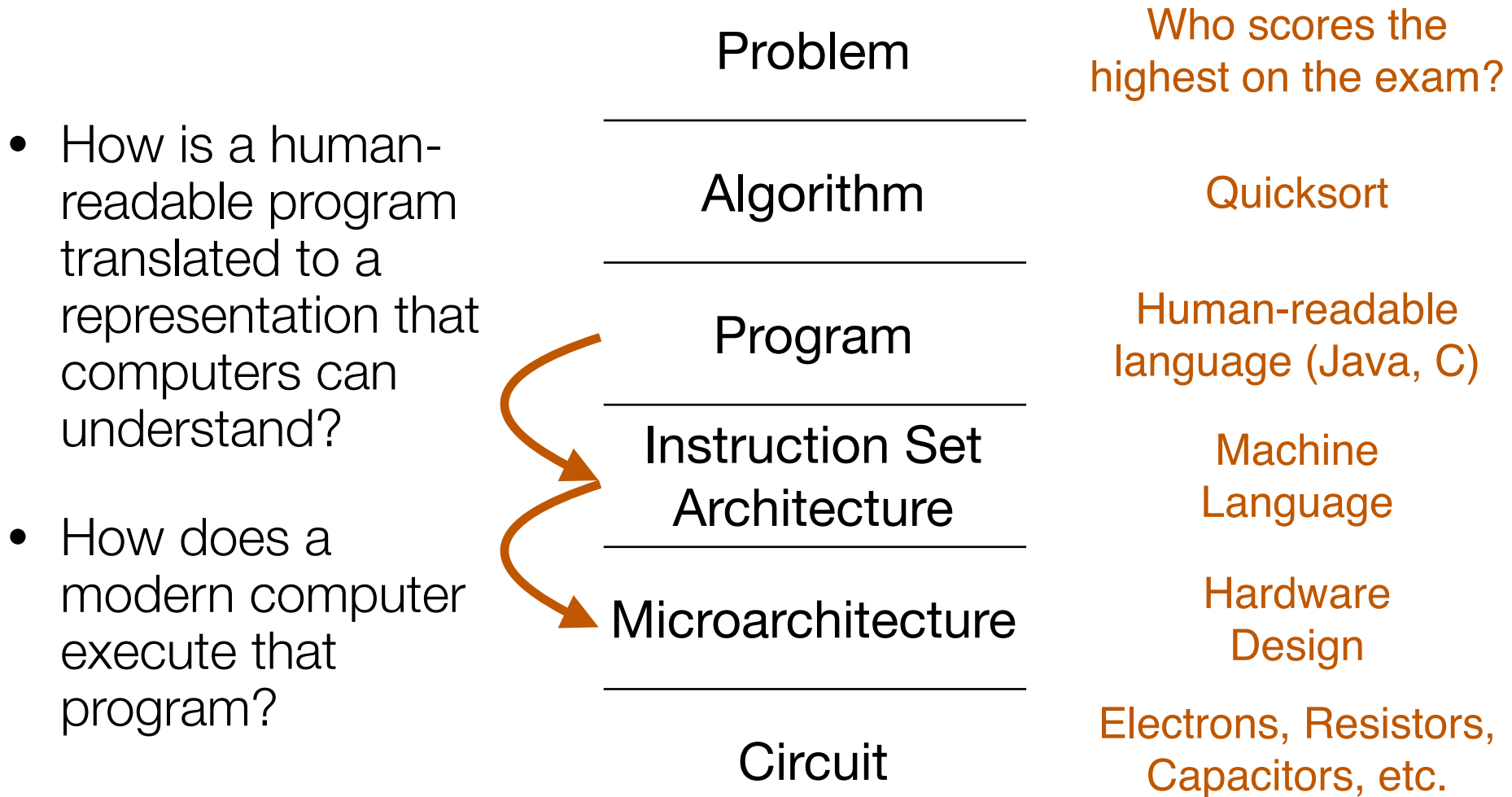
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Two Fundamental Aspects of Computer Systems

- How is a human-readable program translated to a representation that computers can understand?



Two Fundamental Aspects of Computer Systems



The “Translation” Process, a.k.a., **Compilation**

C Program

```
void add() {  
    int a = 1;  
    int b = 2;  
    int c = a + b;  
}
```

**Pre-processor
Compiler**



Assembly program

```
movl    $1, -4(%rbp)  
movl    $2, -8(%rbp)  
movl    -4(%rbp), %eax  
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Assembler
Linker



Executable Binary

```
00011001 ...
01101010 ...
11010101 ...
01110001 ...
```


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Executable Binary

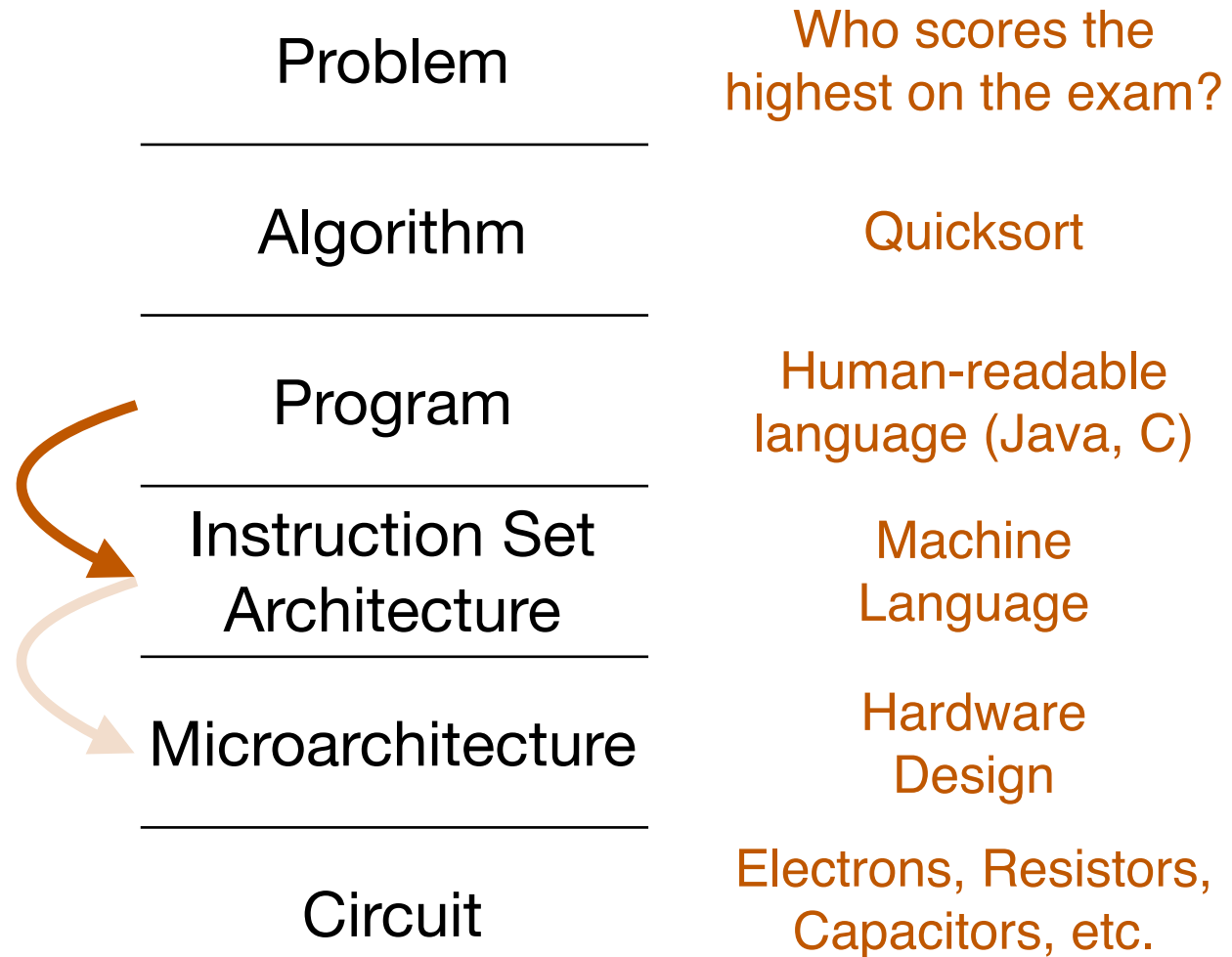
```
00011001 ...
01101010 ...
11010101 ...
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```

- 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

Back to Layers of Transformation...

How is a human-readable program translated to a representation that computers can understand?

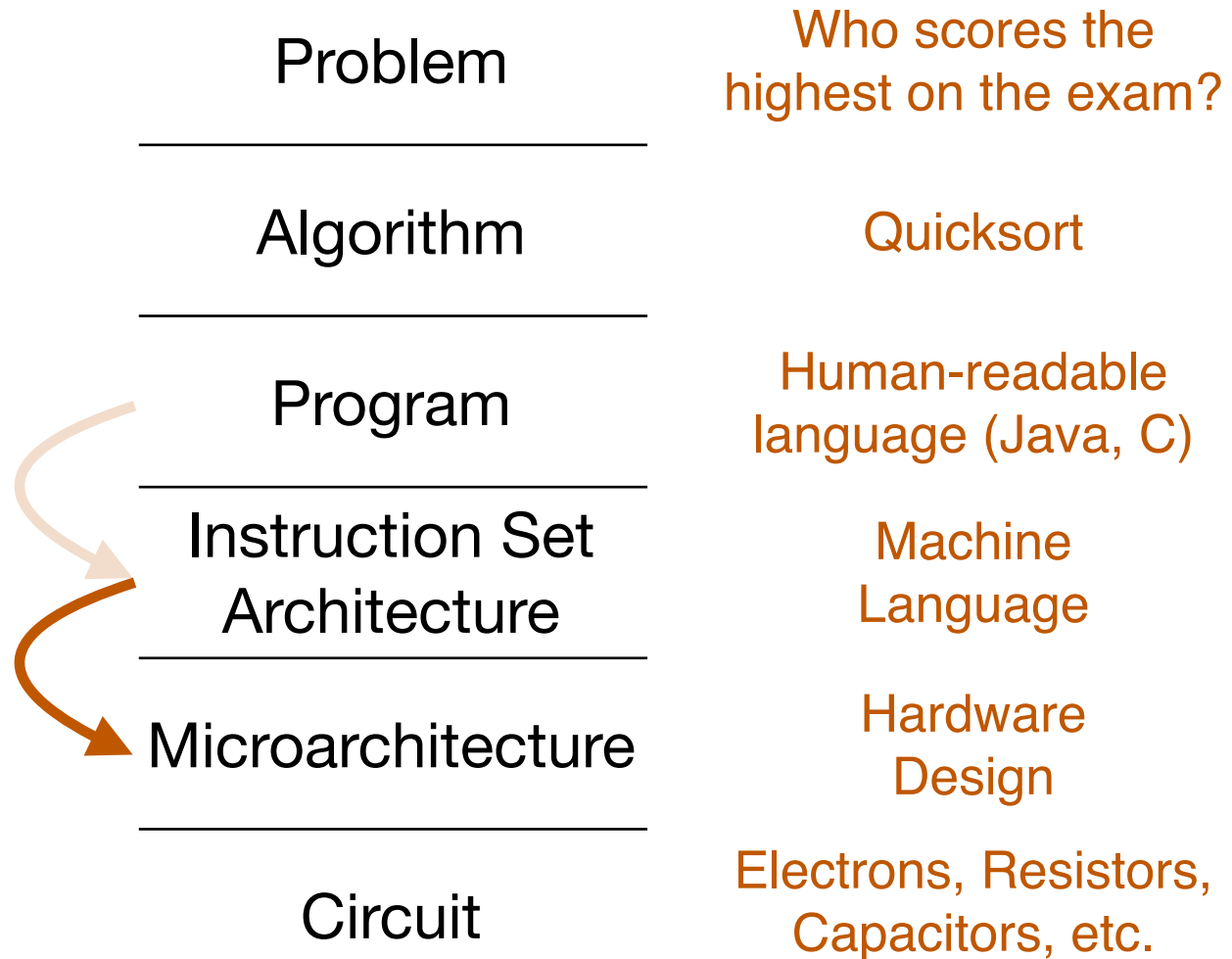
How does a modern computer execute that program?



Back to Layers of Transformation...

How is a human-readable program translated to a representation that computers can understand?

How does a modern computer execute that program?



The Single Most Important Idea of Computers

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

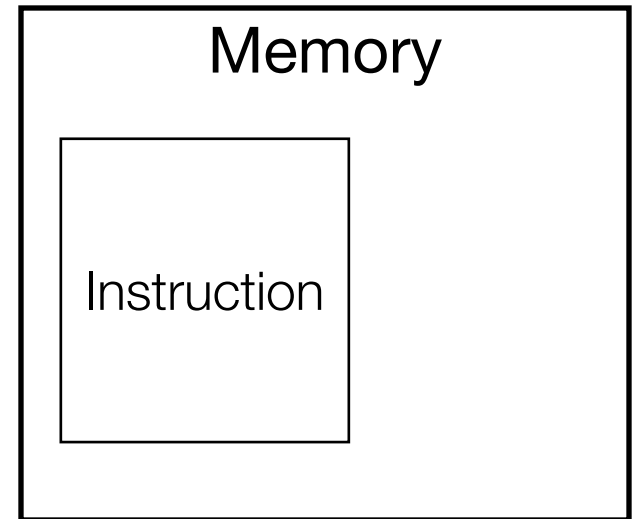
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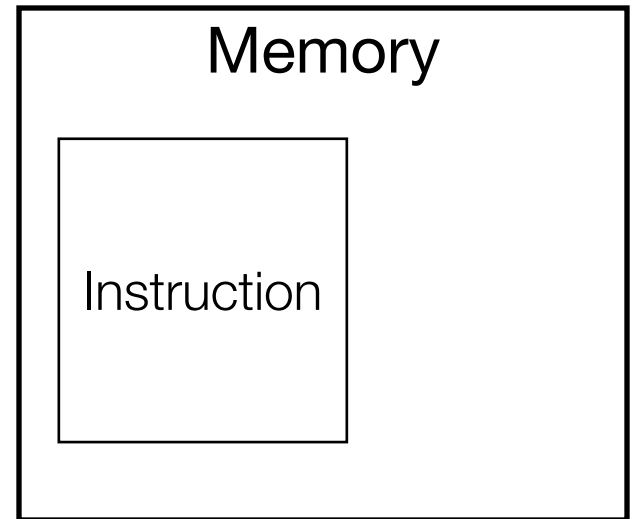
The Single Most Important Idea of Computers

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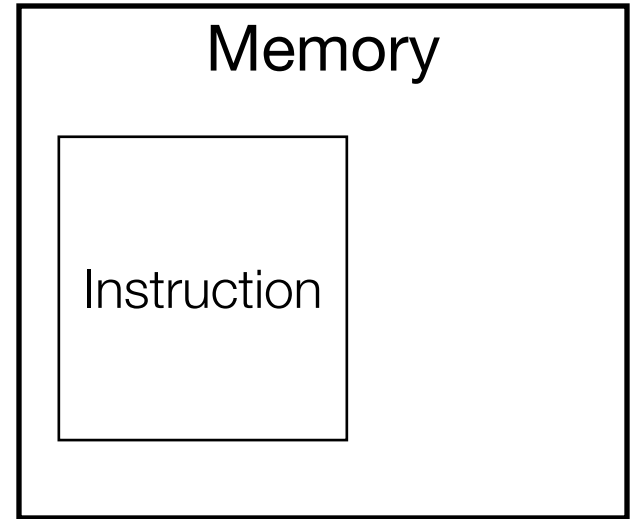
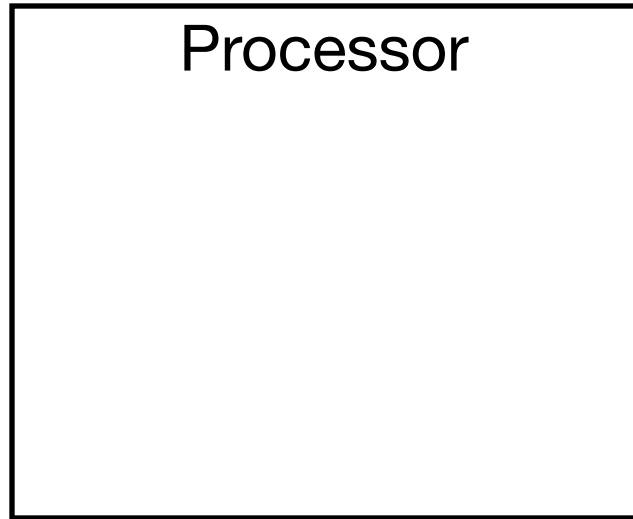
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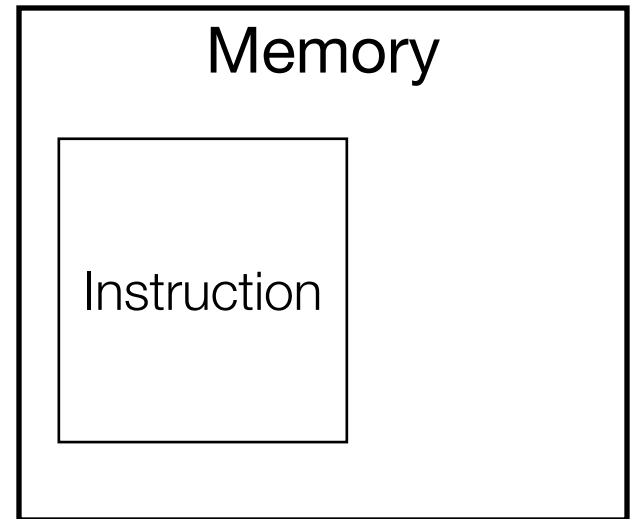
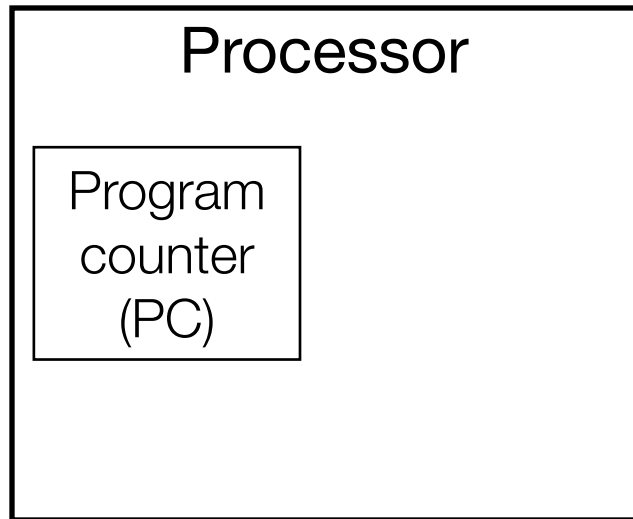
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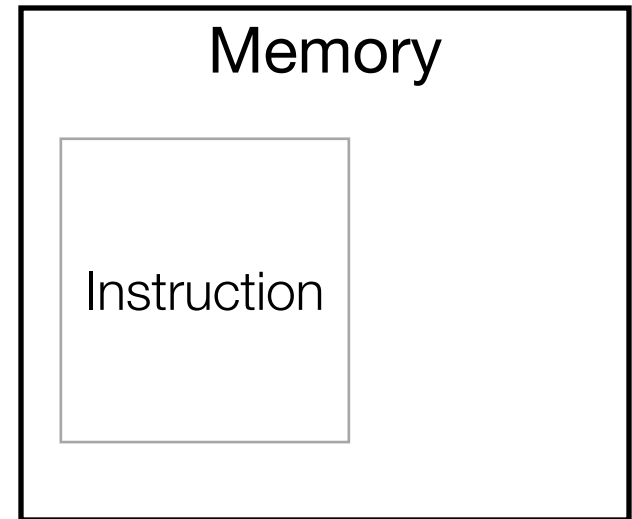
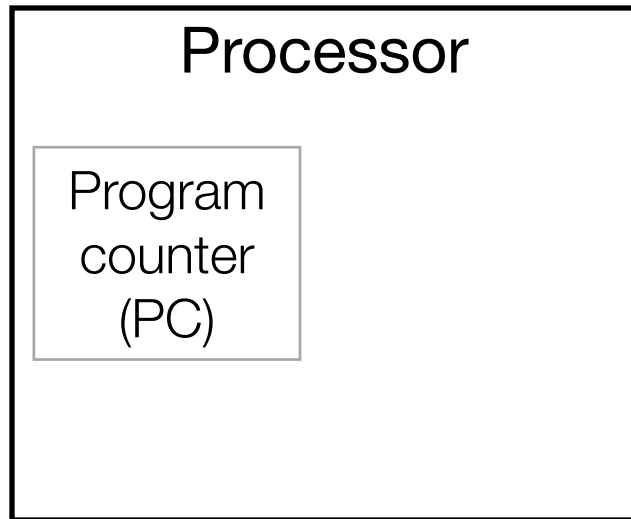
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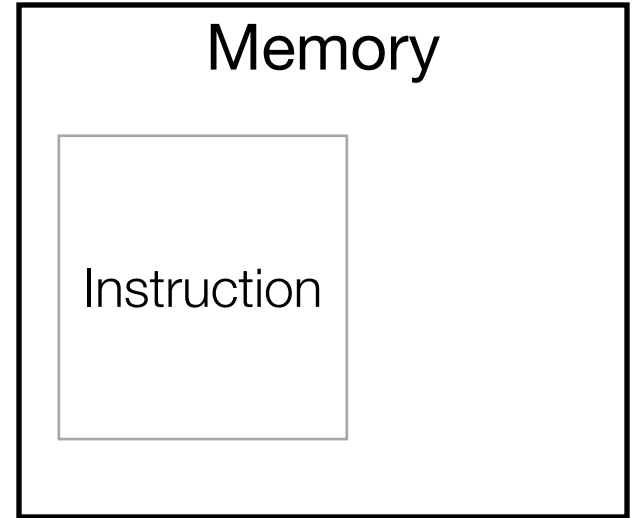
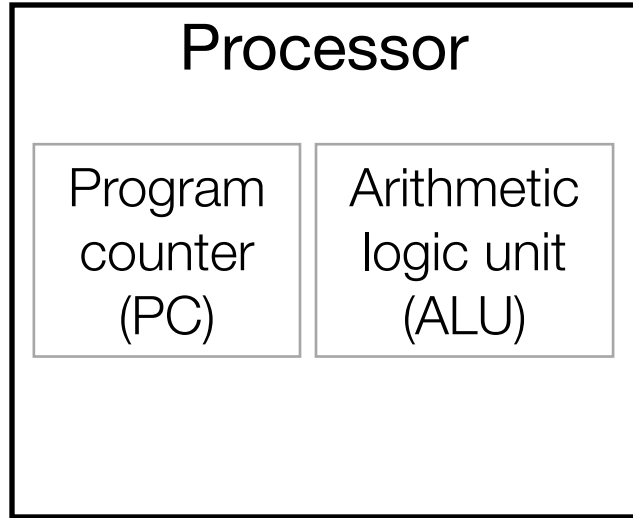
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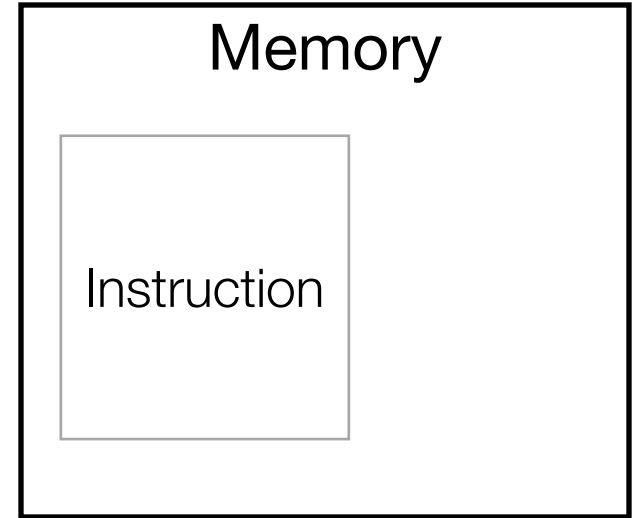
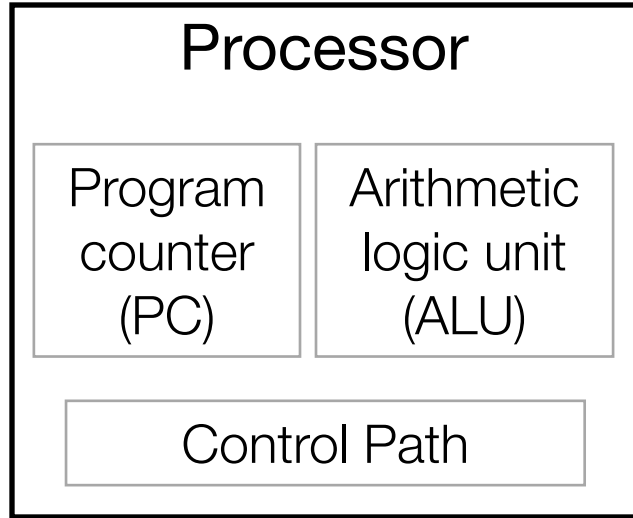
High-level Organization of Computer Hardware a.k.a., The Von Neumann Model



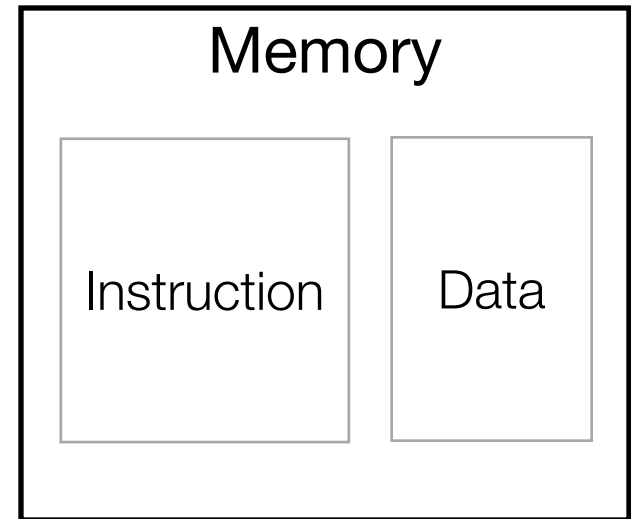
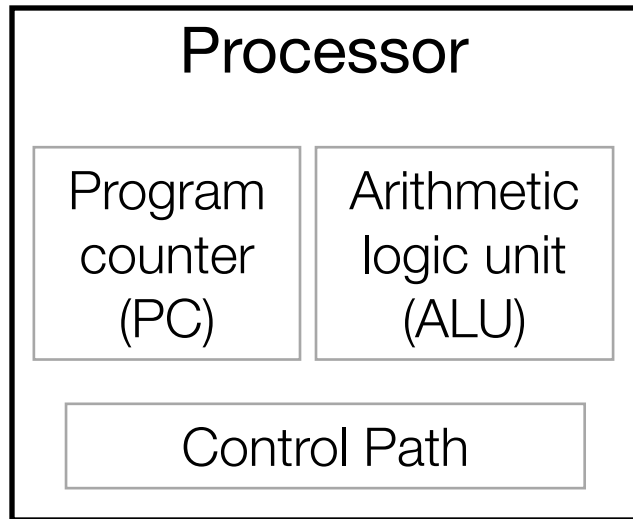
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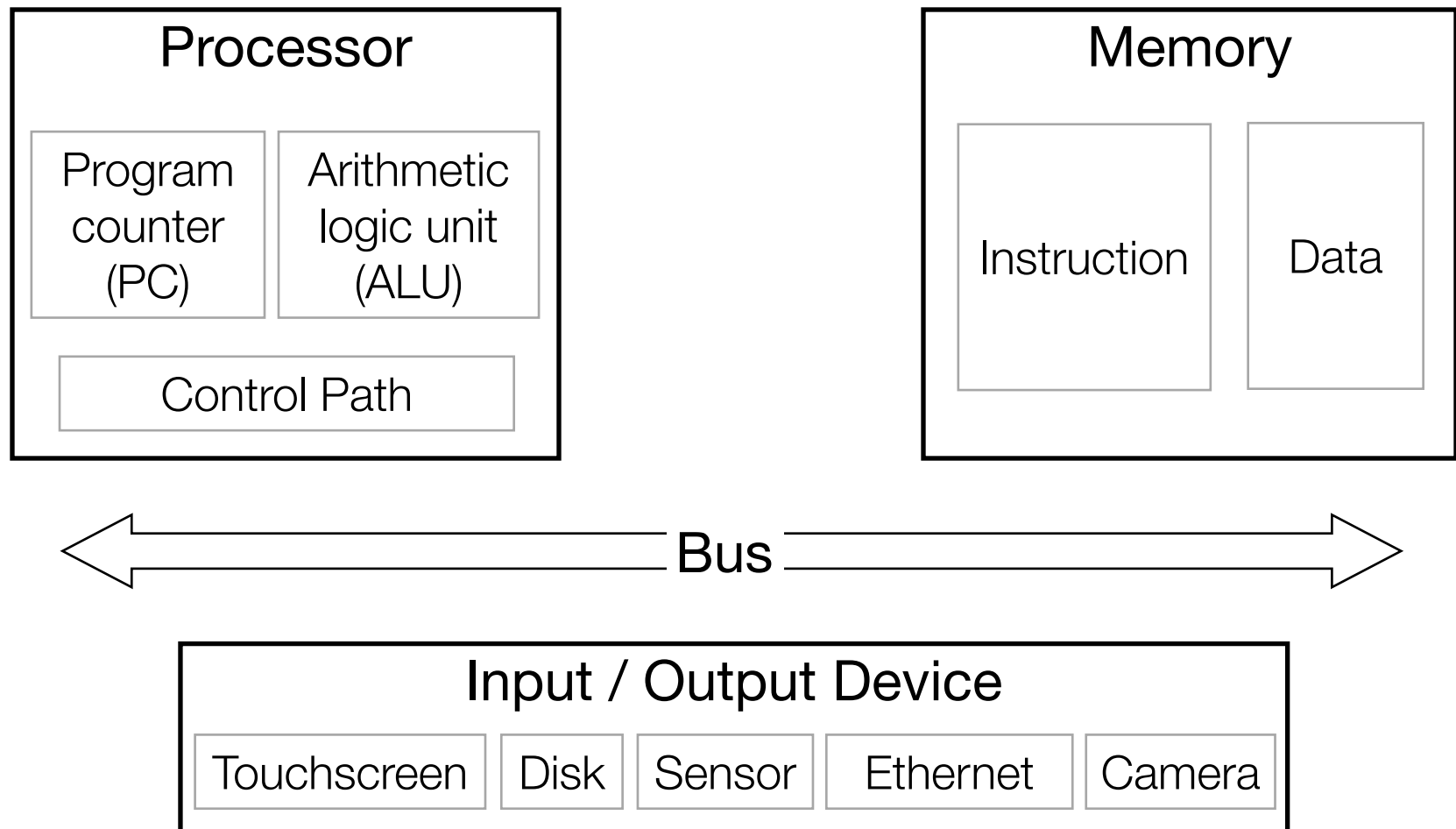
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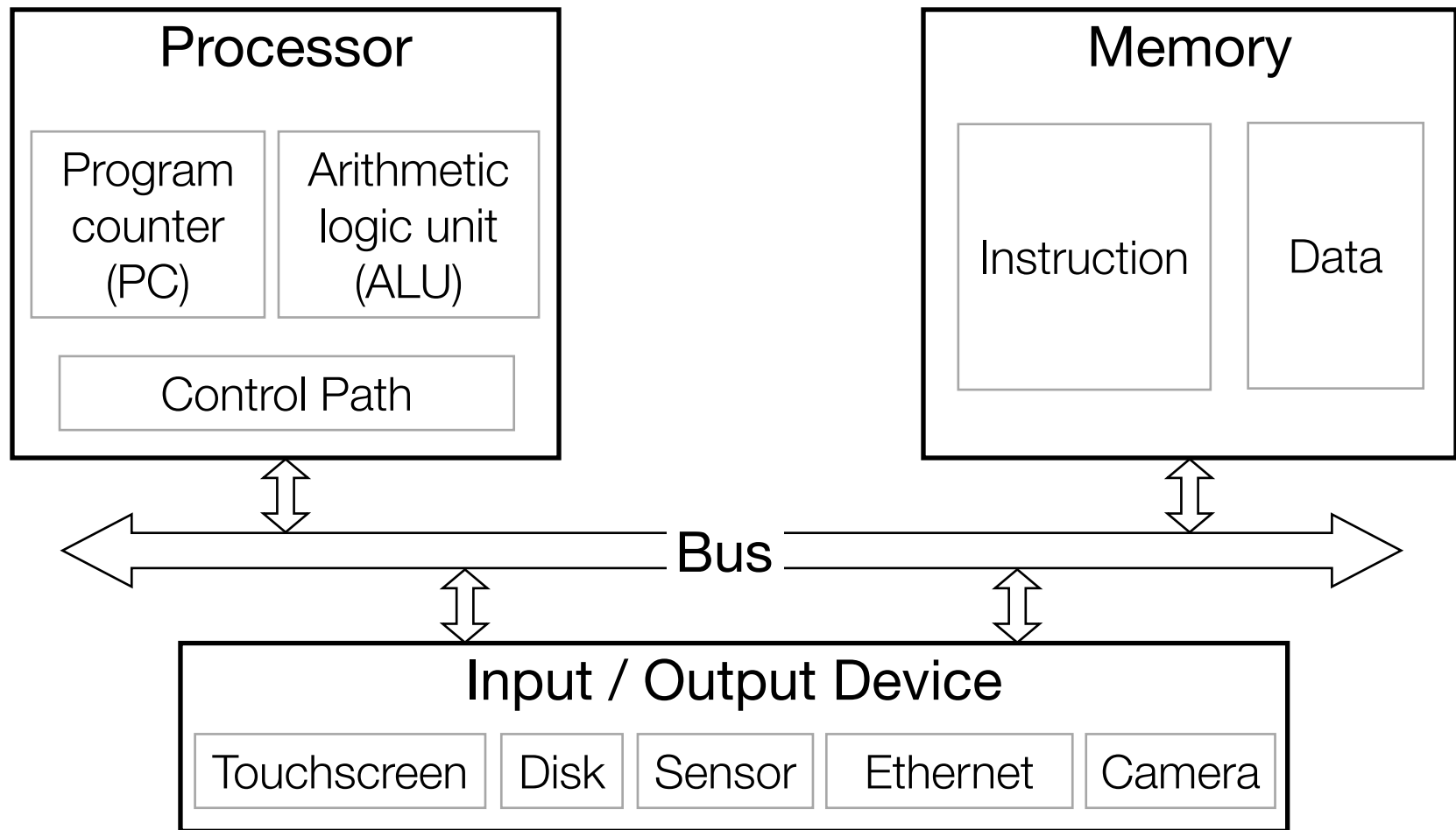
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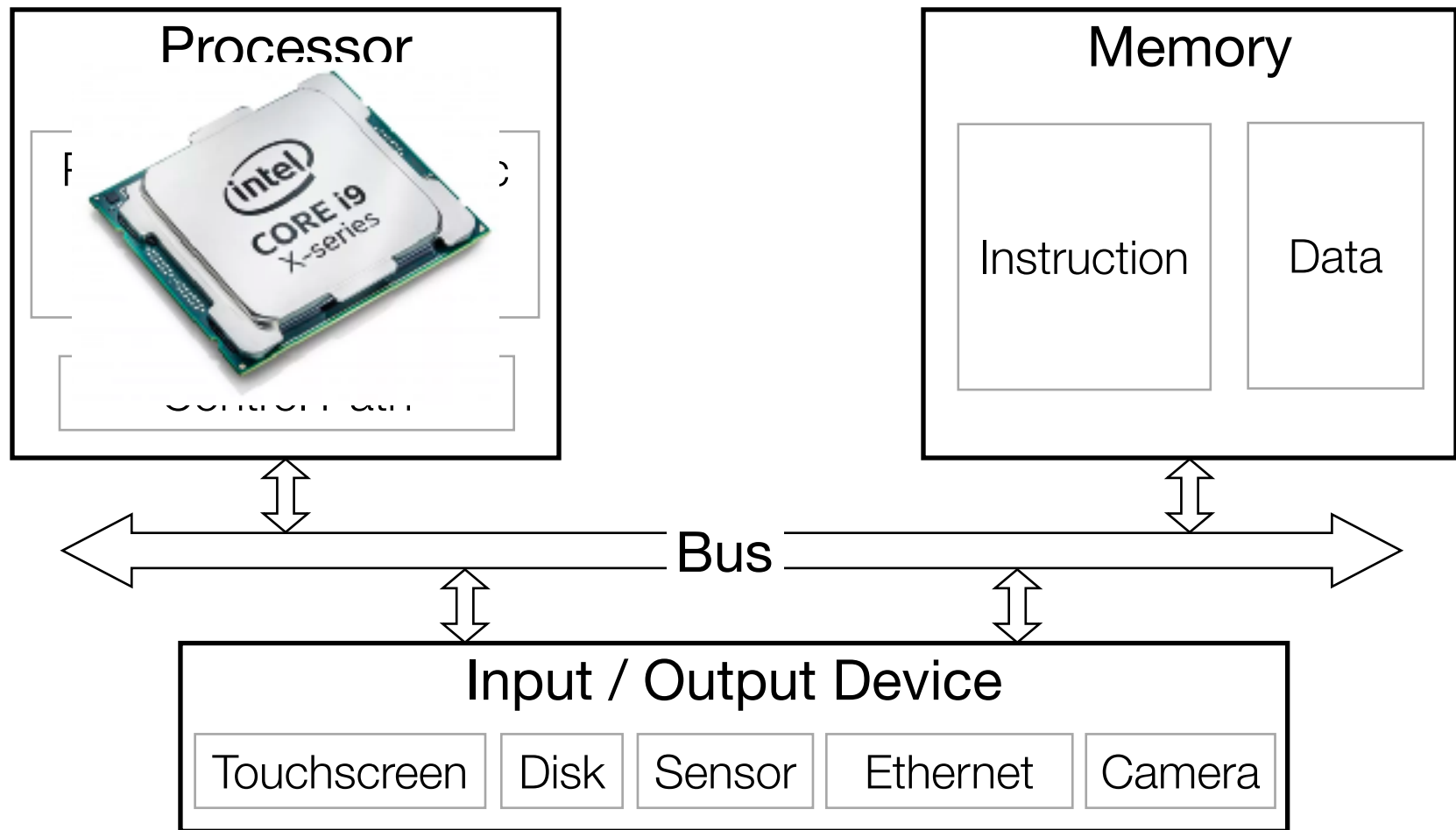
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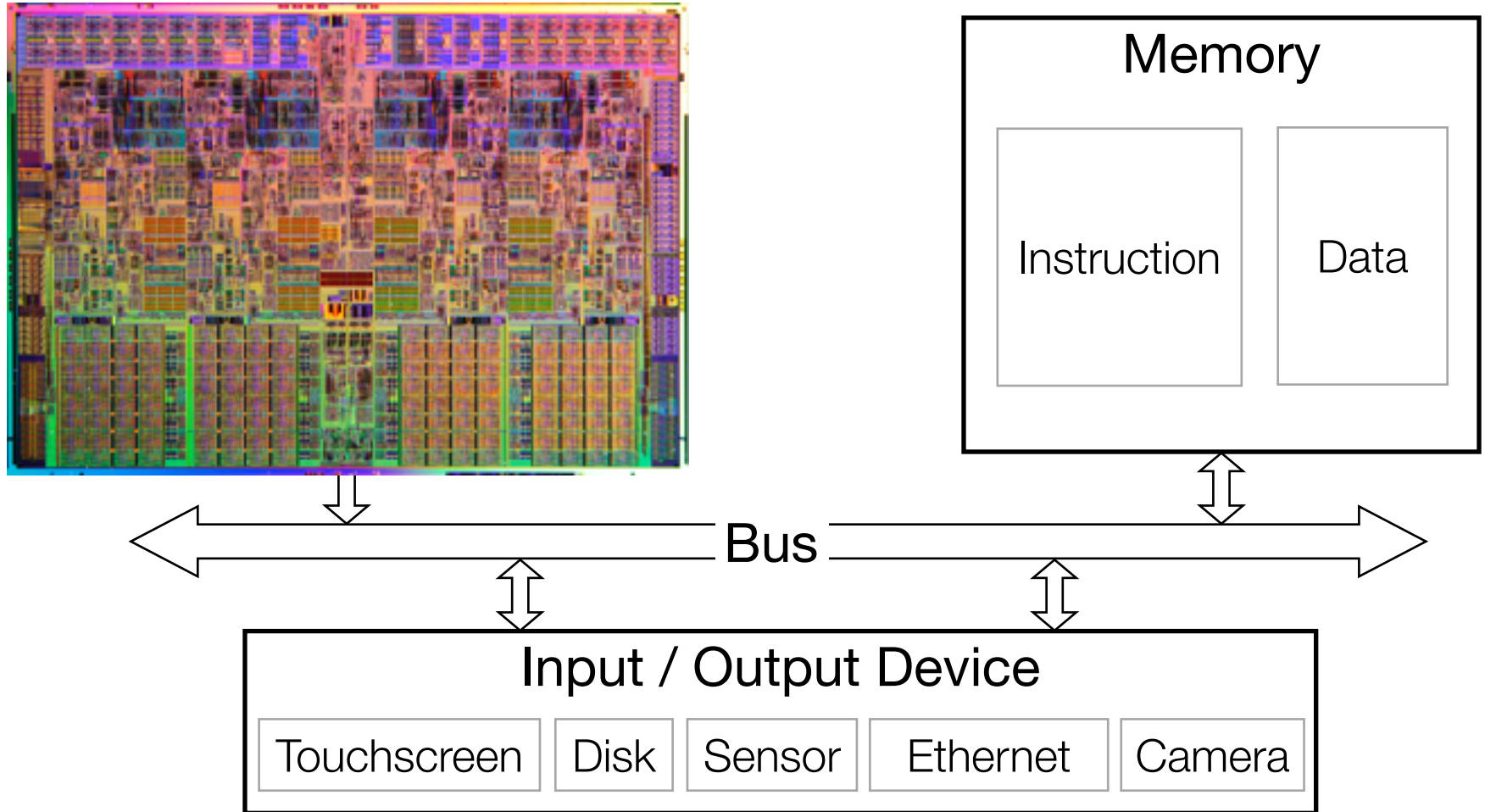
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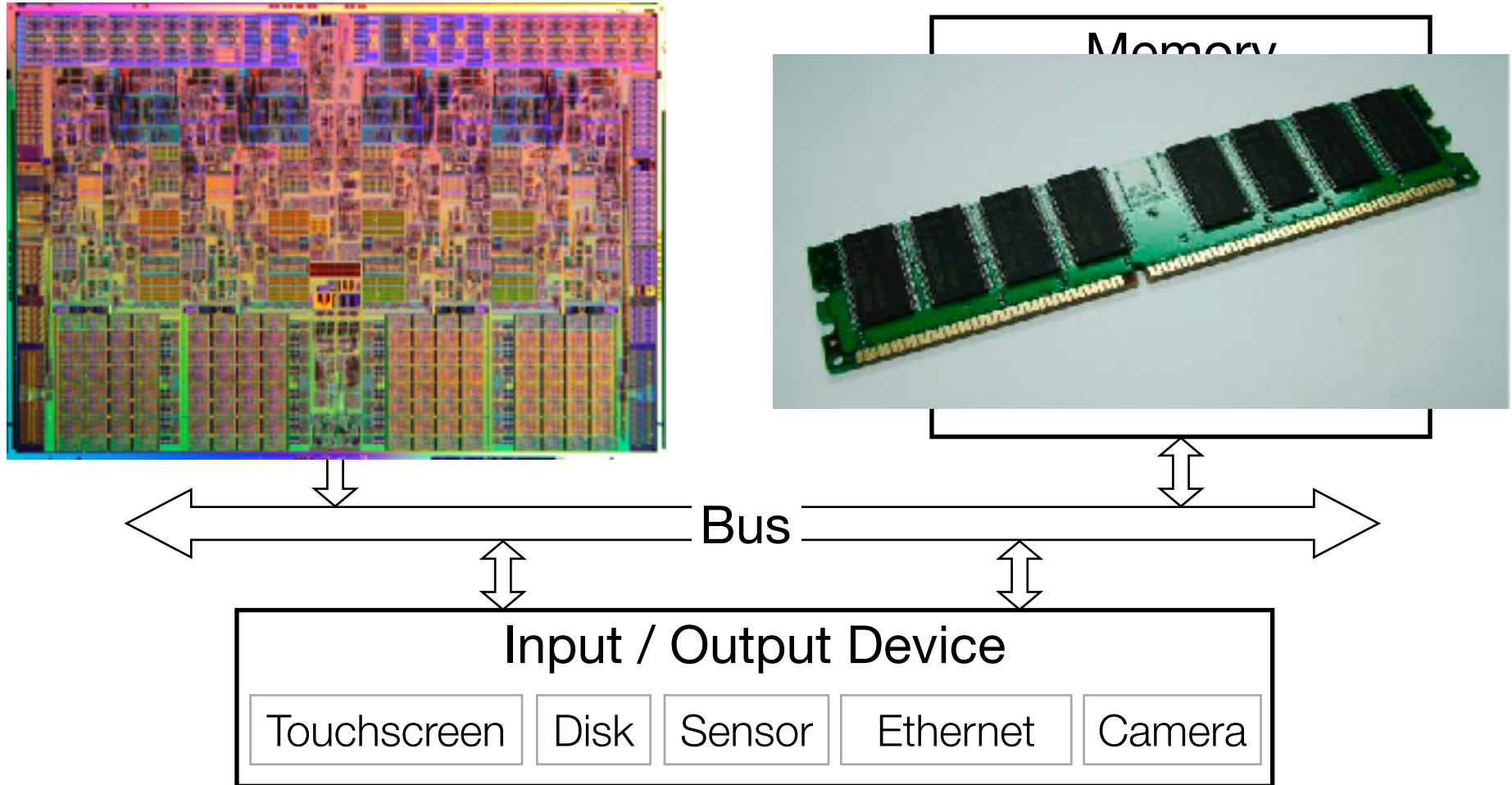
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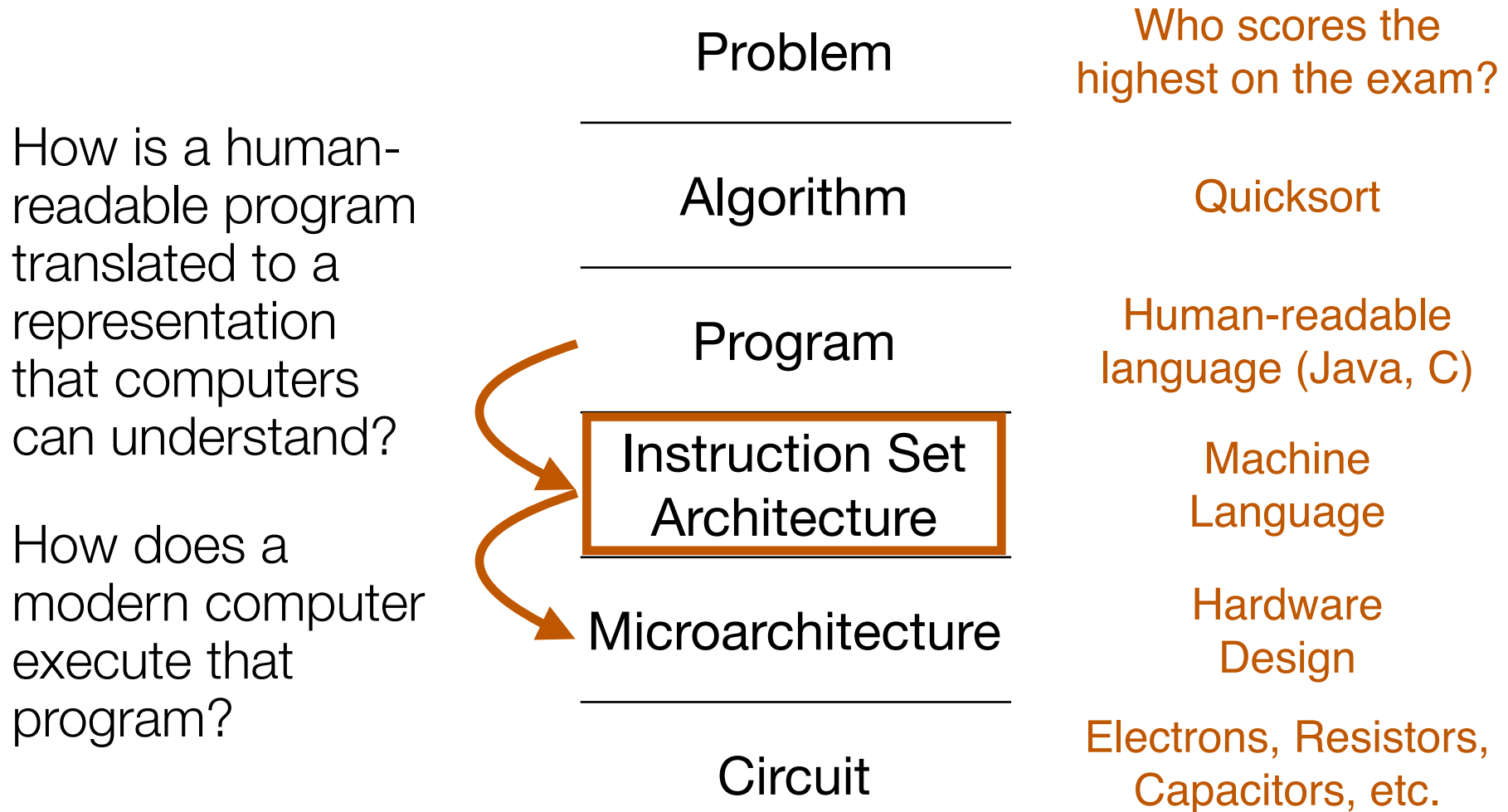
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Back to Layers of Transformation...



Instruction Set Architecture

- The programmer's view of the computer is called the "instruction set architecture" (*ISA*)

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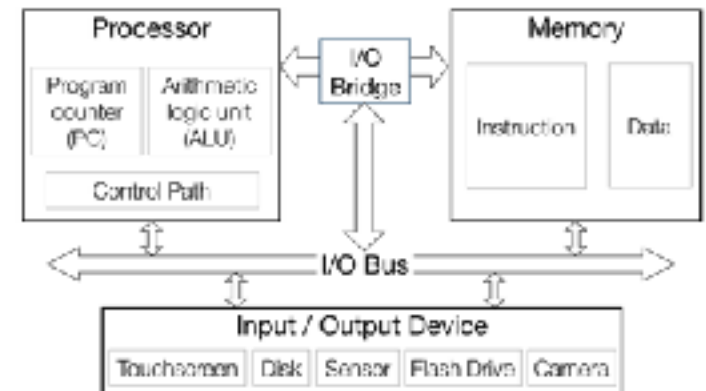
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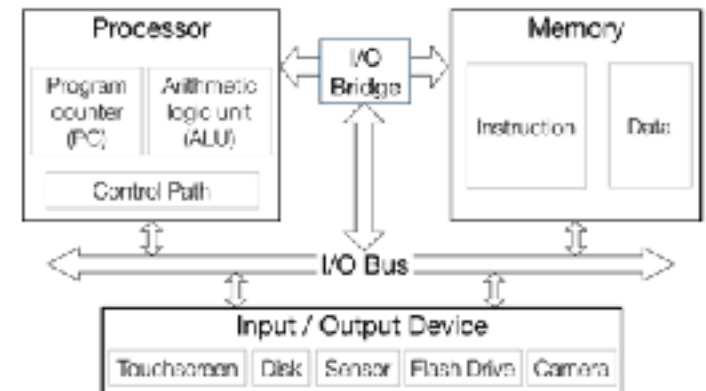


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- ISAs *abstract* away details of microarchitecture

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- Leaving out one or more properties of a complex object so as to focus on others
 - ISA leaves out *how* “ADD” is implemented
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Abstraction

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- Leaving out one or more properties of a complex object so as to focus on others
 - ISA leaves out *how* “ADD” is implemented
 - ISA also leaves out *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 a coffee cup
 - Bad ISAs don't tell you whether the hardware can do multiplication

Every Layer in CS is an Abstraction

Problem	Who scores the highest on the exam?
Algorithm	Quicksort
Program	Human-readable language (Java, C)
Instruction Set Architecture	Machine Language
Microarchitecture	Hardware Design
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Every Layer in CS is an Abstraction

- Depend on which layer you want to live at, you have different views of the computer

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- This course expands your layers of abstractions

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 - Apple/Samsung/Qualcomm have their own microarchitecture (implementation) of the ARM ISA
 - Intel and AMD have different microarchitectures for x86

Instruction Set Architecture

- There used to be many ISAs
 - x86, ARM, MIPS, PowerPC, Sparc, etc.
 - Very common: ARM for mobile devices, others
- There are two main microarchitectures
 - Apple/Samsung have ARM architecture
 - Intel and AMD have x86 architecture



Instruction Set Architecture

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- There are even more microarchitectures
 - Apple/Samsung/Qualcomm have their own microarchitecture (implementation) of the ARM ISA
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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

Instruction Set Architecture

- Little research on ISA, much more microarch. research
 - ISA is stable now. “One ISA rules them all.”
 - Free, open ISA: RISC V (<https://riscv.org/>)



- Instead, focus on optimizing the implementation.

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 - E.g., Transmeta executes x86 ISA programs on their own ISA

The Role of a Computer System Designer

Problem

Algorithm

Program

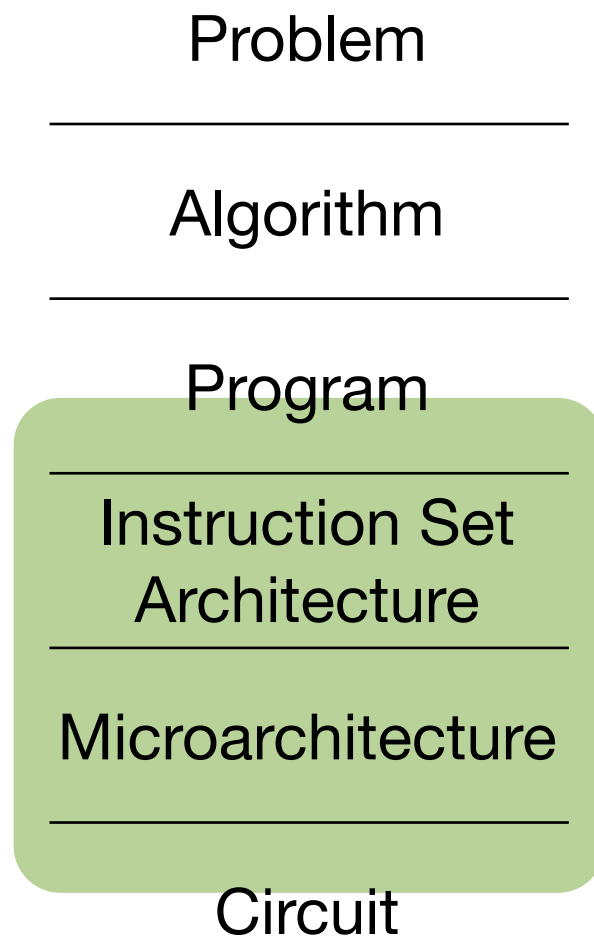
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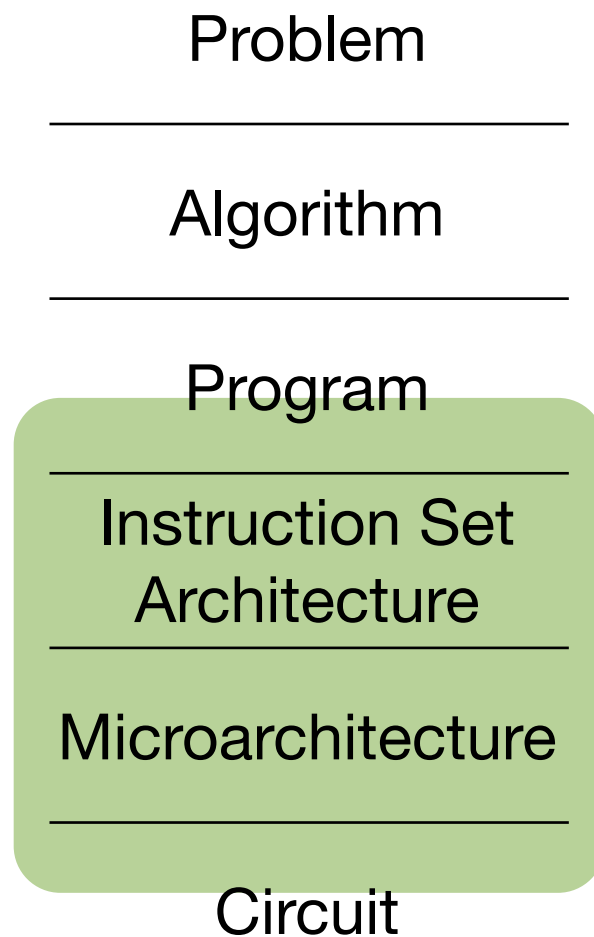
The Role of a Computer System Designer

- **Look Up** (Nature of the problems)



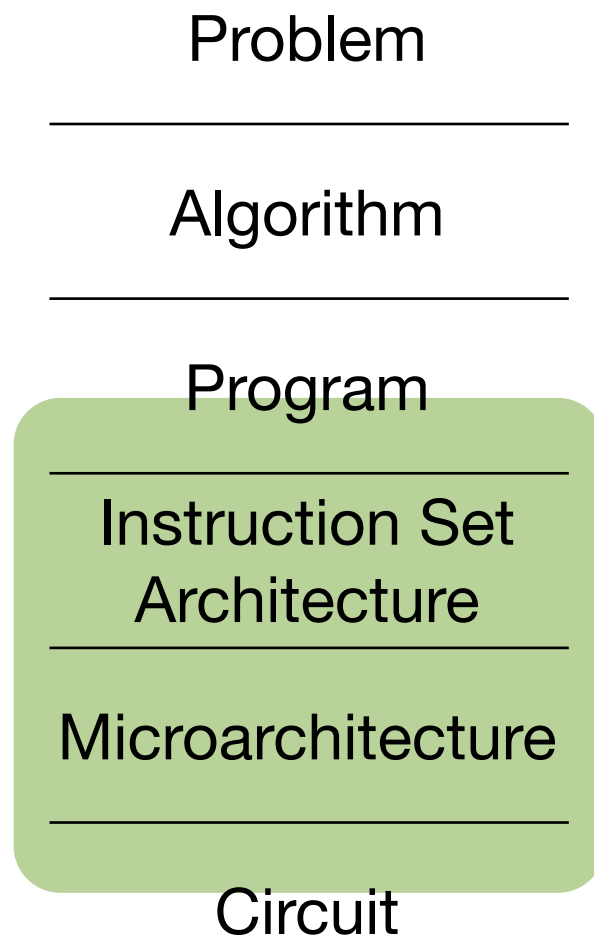
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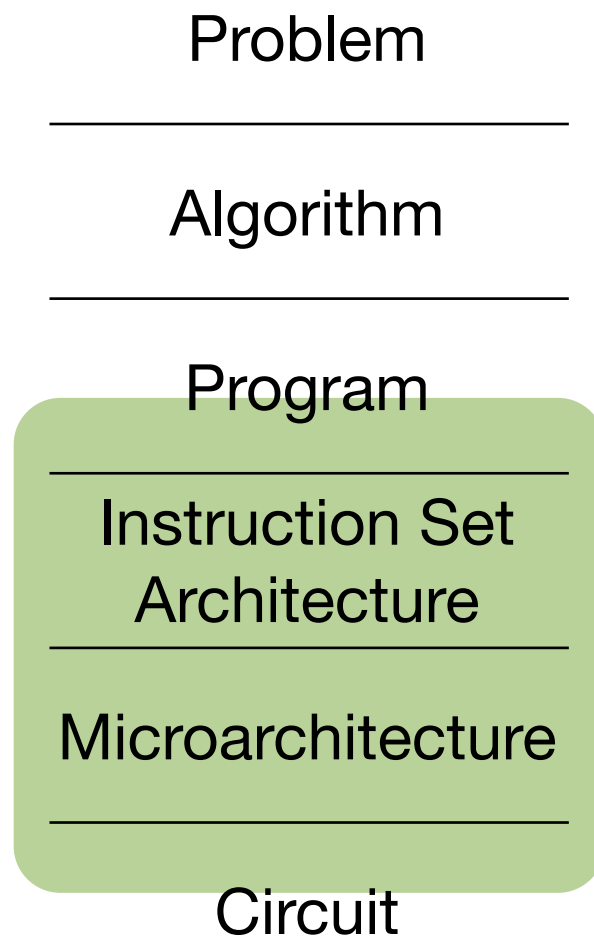
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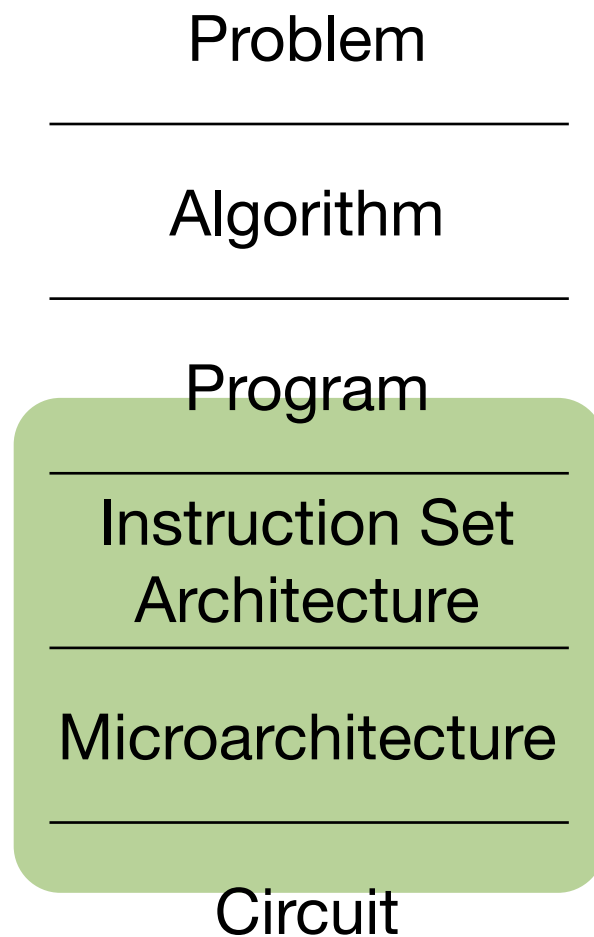
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Questions?

Who Are We?

Who Are We?

- Myself: Yuhao Zhu
 - WH 3501, yzhu@rochester.edu
 - Office hours Thursday 2pm - 3pm (not today) over Zoom
 - Got a good education
 - Got some industry experience
 - Interested in computer systems for Augmented/Virtual Reality, Computational Photography, etc.

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 - Did very well themselves in this course before
 - Really care about you learning the material and succeeding

Who Are We?

- Myself: Yuhao Zhu
 - WH 3501, yzhu@rochester.edu
 - Office hours Thursday 2pm - 3pm (not today) over Zoom
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- **Coming to office hours does NOT mean you are weak!**

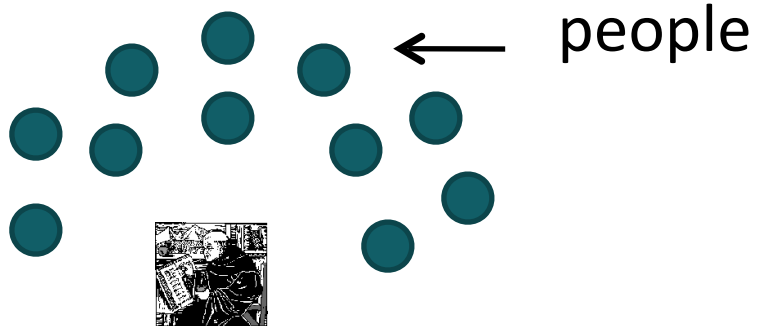
A Word about Lectures and Medieval Times

- 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?

All The Way Back to Medieval Times..



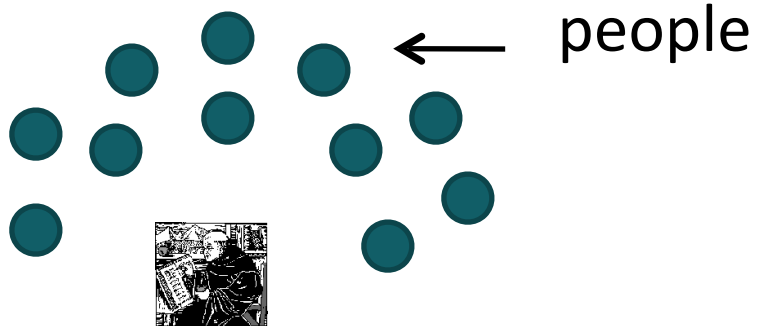
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Lecture Halls



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?



amazon.com[®]

FAQ: "But, wouldn't it be more efficient if you just taught us with the right answer to begin with?"

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- To learn, you must do the work with your own muscle (brain)!



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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- 1 comprehensive final exam, 35%

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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 assembly.
- We only accept ANSI-C that can be compiled by the default GCC on the CSUG Linux boxes

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Loved how the final exam was set up. Actually made me THINK.

Programming Assignments and Exams

The assignments were often very different from what we were learning in the course, causing a lot of frustration in the beginning. People had to rely on outside sources to get a grounding of how to do an assignment. ~~Some people even used AI to help them.~~

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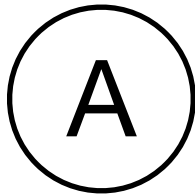
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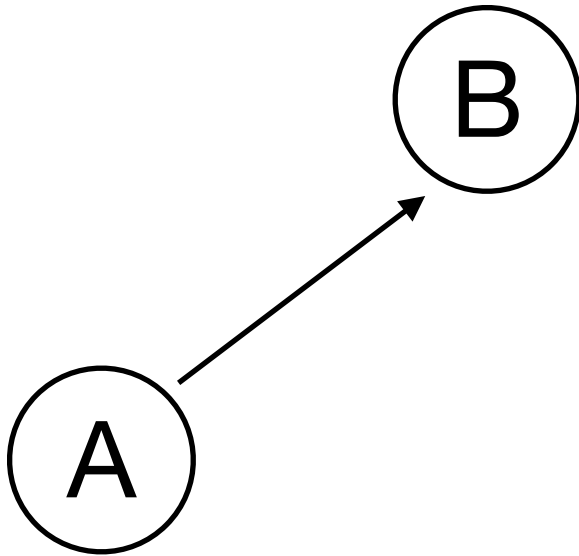
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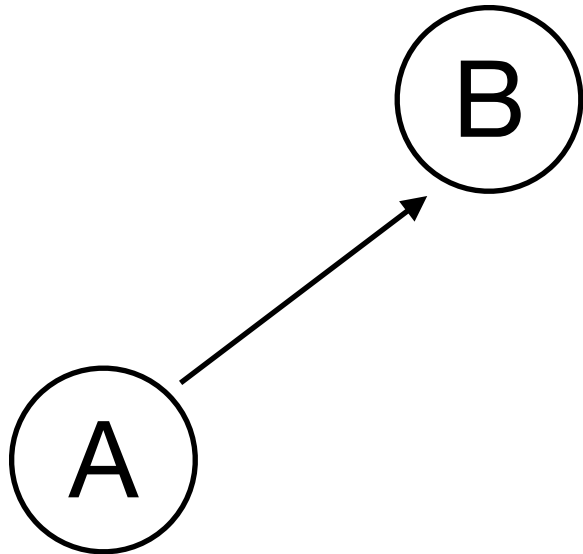
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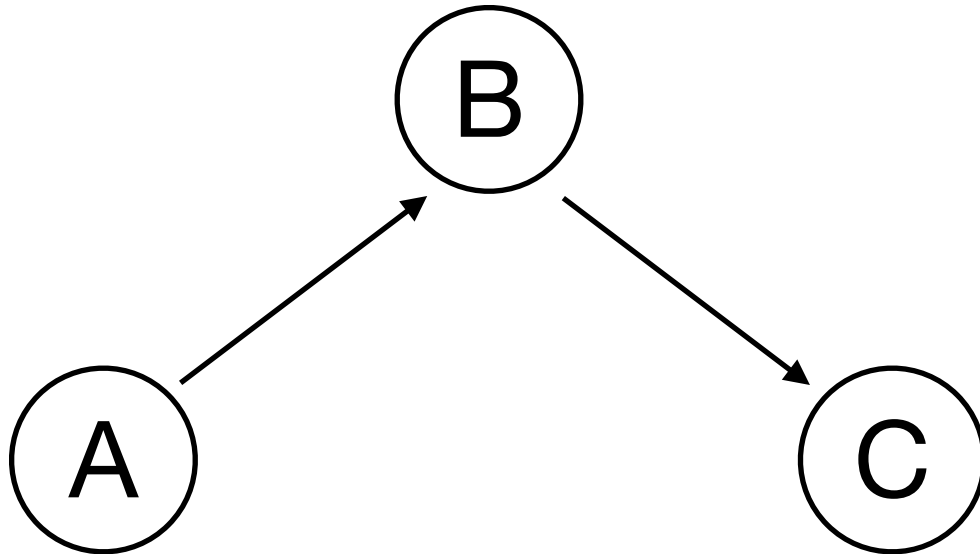
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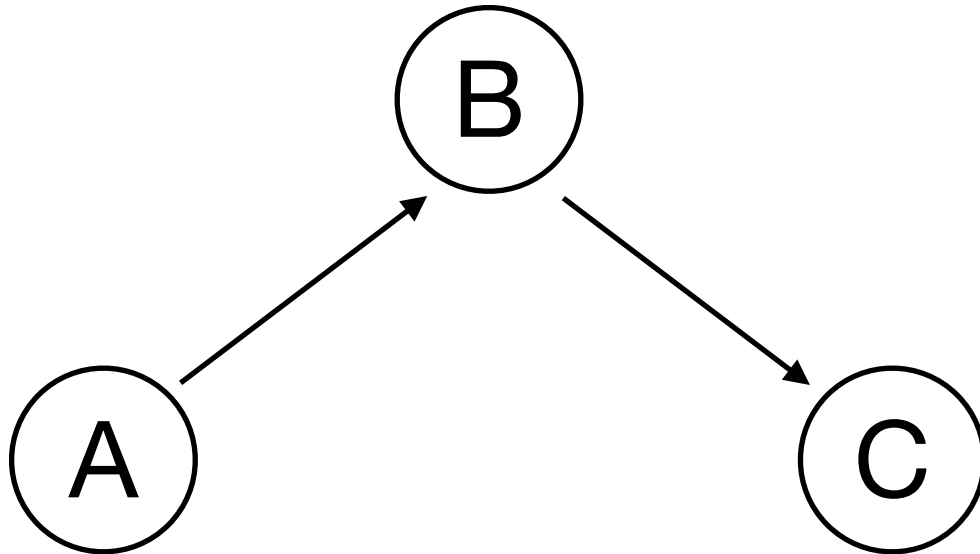
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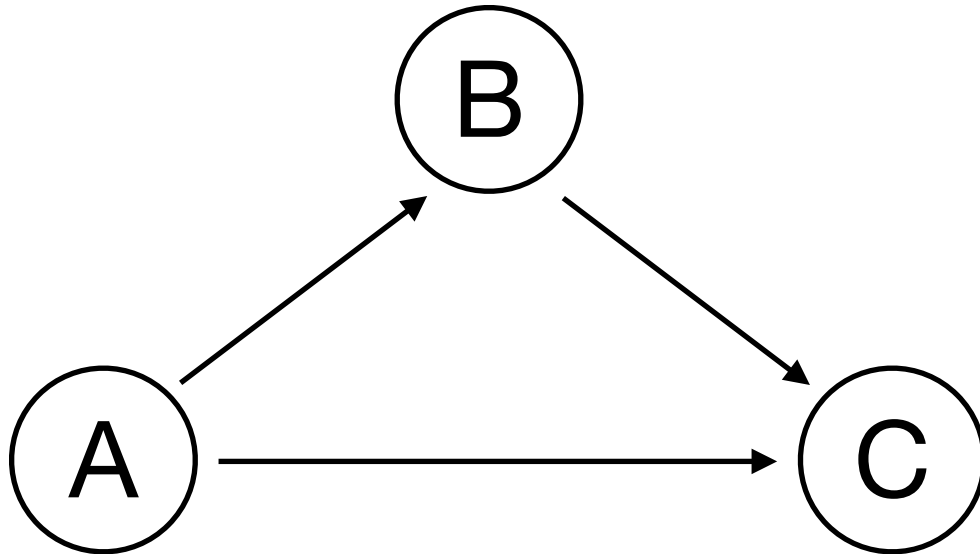
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What Should You Expect From Us?

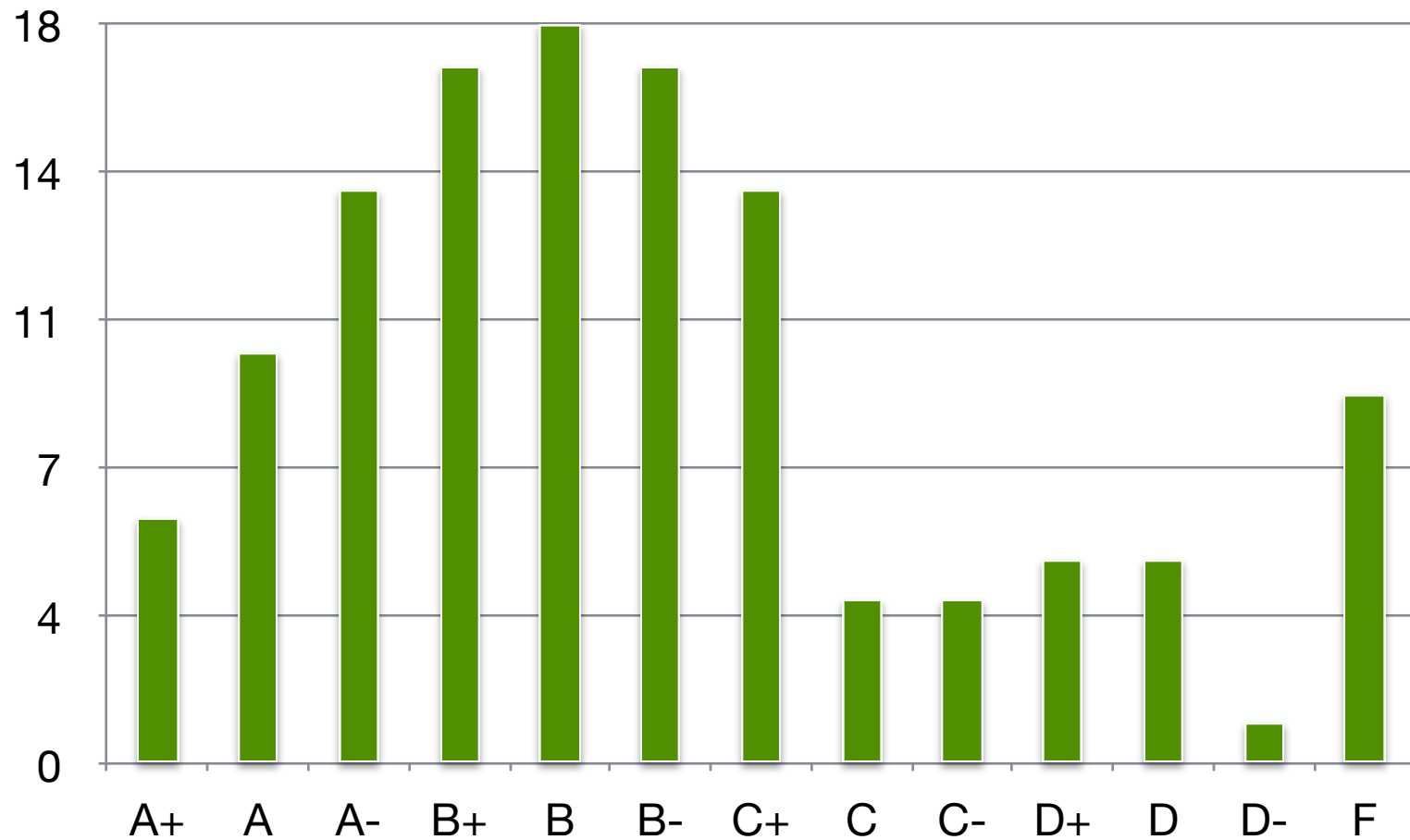
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- *Think of us as your friends, not enemies*
 - I'd love to give you an A, but give me a reason to do that

Final Grades Spring 2018



Final Grades Spring 2019

