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Technical University of Applied Sciences Rosenheim, Computer Science

CA 1 – Intro

Question

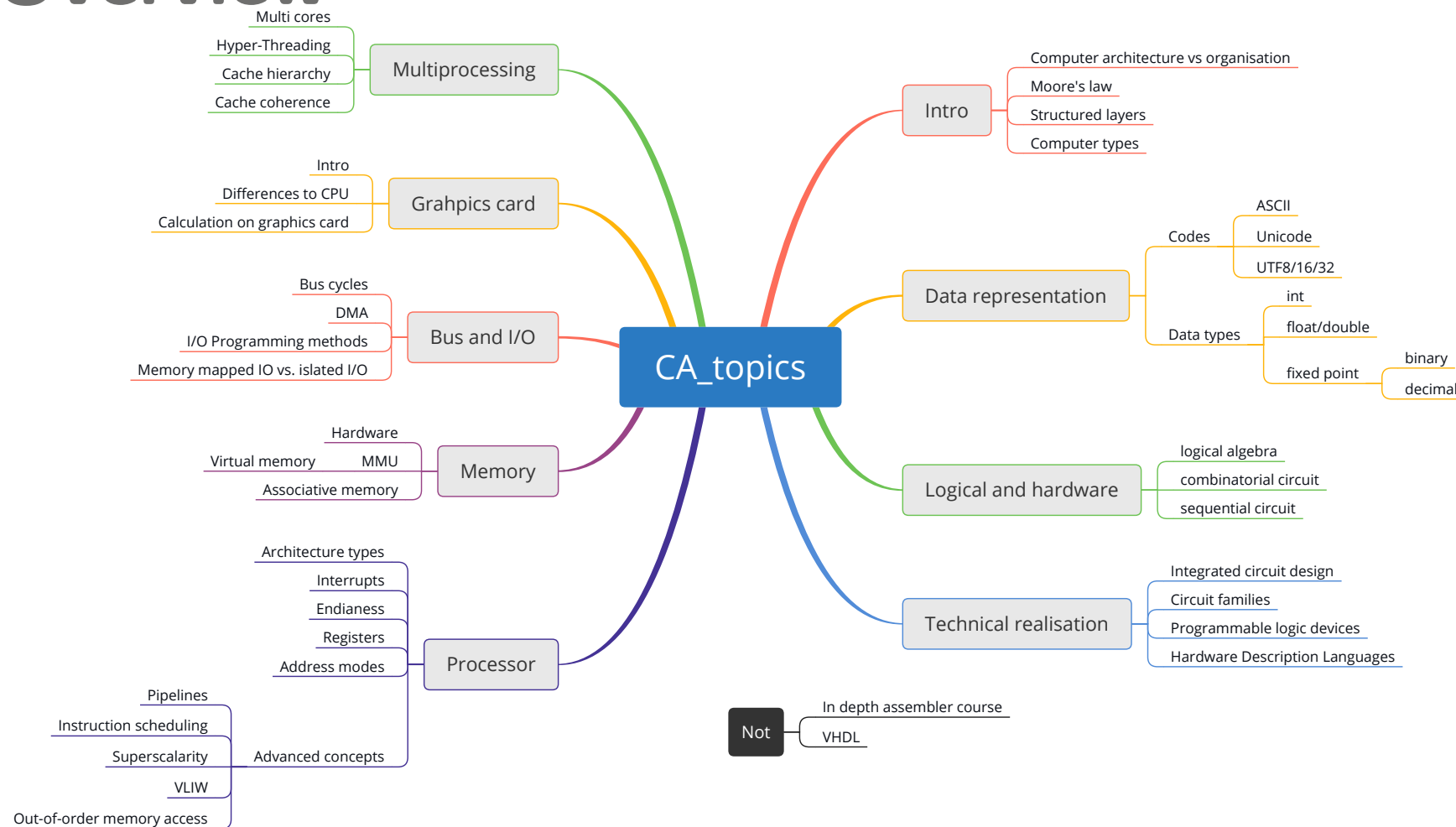
What is the second most important tool
of a computer scientist?

Question

What is the most important tool of a
computer scientist?



Overview



Goal

CA::Intro

- Motivation: Know why it is worth learning CA
- Computer architecture vs organisation
- Moore's law
- Structured layers
- Computer types
- Analogue vs digital

Motivation: Why should you learn it?

Some reasons why it is worth studying:

- You should know the second most important tool
- Able to buy/specify hardware
- Optimise for hardware (hardware instructions)
- Write better software (algorithms)
- Find bugs or bottlenecks faster
- Embedded systems design and programming
- Real-time systems design and programming
- High performance computing programming
- Do understand computers now and in 5 (...) years

Material

Material for lecture and exercises:

https://inf-git.fh-rosenheim.de/Lectures/RA_exercises.git

Time and date

Event	Day	Time	Room
Lecture	Wednesday	08:00 - 09:30 o'clock	Online
Exercise 1	Thursday	09:45 - 11:15 o'clock	Online
Exercise 2	Thursday	11:45 - 13:15 o'clock	Online
Exercise 3	Thursday	13:45 - 15:15 o'clock	Online

Lecture

- Presentation of concepts
- Discussion of concepts
- Mostly an introduction into concepts
- Reality is very complex
- Hardware evolves very quickly
- There is a large variety of different hardware for different purposes

Best learning experience: **discuss** with me!

Exercise

Exercise content:

- Theoretical tasks
- C, C++, Java, and assembler coding
- Some microcontroller programming
- **Homework may also be necessary!!!**

Equipment:

- Updated repository with new exercise sheets.
- You should have a PC (notebook) with a Linux and/or the virtual machine for CA (or virtual machine from OS)
- There are some notebooks to borrow (up to 8)



Question

What are the components of a computer?

What is computer architecture?

DEFINITION OF ARCHITECTURE USED BY IBM

In IBM 370 Principles of Operations, the **architecture** of a computer is defined as “its attributes as seen by the programmer; that is, the **conceptual structure and functional behavior** as distinct from the **organization** of the **data flow**, the **logical design**, the **physical design**, and the **performance** of any particular implementation.

Several dissimilar machine implementations may conform to a single architecture. When programs running on different machine implementations produce the results that are defined by a single architecture, the implementations are considered to be compatible.“

[source: Prasad: IBM Mainframes. McGraw-Hill 1989]

What is computer architecture?

COMPUTER ARCHITECTURE vs COMPUTER ORGANIZATION

Computer **architecture** is a description (definition) of the **attributes** of a computing system as seen by a **machine language programmer** or a **compiler writer**. Writable control stores for modifying microcode during computer operation are not considered available to the normal machine language programmer.

Computer **organization** pertains to the various methods that can be used to **implement a specific computer architecture**.

[source: Hintz/Tabak: Microcontrollers. McGraw-Hill 1992.]



Computer architecture vs organisation

Computer architecture

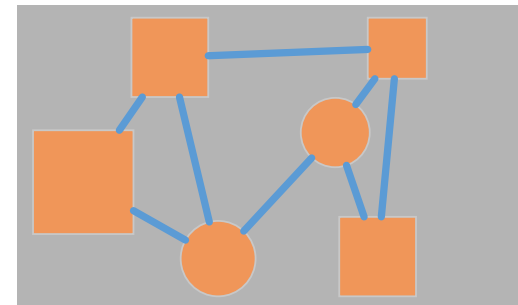
```
ADD R1,R2,R3  
MOV R1, (R1)  
TAS
```

logical (interface)

Machine language programmer,
compiler writer:

- Conceptual structure
- Functional behaviour

Computer organisation



physical (implementation)

- Data flow
- Logical design
- Physical design
- Performance



In this lecture

We consider both:

- Computer architecture
- Computer organisation

But the focus is more on: **Computer architecture.**

Questions?

All right?



Question?



and use **chat**

or

speak *after* I
ask you to

Literature (1)

Rechnerarchitektur

Von der digitalen Logik zum Parallelrechner

Author(s) Andrew S. Tanenbaum, Todd Austin
Date 1. March 2014
Edition 6. edition
Language German
ISBN 978-3868942385
Reference [1]



[source: <https://www.pearson-studium.de>]

Literature (2)

Computer Organization and Design RISC-V Edition The Hardware Software Interface

Author(s) David A. Patterson, John L. Hennessy
Date 22. May 2017
Edition RISC-V ed
Language English
ISBN 978-0128122754
Reference [2]



[source: <https://www.amazon.de>]

Literature (3)

Grundlagen der Technischen Informatik

Author(s) Dirk W. Hoffmann
Date 5. September 2016
Edition 5. edition
Language German
ISBN 978-3446448674
Reference [3]

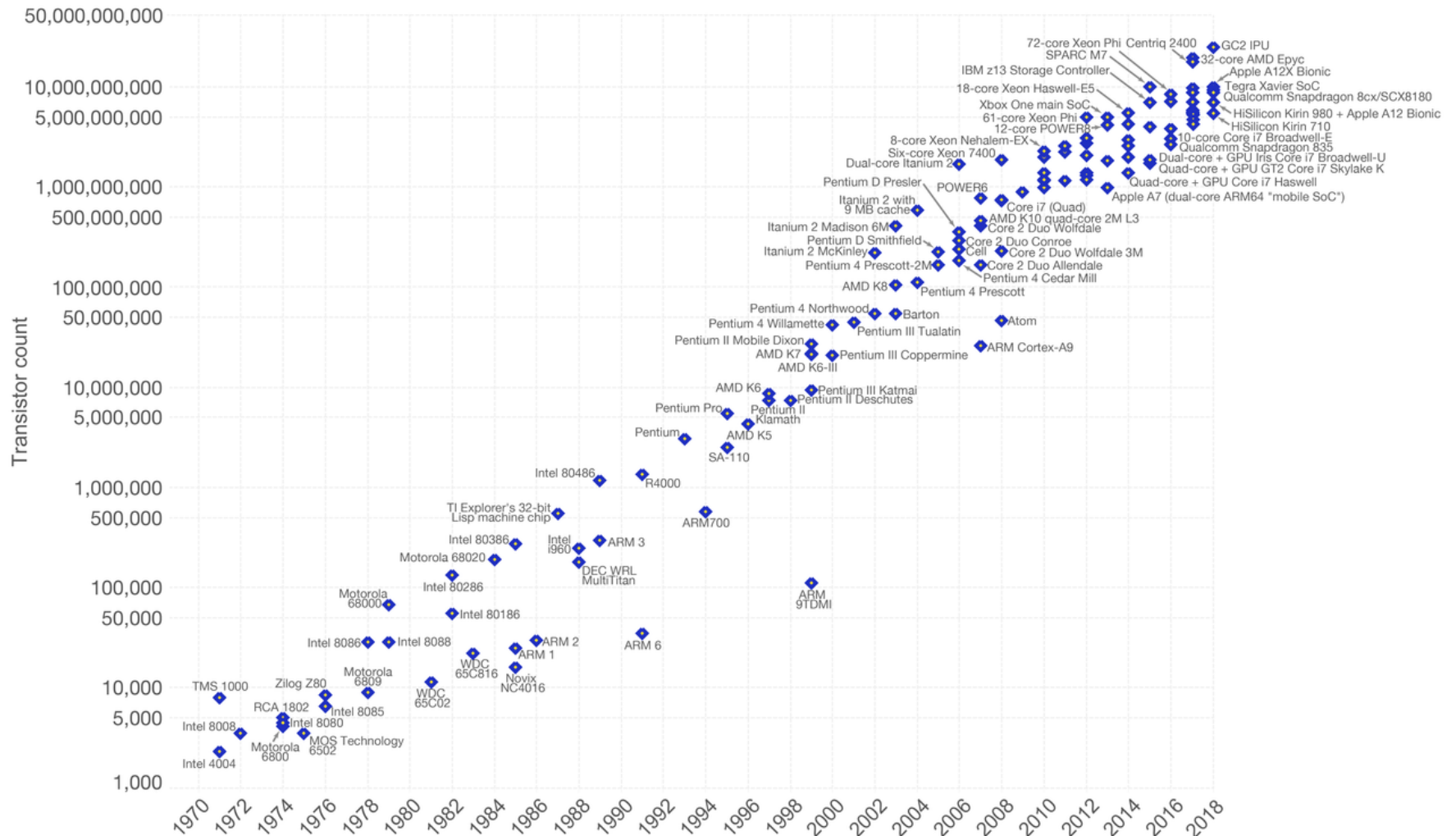


[source: <https://www.hanser-fachbuch.de>]

Moore's Law – The number of transistors on integrated circuit chips (1971-2018)



Moore's law describes the empirical regularity that the number of transistors on integrated circuits doubles approximately every two years. This advancement is important as other aspects of technological progress – such as processing speed or the price of electronic products – are linked to Moore's law.



Data source: Wikipedia (https://en.wikipedia.org/wiki/Transistor_count)

The data visualization is available at [OurWorldinData.org](https://ourworldindata.org). There you find more visualizations and research on this topic.

Licensed under [CC-BY-SA](https://creativecommons.org/licenses/by-sa/4.0/) by the author Max Roser.

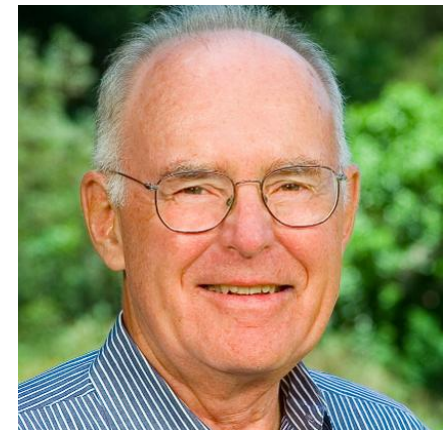


Moore's law

Observation

- Number of transistors in a dense integrated circuit **doubles about every two years** (18 month)
- Exponential growth rate
- Named after **Gordon Moore**
- Co-founder of Intel

Gordon Moore



[source: forbes.com]



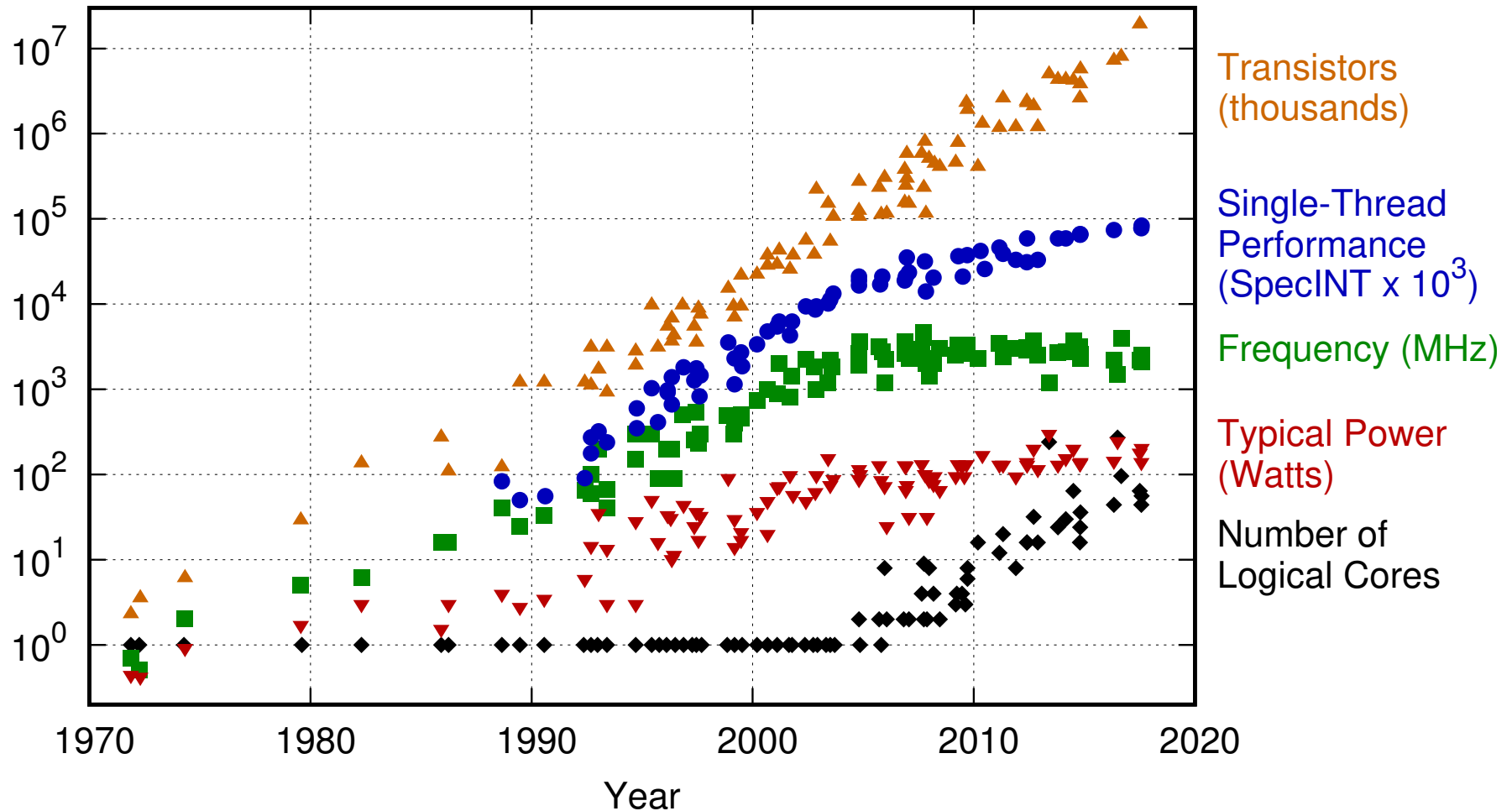
Moore's law

Does it hold in the future?

Yes:

No:

42 Years of Microprocessor Trend Data



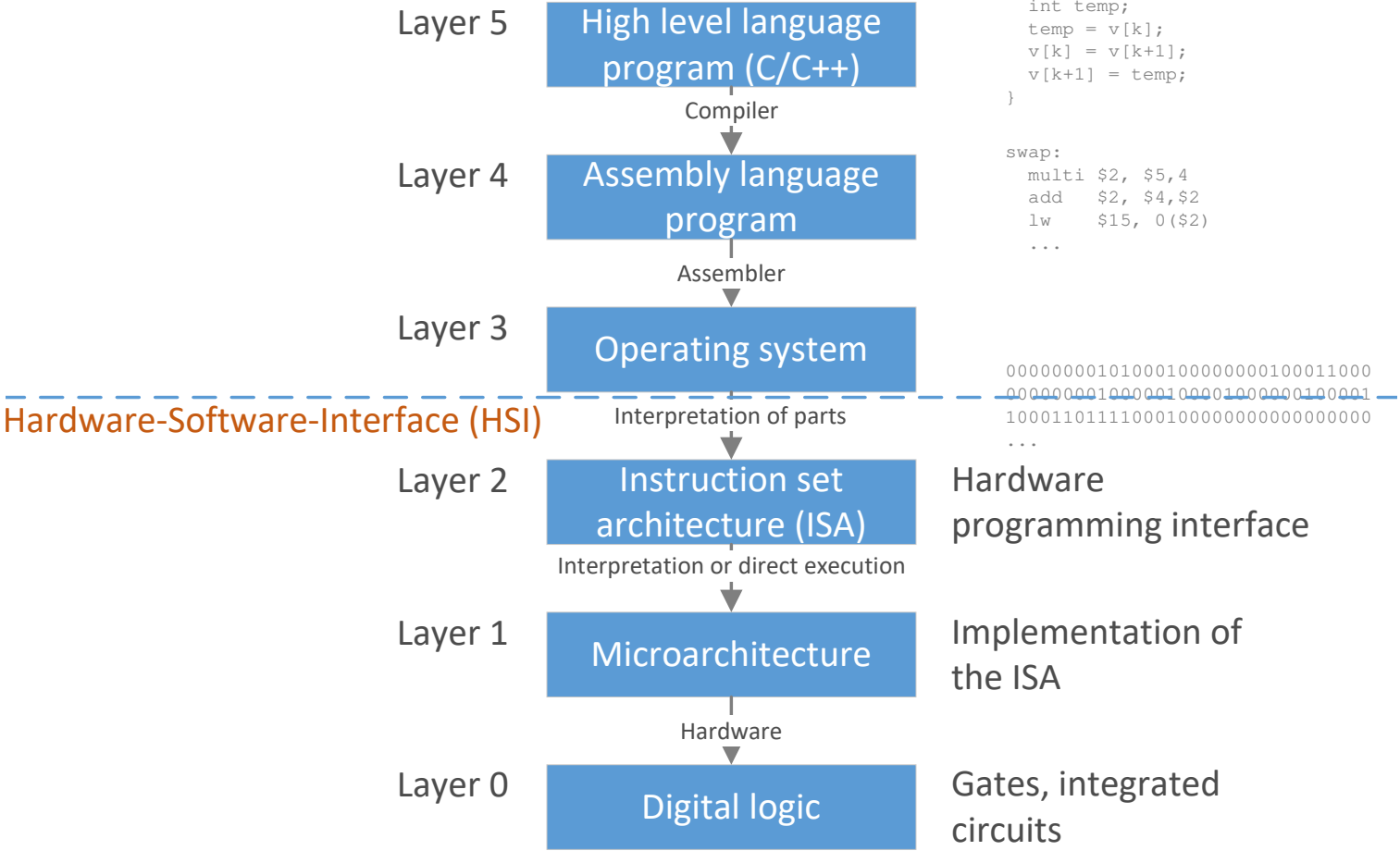
Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten
 New plot and data collected for 2010-2017 by K. Rupp

[source: <https://github.com/karlrupp/microprocessor-trend-data>]

Structured layers

From SOFTWARE to HARDWARE

Structured layers



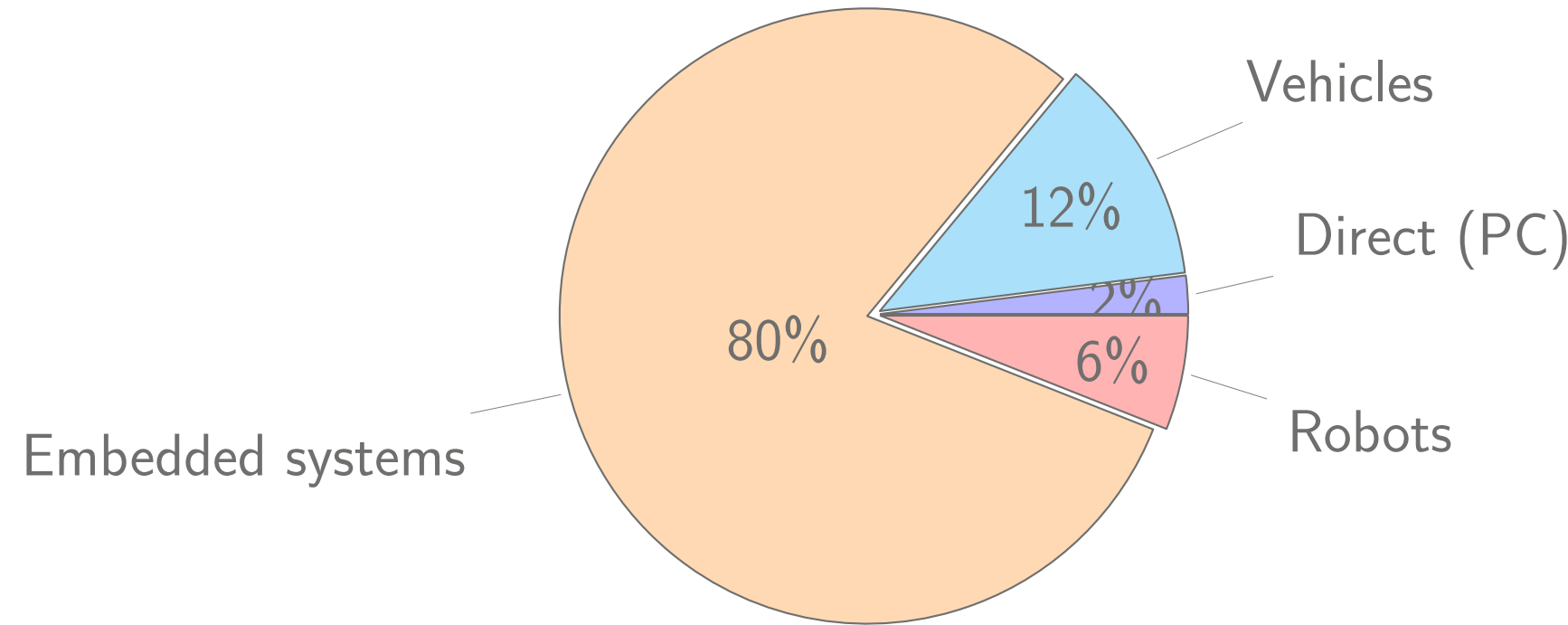
Assembler

The study of computer architecture is always a study of the instruction set architecture (ISA).

- Knowledge from lecture „IT-Systeme“ is assumed.
- You don't have to write a lot of assembler code.
- But: You have to **interpret** it and **understand** its basic operation mode.

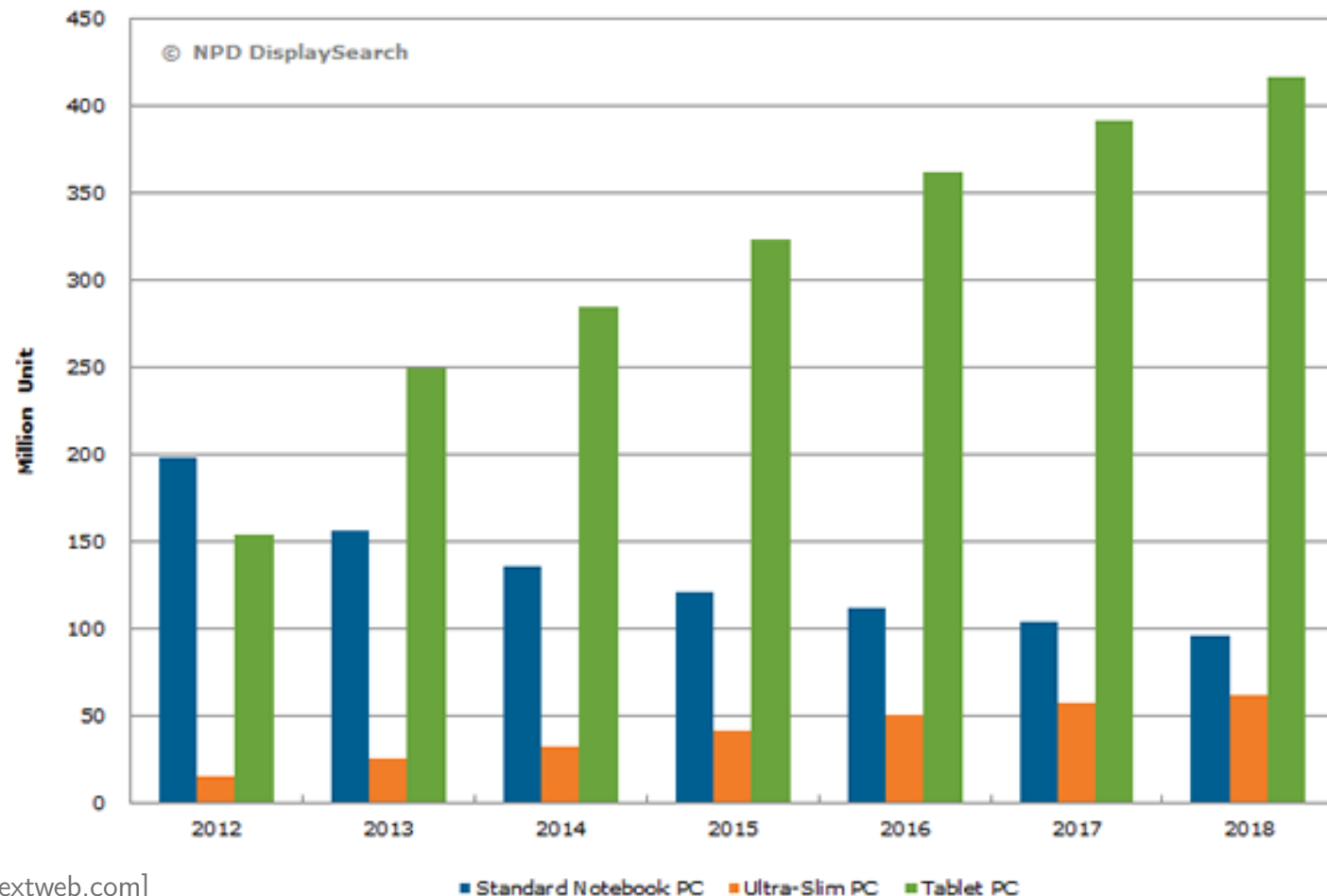
Computer types

Where are the processors?: Estimated 98% of 8 billion CPUs produced in 2000 used for embedded applications.



[source: DARPA/Intel (Tennenhouse),year 2000]

Computer types



[source: thenextweb.com]

Computer types

- **Microcontroller:** embedded systems, smartphones, vehicles, robots, ...
- **PCs:** workstations, notebooks
- **Server:** grid of workstations, cloud
- **Mainframes:** (high I/O throughput, e.g. e-commerce or banking transactions)
- **Supercomputer:** high performance computing systems

Analogue vs digital

General meaning

Analogue \approx Corresponding, similar, analogous, applicable

An „analogue“ is a similar or corresponding „thing“.

Digital \approx With numbers (lat. digitus = „Finger (for counting)“)

Extended meaning in IT (electronics)

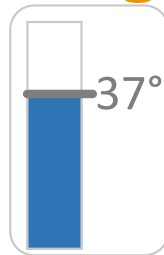
Analogue \approx continuous, steady, constantly

Digital \approx stepwise, discrete



Analogue vs digital

Analogue

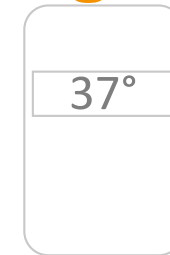


analogue thermometer

Temperature

- Indirectly via a physical analogue
- Height of liquid
- Digitalisation through people (read)

Digital



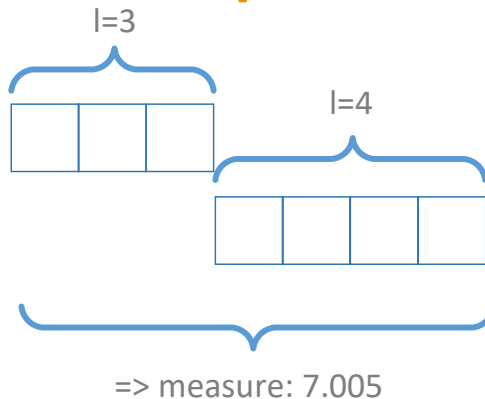
digital (thermometer)

Temperature

- Numerical display
- Internal: measure of physical analogue (resistor)
- Automatic digitalisation

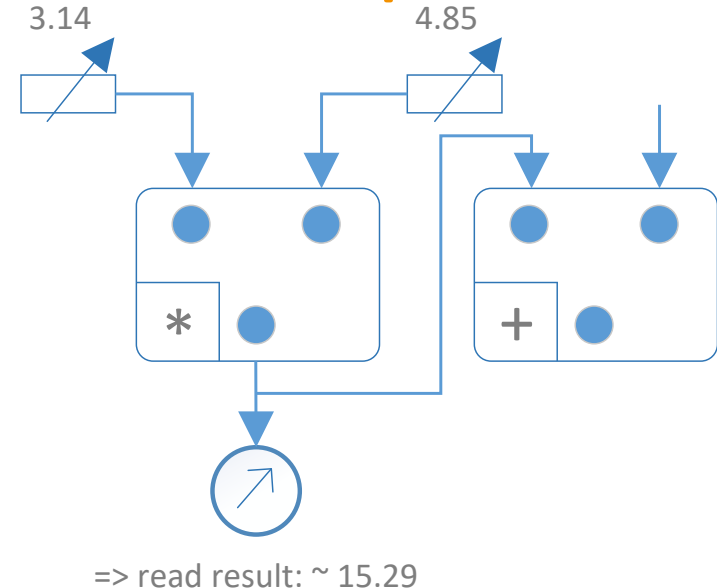
Analogue computer

Example 1



analogue add

Example 2



analogue multiply

Analogue computer: historical

Calculation by creation of a physical analogue.

Properties

- Very fast operations
- Not very accurate

Applications

- Solution of differential equations
- Real-time simulations

Keywords: Operational amplifier (Operationsverstärker)

Nowadays, analogue computers are not used very often.

In the following, **only digital computers** will be discussed.



Questions?

All right?



Question?



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ask you to

Summary and outlook

Summary

- Computer architecture vs organisation
- Moore's law
- Structured layers
- Computer types
- Analogue vs digital

Outlook

- Data representation
- Unicode and UTF
- Data types