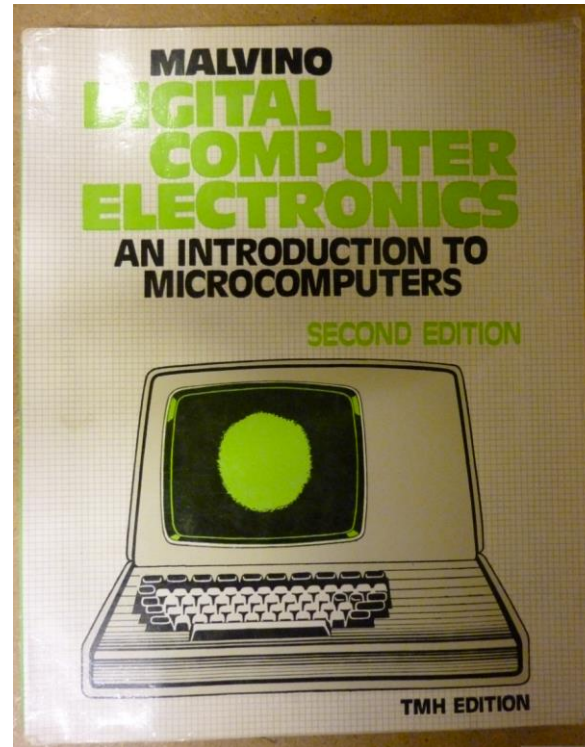


# Roots



CS2300 : Foundations of Computer Systems Design : Lectures 1 and 2

29<sup>th</sup> and 31<sup>st</sup> July 2024

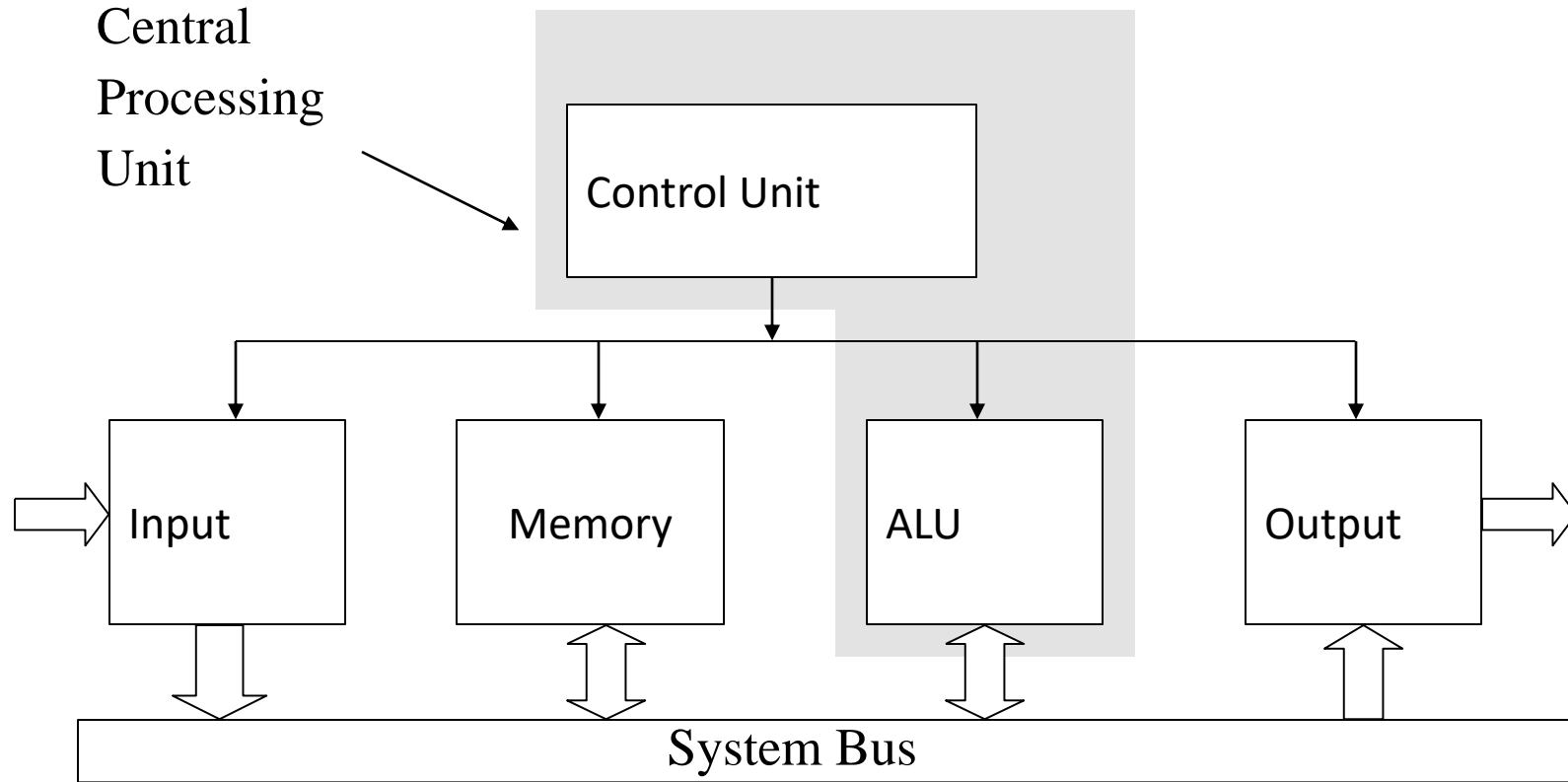
# Teaching Assistants

- To be confirmed...

# Syllabus

1. **Introduction:** Functional components of a computer system, Interaction among functional components
2. **Design of Combinational Logic Circuits:** Digital logic gates, Boolean algebra, Simplification of Boolean Expressions, Combinational logic circuits – Encoder, Decoder, Multiplexer and Demultiplexer
3. **Design of Arithmetic and Logic Unit:** Representation of integer data, Integer adders, Integer multipliers, Design of integer unit, Floating point representation of real data, Floating-point adder/subtractor, Floating-point multiplier, Design of Floating point unit , Representation of characters and signals
4. **Design of Register File and Memory Unit:** Flip-flops, Synchronous sequential circuits – Registers and Counters; Memory unit
5. **Generation and Execution of Machine Code:** Instruction set architecture of a simple CPU, Assembler, Code generation, Microarchitecture of CPU, Execution of machine code, Application binary interface
6. **Processing of High Level Language Code:** Virtual memory and paging, Virtual machine, Interpreter, A simple compiler

# Building Blocks of a Computer



# Text books

1. C. H. Roth and L.L.Kinney, **Fundamentals of Logic Design**, 7<sup>th</sup> Edition, Cengage Learning, 2014.
2. C.Hamacher, Z.Vranesic, S.Zaky and N.Manjikian, **Computer Organization and Embedded Systems**, 6<sup>th</sup> Edition, McGraw-Hill, 2012
3. N. Nisan and S. Schocken, **The Elements of Computing Systems – Building a Modern Computer from First Principles**, The MIT Press, 2005

# Evaluation Pattern

- **Tutorials:** Best 3 out of 4; Proctored tutorial for 50 minutes each; Total 30%
- **Midsem :** Proctored exam for 90 minutes; Tentatively on the last week of September, 2024; 20%
- **Endsem:** Proctored exam for 3 hours: 45%
- **Participation in Classes and Microsoft Teams Discussions :** 5%

# Unifying Principles

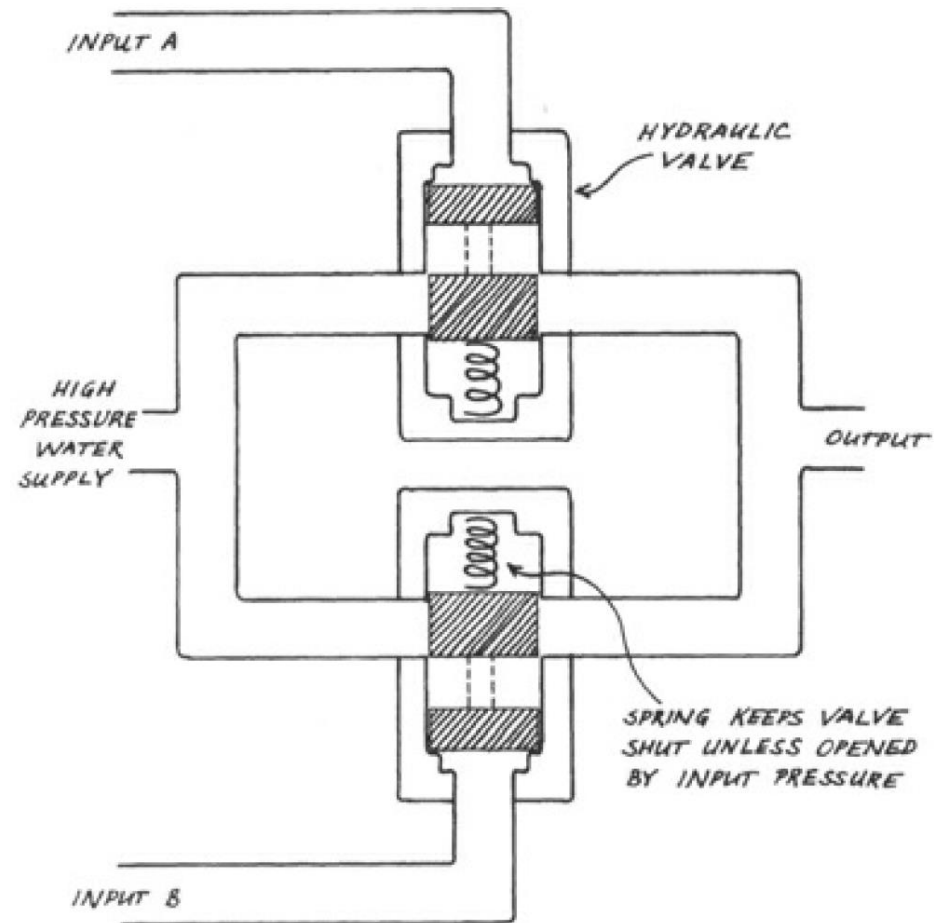


Nature as a computer :  $\text{Force} = \text{mass} \times \text{acceleration}$

Social systems, hydraulic systems, pneumatic systems



# Hydraulic Computer?



**An Or block built with hydraulic valves**

Ack: W. Daniel Hillis, The Pattern On The Stone

# Science versus Engineering

- Science is about observing nature and uncovering the laws that govern nature
- Engineering is about applying these laws to build artefacts, while taking into consideration constraints like time, space and cost

# The Brain as a Computer ?

“If the brain were so simple we could understand it, we would be so simple we couldn't.”

– Lyall Watson (?)

# The language that machines understand

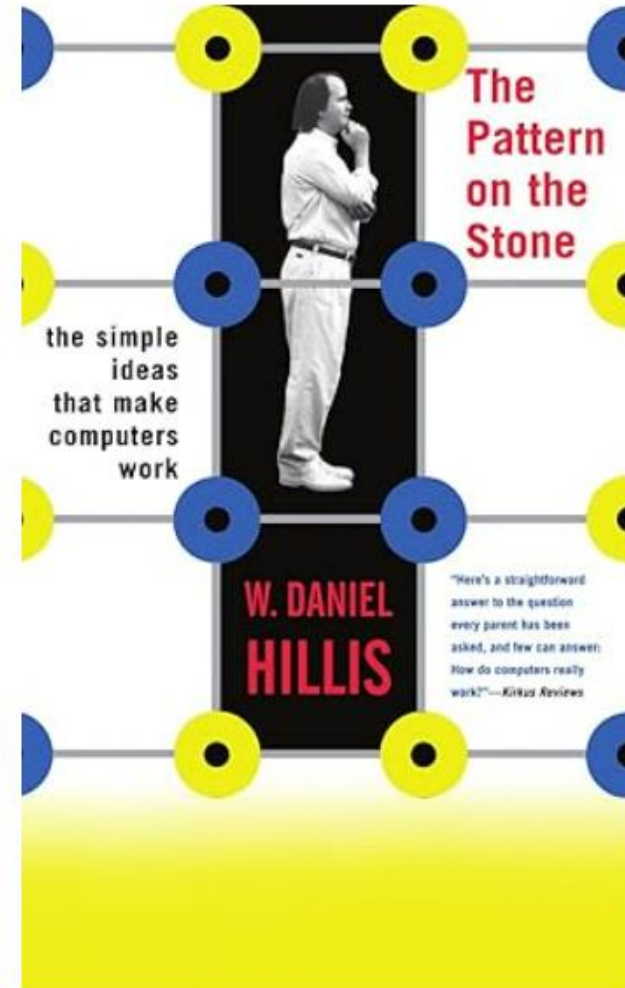
## 3 Great Insights of Computer Science

- I. There are only *2 objects*  
that a computer has to deal with  
in order to *represent* "anything"
- II. There are only *5 actions*  
that a computer has to perform  
in order to *do* "anything"
- III. There are only *3 ways of combining*  
these actions (into more complex ones)  
that are needed in order for a computer  
to do "anything"

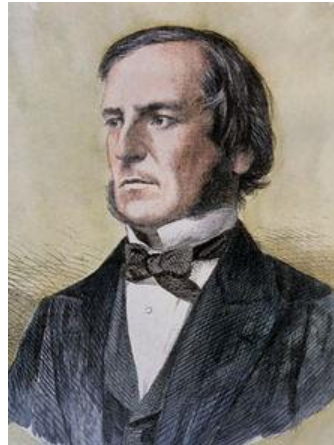
(Ack: William Rapaport, Link: <https://cse.buffalo.edu/~rapaport/584/S10/directory.html> )

# A nice book

1. [Hillis, Daniel](#) (1998), [\*The Pattern on the Stone: The Simple Ideas that Make Computers Work\*](#) (New York: Basic Books).



# Boole: An Investigation of the Laws of Thought on Which Are Founded the Mathematical Theories of Logic and Probabilities

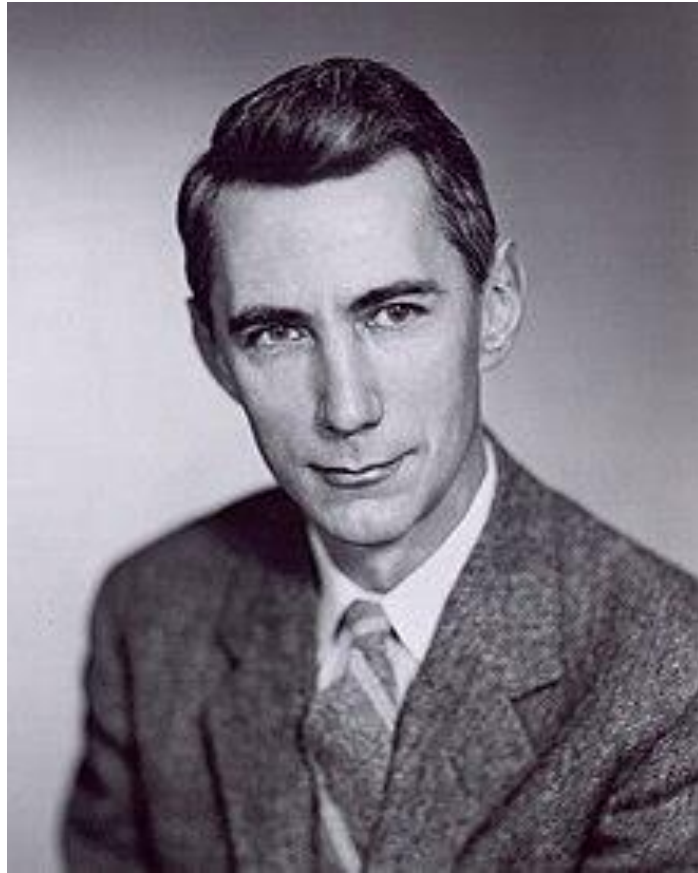


Ack: Wikipedia

$$x(1-x) = 0$$

$$\neg(A \vee B) = (\neg A) \wedge (\neg B)$$

# In comes Shannon



Ack: Wikipedia

# Additional References Etc.

- History videos:

**Why The First Computers Were Made Out Of Light Bulbs**

[https://www.youtube.com/watch?v=FU\\_YFpfDqqA](https://www.youtube.com/watch?v=FU_YFpfDqqA)

**Encounters with great minds behind the making of the computer**

<https://www.youtube.com/watch?v=qundvme1Tik>



Making a device that can play Tic-tac-toe out of logic gates (Discussion to be continued)