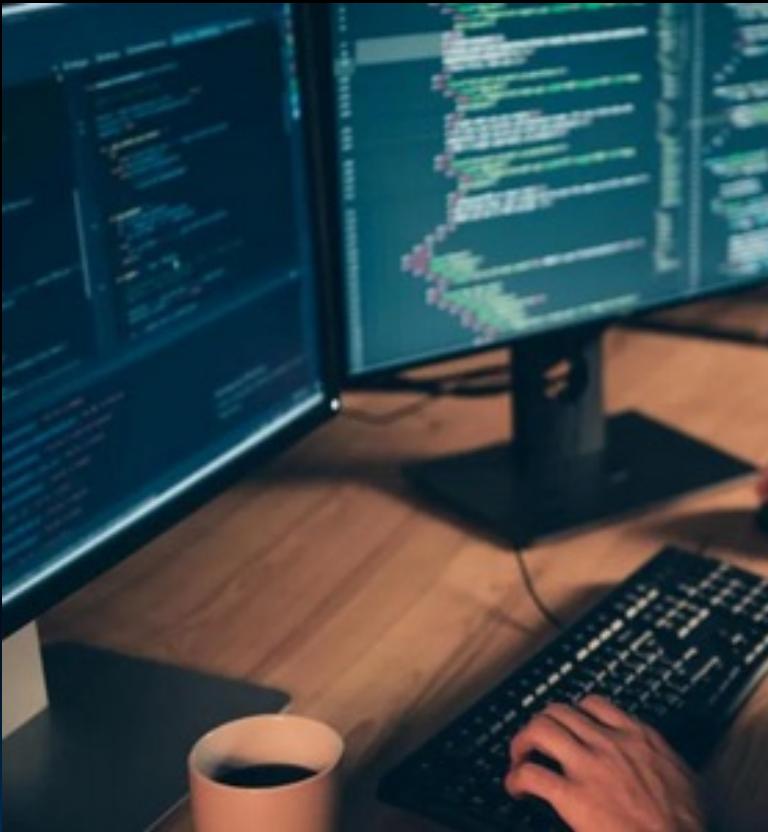




# Open-Source Software That Lasts 1K yrs?



GitHub has completed the construction of its Arctic Code Vault, a 21-terabyte snapshot of all public software repositories mainly encoded in quick response codes and located 250 meters (820 feet) within a mountain in Svalbard, Norway. The GitHub Archive Program's Jon Evans said, "Our hope is that by storing and indexing millions of repositories, we have captured a valuable cross-section of the world of modern software." The archive is designed to last a millennium, with the snapshot stored on more than 180 film reels. A nearly 1.5-ton steel box contains the archive, and is decorated with artificial intelligence-generated etchings to entice future generations. Evans said the vault could potentially help someone who may need software that is otherwise lost, and also will serve as a historical record.

[www.zdnet.com/article/open-source-software-that-lasts-a-thousand-years-github-adds-to-its-frozen-arctic-code-vault/](http://www.zdnet.com/article/open-source-software-that-lasts-a-thousand-years-github-adds-to-its-frozen-arctic-code-vault/)



UC Berkeley  
Teaching Professor  
Dan Garcia

# CS61C

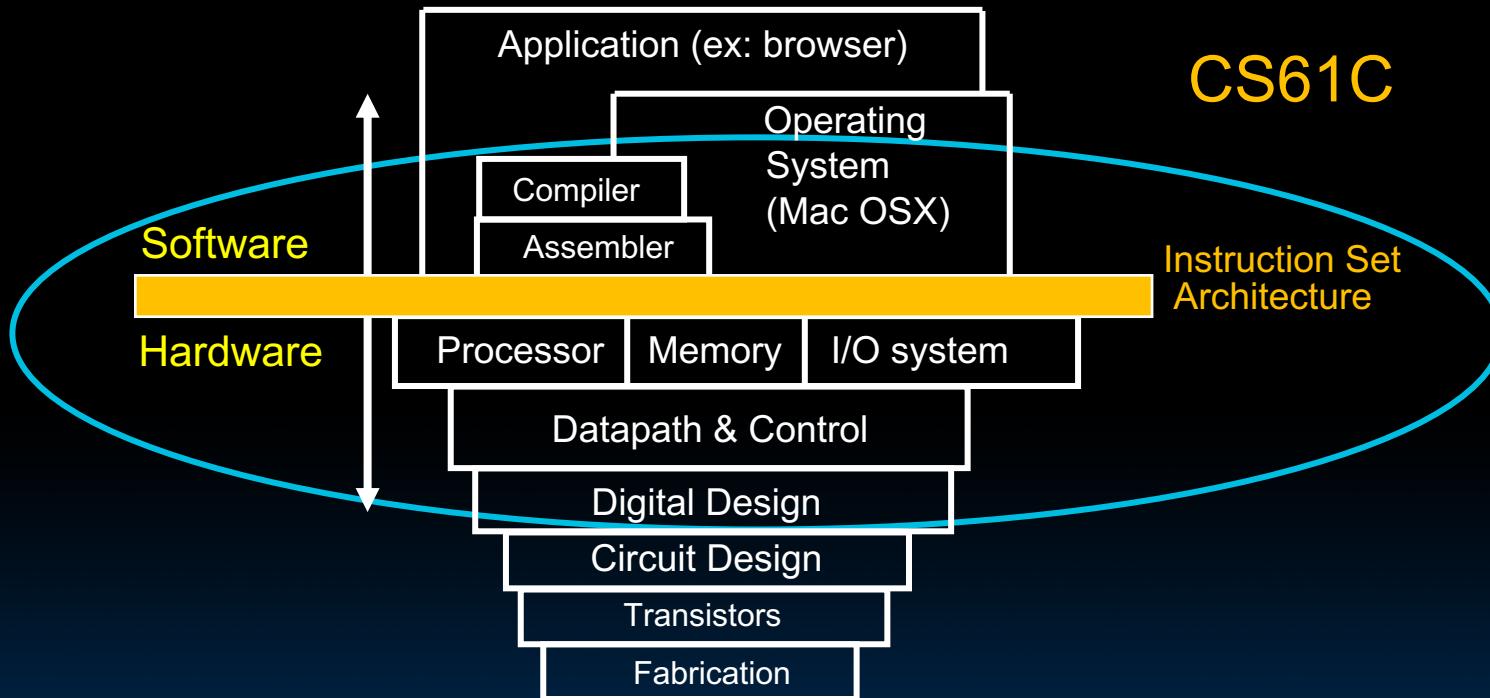
Great Ideas  
in  
**Computer Architecture**  
(a.k.a. Machine Structures)



UC Berkeley  
Lecturer  
Justin Yokota

## Introduction to Synchronous Digital Systems (SDS): Switches, Transistors, Signals, & Waveforms

# Switches



# New-School Machine Structures

Software Parallel Requests  
Assigned to computer  
e.g., Search “Cats”

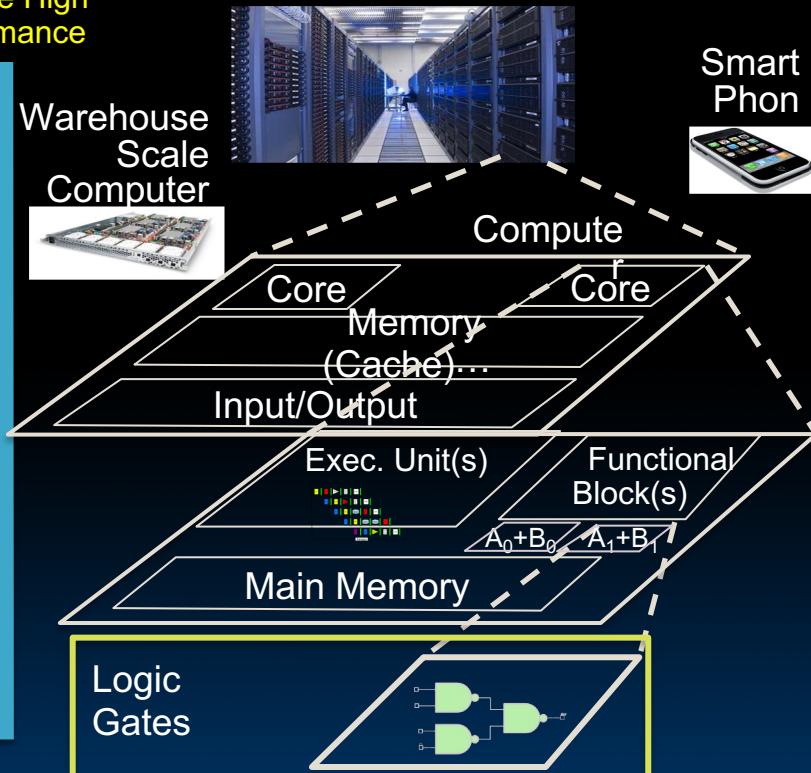
Parallel Threads  
Assigned to core e.g., Lookup, Ads

Parallel Instructions  
>1 instruction @ one time  
e.g., 5 pipelined instructions

Parallel Data  
>1 data item @ one time  
e.g., Add of 4 pairs of words

Hardware descriptions  
All gates work in parallel at same time

Harness Parallelism & Achieve High Performance



# Great Idea #1: Abstraction (Levels of Representation/Interpretation)

High Level Language  
Program (e.g., C)

```
temp = v[k];  
v[k] = v[k+1];  
v[k+1] = temp;
```

| Compiler

Assembly Language  
Program (e.g., RISC-V)

```
lw    x3, 0(x10)  
lw    x4, 4(x10)  
sw    x4, 0(x10)  
sw    x3, 4(x10)
```

| Assembler

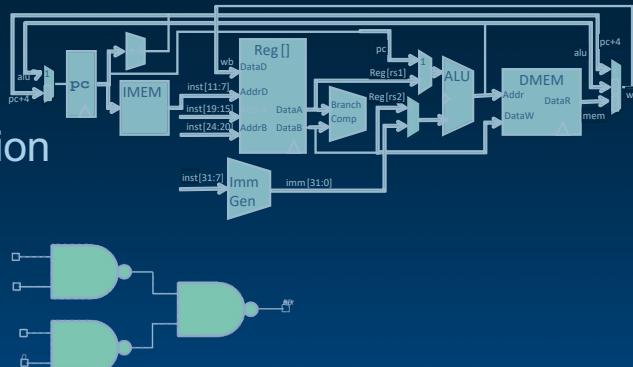
Machine Language  
Program (RISC-V)

```
1000 1101 1110 0010 0000 0000 0000 0000 0000  
1000 1110 0001 0000 0000 0000 0000 0000 0100  
1010 1110 0001 0010 0000 0000 0000 0000 0000  
1010 1101 1110 0010 0000 0000 0000 0000 0100
```

Hardware Architecture  
Description

(e.g., block | Architecture Implementation)

Logic Circuit Description  
(Circuit Schematic Diagrams)





# Synchronous Digital Systems

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- Hardware of a processor, e.g., RISC-V, is a Synchronous Digital System
- Synchronous:
  - All operations coordinated by a central clock
  - “Heartbeat” of the system!
- Digital:
  - All values represented by discrete values
  - Electrical signals are treated as 1s and 0s; grouped together to form words



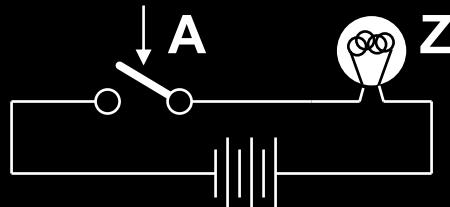
# Logic Design

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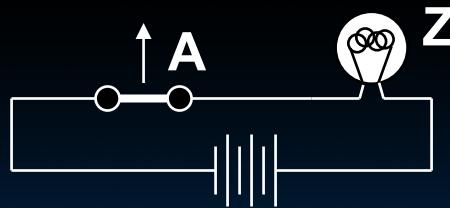
- Next several weeks: we'll study how a modern processor is built; starting with basic elements as building blocks
- Why study hardware design?
  - Understand capabilities and limitations of HW in general and processors in particular
  - What processors can do fast and what they can't do fast (avoid slow things if you want your code to run fast!)
  - Background for more in depth HW courses (150, 152)
  - There is just so much you can do with standard processors: you may need to design own custom HW for extra performance

# Switches: Basic Element of Physical Circuit

- Implementing a simple circuit
  - Close switch when **A** is 1, open when **A** is 0



Close switch (if **A** is "1" or asserted)  
and turn on light bulb (**Z**)

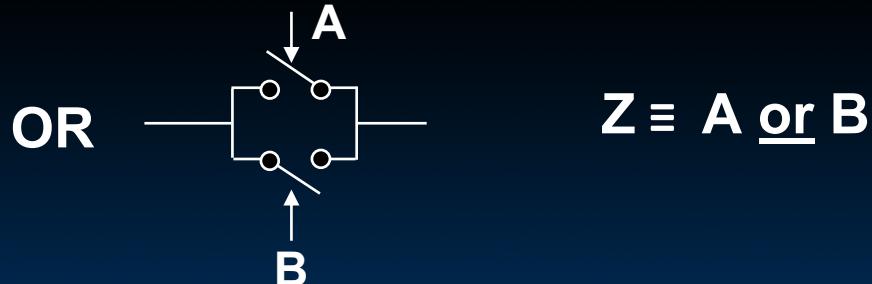


Open switch (if **A** is "0" or unasserted)  
and turn off light bulb (**Z**)

$$Z \equiv A$$

# Switches (continued)

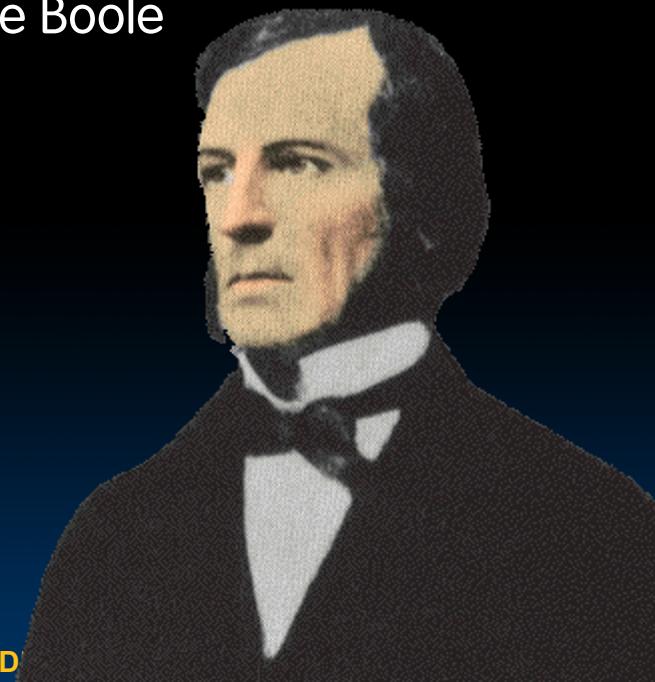
- Compose switches into more complex ones (Boolean functions):



# Historical Note

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- Early computer designers built ad hoc circuits from switches
- Began to notice common patterns in their work: ANDs, ORs, ...
- Master's thesis (by Claude Shannon) made link between transistors and 19th Century Mathematician George Boole
  - Called it "Boolean" in his honor
- Could apply math to give theory to hardware design, minimization, ...



'okota

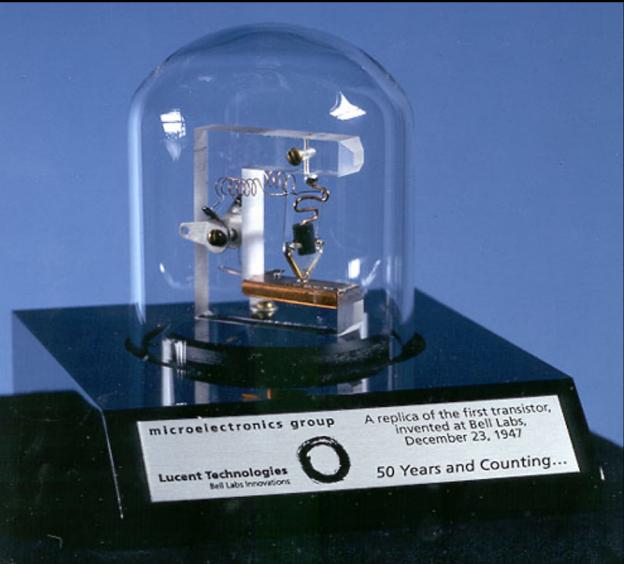


SA

# Transistors

# The Transistor ("born" 1947-12-23)

- Semiconductor device to amplify or switch signals
  - Key component in ALL modern electronics
- Who?
  - John Bardeen, William Shockley, Walter Brattain
- Before that?
  - Vacuum Tubes
- After that?
  - Integrated circuit, microprocessor



"The Transistor was probably THE most important invention of the 20th Century"  
- Ira Flatow, Transistorized! (PBS Special)



# Transistor Networks

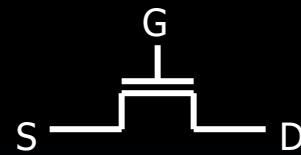
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- Modern digital systems designed in CMOS
  - MOS: Metal-Oxide on Semiconductor
  - C for complementary: normally-open and normally-closed switches
- MOS transistors act as voltage-controlled switches

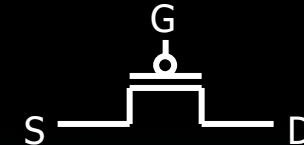
# MOS Transistors

- Three terminals: Drain, Gate, Source
  - Switch action: Dan Garcia Says if voltage on gate terminal is (some amount) higher/lower than source terminal then conducting path established between drain and source terminals

To remember:  
n ("normal")  
p (has a circle,  
like the top  
part of P itself)



open when voltage at G is low  
closes when:  
 $voltage(G) > voltage(S) + \varepsilon$



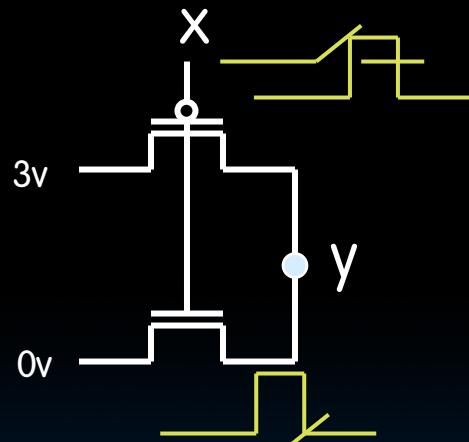
closed when voltage at G is low  
opens when:  
 $voltage(G) > voltage(S) + \varepsilon$



G LOW  
G HIGH

“1”  
**(voltage source)**

“0”  
**(ground)**

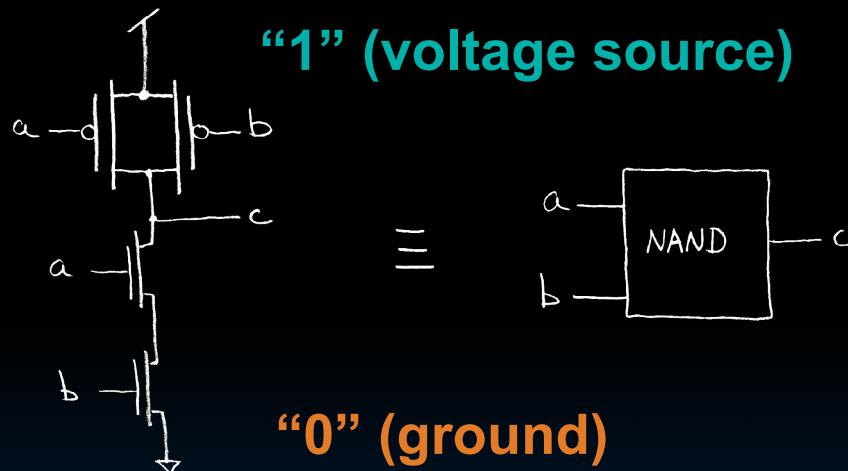


What is the relationship between x and y ?

x	y
0 volts	3 volts
3 volts	0 volts

# Transistor Circuit Rep. vs. Block diagram

- Chips are composed of nothing but transistors and wires.
- Small groups of transistors form useful building blocks.

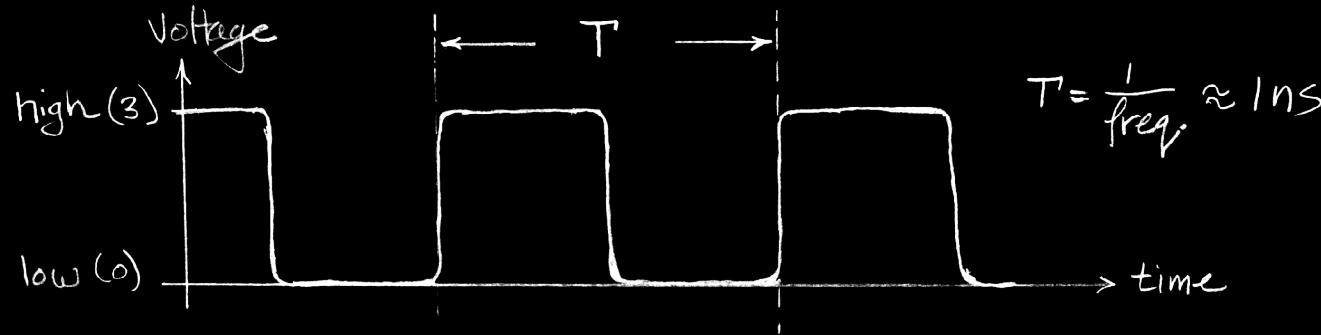


- Block are organized in a hierarchy to build higher-level blocks: ex: adders.
- You can build AND, OR, NOT out of NAND!



# Signals and Waveforms

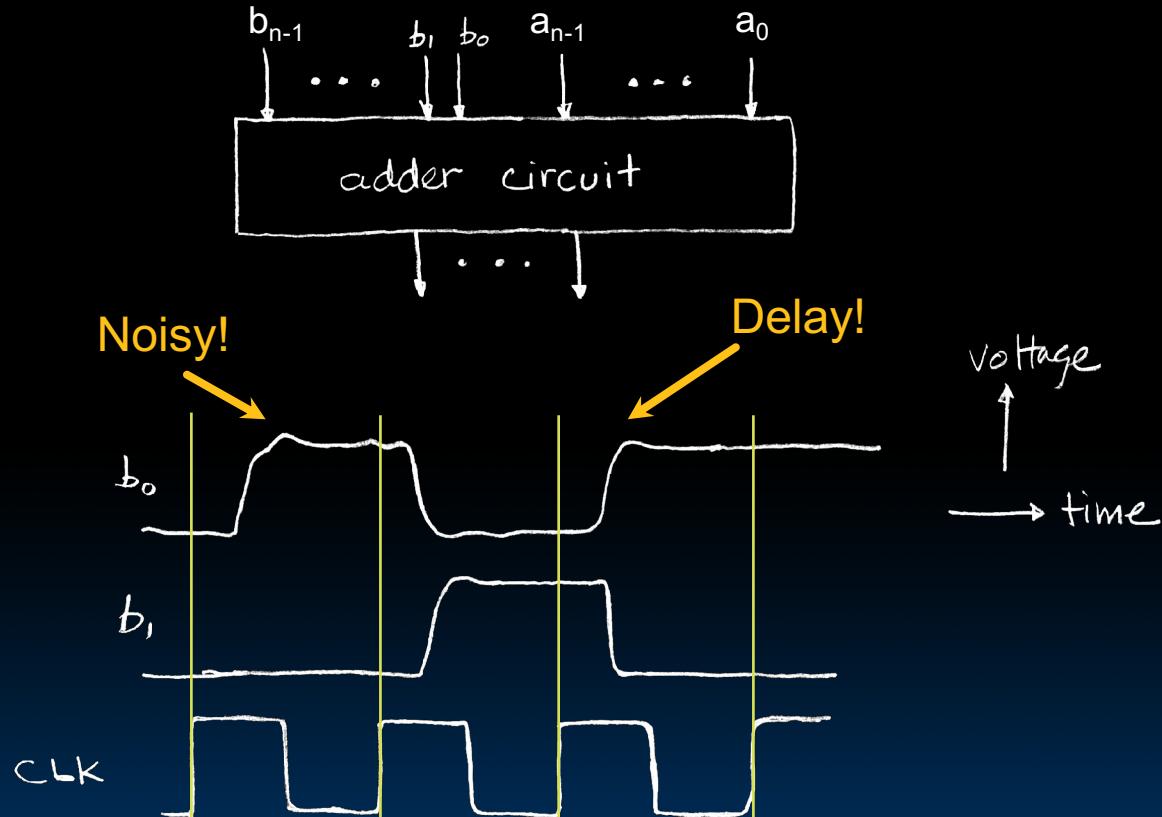
# Signals and Waveforms: Clocks



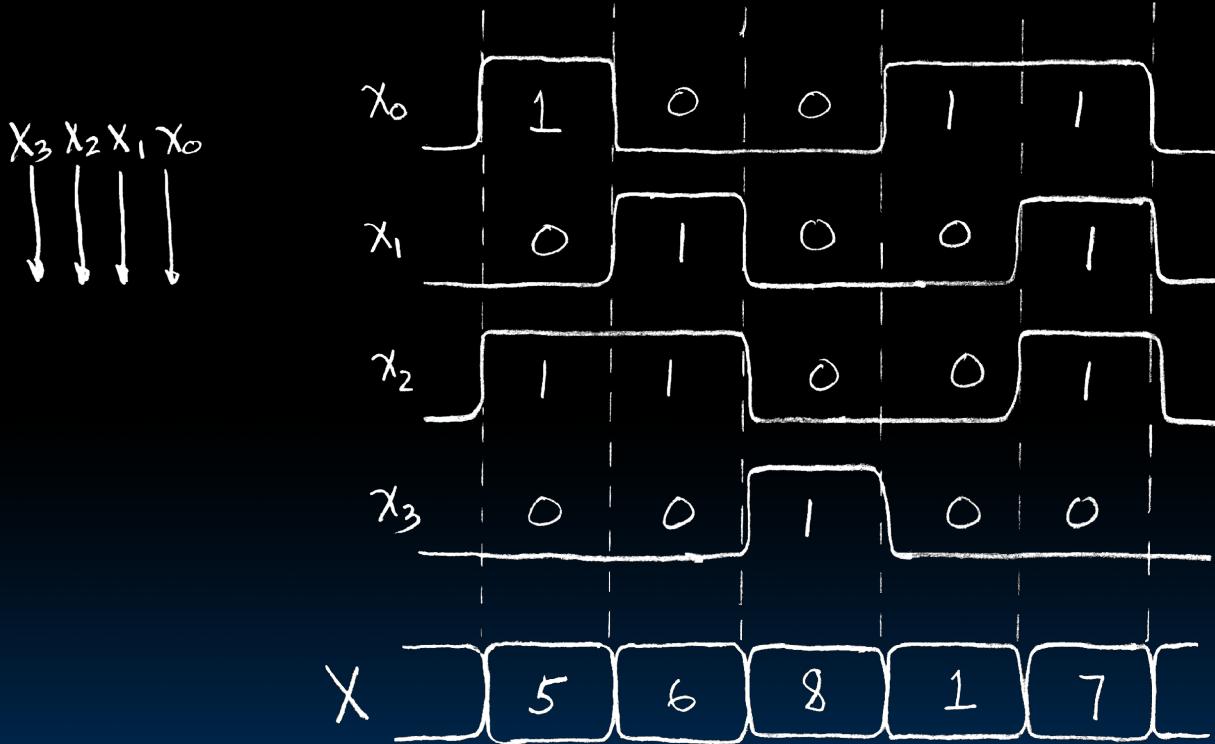
- Signals

- When **digital** is only treated as 1 or 0
- Is transmitted over wires continuously
- Transmission is effectively instant
- Implies that a wire contains 1 value at a time

# Signals and Waveforms



# Signals and Waveforms: Grouping



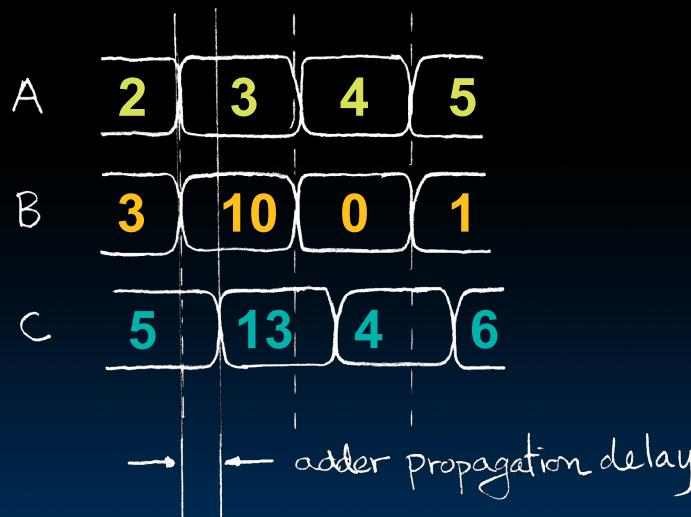
# Signals and Waveforms: Circuit Delay



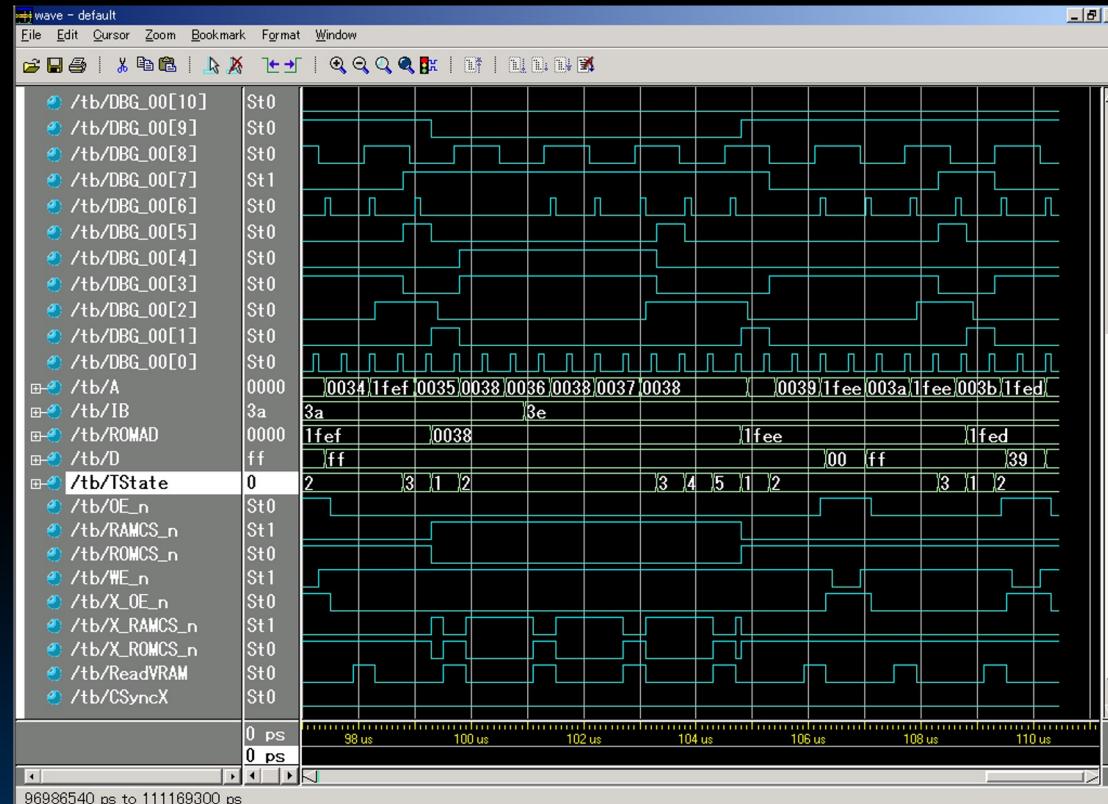
$$A = [a_3, a_2, a_1, a_0]$$

$$B = [b_3, b_2, b_1, b_0]$$

$$A \xrightarrow{4} \equiv \begin{matrix} a_0 & \longrightarrow \\ a_1 & \longrightarrow \\ a_2 & \longrightarrow \\ a_3 & \longrightarrow \end{matrix}$$



# Sample Debugging Waveform

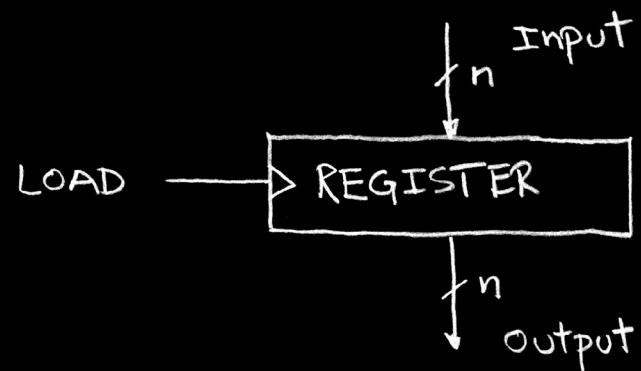


# Type of Circuits

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- Synchronous Digital Systems are made up of two basic types of circuits:
- Combinational Logic (CL) circuits
  - Our previous adder circuit is an example.
  - Output is a function of the inputs only.
  - Similar to a pure function in mathematics,  $y = f(x)$ . (No way to store information from one invocation to the next, no side effects)
- State Elements
  - circuits that store information.

# Circuits with STATE (e.g., register)

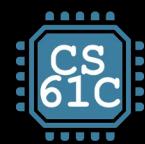


When poll is active, respond at [pollev.com/ddg](https://pollev.com/ddg)

Text **DDG** to 22333 once to join

L14 SW can peek at HW (past ISA abstraction boundary) for optimizations | SW can depend on particular HW implementation of ISA | Timing diagrams serve as a critical debugging tool in the EE toolkit

FFF  
FFT  
FTF  
FTT  
TFF  
TFT  
TTF  
TTT



# And in conclusion...

---

- Clocks control pulse of our circuits
- Voltages are analog, quantized to 0/1
- Circuit delays are fact of life
- Two types of circuits:
  - Stateless Combinational Logic ( $\&$ ,  $|$ ,  $\sim$ )
  - State circuits (e.g., registers)