

Computing machines architecture

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Lecture topics

- We discuss the actual computational elements of a computer
- We bridge what we have seen in the previous lecture with actual computer architectures

Structure of a computer

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Computational elements at a glance

- CPU
- Memory

CPU

- Read the current instruction from memory based on the PC
- Evaluate the instruction
 - Read and write memory elements as needed
- Write the PC of the next instruction

CPU instructions

- *Machine instructions*
- Significantly smaller than what we use
 - Register manipulation add, sub, mul, ...
 - Memory manipulation by integer address lw, sw
- Concrete programming languages instructions equal many machine instructions

Machine vs programming language instructions

- There are different sorts of programming languages
- Some higher level, some lower level
- Lower level languages instructions equal few (even as low as one) machine instructions

Machine vs programming language instructions

- There are different sorts of programming languages
- Some higher level, some lower level
- Lower level languages instructions equal few (even as low as one) machine instructions
- Higher level languages instructions equal many (even as high as tens) machine instructions

Memory

- Data is stored into memory
- Memory is just a long linear stream of bytes
- CPU queries memory by address
- CPU updates memory with address and data

Typical programming language elements

- Intuitive instruction names
- Higher level flow-control operators
- Labeled data through variables
- Higher level data manipulation operators

Instruction names

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 - What is the meaning of instruction 0xDEBC318A?

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 - What is the meaning of instruction `0xDEBC318A`?
 - What is the meaning of instruction `currentUserAge := currentUserAge + 1`?

Higher level flow-control operators

- Machine instructions are tiny
- Many standardized behaviors require lots of machine instructions

Consider a *fictional* machine language listing vs its high-level equivalent:

```
lw r1 r3
cmpi r0 r3 18
jmsz ELSE
lw r4 r3
addi r3 r3 1
sw r4 r3
jmp END
ELSE:
lw r5 r3
addi r3 r3 1
sw r5 r3
END:
...
```

```
if userAge >= 18 then
    adultUsers := adultUsers + 1
else
    youngUsers := youngUsers + 1
...
```

Variables

- Program data is stored into variables
- Variables *label* memory data
- *Labels* simplify reasoning

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 - What is the meaning of 0xA0DF9931?
 - What is the meaning of `userAge`?

Variables and types

- Program data in memory has no fixed structure
- We can read 48 bytes instead of 32, and get 16 bytes of garbage for free
- This causes errors

Variables and types

- Variables give a *type* to memory data
- *Types* simplify reasoning

Variables and types

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 - How many bytes should I read at address 0xA0DF9931?

Variables and types

- Variables give a *type* to memory data
- *Types* simplify reasoning
 - How many bytes should I read at address 0xA0DF9931?
 - How many bytes should I read for integer `userAge`^a?

^aKnowing that integers are 4 bytes on 32 bit machines and 8 bytes on 64 bit machines

Yet more

- Higher level programming languages do even more
- Handle custom and complex computations (functions, events, continuations, lambda's)
- Handle custom and complex data structures (structs, classes, tuples, ...)

This is it!

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The best of luck, and thanks for the
attention!