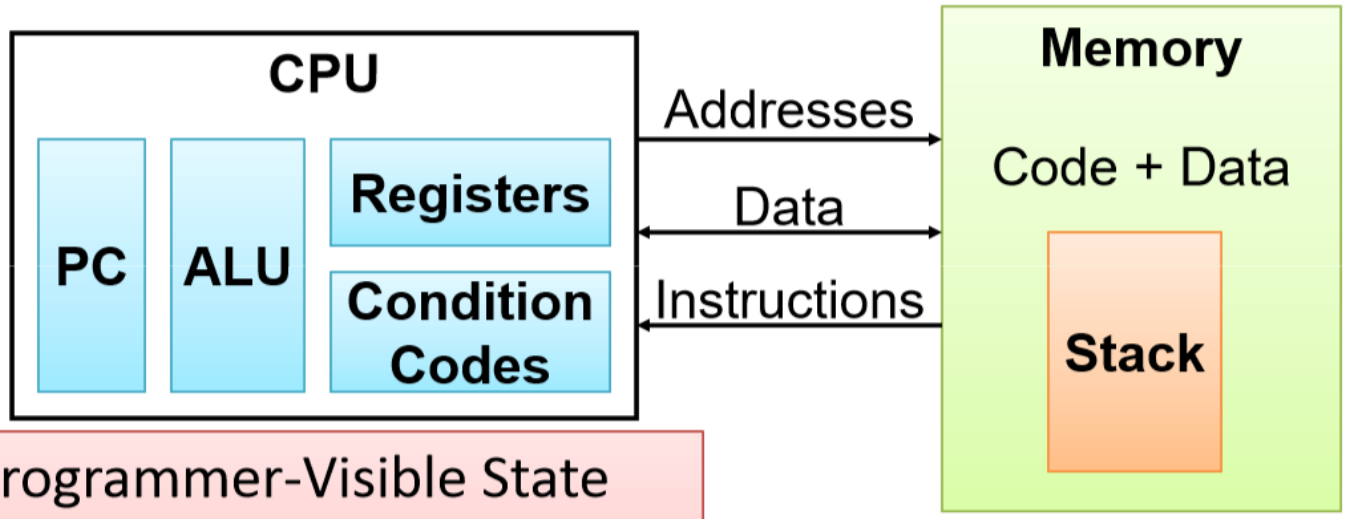
Computer Abstractions and Technology

Dr. Prasenjit Chanak

Department of Computer Science and Engineering
Indian Institute of Technology (BHU), Varanasi
UP, 221005

The Abstract Machine



- Programmer-Visible State
  - PC Program Counter
  - Register File
    - Heavily used data
  - Condition Codes

- Memory
  - Byte array
  - Code + data
  - stack

Abstraction

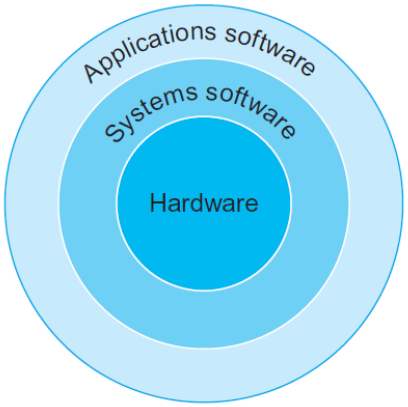
- A typical application, such as a word processor or a large database system, may consist of millions of lines of code and rely on sophisticated soft ware libraries that implement complex functions in support of the application
- The hardware in a computer can only execute extremely simple low-level instructions
- To go from a complex application to the simple instructions involves several layers of soft ware that interpret or translate high-level operations into simple computer instructions
- **Systems soft ware:** Soft ware that provides services that are commonly useful, including operating systems, compilers, loaders, and assemblers
- There are many types of systems soft ware, but two types of systems soft ware are central to every computer system today:
    - Operating system
    - Compiler

Contd.

- An **operating system** interfaces between a user's program and the hardware and provides a variety of services and supervisory functions
- **Operating system:** Supervising program that manages the resources of a computer for the benefit of the programs that run on that computer.
- Among the most important functions are:
  - Handling basic input and output operations
  - Allocating storage and memory
  - Providing for protected sharing of the computer among multiple applications using it simultaneously
- Examples of operating systems in use today are Linux, iOS, and Windows

Contd.

- **Compilers** perform another vital function: the translation of a program written in a high-level language, such as C, C, Java, or Visual Basic into instructions that the hardware can execute
- Given the sophistication of modern programming languages and the simplicity of the instructions executed by the hardware, the translation from a high-level language program to hardware instructions is complex
- **Compiler:** A program that translates high-level language statements into assembly language statements



From a High-Level Language to the Language of Hardware

High-level language program (in C)

```
swap(int v[], int k)
{int temp;
    temp = v[k];
    v[k] = v[k+1];
    v[k+1] = temp;
}
```

Compiler

Assembly language program (for MIPS)

```
swap:
        multi  $2, $5,4
        add    $2, $4,$2
        lw     $15, 0($2)
        lw     $16, 4($2)
        sw     $16, 0($2)
        sw     $15, 4($2)
        jr     $31
```

Assembler

Binary machine language program (for MIPS)

```
00000000101000010000000100011000
00000000100000100001000000100001
10001101111100010000000000000000
10001111000010010000000000000100
10101111000010010000000000000000
10101101111100010000000000000100
00000011111100000000000000001000
```

From a High-Level Language to the Language of Hardware

- The easiest signals for computers to understand are *on* and *off* , and so the computer alphabet is just two letters
- The two symbols for these two letters are the numbers 0 and 1, and we commonly think of the computer language as numbers in base 2, or *binary numbers*
- **Binary digit** Also called a **bit**. One of the two numbers in base 2 (0 or 1) that are the components of information
- Computers are slaves to our commands, which are called **instructions**. Instructions, which are just collections of bits that the computer understands and obeys, can be thought of as numbers

From a High-Level Language to the Language of Hardware

- The first programmers communicated to computers in binary numbers, but this as so tedious that they quickly invented new notations that were closer to the way humans think
- At first, these notations were translated to binary by hand, but this process was still tiresome
- Using the computer to help program the computer, the pioneers invented programs to translate from symbolic notation to binary
- The first of these programs was named an **assembler**. This program translates a symbolic version of an instruction into the binary version

From a High-Level Language to the Language of Hardware

- The name coined for this symbolic language, still used today, is **assembly language**
- **Assembly language:** A symbolic representation of machine instructions
- In contrast, the binary language that the machine understands is the **machine language**
- **Machine language: ** A binary representation of machine instructions
- Programmers today owe their productivity—and their sanity—to the creation of **high-level programming languages** and compilers that translate programs in such languages into instructions
- **High-level programming language:** A portable language such as C, C, Java, or Visual Basic that is composed of words and algebraic notation that can be translated by a compiler into assembly language

Instruction Set Architecture

- **Instruction set architecture** Also called **architecture**. An abstract interface between the hardware and the lowest-level soft ware that encompasses all the information necessary to write a machine language program that will run correctly, including instructions, registers, memory access, I/O, and so on
- Typically, the operating system will encapsulate the details of doing I/O, allocating memory, and other low-level system functions so that application programmers do not need to worry about such details
- The combination of the basic instruction set and the operating system interface provided for application programmers is called the **application binary interface (ABI)**

Instruction Set Architecture

- An instruction set architecture allows computer designers to talk about functions independently from the hardware that performs them
- Computer designers distinguish architecture from an **implementation** of an architecture along the same lines: an implementation is hardware that obeys the architecture abstraction

A Safe Place for Data

- **Volatile memory:** Storage, such as DRAM, that retains data only if it is receiving power
- **Nonvolatile memory:** A form of memory that retains data even in the absence of a power source and that is used to store programs between runs. A DVD disk is nonvolatile
- **Main memory** also called **primary memory**. Memory used to hold programs while they are running; typically consists of DRAM in today's computers
- **Secondary memory** Nonvolatile memory used to store programs and data between runs; typically consists of flash memory in PMDs and magnetic disks in servers
- **Magnetic disk** also called **hard disk**. A form of nonvolatile secondary memory composed of rotating platters coated with a magnetic recording material. Because they are rotating mechanical devices, access times are about 5 to 20 milliseconds

Technologies for Building Processors and Memory

Year	Technology used in computers	Relative performance/unit cost
1951	Vacuum tube	1
1965	Transistor	35
1975	Integrated circuit	900
1995	Very large-scale integrated circuit	2,400,000
2013	Ultra large-scale integrated circuit	250,000,000,000

- A **transistor** is simply an on/off switch controlled by electricity. The *integrated circuit* (IC) combined dozens to hundreds of transistors into a single chip
- **Very large-scale integrated (VLSI) circuit** A device containing hundreds of thousands to millions of transistors
- **Silicon** A natural element that is a semiconductor
- **Semiconductor** A substance that does not conduct electricity well

Technologies for Building Processors and Memory

- **Silicon crystal ingot:** A rod composed of a silicon crystal that is between 8 and 12 inches in diameter and about 12 to 24 inches long
- **Wafer** A slice from a silicon ingot no more than 0.1 inches thick, used to create chips