



NATIONAL RESEARCH  
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# Computer Architecture and Operating Systems

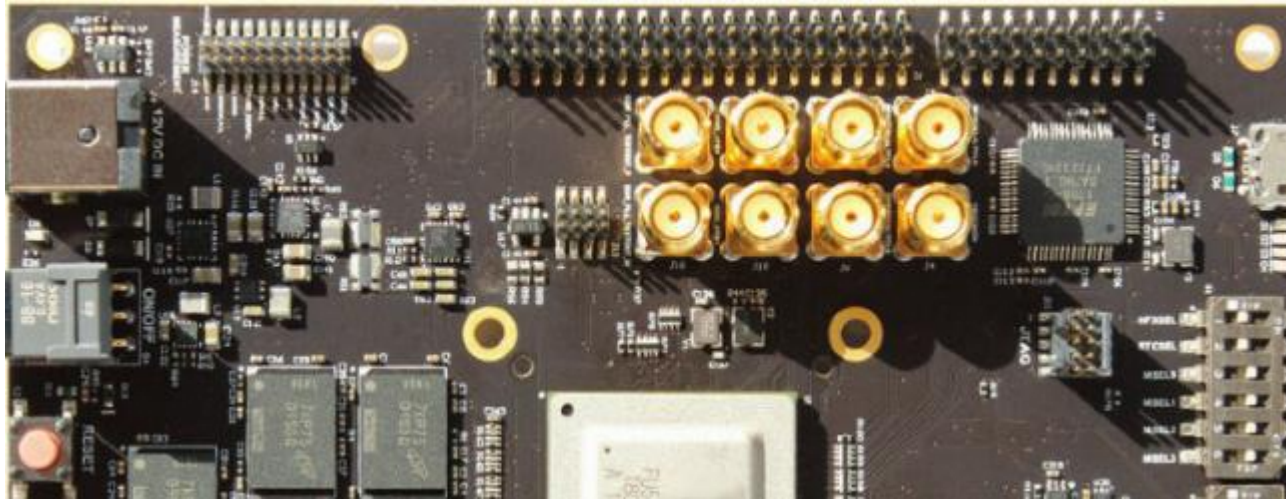
## Lecture 1: Introduction

**Andrei Tatarnikov**

[atatarnikov@hse.ru](mailto:atatarnikov@hse.ru)

[@andrewt0301](#)

# Course Resources



- **Wiki**

[http://wiki.cs.hse.ru/ACOS\\_DSBA\\_2020/2021](http://wiki.cs.hse.ru/ACOS_DSBA_2020/2021)

- **Web site**

<https://andrewt0301.github.io/hse-acos-course/>

- **Telegram channel**

<https://t.me/joinchat/AAAAAFDXhCd-WvYYZwBPGQ>

# Course Team

## Instructors



**Andrei Tatarnikov**

## Assistants

**TODO**

# Course Outline

Syllabus (see the web site for details)

- Module 3: Computer Architecture
  - Computer architecture
  - Assembly language programming (RISC-V)
  - Home works, quizzes, and test
- Module 4: Operating Systems
  - Operating System Architecture (Linux)
  - System programming in C
  - Home works, quizzes, and test
- Final Exam

# Course Motivation

- Increase your computer literacy
- Have an idea how computers under the hood
- Better understand performance
- Be familiar with system programming
- Be familiar with system tools

# Example: Matrix Multiplication (part 1)

## Python

Floating-point operations:

$$2 * n^3 = 2 * (2^{10})^3 = 2^{31}$$

Running time:

503.130450 sec.

Performance:

~ 4,27 MFLOPS

```
import random
from time import time

n = 1024

A = [[random.random()
        for row in range(n)]
       for col in range(n)]
B = [[random.random()
        for row in range(n)]
       for col in range(n)]
C = [[0
        for row in range(n)]
       for col in range(n)]

start = time()
for i in range(n):
    for j in range(n):
        for k in range(n):
            C[i][j] += A[i][k] * B[k][j]
end = time()

print('%0.6f' % (end - start))
```

# Example: Matrix Multiplication (part 2)

## Java

Floating-point operations:

$$2 * n^3 = 2 * (2^{10})^3 = 2^{31}$$

Running time:

12.946224 sec.

Performance:

~ 165 MFLOPS

```
public class Matrix {
    static int n = 1024;
    static double[][] A = new double[n][n];
    static double[][] B = new double[n][n];
    static double[][] C = new double[n][n];

    public static void main(String[] args) {
        java.util.Random r = new java.util.Random();
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < n; j++) {
                A[i][j] = r.nextDouble();
                B[i][j] = r.nextDouble();
                C[i][j] = 0;
            }
        }
        long start = System.nanoTime();
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < n; j++) {
                for (int k = 0; k < n; k++) {
                    C[i][j] += A[i][k] * B[k][j];
                }
            }
        }
        long stop = System.nanoTime();
        System.out.println((stop - start) * 1e-9);
    }
}
```

# Example: Matrix Multiplication (part 3)

## C Language

Floating-point operations:

$$2 * n^3 = 2 * (2^{10})^3 = 2^{31}$$

Running time:

13.714264 sec.

Performance:

~ 153 MFLOPS

```
#include <stdlib.h>
#include <stdio.h>
#include <sys/time.h>

#define n 1024
double A[n][n];
double B[n][n];
double C[n][n];

float tdiff(struct timeval *start, struct timeval *end) {
    return (end->tv_sec - start->tv_sec) +
        1e-6*(end->tv_usec - start->tv_usec);
}

int main(int argc, const char *argv[]) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            A[i][j] = (double)rand() / (double)RAND_MAX;
            B[i][j] = (double)rand() / (double)RAND_MAX;
            C[i][j] = 0;
        }
    }

    struct timeval start, end;
    gettimeofday(&start, NULL);
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            for (int k = 0; k < n; k++) {
                C[i][j] += A[i][k] * B[k][j];
            }
        }
    }
    gettimeofday(&end, NULL);
    printf("%0.6f\n", tdiff(&start, &end));
    return 0;
}
```



# Example: Matrix Multiplication (part 4)

## C Language: Optimizations

### Loop order: i, j, k

```
for (int i= 0; i < n; i++) {  
    for (int j= 0; j < n; j++) {  
        for (int k= 0; k < n; k++) {  
            C[i][j]+= A[i][k]*B[k][j];  
        }  
    }  
}
```

**Running time:**

13.714264 sec.

**Performance:**

~ 153 MFLOPS

### Loop order: i, k, j

```
for (int i= 0; i < n; i++) {  
    for (int k= 0; k < n; k++) {  
        for (int j= 0; j < n; j++) {  
            C[i][j]+= A[i][k]*B[k][j];  
        }  
    }  
}
```

**Running time:**

2.739385 sec.

**Performance:**

~ 795 MFLOPS

### Loop order: k, j, i

```
for (int i= 0; i < n; i++) {  
    for (int j= 0; j < n; j++) {  
        for (int k= 0; k < n; k++) {  
            C[i][j]+= A[i][k]*B[k][j];  
        }  
    }  
}
```

**Running time:**

19.074106 sec.

**Performance:**

~ 113 MFLOPS

# Example: Matrix Multiplication (part 5)

| Feature                             | Specification           |
|-------------------------------------|-------------------------|
| Model                               | MacBook Pro 9,1         |
| Processor Name                      | Quad-Core Intel Core i7 |
| Processor Speed                     | 2,3 GHz                 |
| Number of Processors                | 1                       |
| Total Number of Cores               | 4                       |
| Floating-Point Operations per Cycle | 4                       |
| L2 Cache (per Core)                 | 256 KB                  |
| L3 Cache:                           | 6 MB                    |
| Hyper-Threading Technology          | Enabled                 |
| Memory                              | 8 GB                    |

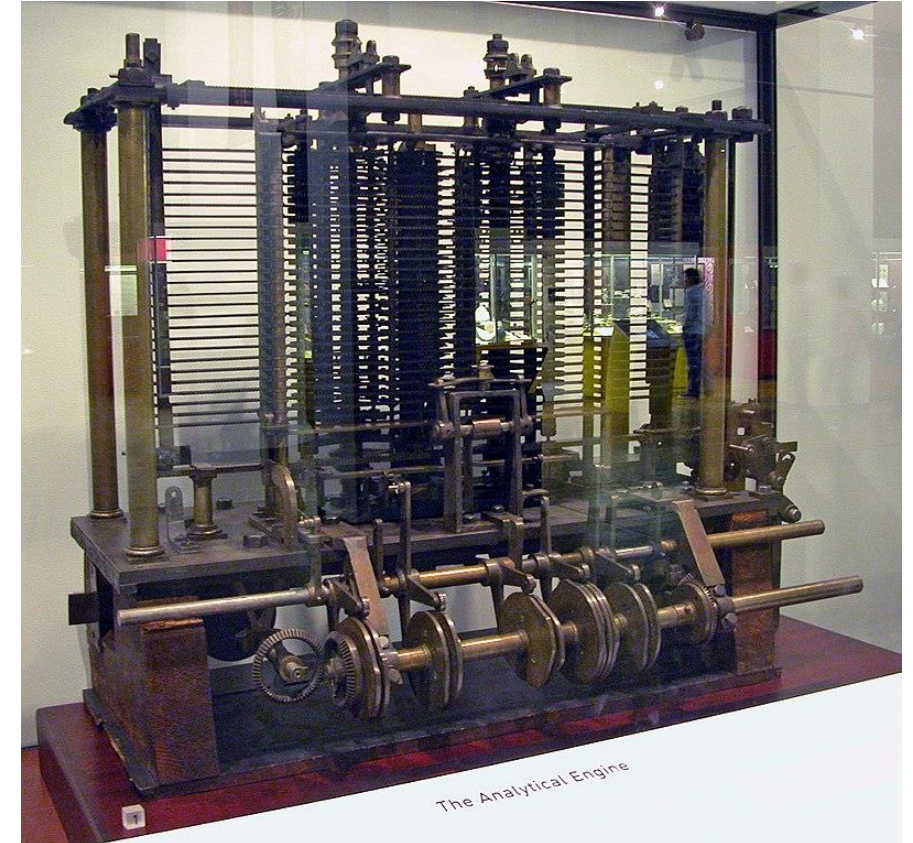
$$\text{Peak} = (2.3 * 10^9) * 1 * 4 * 4 = 36\,800 \text{ MFLOPS}$$

# What affects performance?

| Hardware/Software Component                      | How It Affects Performance  |
|--|---|
| Algorithm  | Determines both the number of source-level statements and the number of I/O operations executed |
| Programming Language, Compiler, and Architecture | Determines the number of computer instructions for each source-level statement                  |
| Processor and Memory System                      | Determines how fast instructions can be executed  |
| I/O System (Hardware and Operating System)       | Determines how fast I/O operations may be executed  |

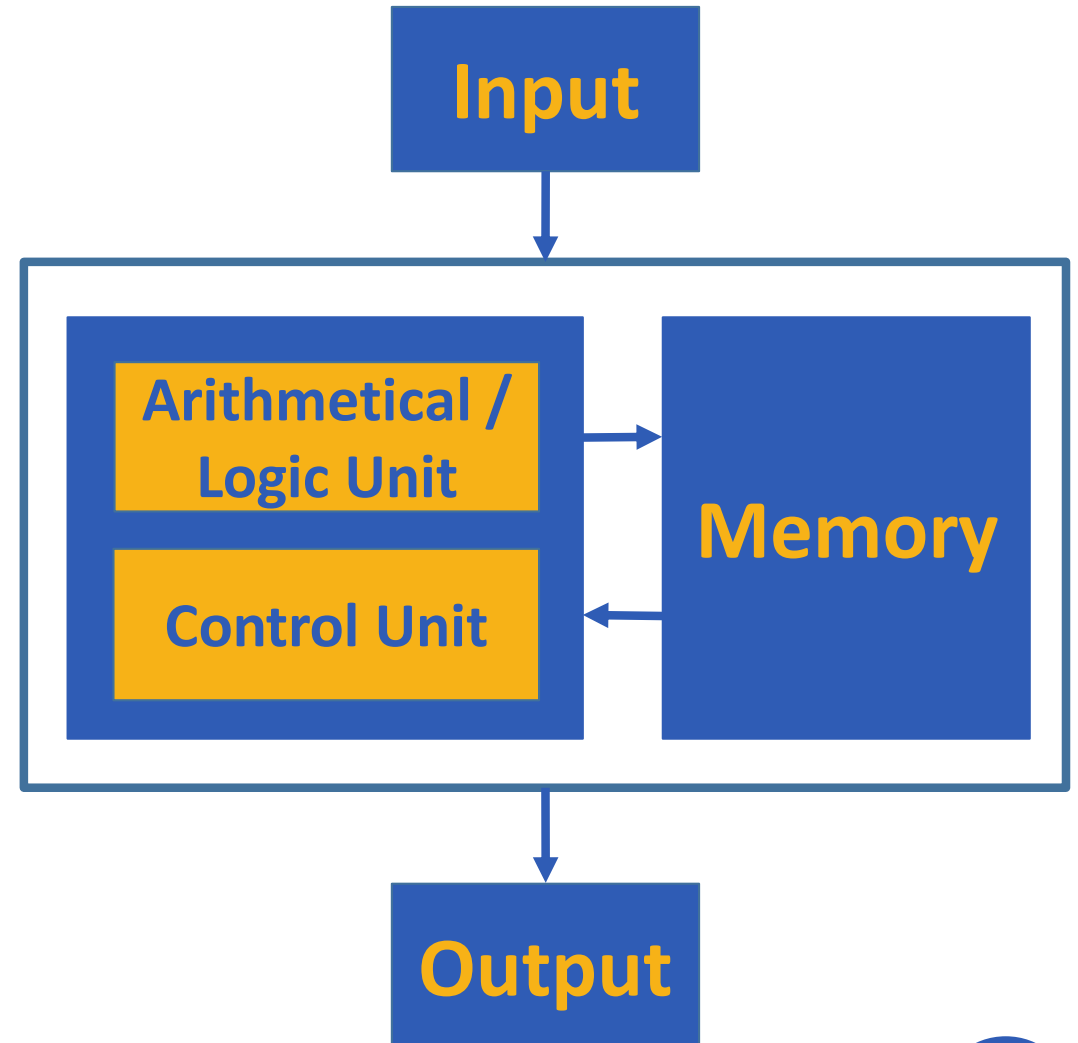
# History: 0<sup>th</sup> Generation – Mechanical

- 1834–71: Analytical Engine designed by Charles Babbage
- Mechanical gears, where each gear represented a discrete value (0-9)
- Programs provided as punched cards
- Never finished due to technological restrictions



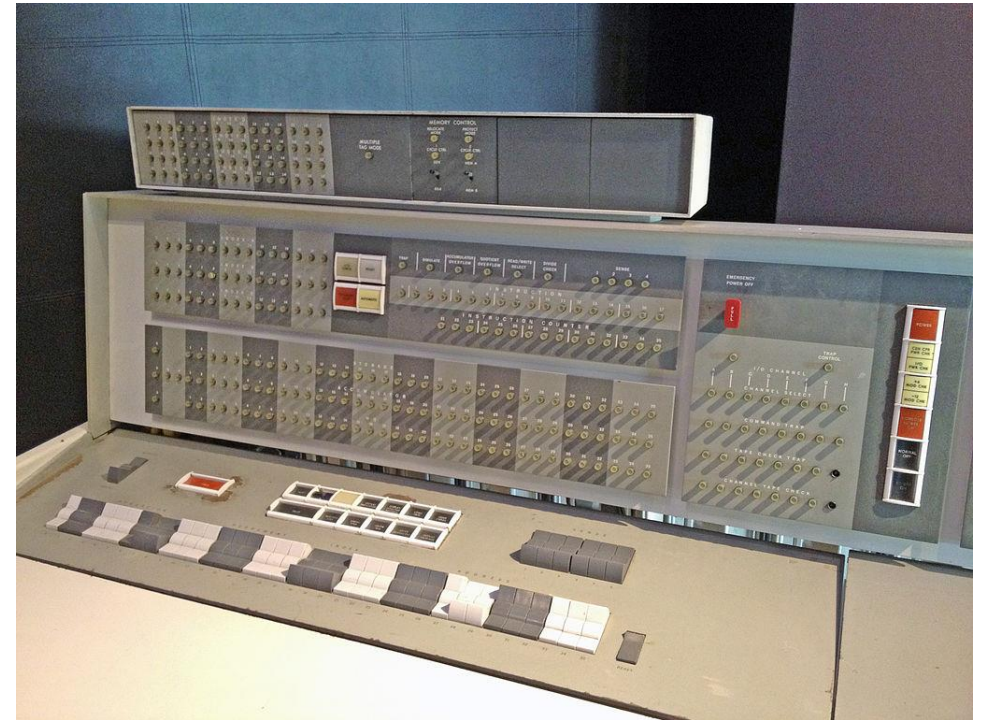
# History: 1<sup>st</sup> Generation - Vacuum Tubes

- 1945–55: first machines were created (Atanasoff–Berry, Z3, Colossus, ENIAC)
- All programming in pure machine language
- Connecting boards and wires, punched cards (later)
- Stored program concept



# History: 2<sup>nd</sup> Generation - Transistors

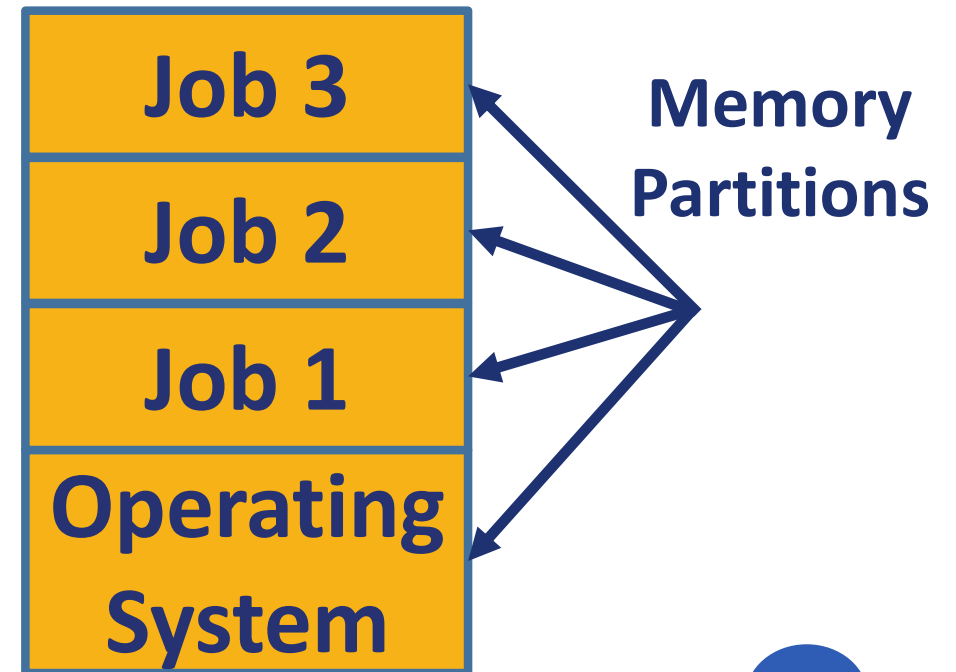
- 1955–65: era of mainframes (e.g. IBM 7094) used in large companies
- Programming in assembly language and FORTRAN
- Batch systems (IO was separated from calculations)
- Punched cards and magnetic tape
- Loaders (OS ancestors)





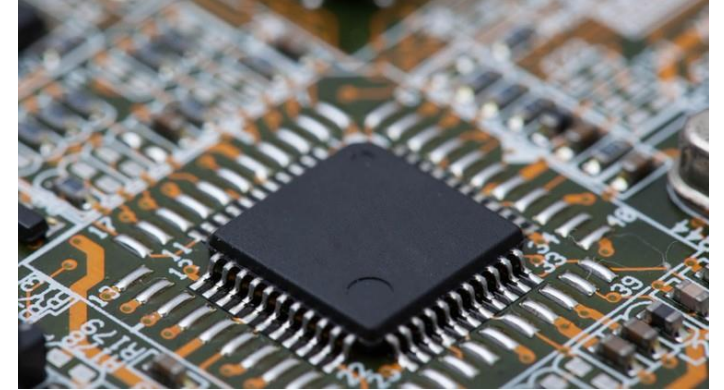
# History: 3<sup>rd</sup> Generation – Integrated Circuits

- 1965–1980: computer lines using the same instruction set architecture (e.g. IBM 360)
- First operating systems (e.g. OS/360, MULTICS)
- Multiprogramming and timesharing
- Computer as utility
- Programming languages and compilers (LISP, BASIC, C)



# History: 4<sup>th</sup> Generation – VLSI and PC

- 1980–Present: personal computers, laptops, servers (Apple, IBM, etc.)
- Architectures: x86-64, Itanium, ARM, MIPS, PowerPC, SPARC, RISC-V, etc.
- Operating systems: UNIX (System V and BSD), MINIX, Linux, MacOS, DOS, Windows (NT)
- ISA (CISC, RISC, VLIW), caches, pipelines, SIMD, vectors, hyperthreading, multicore





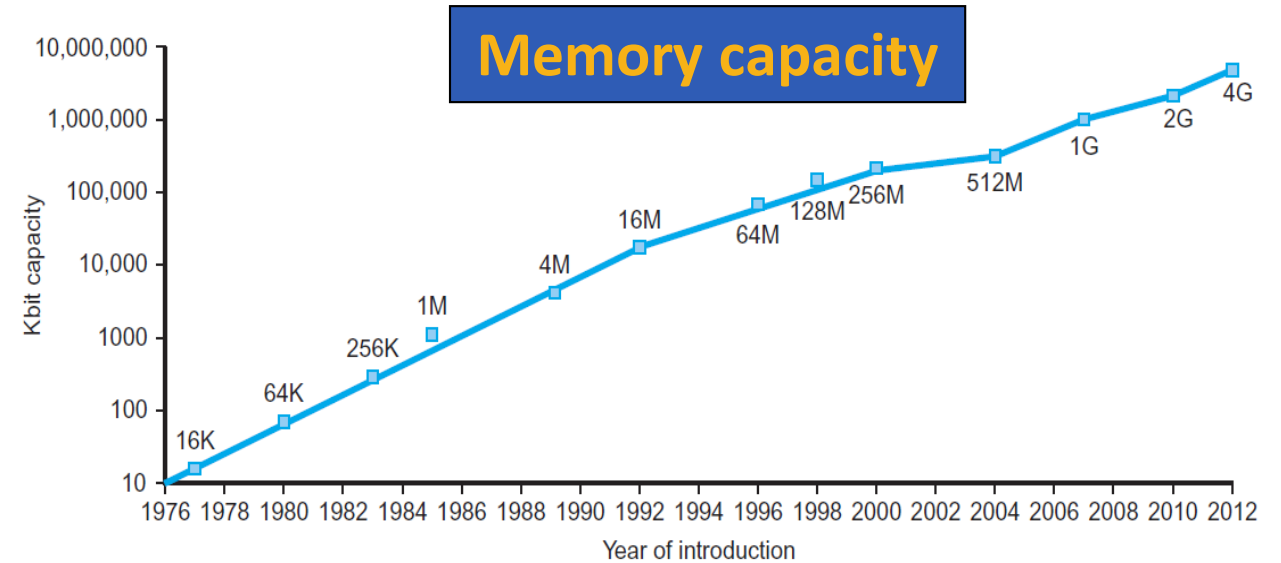
# History: 5<sup>th</sup> Generation – Mobile devices

- 1990–Present: mobile devices, embedded systems, IoT devices
- Custom processors and FPGAs
- Mobile operating systems: Symbian, iOS, Android, Windows Mobile
- Real-time operating systems



# Technology Trends

- Electronics technology continues to evolve
  - Increased capacity and performance
  - Reduced cost

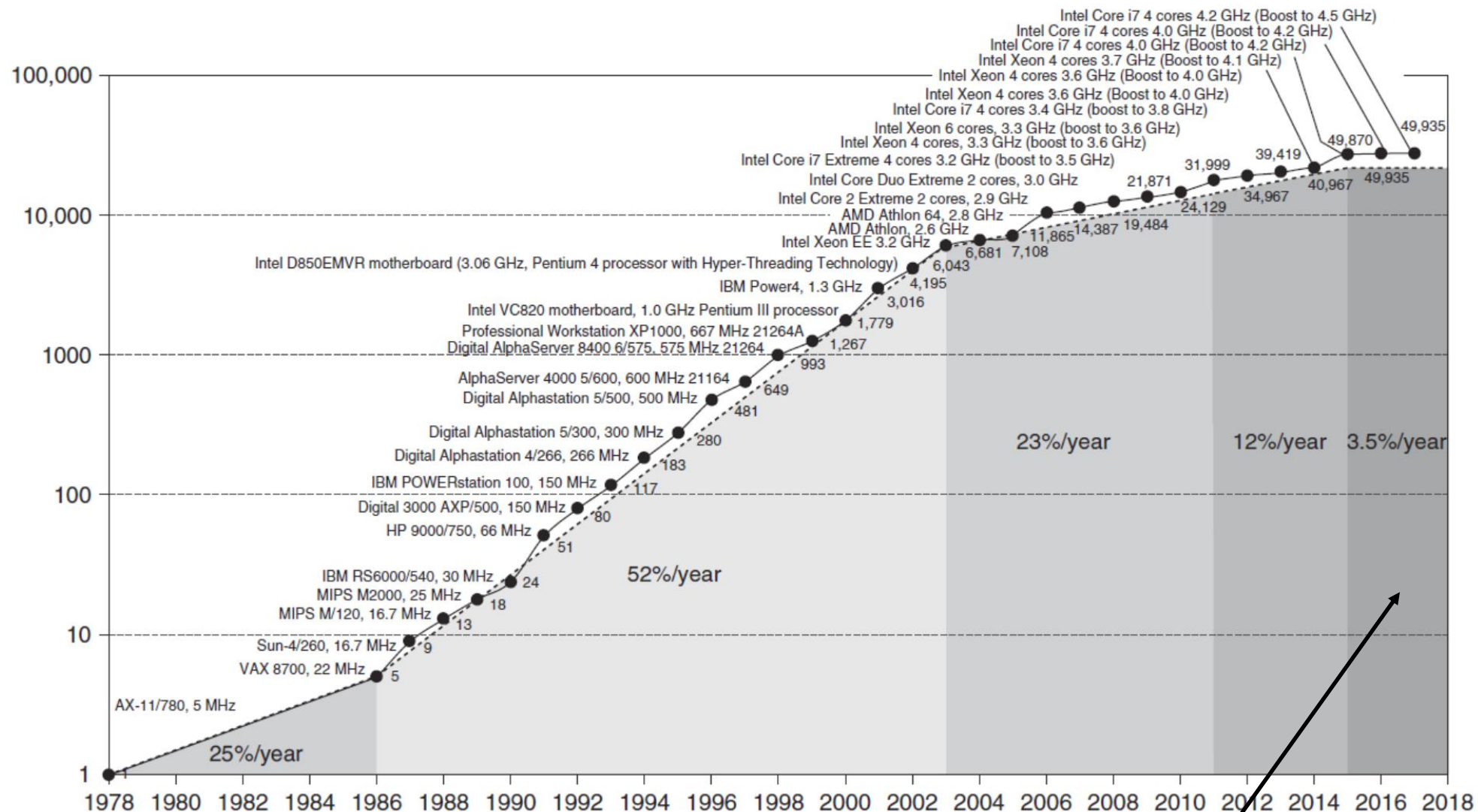


| Year | Technology                 | Relative performance/cost |
|------|----------------------------|---------------------------|
| 1951 | Vacuum tube                | 1                         |
| 1965 | Transistor                 | 35                        |
| 1975 | Integrated circuit (IC)    | 900                       |
| 1995 | Very large scale IC (VLSI) | 2,400,000                 |
| 2013 | Ultra large scale IC       | 250,000,000,000           |

# Moore's Law

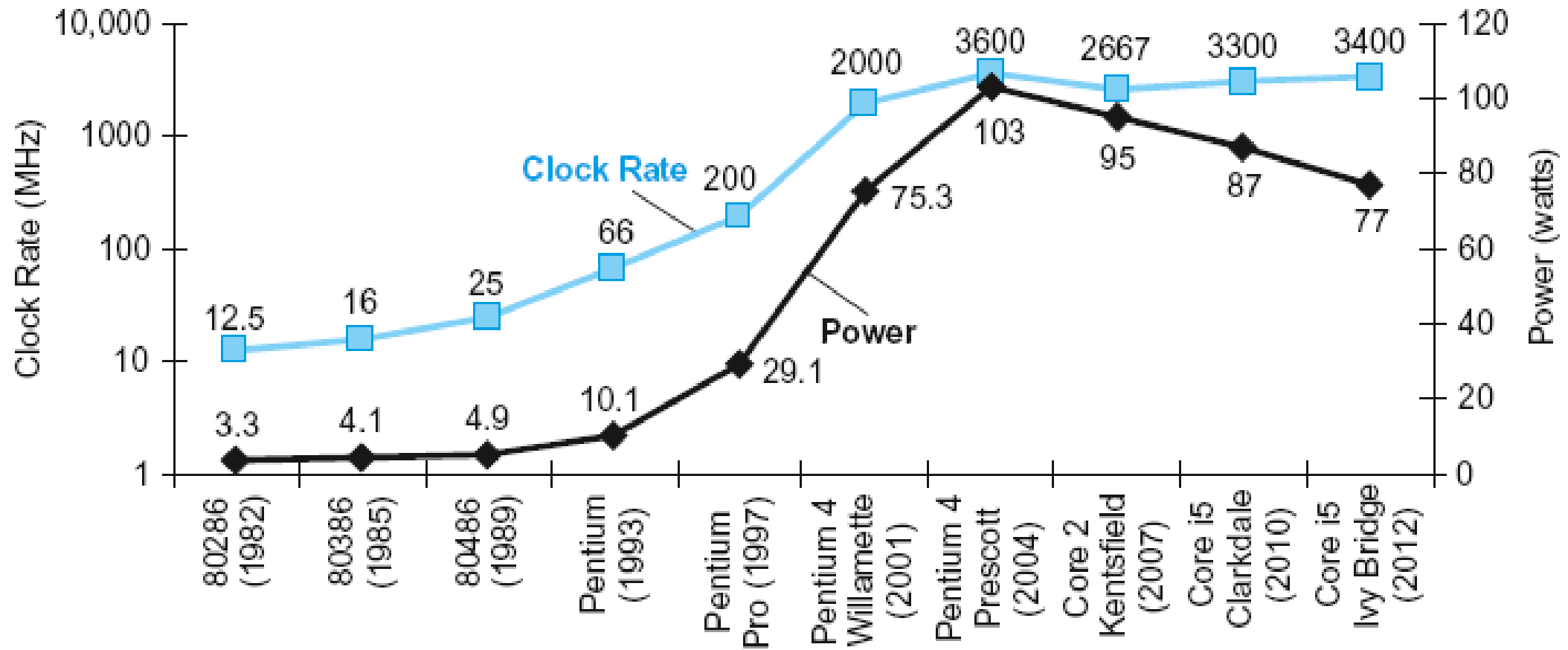
- Gordon Moore (1929-...) cofounded Intel in 1968 with Robert Noyce.
- **Moore's Law:** number of transistors on a computer chip doubles every year (observed in 1965)
- Limited by power consumption
- Slowed down since 2010

# Single Core Performance

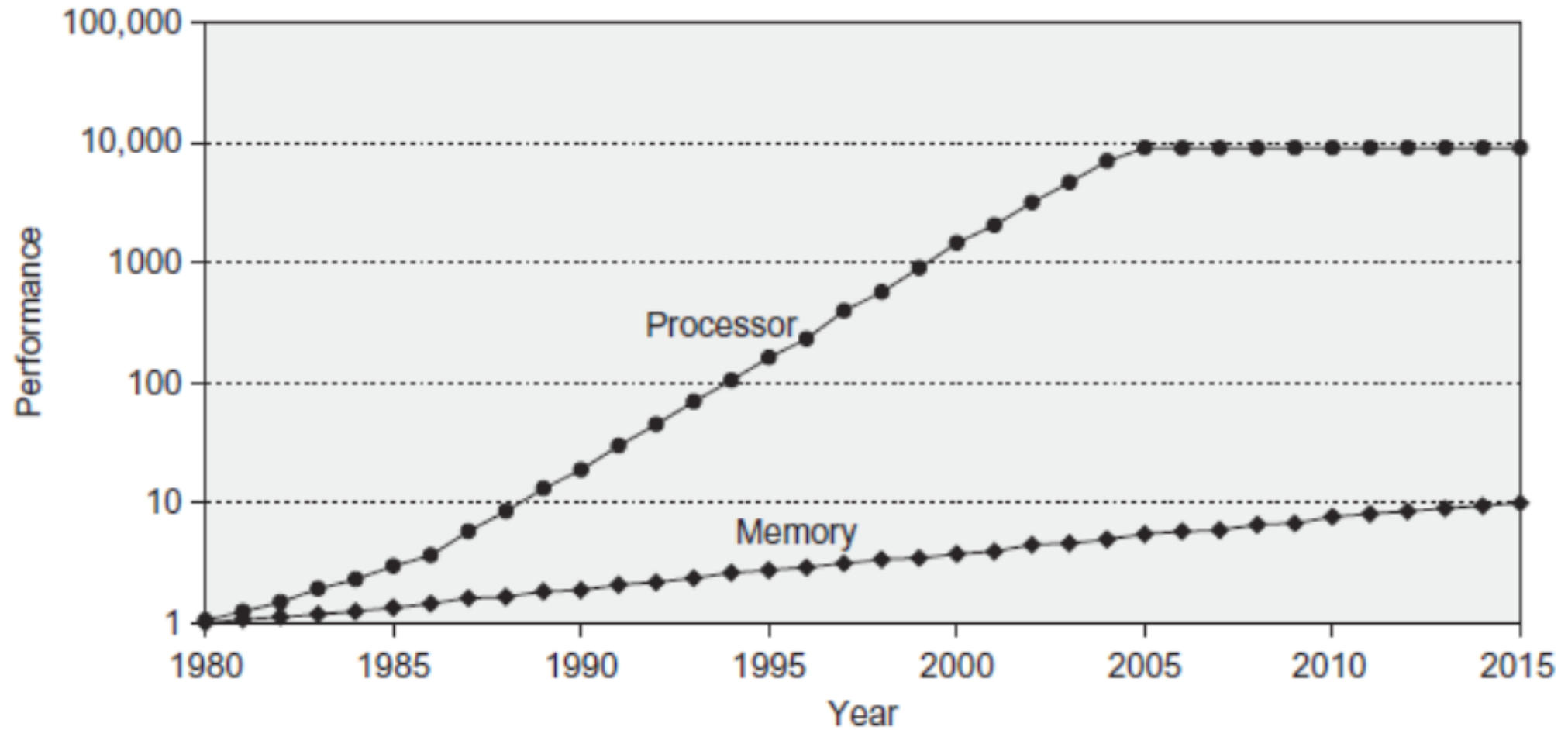


Constrained by power, instruction-level parallelism, memory latency

# Power Trends



# Memory Performance Gap



# Conclusion

- To create software that efficiently deals with big data, we need to understand how hardware is organized and managed by operating system
  - Computer architecture
  - Assembly language
  - Compiler basics
  - Operating systems

# Any Questions?

```
        .text
__start:  addi t1, zero, 0x18
          addi t2, zero, 0x21
cycle:   beq t1, t2, done
          slt t0, t1, t2
          bne t0, zero, if_less
          nop
          sub t1, t1, t2
          j cycle
          nop
if_less: sub t2, t2, t1
          j cycle
done:    add t3, t1, zero
```