

# CS 3410: Computer System Organization and Programming

**Hakim Weatherspoon**

**Spring 2012**

Computer Science

Cornell University

# Computer System Organization

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- The most amazing and likely to be most long-lived invention of the 1800's was...

# Computer Organization

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- The most amazing and likely to be most long-lived invention of the 1800's was...
  - (a) The steam engine?
  - (b) The lightning rod?
  - (c) The carbonated beverage?
  - (d) All of the above
  - (e) None

# Computer Organization

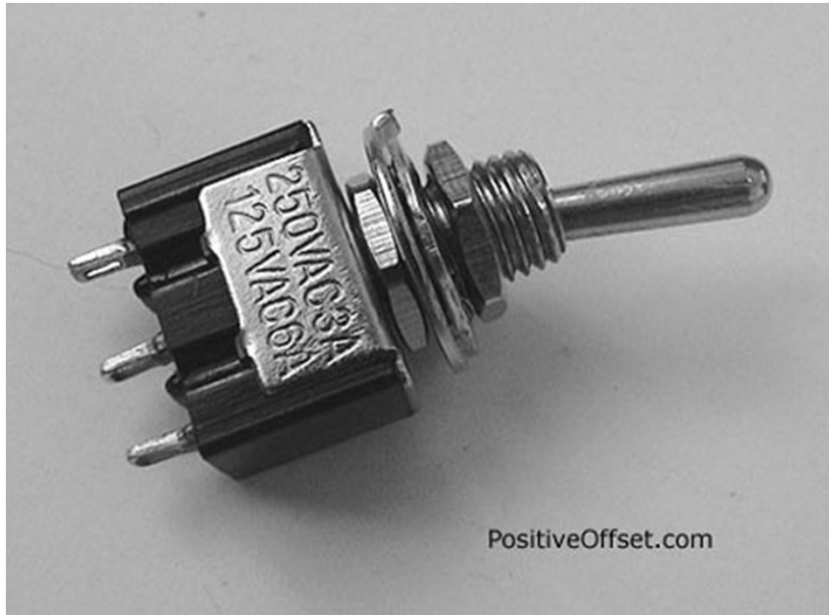
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- The most amazing and likely to be most long-lived invention of the 1800's was...

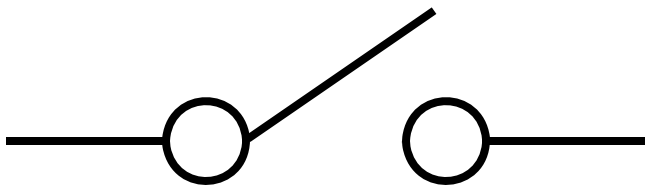
**THE ELECTRIC SWITCH**

# Basic Building Blocks: A switch

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- A switch is a simple device that can act as a conductor or isolator
- Can be used for amazing things...



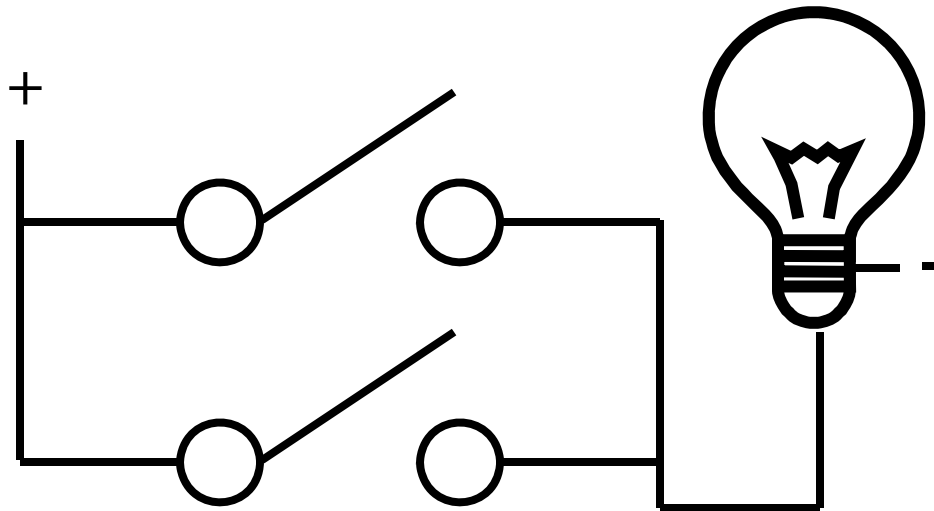
# In what language do computers think?

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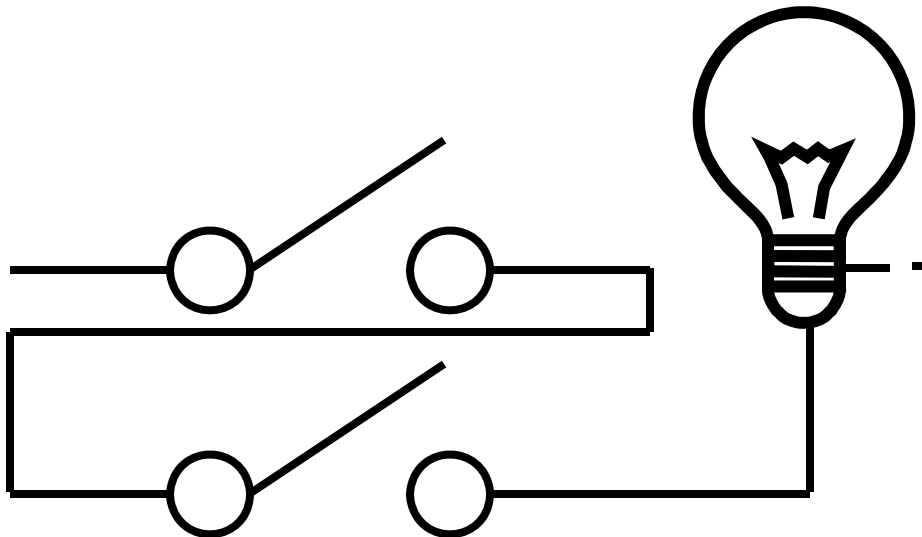
- (a) Java
- (b) C/C++
- (c) Matlab
- (c) Python
- (d) Binary Digits

# Basic Building Blocks: Switches

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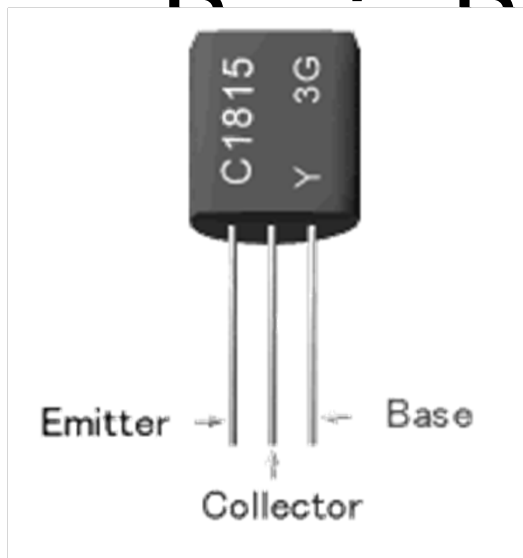
- Either (OR)



- Both (AND)

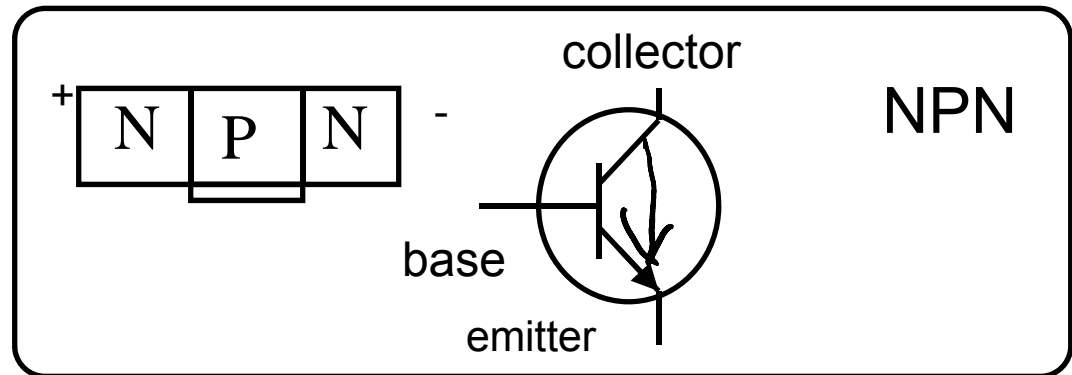
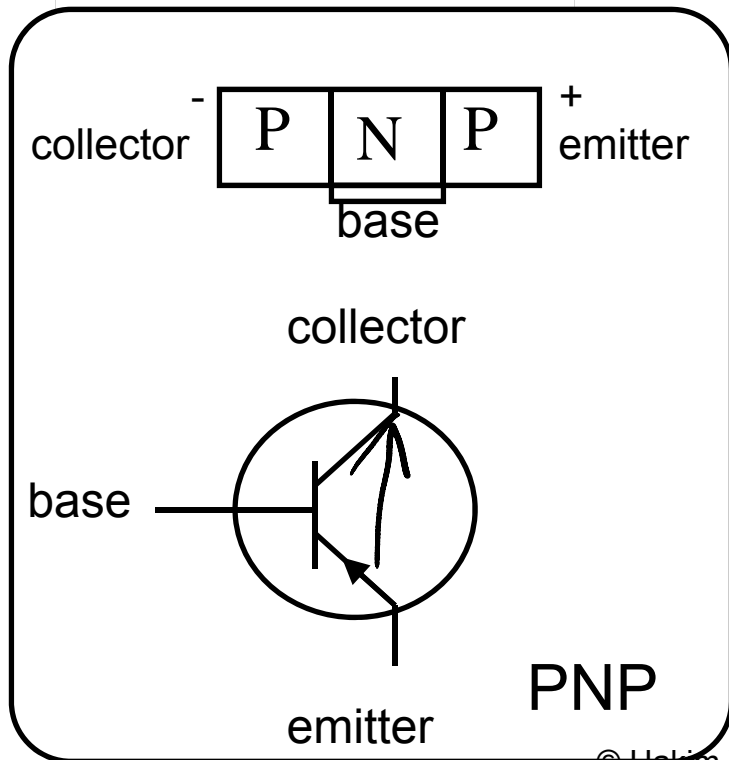
- But requires mechanical force

# Building Blocks: Transistors



- Solid-state switch
  - The most amazing invention of the 1900s

- PNP and NPN

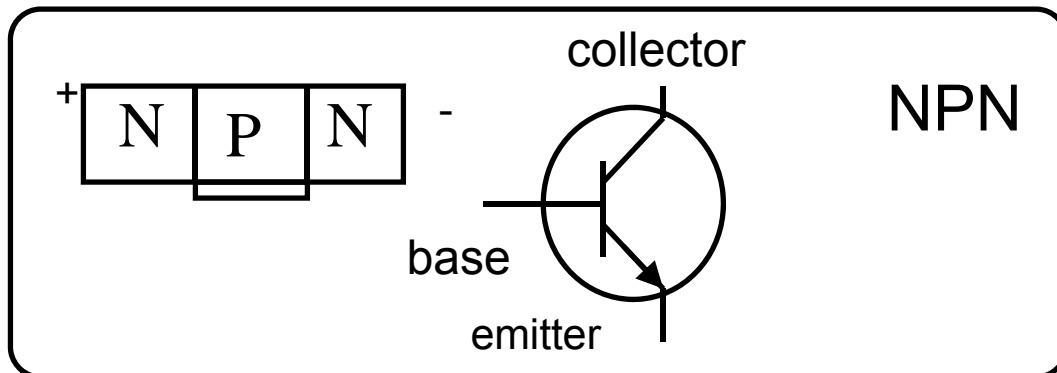
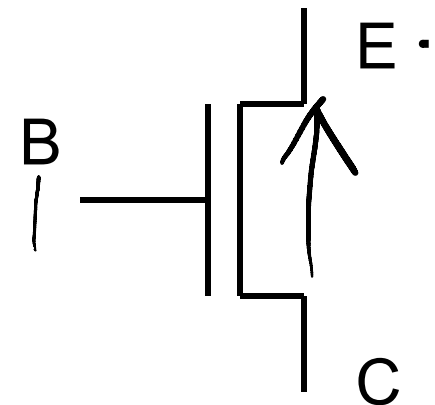
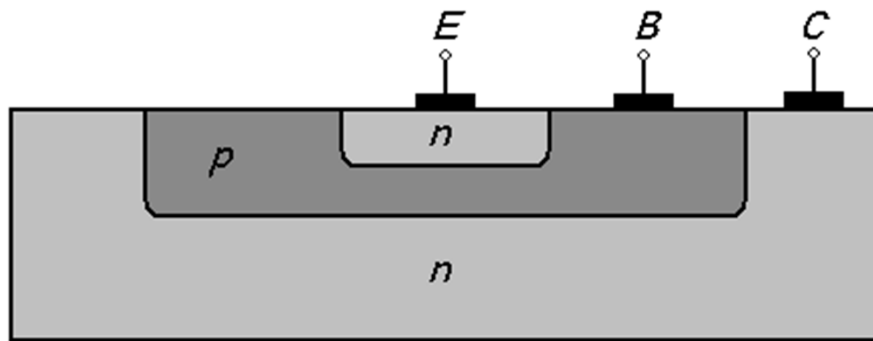




# Basic Building Blocks: NPN Transistors

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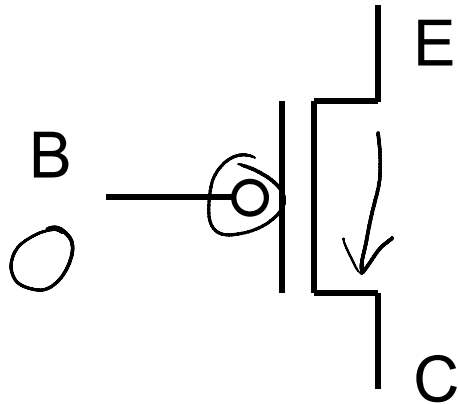
- Semi-conductor



- Connect E to C when base = 1

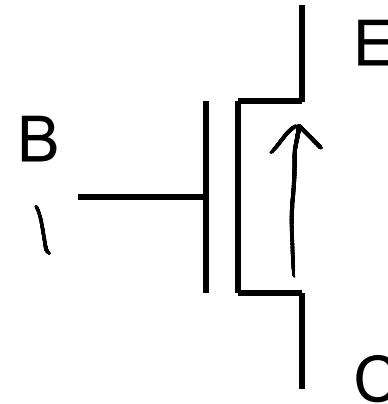
# P and N Transistors

- PNP Transistor



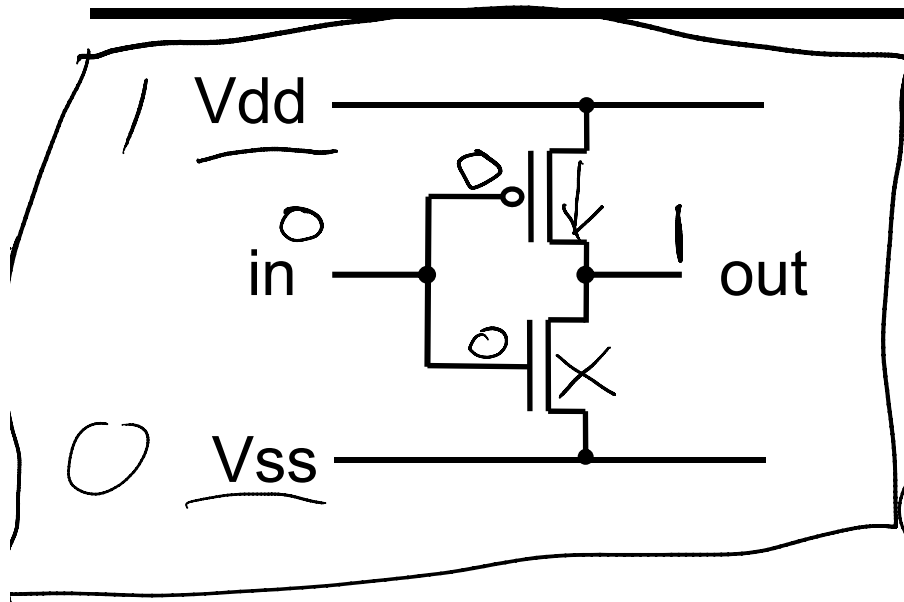
- Connect E to C when base = 0

- NPN Transistor

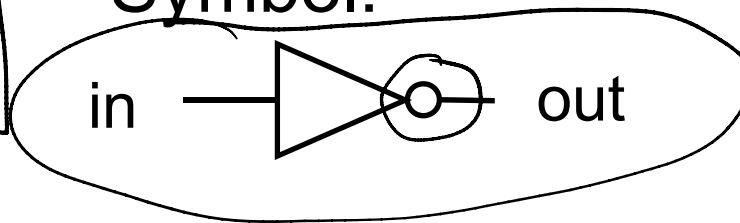


- Connect E to C when base = 1

# Inverter



- Function: NOT
- Called an inverter
- Symbol:

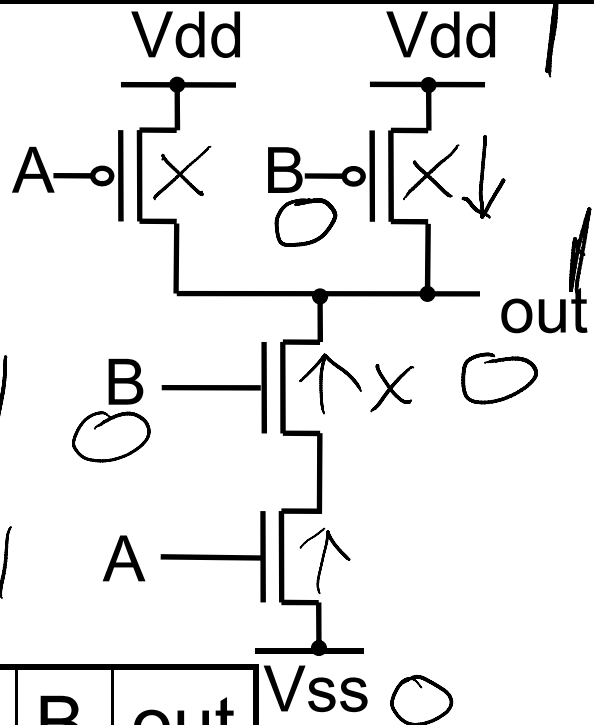


In	Out
0	1
1	0

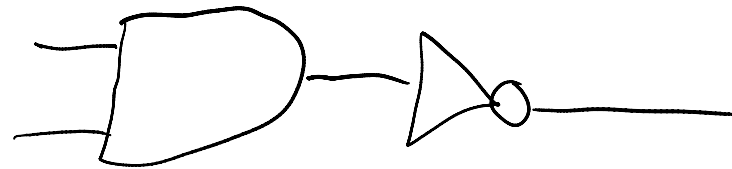
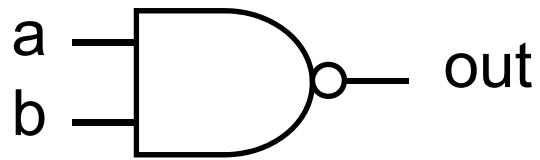
Truth table

- Useful for taking the inverse of an input
- CMOS: complementary-symmetry metal-oxide-semiconductor

# NAND Gate

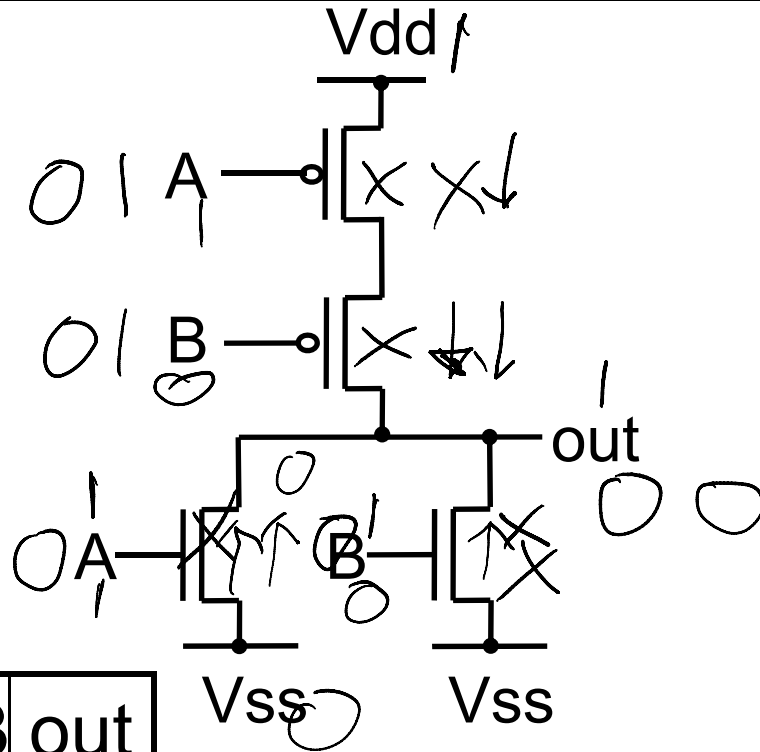


- Function: NAND
- Symbol:



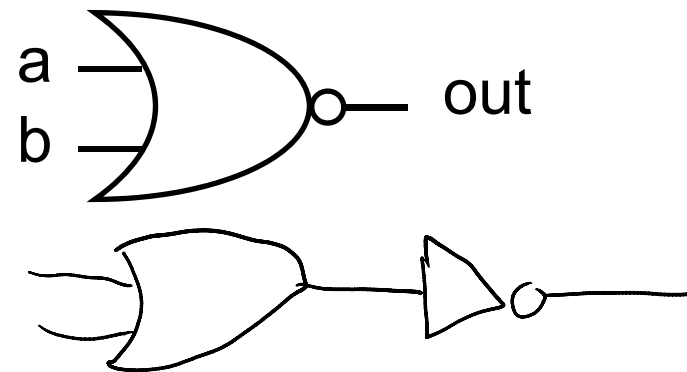
A	B	out
0	0	1
1	0	1
0	1	1
1	1	0

# NOR Gate



- Function: NOR
- Symbol:

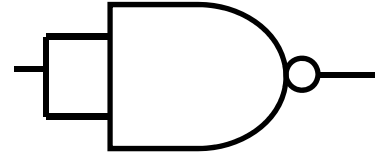
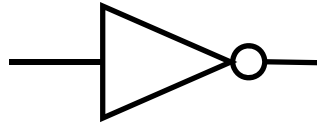
A	B	out
0	0	1
1	0	0
0	1	0
1	1	0



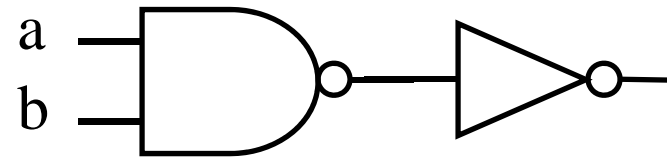
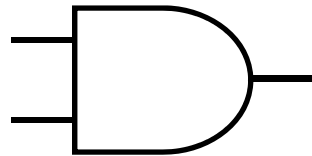
# Building Functions

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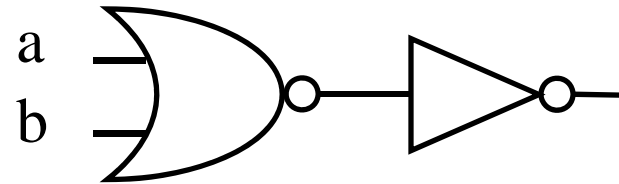
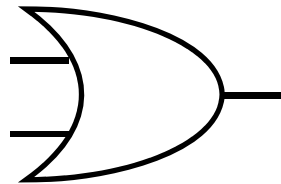
- NOT:



- AND:

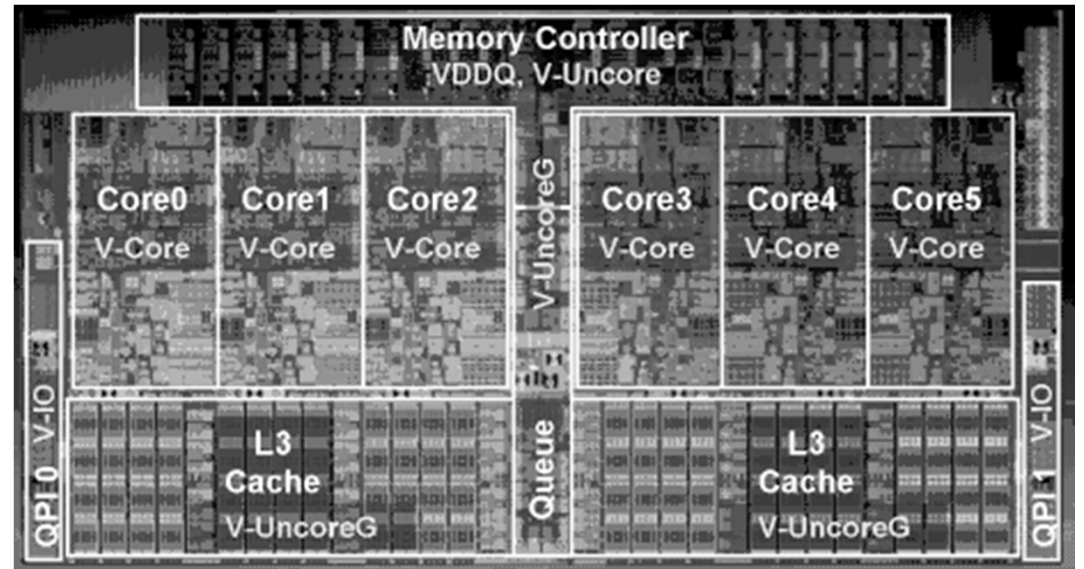
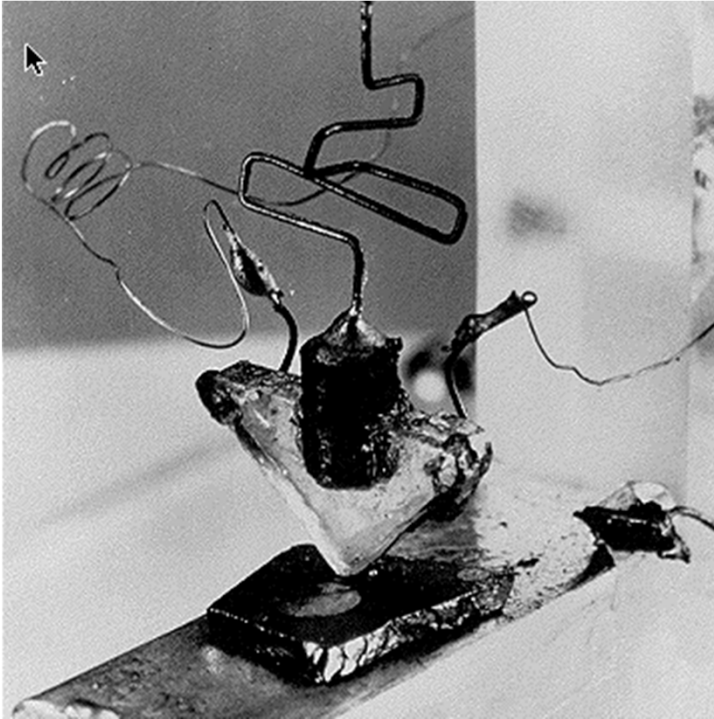


- OR:



- NAND and NOR are universal
  - Can implement any function with NAND or just NOR gates
  - useful for manufacturing

# Then and Now



[http://www.theregister.co.uk/2010/02/03/intel\\_westmere\\_ep\\_preview/](http://www.theregister.co.uk/2010/02/03/intel_westmere_ep_preview/)

- The first transistor
  - on a workbench at AT&T Bell Labs in 1947
  - Bardeen, Brattain, and Shockley
- An Intel Westmere
  - 1.17 billion transistors
  - 240 square millimeters
  - Six processing cores

# Moore's Law

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The number of transistors integrated on a single die will double every 24 months...

– Gordon Moore, Intel co-founder, 1965

## Amazingly Visionary

1971	– 2300 transistors	– 1MHz	– 4004
1990	– 1M transistors	– 50MHz	– i486
2001	– 42M transistors	– 2GHz	– Xeon
2004	– 55M transistors	– 3GHz	– P4
2007	– 290M transistors	– 3GHz	– Core 2 Duo
2009	– 731M transistors	– 2GHz	– Nehalem



# Course Objective

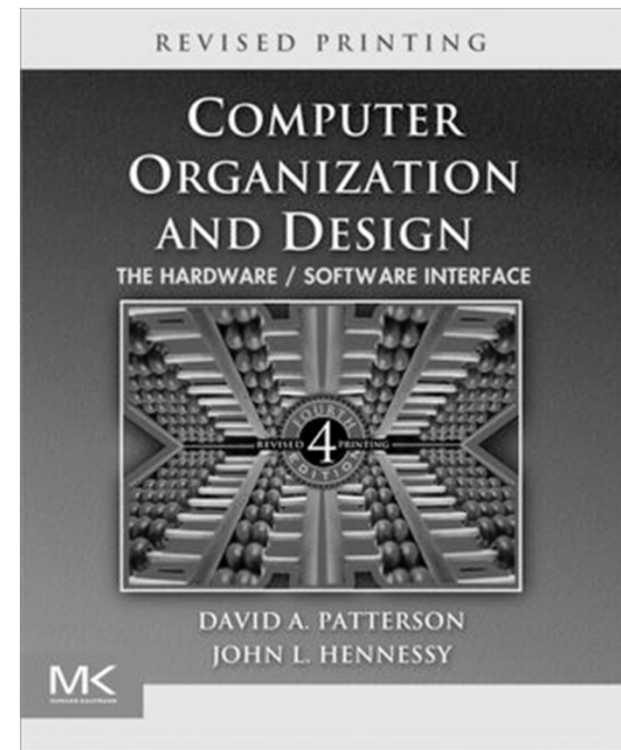
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- Bridge the gap between hardware and software
  - How a processor works
  - How a computer is organized
- Establish a foundation for building higher-level applications
  - How to understand program performance
  - How to understand where the world is going

# Announcements: How class organized

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- Instructor: Hakim Weatherspoon  
([hweather@cs.cornell.edu](mailto:hweather@cs.cornell.edu))
- Lecture:
  - Tu/Th 1:25-2:40
  - Hollister B14
- Lab Sections:
  - Carpenter 235 (Red Room)



# Who am I?

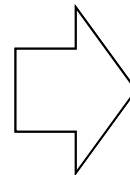
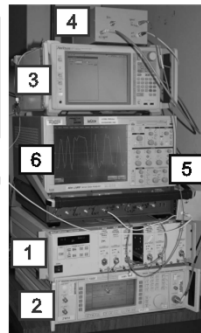
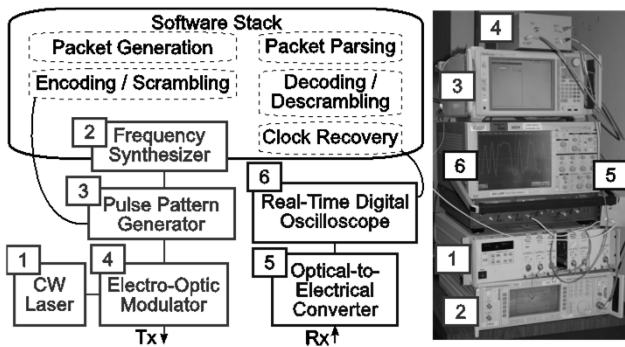
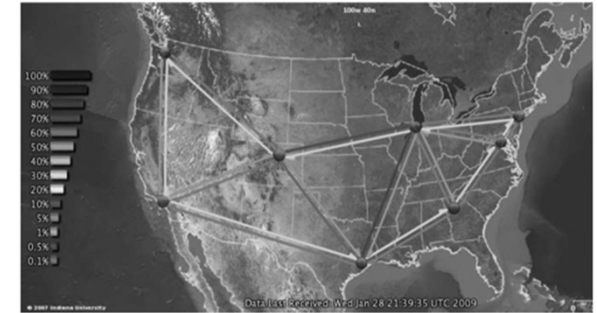
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- Prof. Hakim Weatherspoon
  - (Hakim means Doctor, wise, or prof. in Arabic)
  - Background in Education
    - Undergraduate University of Washington
      - Played Varsity Football
        - Some teammates collectively make \$100's of millions
        - I teach!!!
    - Graduate University of California, Berkeley
      - Some class mates collectively make \$100's of millions
      - I teach!!!
  - Background in Operating Systems
    - Peer-to-Peer Storage
      - Antiquity project - Secure wide-area distributed system
      - OceanStore project – Store your data for 1000 years
    - Network overlays
      - Bamboo and Tapestry – Find your data around globe
    - Tiny OS
      - Early adopter in 1999, but ultimately chose P2P direction

# Who am I?

- Cloud computing/storage
  - Optimizing a global network of data centers
  - Cornell National  $\lambda$ -Rail Rings testbed
  - Software Defined Network Adapter
  - Energy: KyotoFS/SMFS
- Antiquity: built a global-scale storage system



# Course Staff

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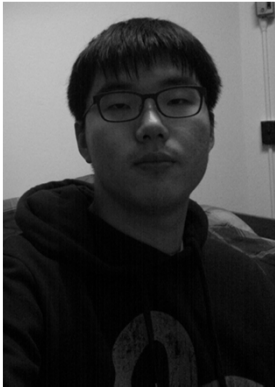
- cs3410-staff-l@cs.cornell.edu
- Lecture/Homework TA's
  - **Colin Ponce** (**cponce@cs.cornell.edu**) (*lead*)
  - Anish Ghulati (ag795@cornell.edu)
  - Ming Pan (mp492@cornell.edu)
- Lab TAs
  - **Han Wang** (**hwang@cs.cornell.edu**) (*lead*)
  - Zhefu Jiang (zj46@cs.cornell.edu)
- Lab Undergraduate consultants
  - Doo San Baik (db478@cornell.edu)
  - Erluo Li (el378@cornell.edu)
  - Jason Zhao (jlz27@cornell.edu)
  - **Peter Tseng** (**pht24@cornell.edu**) (*lead*)
  - Roman Averbukh (raa89@cornell.edu)
  - Scott Franklin (sdf47@cornell.edu)

## Administrative Assistant:

- Randy Hess (rbhess@cs.cornell.edu)

# Course Staff

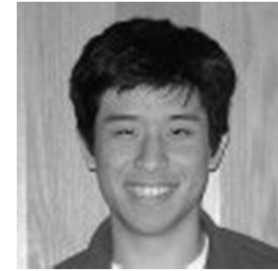
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Doo San Baik



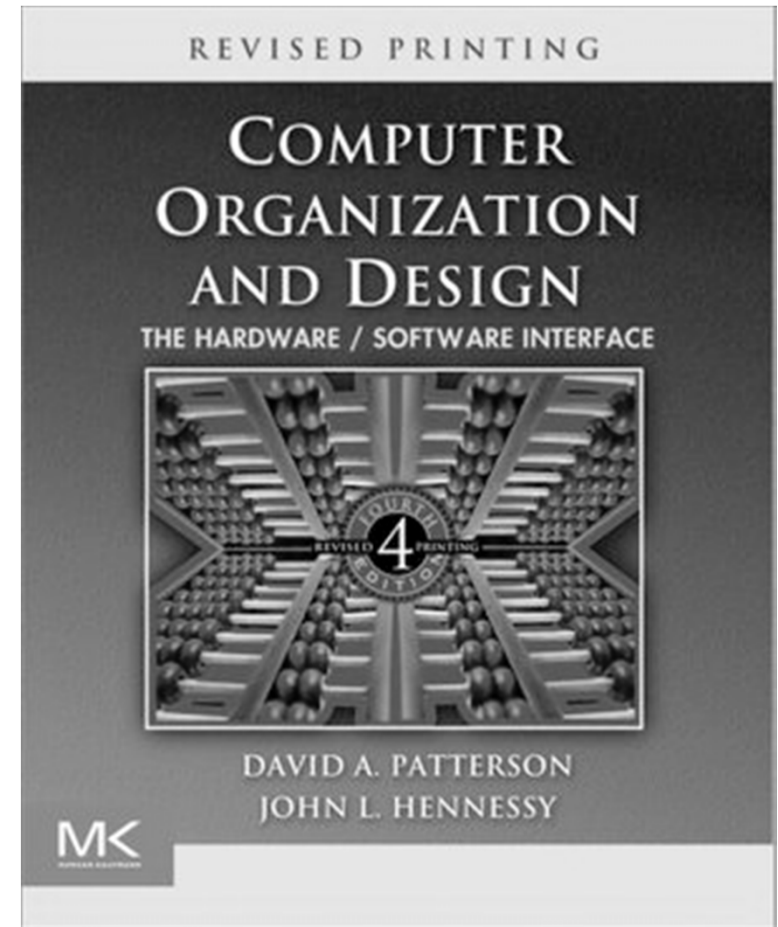
Roman Averbukh



Peter Tseng

# Book

- Computer Organization and Design
  - The Hardware/Software Interface
  
- David Patterson, John Hennessy
  - Get the 4<sup>th</sup> Edition Revised



# Pre-requisites and scheduling

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- CS 2110 is required
  - Must have satisfactorily completed CS 2110
  - *Cannot take CS 2110 concurrently with CS 3410*
- CS 3420 (ECE 3140)
  - Take either CS 3410 **or** CS 3420
    - both satisfy CS and ECE requirements
  - *However, Need ENGRD 2300 to take CS 3420*
- CS 3110
  - Not advised to take CS 3110 and 3410 together



# Grading

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- Lab (45-50%)
  - 4-5 Individual Labs (15-20%)
  - 4 Group Projects (30-35%)
- Lecture (45-50%)
  - 3 Prelims (35-40%)
  - Homework (10%)
- Participation/Discretionary (5%)

Prelims  
Tu Feb 28  
Th Mar 29  
Th Apr 26

# Grading

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- Regrade policy
  - Submit written request to lead TA, and lead TA will pick a different grader
  - Submit another written request, lead TA will regrade directly
  - Submit *yet* another written request for professor to regrade.
- Late Policy
  - Each person has a total of **four** “slip days”
  - Max of **two** slip days for any individual assignment
  - For projects, slip days are deducted from all partners
  - 20% deducted per day late after slip days are exhausted

# Administrivia

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- <http://www.cs.cornell.edu/courses/cs3410/2012sp>
  - Office Hours / Consulting Hours
  - Lecture slides & schedule
  - Logisim
  - CSUG lab access (esp. second half of course)
- **Lab Sections (start *today*)**
  - Labs are separate than lecture and homework
  - Bring laptop to Labs (optional)

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  - Office Hours / Consulting Hours
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  - Logisim
  - CSUG lab access (esp. second half of course)

- **Lab Sections (start *today*)**

T	2:55 – 4:10pm	Carpenter Hall 235 (Red Room)
W	3:35 – 4:50pm	Carpenter Hall 235 (Red Room)
W	7:30—8:45pm	Carpenter Hall 235 (Red Room)
R	11:40 – 12:55pm	Carpenter Hall 235 (Red Room)
R	2:55 – 4:10pm	Carpenter Hall 235 (Red Room)
F	2:55 – 4:10pm	Carpenter Hall 235 (Red Room)

- Labs are separate than lecture and homework
- Bring laptop to Labs
- ***This* week: intro to logisim and building an adder**

# Communication

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- Email
  - [cs3410-staff-l@cs.cornell.edu](mailto:cs3410-staff-l@cs.cornell.edu)
  - The email alias goes to me and the TAs, not to whole class
- Assignments
  - CMS: <http://cms.csuglab.cornell.edu>
- Newsgroup
  - <http://www.piazza.com/cornell/spring2012/cs3410>
  - For students
- iClicker
  - <http://atcsupport.cit.cornell.edu/pollsrvcl/>

# Lab Sections & Projects

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- Lab Sections start *this* week
  - Intro to logisim and building an adder
- Labs Assignments
  - Individual
  - One week to finish (usually Monday to Monday)
- Projects
  - two-person teams
  - Find partner in same section

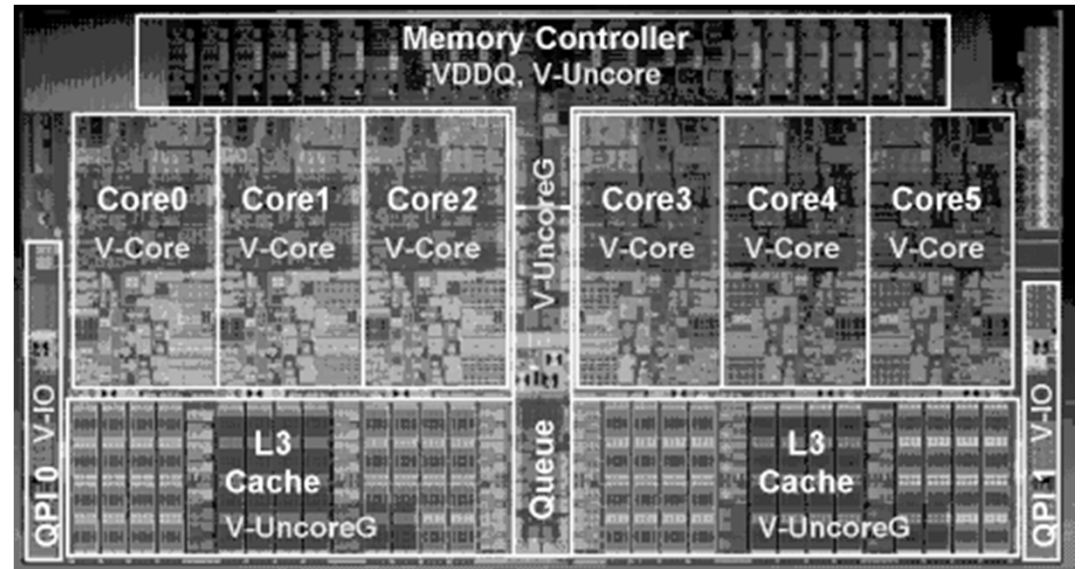
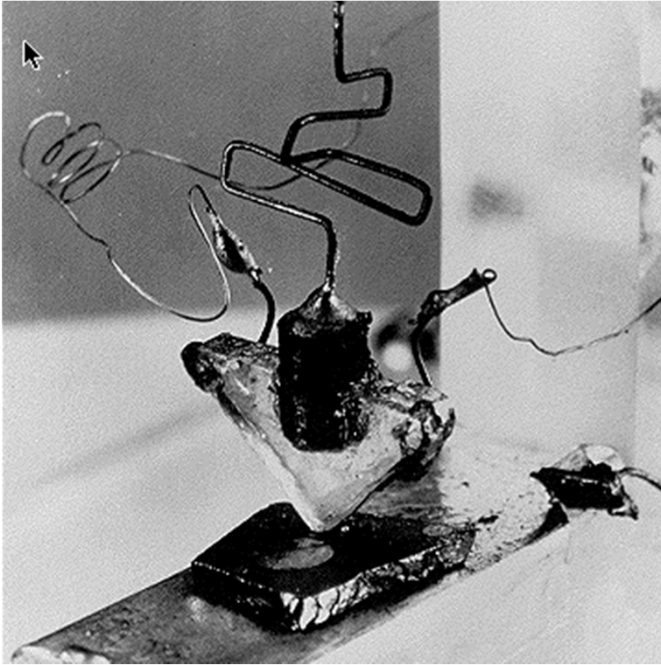
# Academic Integrity

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- All submitted work must be your own
  - OK to study together, but do not share soln's
  - Cite your sources
- Project groups submit joint work
  - Same rules apply to projects at the group level
  - Cannot use of someone else's soln
- Closed-book exams, no calculators
- Stressed? Tempted? Lost?
  - Come see me before due date!

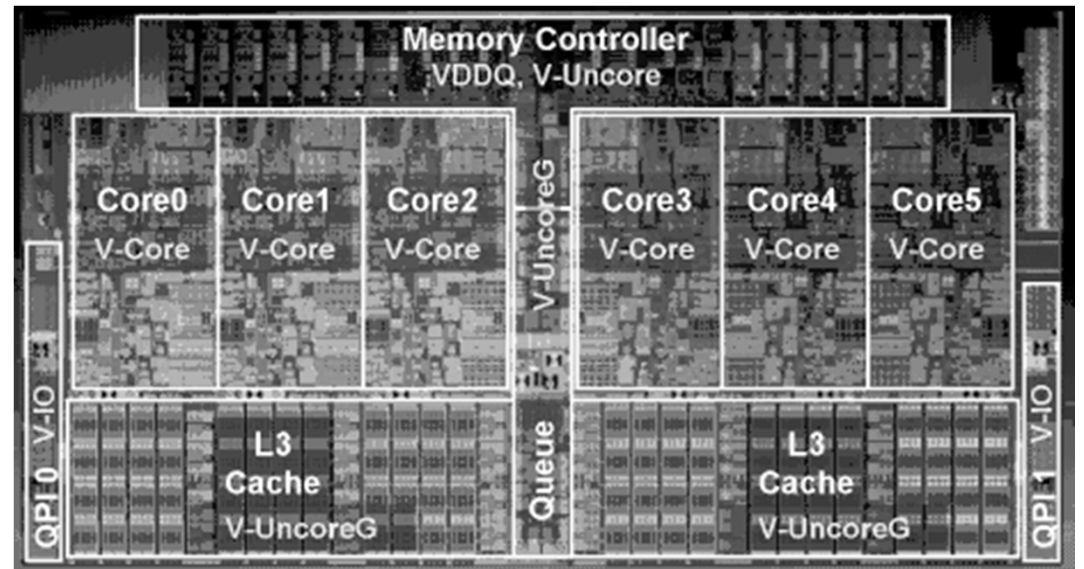
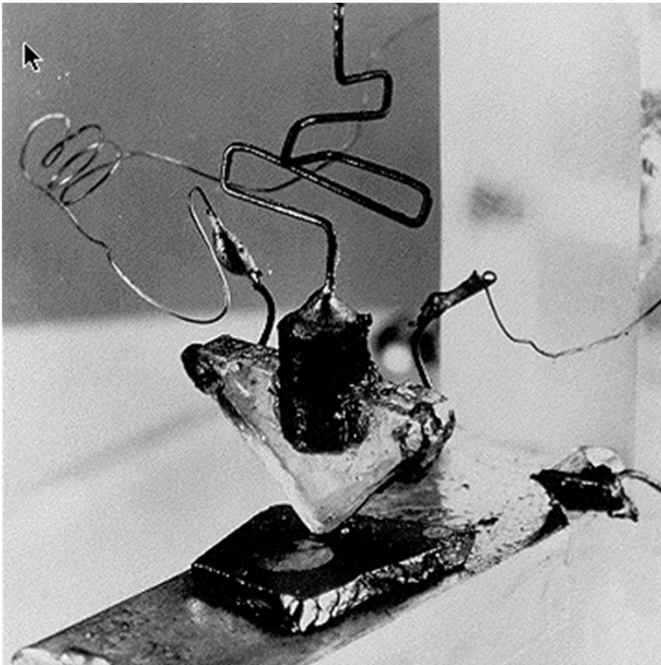
Plagiarism in any form will not be tolerated

# Why do CS Students Need Transistors?



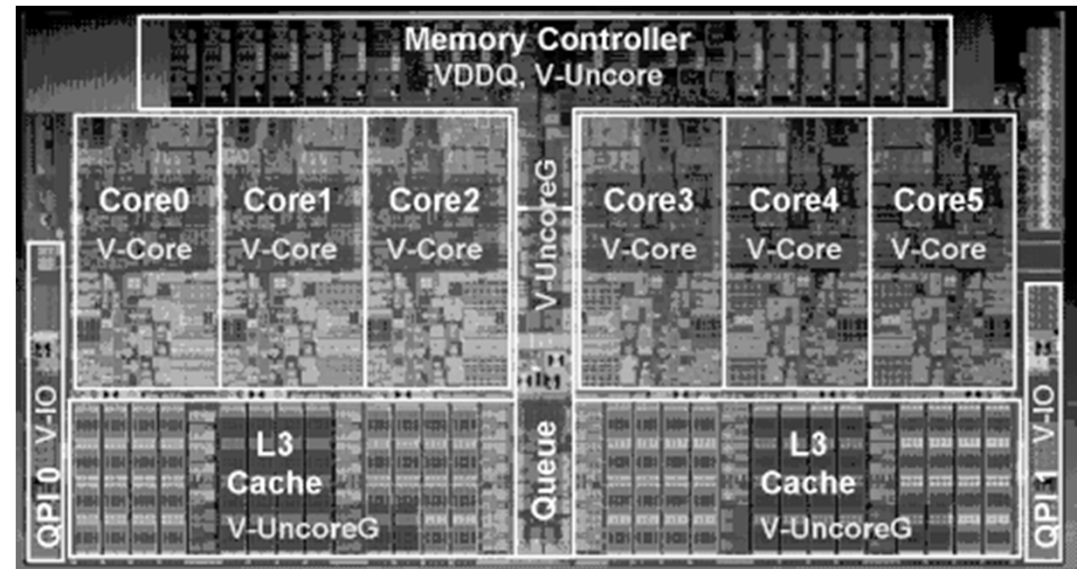
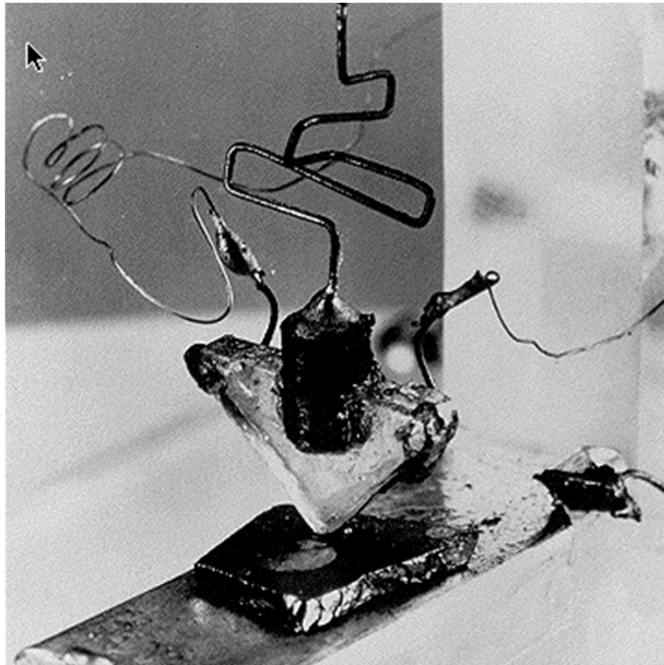


# Why do CS Students Need Transistors?



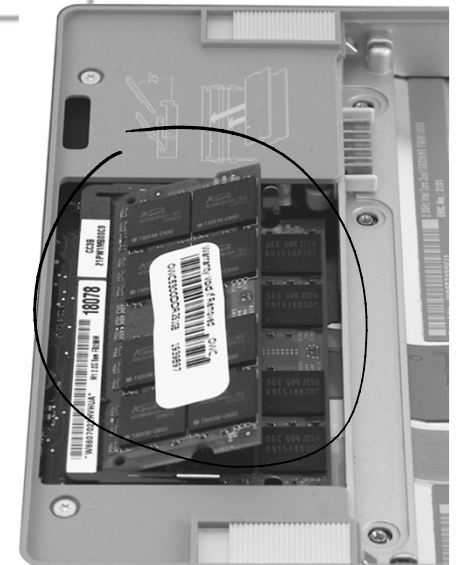
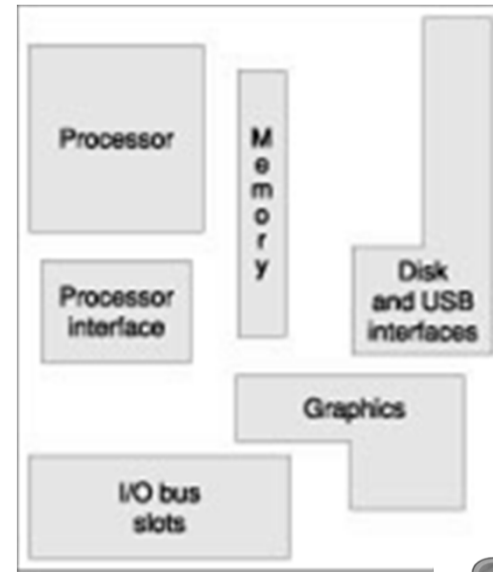
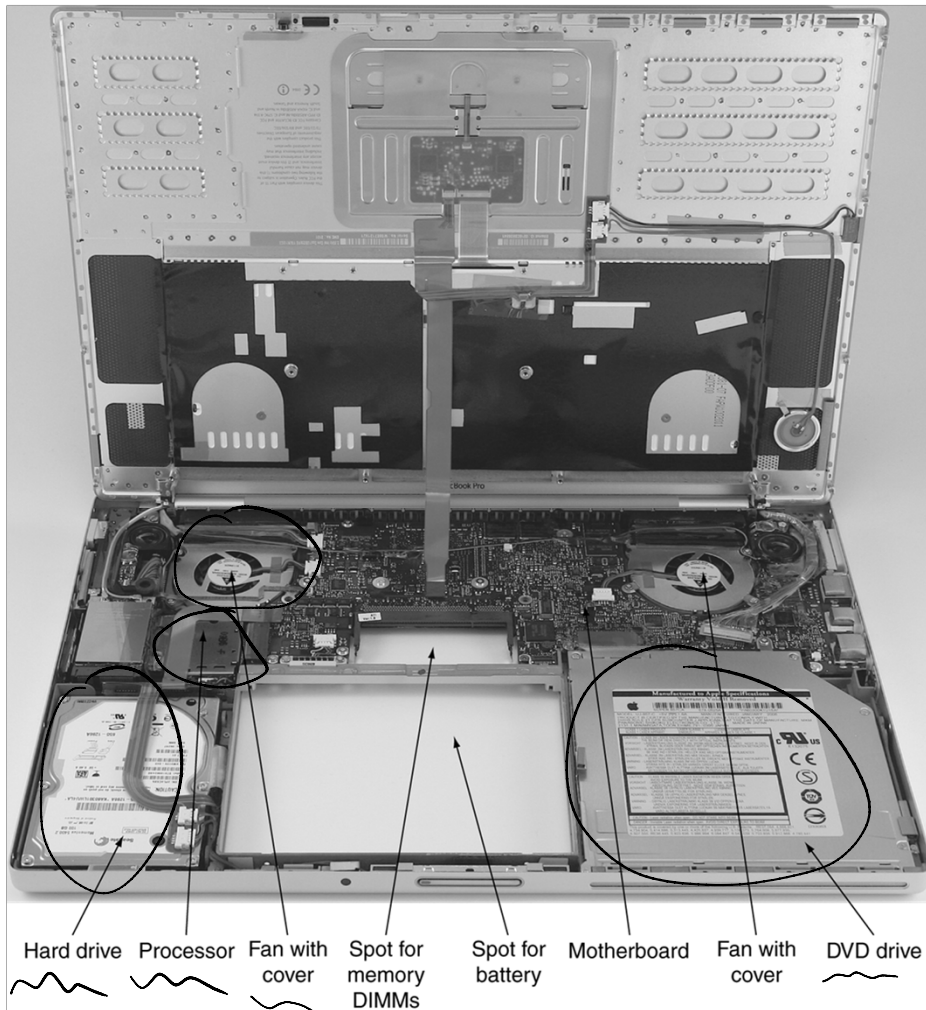
- ***Functionality and Performance***

# Why do CS Students Need Transistors?



- To be better Computer Scientists and Engineers
  - Abstraction: simplifying complexity
  - How is a computer system organized? How do I build it?
  - How do I program it? How do I change it?
  - How does its design/organization effect performance?

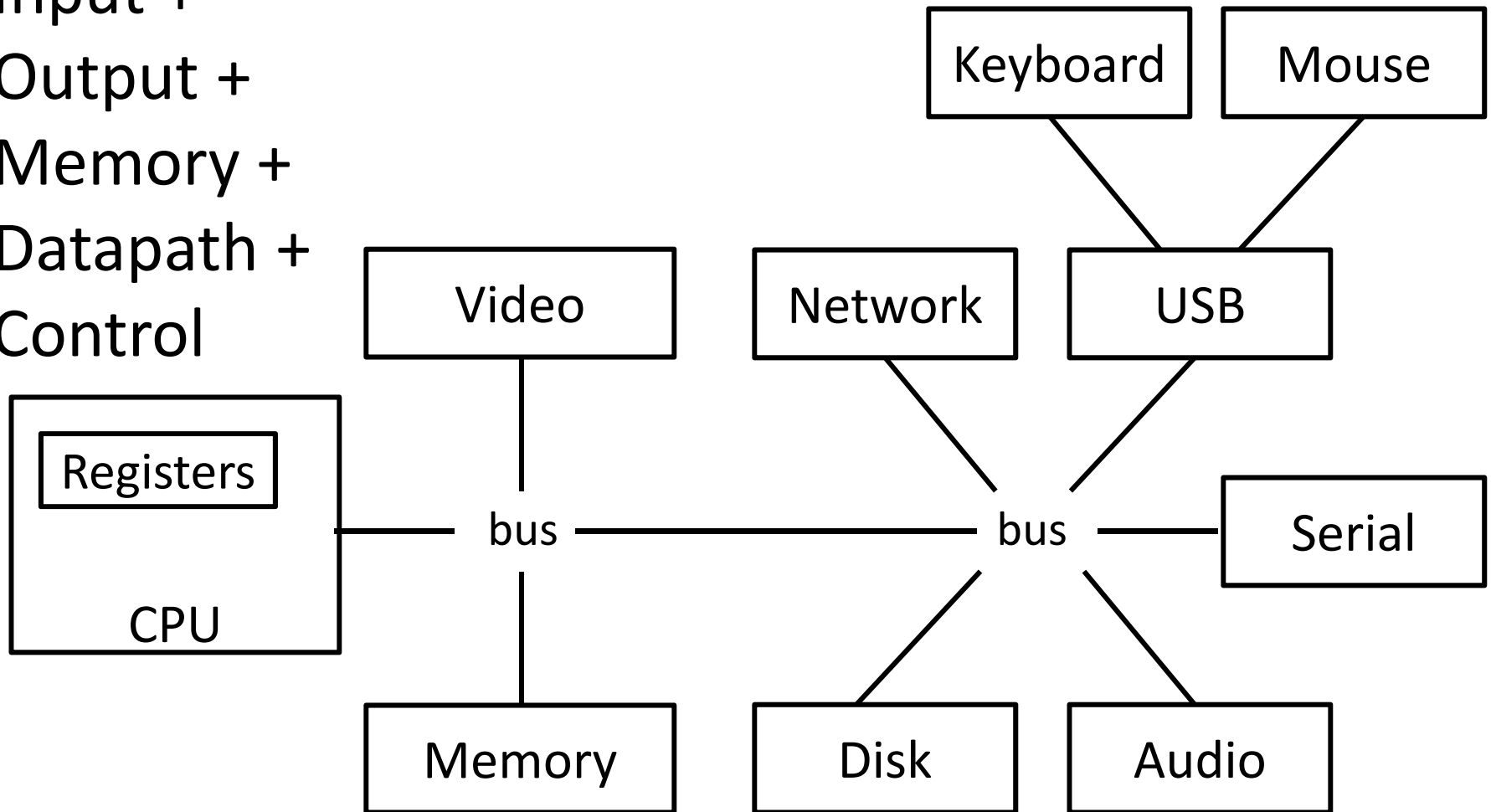
# Computer System Organization



# Computer System Organization

Computer System = ?

Input +  
Output +  
Memory +  
Datapath +  
Control



# Compilers & Assemblers

C

```
int x = 10;
x = 2 * x + 15;
```

$r0 = 0$

compiler

MIPS  
assembly  
language

```
addi r5, r0, 10
mul  r5, r5, 2
addi r5, r5, 15
```

$r5 = r0 + 10$

$r5 = r5 * 2$   
20

$r5 = r5 + 15$   
35

assembler

MIPS  
machine  
language

```
0010000000000010100000000000001010
0000000000000001010010100001000000
001000001010010100000000000001111
```

addi r5 r5 15

# Instruction Set Architecture

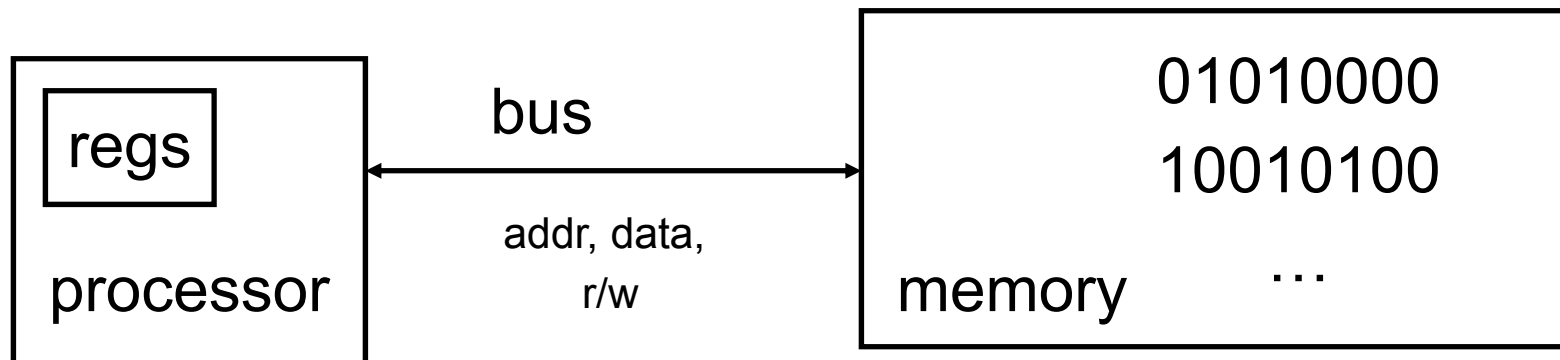
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- ISA
  - abstract interface between hardware and the lowest level software
  - user portion of the instruction set plus the operating system interfaces used by application programmers

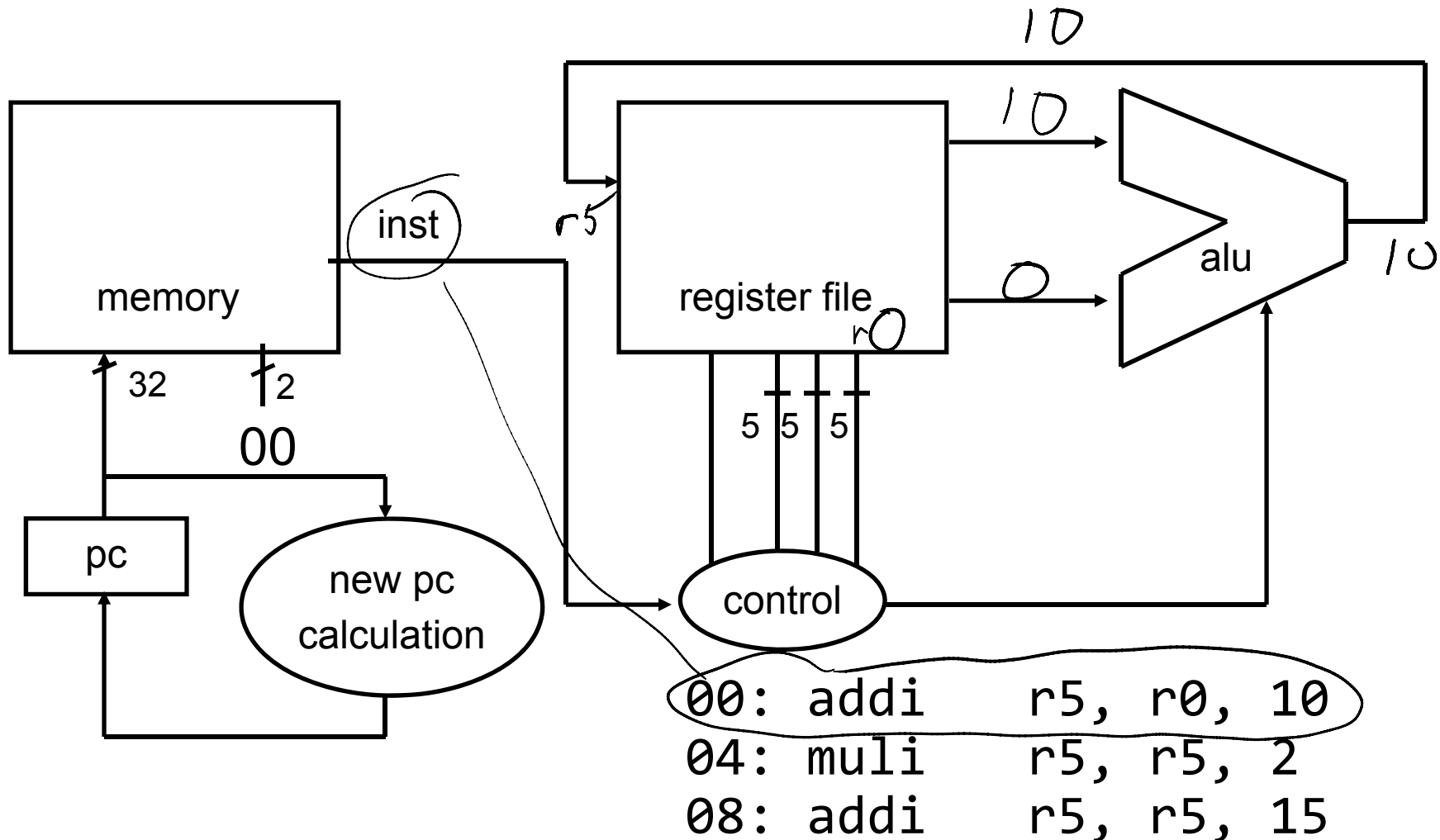
# Basic Computer System

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- A processor executes instructions
  - Processor has some internal state in storage elements (registers)
- A memory holds instructions and data
  - von Neumann architecture: combined inst and data
- A bus connects the two



# How to Design a Simple Processor





# Inside the Processor

- AMD Barcelona: 4 processor cores

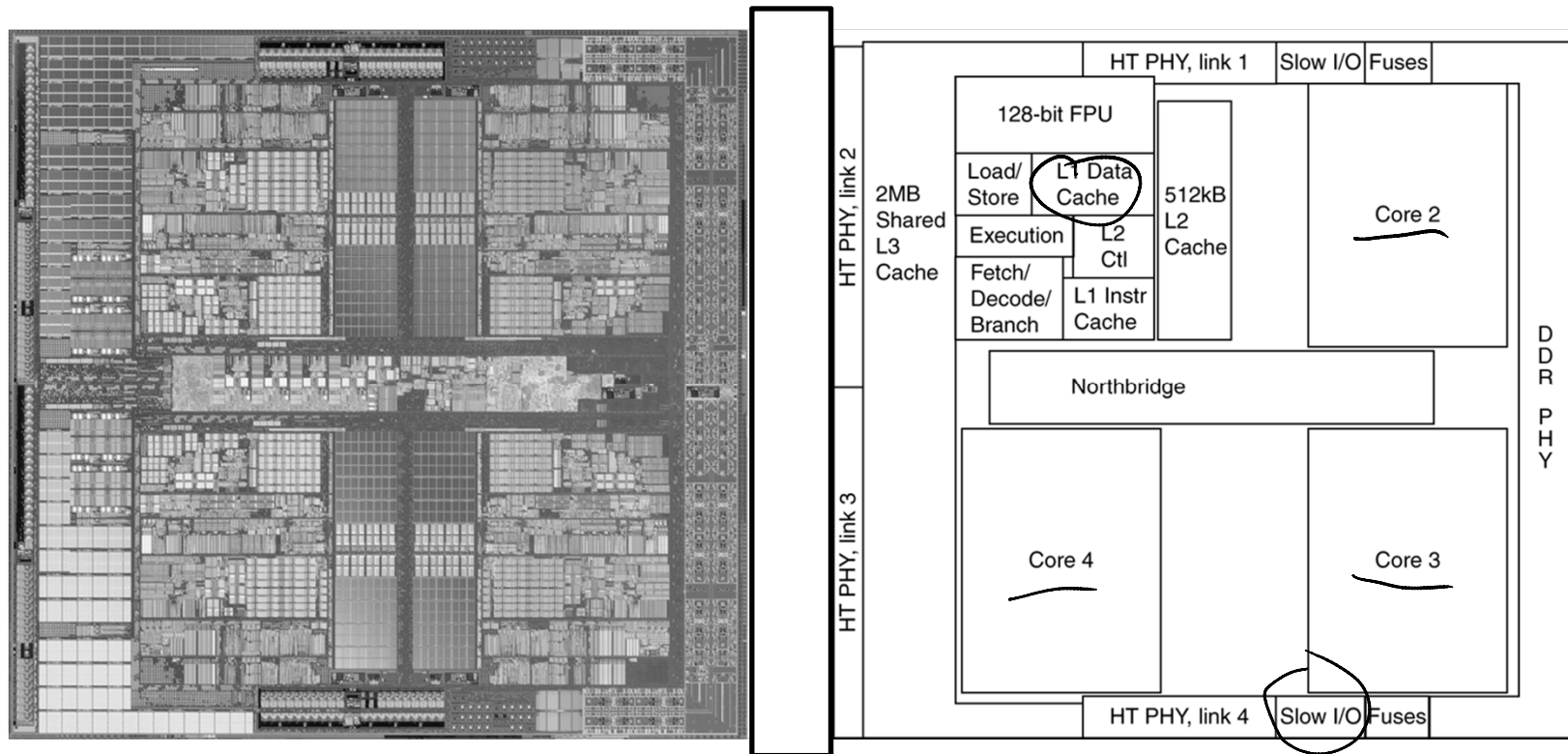


Figure from Patterson & Hennessy, Computer Organization and Design, 4<sup>th</sup> Edition

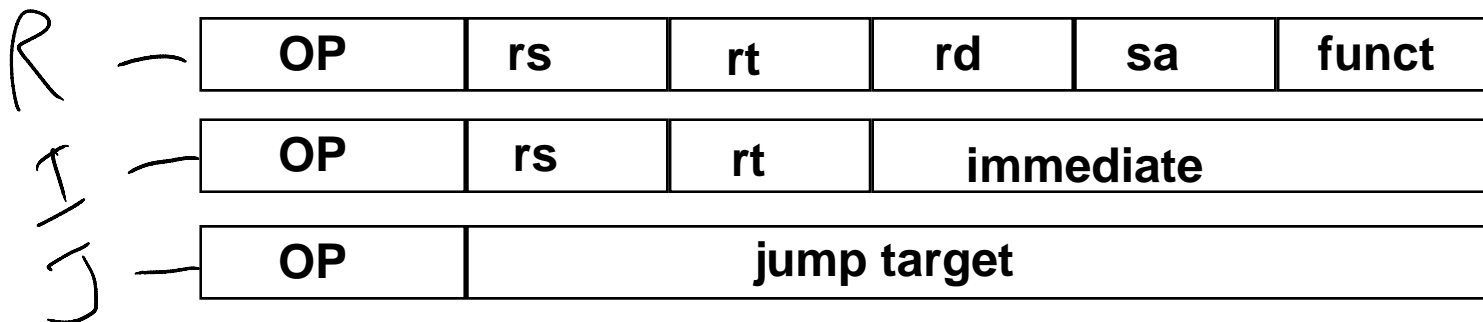
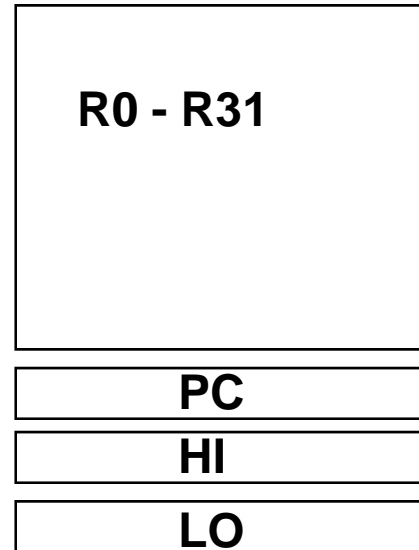
# How to Program the Processor: MIPS R3000 ISA

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- Instruction Categories

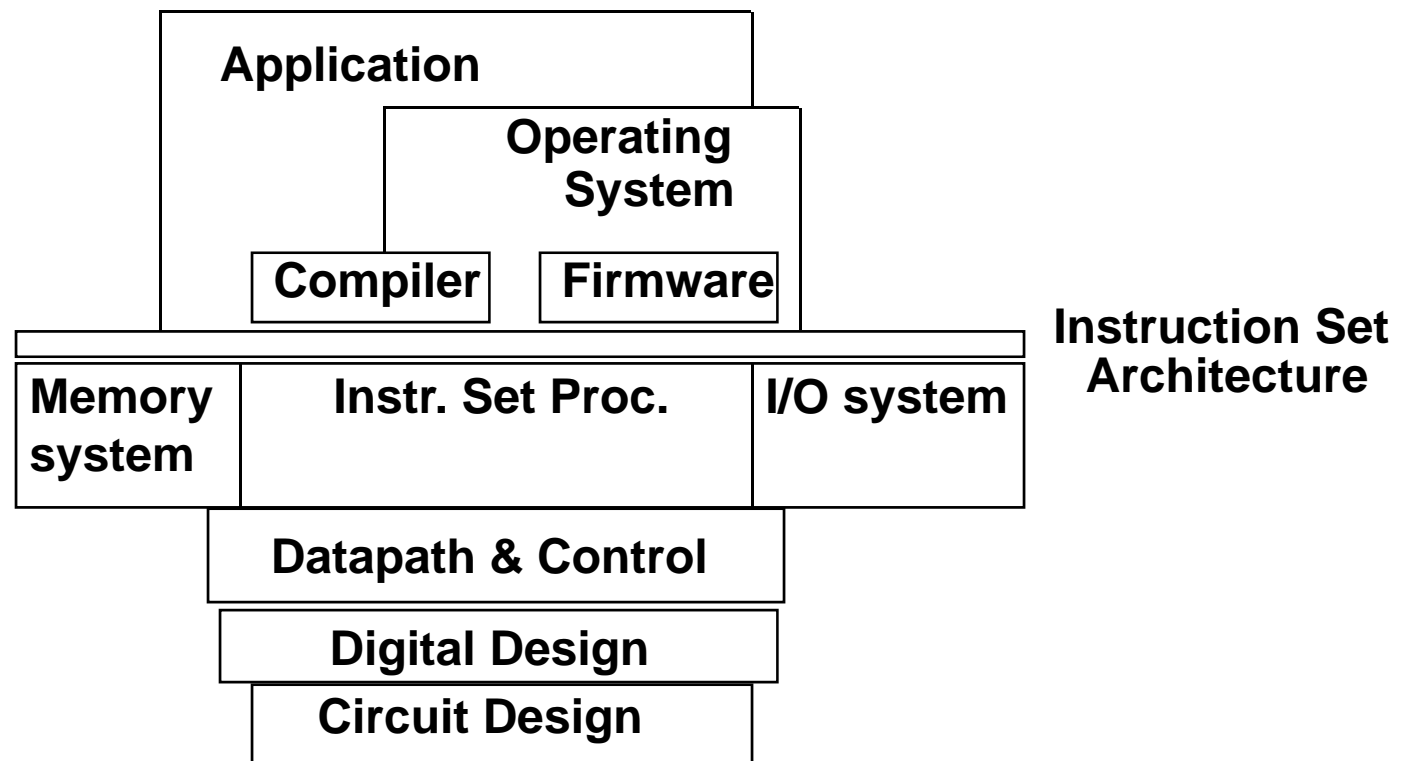
- Load/Store
- Computational
- Jump and Branch
- Floating Point
  - coprocessor
- Memory Management

Registers



# Overview

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# Applications

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- Everything these days!
  - Phones, cars, televisions, games, computers,...

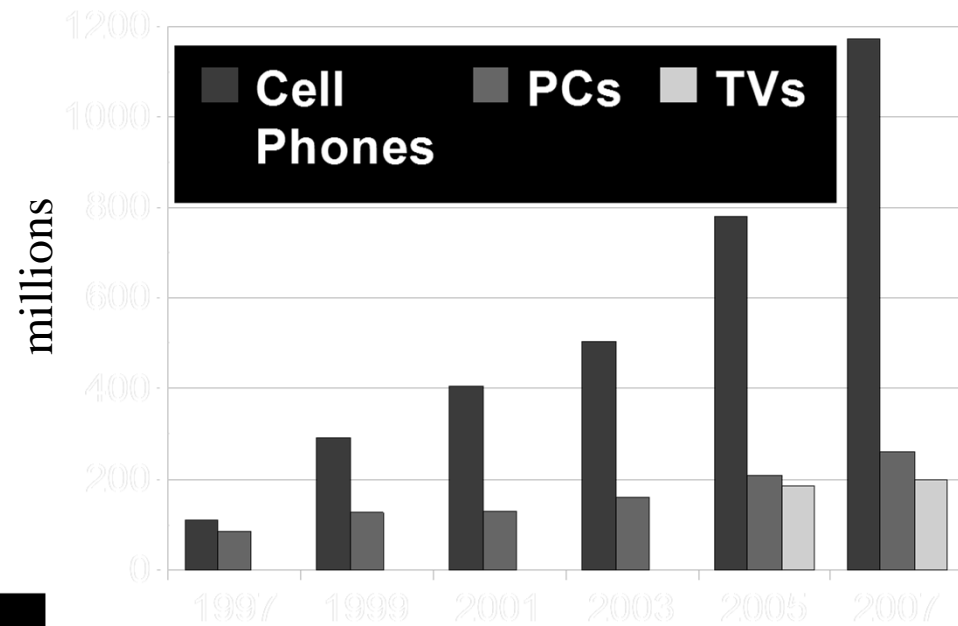
# Example 3: New Devices



Xilinx FPGA



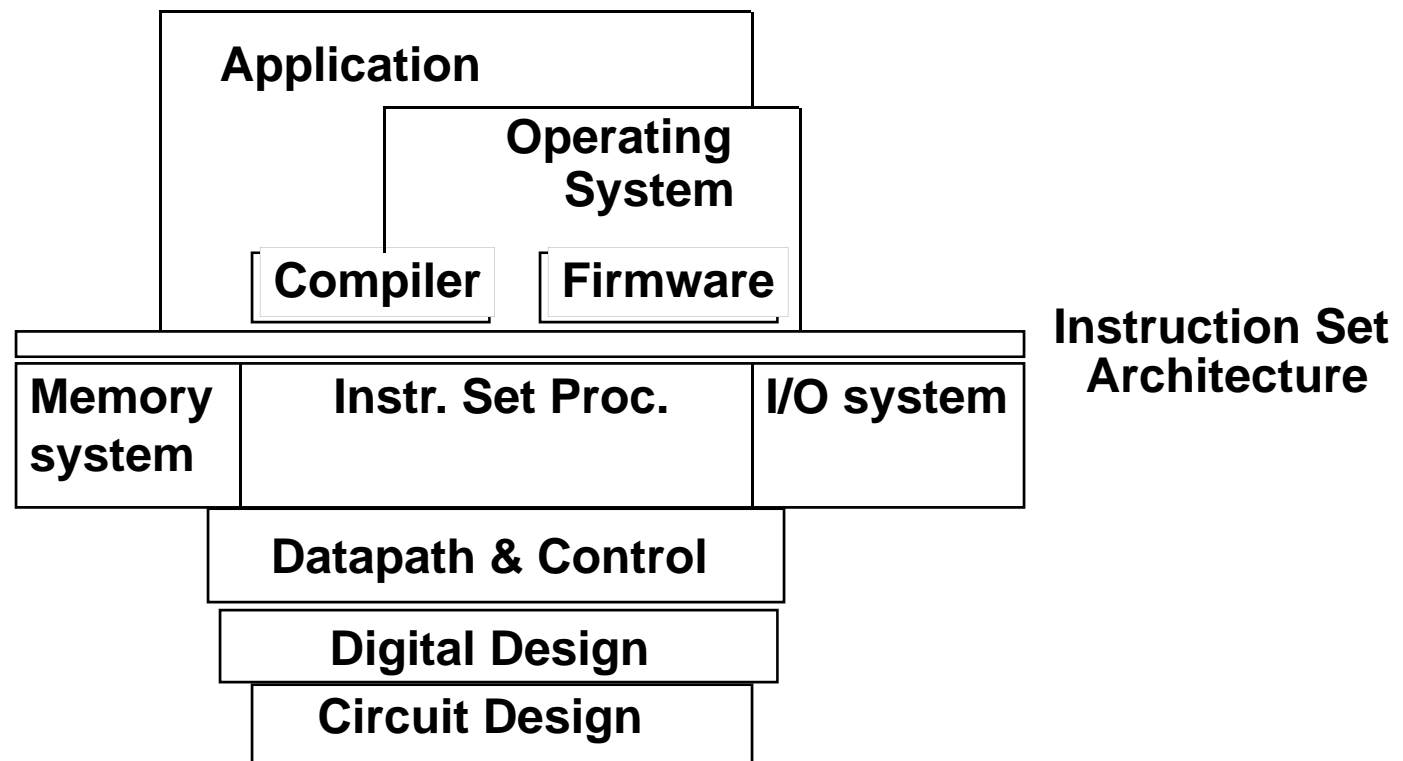
NVidia GPU



Berkeley mote

# Covered in this course

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# Reflect

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## Why take this course?

- Basic knowledge needed for *all* other areas of CS:  
operating systems, compilers, ...
- Levels are not independent  
hardware design ↔ software design ↔ performance
- Crossing boundaries is hard but important  
device drivers
- Good design techniques  
abstraction, layering, pipelining, parallel vs. serial, ...
- Understand where the world is going