

# CS 3410: Computer System Organization and Programming

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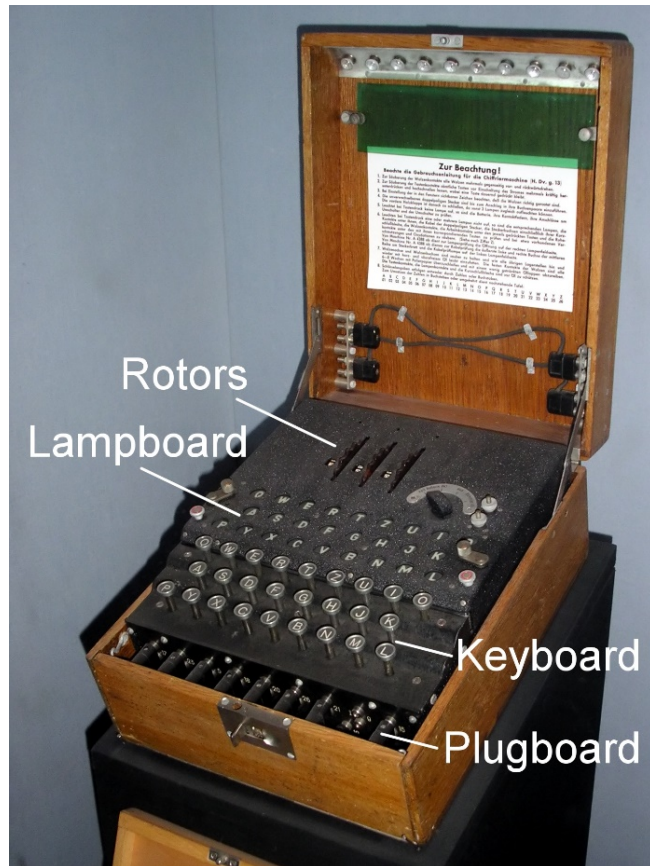
Computer Science

Cornell University

The slides are the product of many rounds of teaching CS 3410 by  
Professors Weatherspoon, Bala, Bracy, and Sirer.

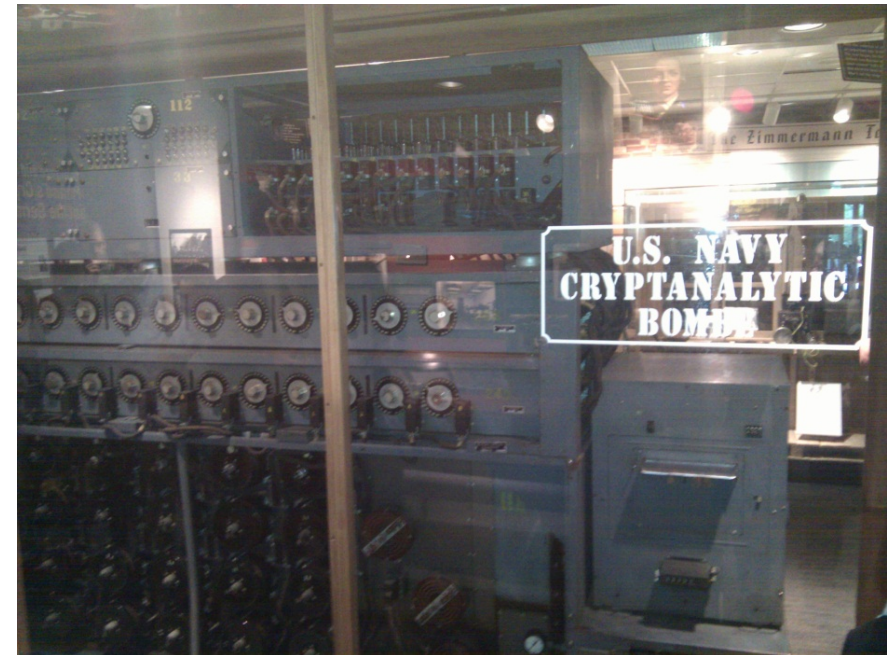
“Can machines think?”

-- Alan Turing, 1950  
Computing Machinery and Intelligence



## Enigma machine

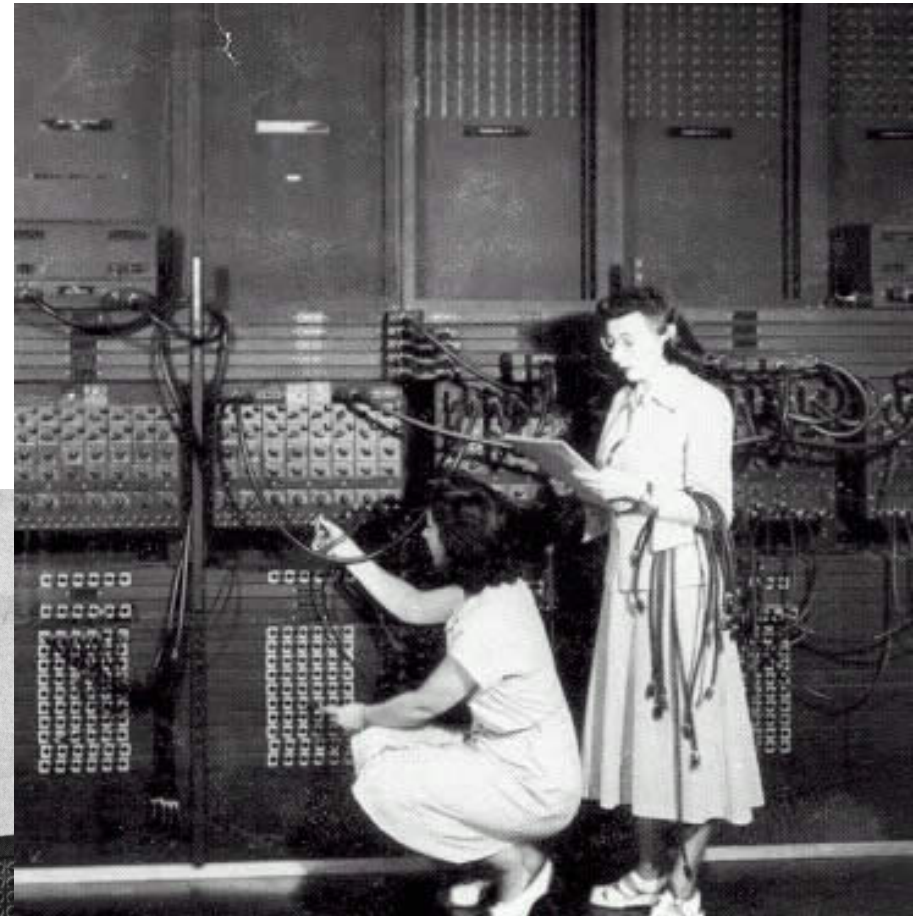
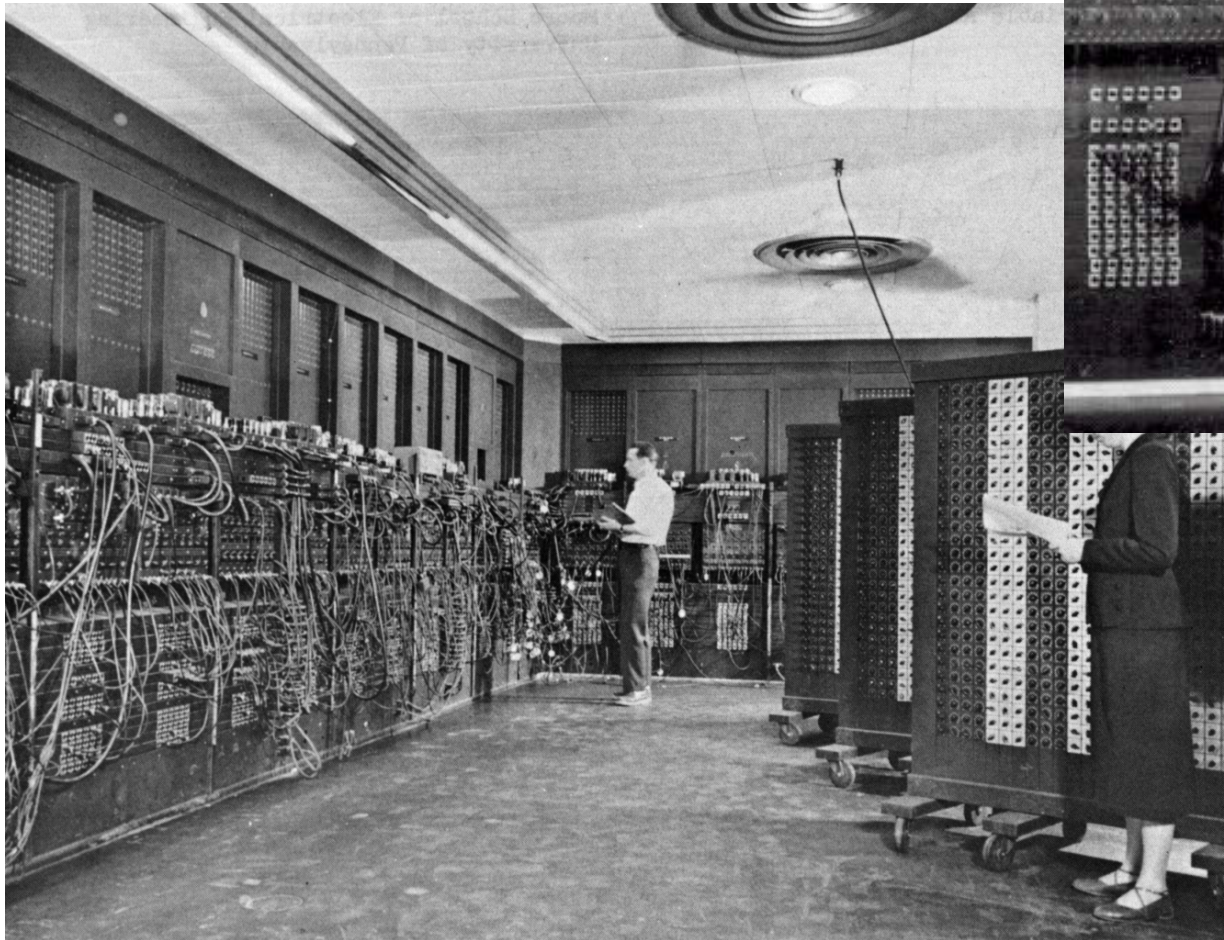
Used by the Germans during World War II to encrypt and exchange secret messages



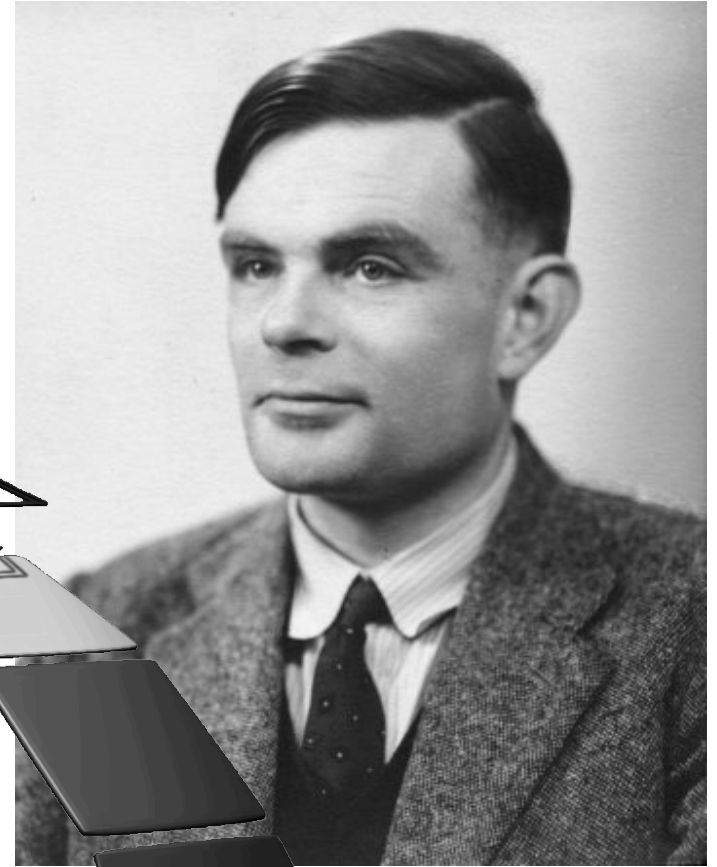
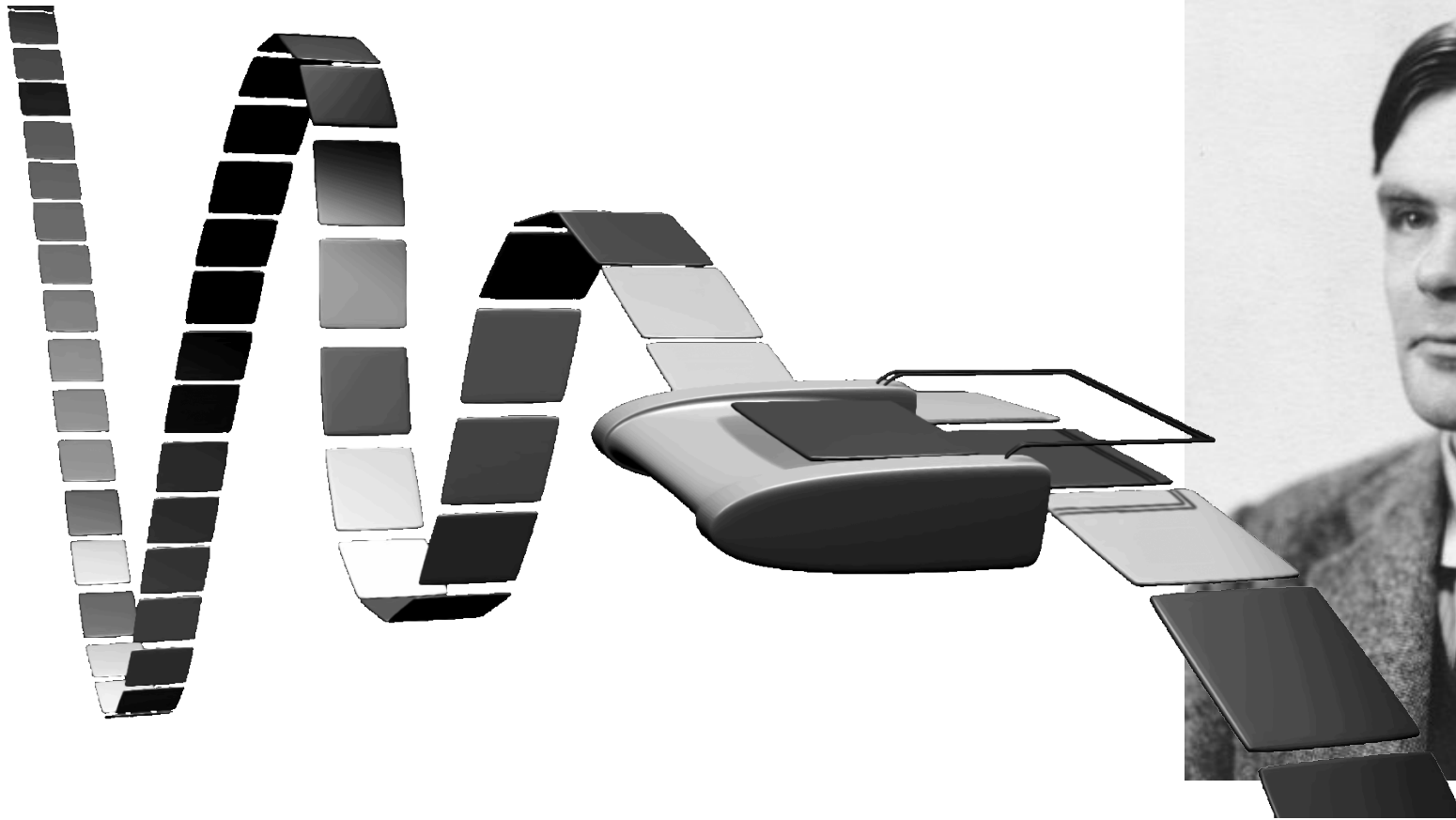
## The Bombe

used by the Allies to break the German Enigma machine during World War II

# ENIAC







## Turing Machine 1936

Alan Turing

= abstract model for CPU that can simulate any algorithm

# Who are you?

- Demographics
  - Introduce yourself to the people next to you

“Sometimes it is the people that no one imagines anything of who do the things that no one can imagine.” – Alan Turing

- Turing Award Winners?

# Course Objective

- Understand the HW / SW interface software
  - How a processor works
  - How a computer is organized
- Establish a foundation for building applications
  - How to write a good program
    - Good = correct, fast, and secure
  - How to understand where the world is going
- Understand technology (past, present, future)

# What is this?

```
#include <stdio.h>

int main() {
    printf("Hello world!\n");
    return 0;
}
```

How does it work?

I'm glad you asked...

*15 weeks later and you'll know!*

*"I know Kung Fu."*





# Compilers & Assemblers

C

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

compiler

r0 = 0

MIPS  
assembly  
language

```
addi r5, r0, 10 ← r5 = r0 + 10  
mulr r5, r5, 2 ← r5 = r5 * 2  
addi r5, r5, 15 ← r5 = r5 + 15
```

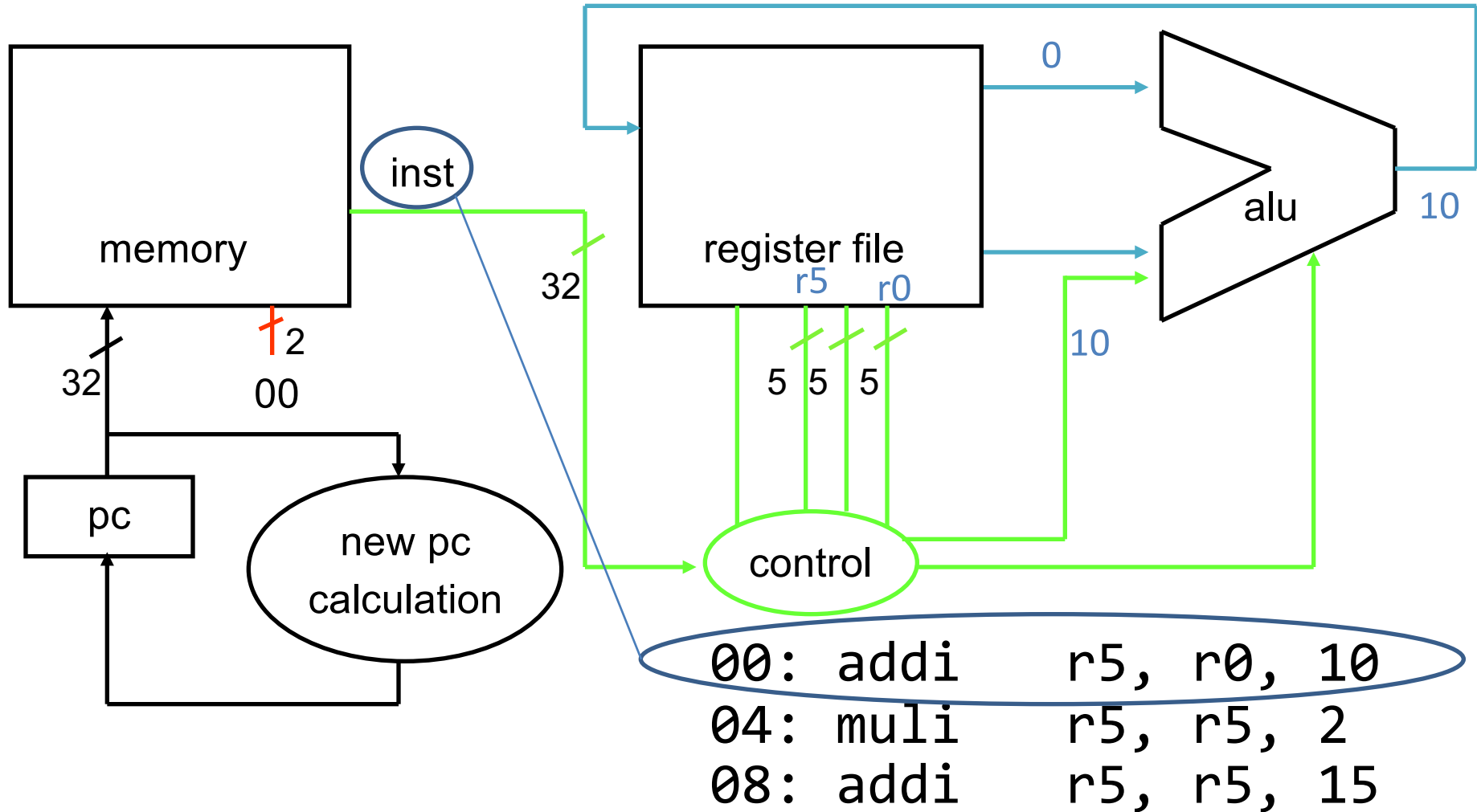
assembler

MIPS  
machine  
language

op = addi	r0	r5	10
001000	000000	00101	000000000000001010
000000	000000	00101	001010000010000000
001000	00101	00101	000000000000001111
op = addi	r5	r5	15

*Everything is a number!*

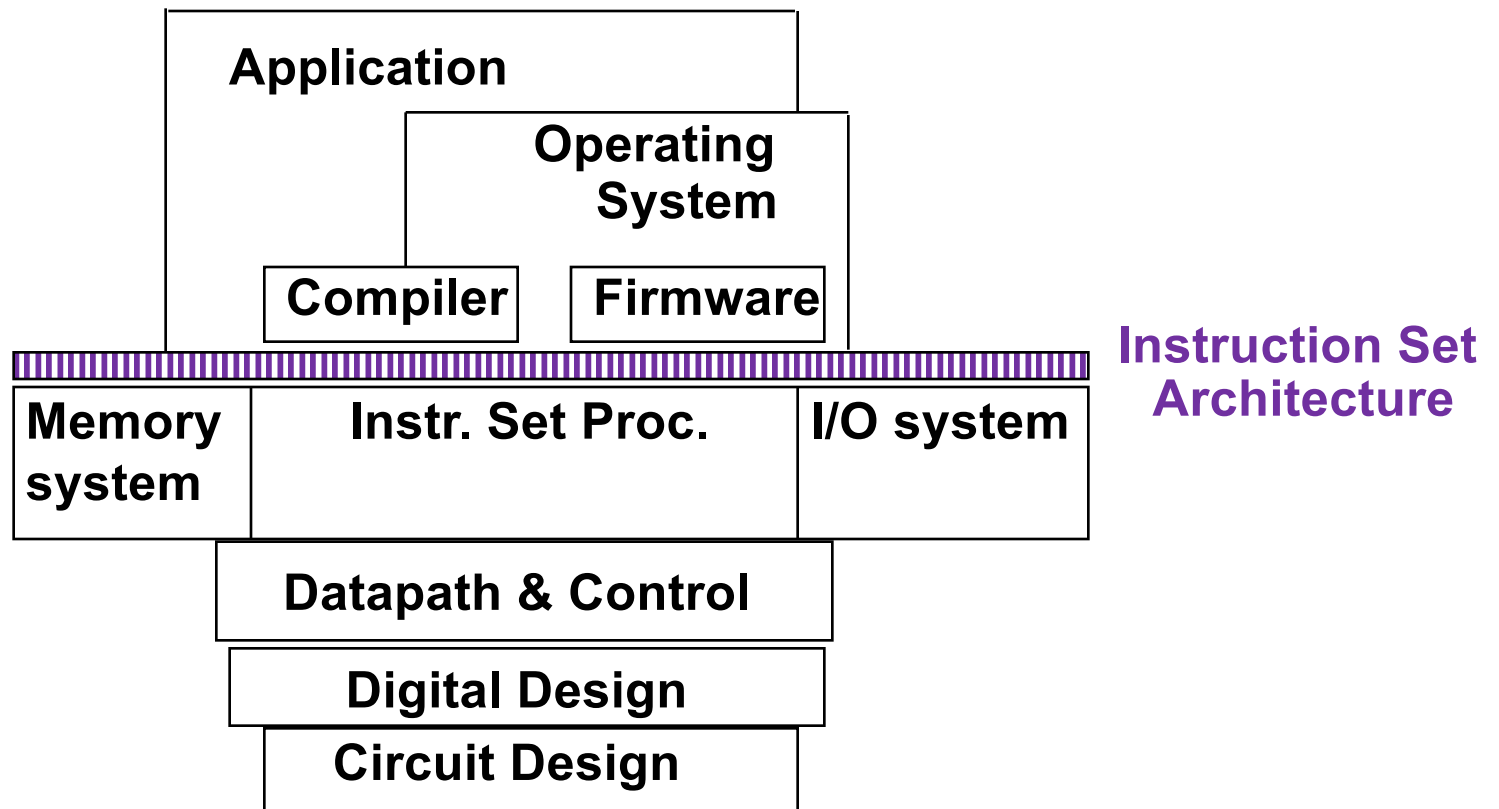
# How to Design a Simple Processor



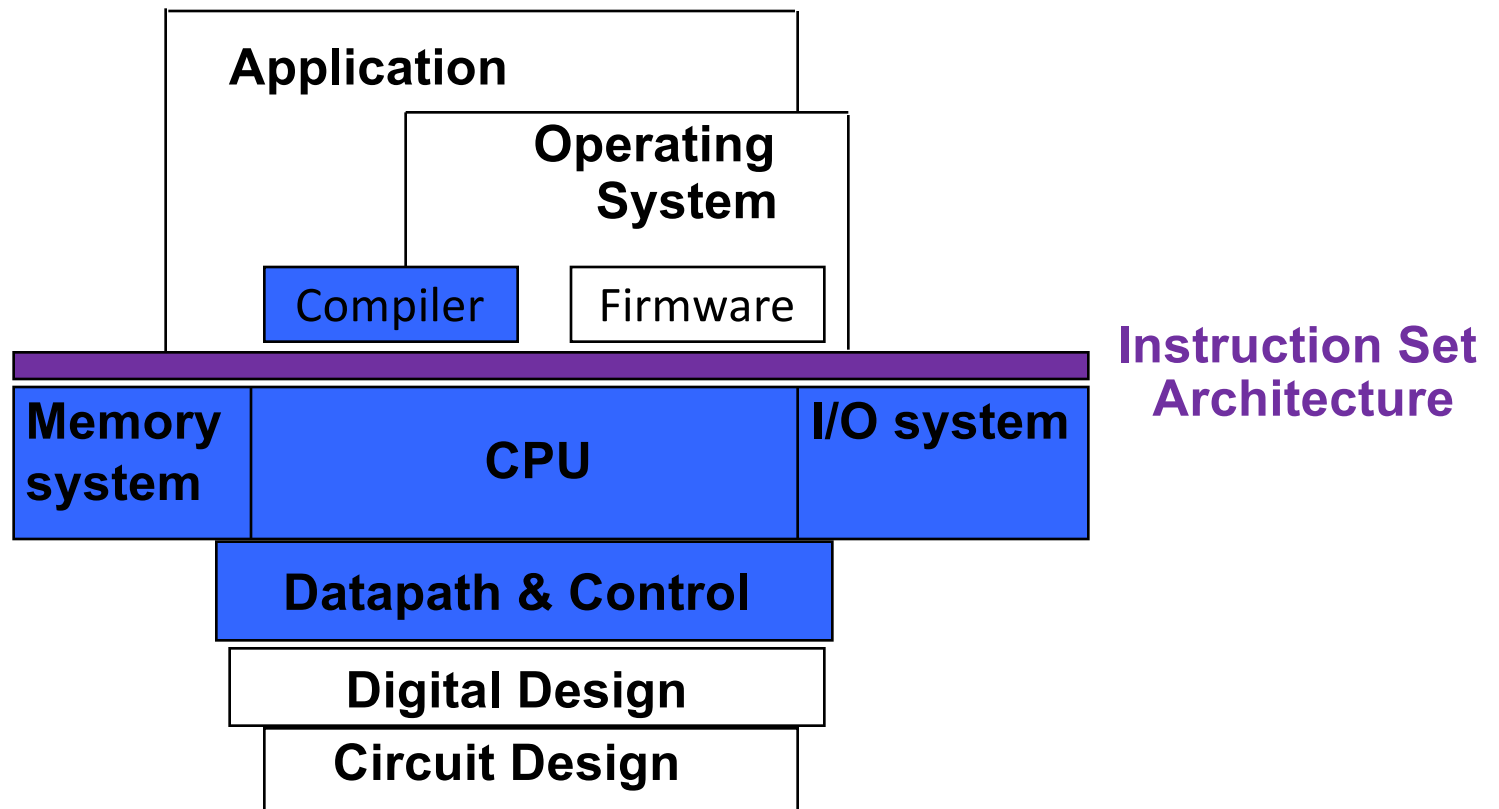
# Instruction Set Architecture (ISA)

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

# Overview

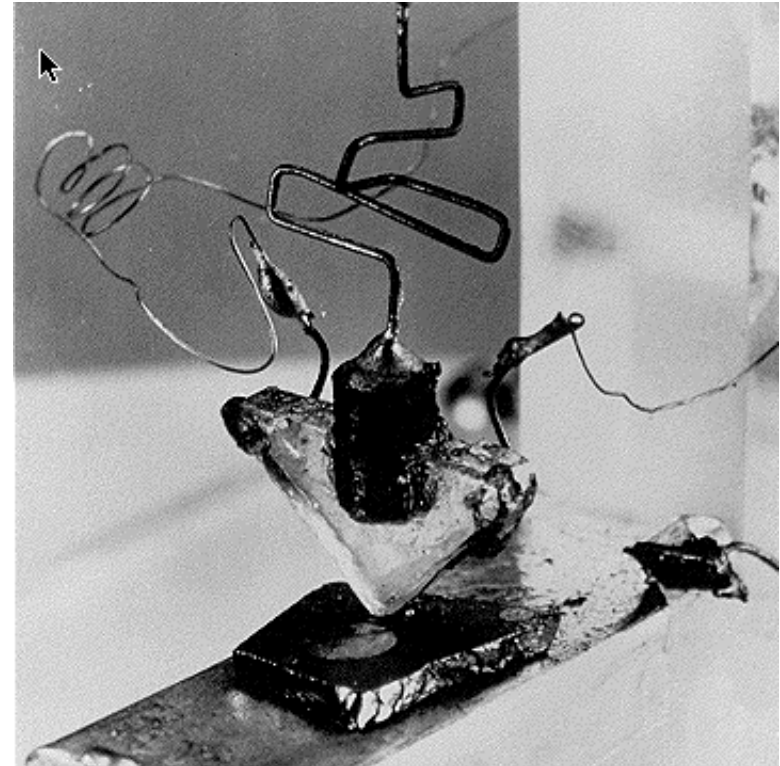


# Covered in this course



# Where did it begin?

- Electrical Switch
  - On/Off
  - Binary
- Transistor



The first transistor on a workbench at AT&T Bell Labs in 1947

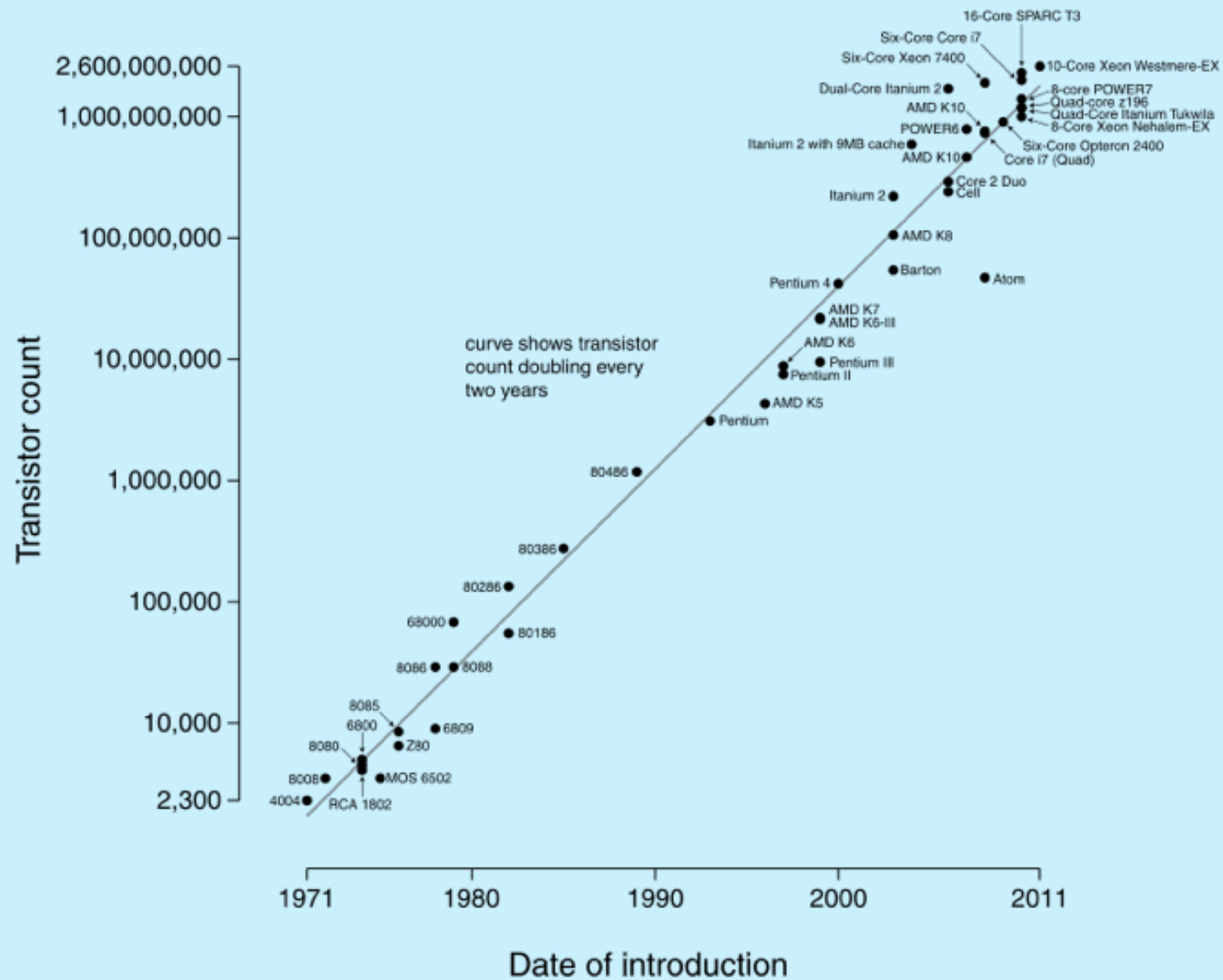




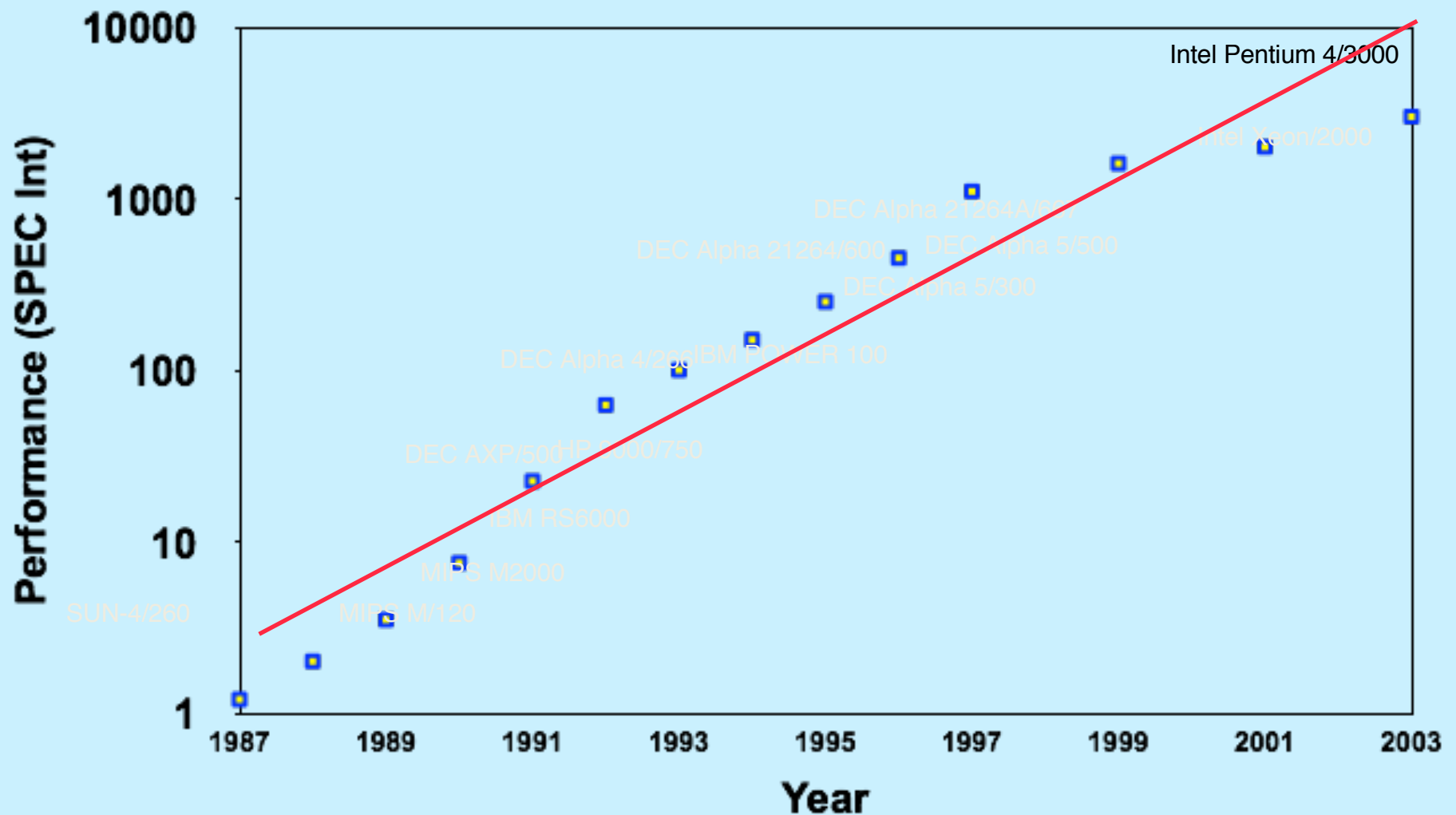
# Moore's Law

- 1965
  - # of transistors integrated on a die doubles every 18-24 months (*i.e.*, grows exponentially with time)
- Amazingly visionary
  - 2300 transistors, 1 MHz clock (Intel 4004) - 1971
  - 16 Million transistors (Ultra Sparc III)
  - 42 Million transistors, 2 GHz clock (Intel Xeon) – 2001
  - 55 Million transistors, 3 GHz, 130nm technology, 250mm<sup>2</sup> die (Intel Pentium 4) – 2004
  - 290+ Million transistors, 3 GHz (Intel Core 2 Duo) – 2007
  - 721 Million transistors, 2 GHz (Nehalem) - 2009
  - 1.4 Billion transistors, 3.4 GHz Intel Haswell (Quad core) – 2013

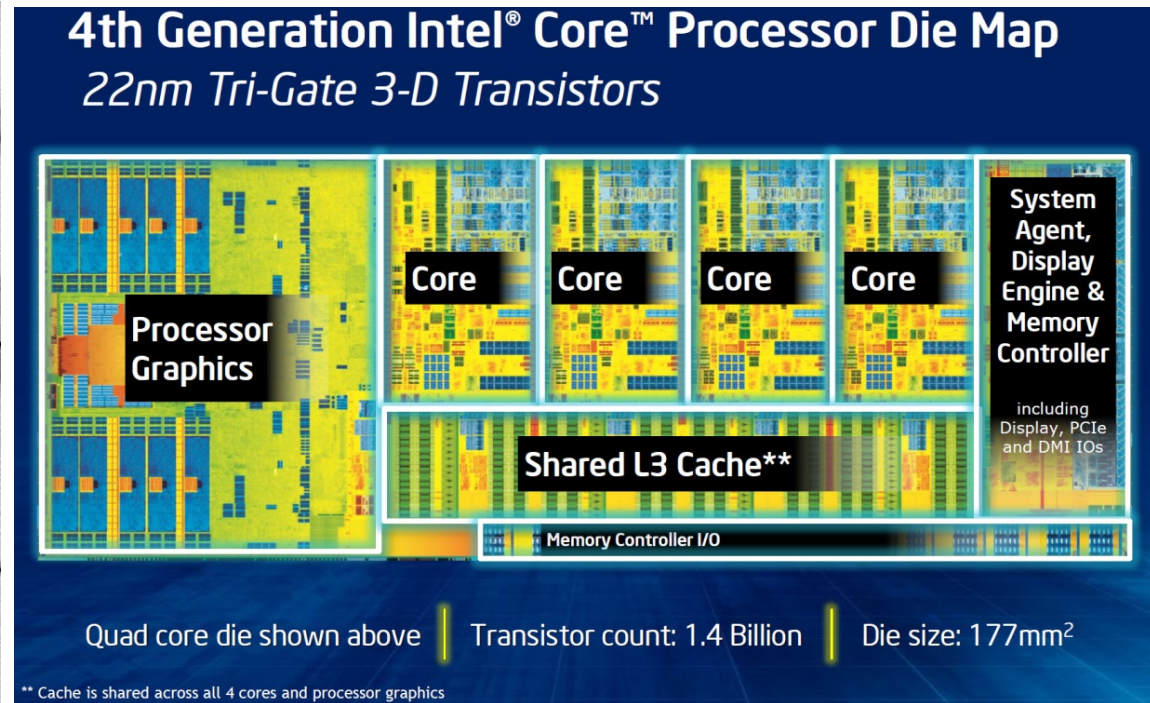
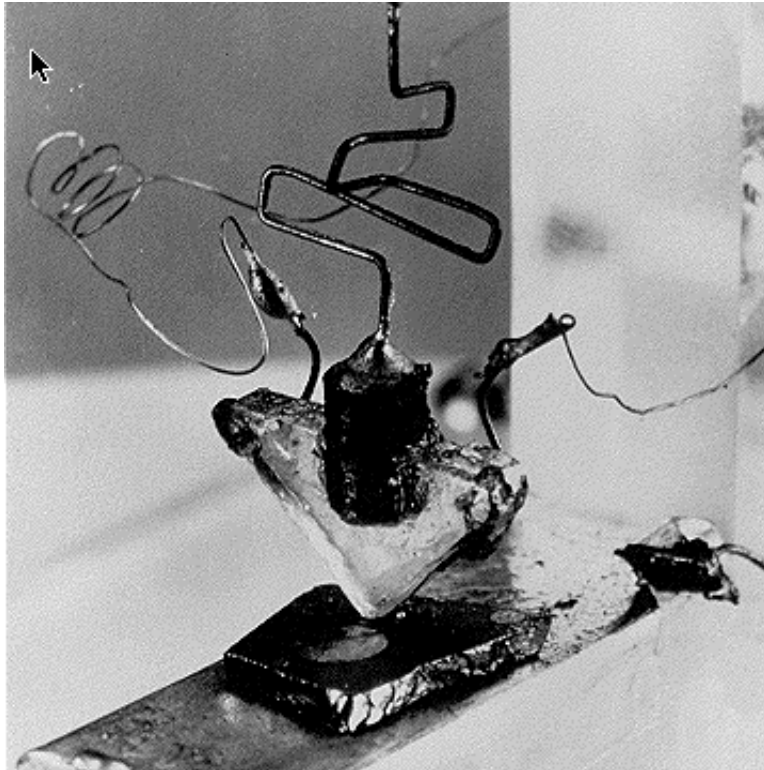
## Microprocessor Transistor Counts 1971-2011 & Moore's Law



# Processor Performance Increase



# Then and Now

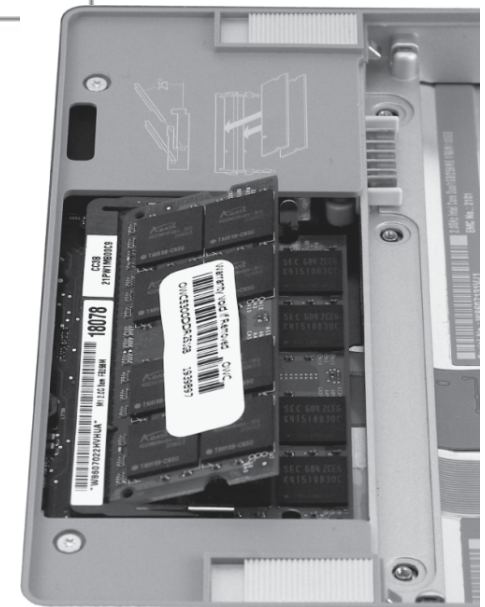
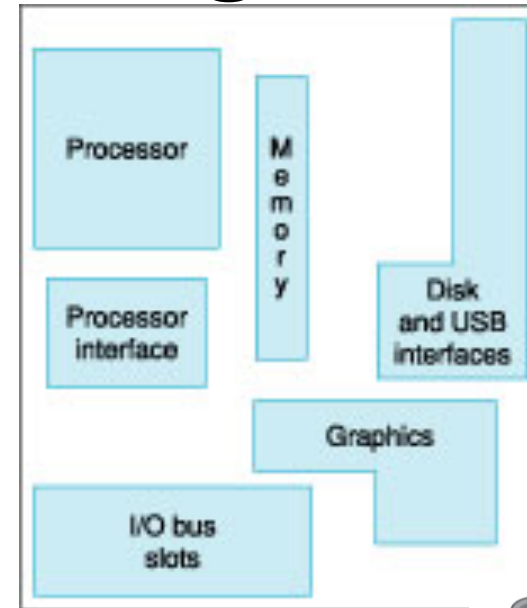
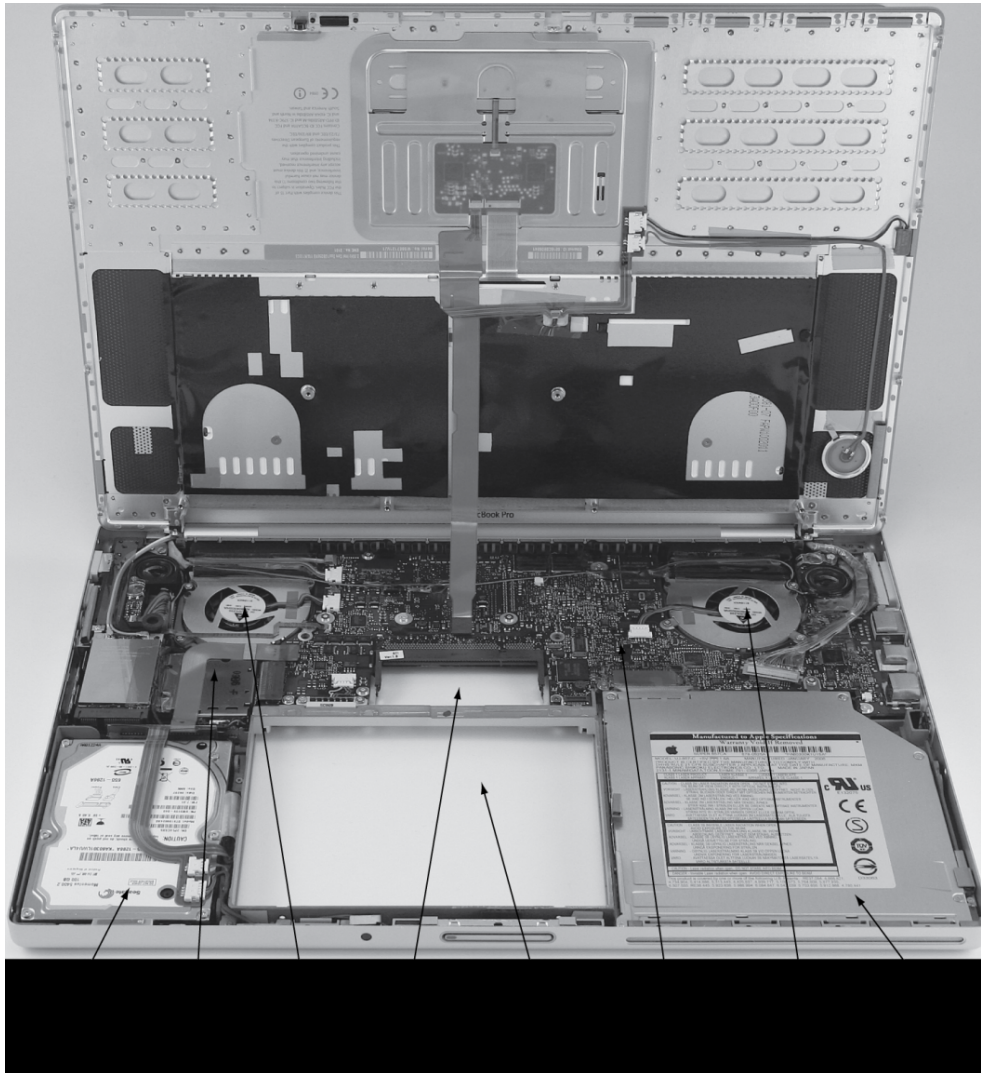


<http://techguru3d.com/4th-gen-intel-haswell-processors-architecture-and-lineup/>

- The first transistor
  - One workbench at AT&T Bell Labs
  - 1947
  - Bardeen, Brattain, and Shockley
- Intel Haswell
  - 1.4 billion transistors
  - 177 square millimeters
  - Four processing cores

What are we doing with all these transistors? 18

# Computer System Organization





# Reflect

Why take this course?

Basic knowledge needed for *all* other areas of CS:

operating systems, compilers, ...

Levels are not independent

hardware design  $\leftrightarrow$  software design  $\leftrightarrow$  performance

Crossing boundaries is hard but important

device drivers

Good design techniques

abstraction, layering, pipelining, parallel vs. serial, ...

Understand where the world is going

*The Mysteries of Computing will be revealed!*