# Computer System Review

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REVIEWS

**ALR MicroFlex 7000** AST Bravo/286 Sysgen's Removable Hard Disk HyperPAD



THE **WORLD'S** 

Fresh from the U.K. Apricot's VX FT Server Leads the Pack

Lotus 1-2-3 release 3.0

Database Trends, In Depth

**Bonus LAN Supplement** 

**Bus Wars** 

PC in 1980

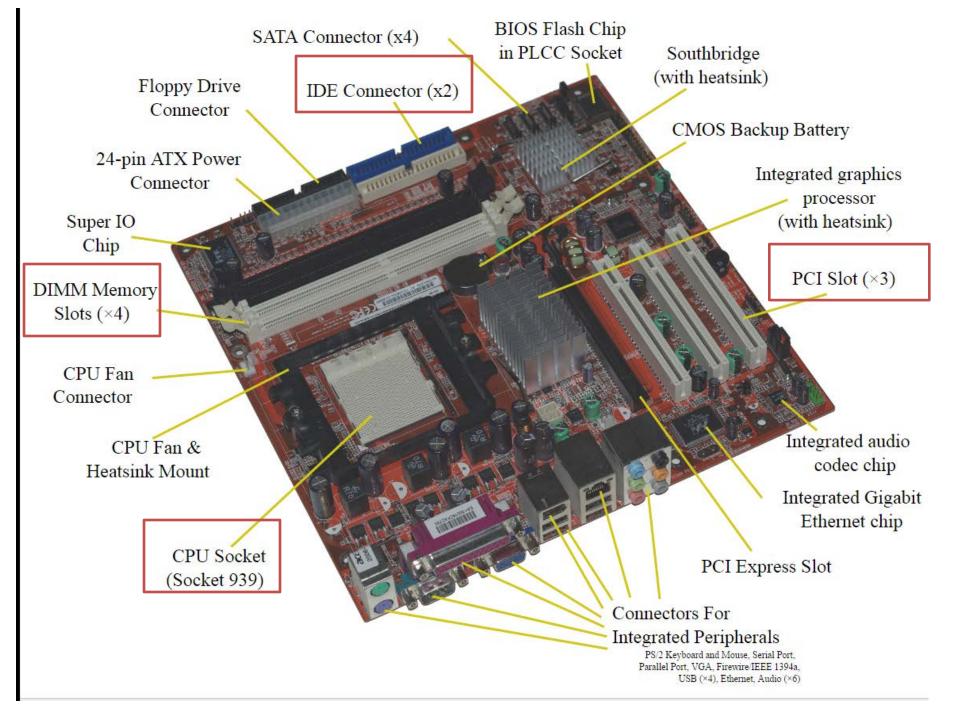
**Laptop Technologies** 

**Graphics Formats** 

7 Short Takes



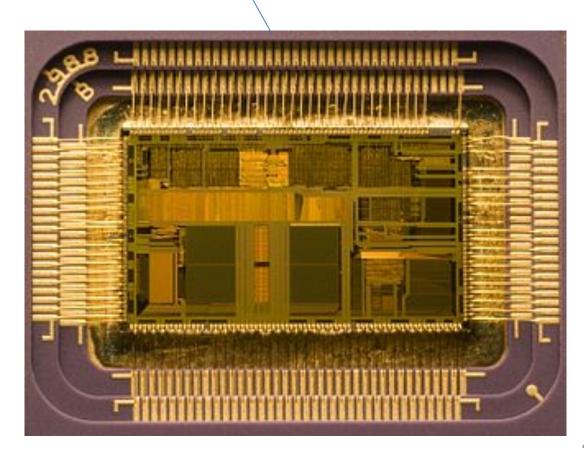
£1.95 U.K./A \$6.50 AUSTRALIA Lit. 8,000 ITALY/\$3.50 U.S.A. 0360-5280



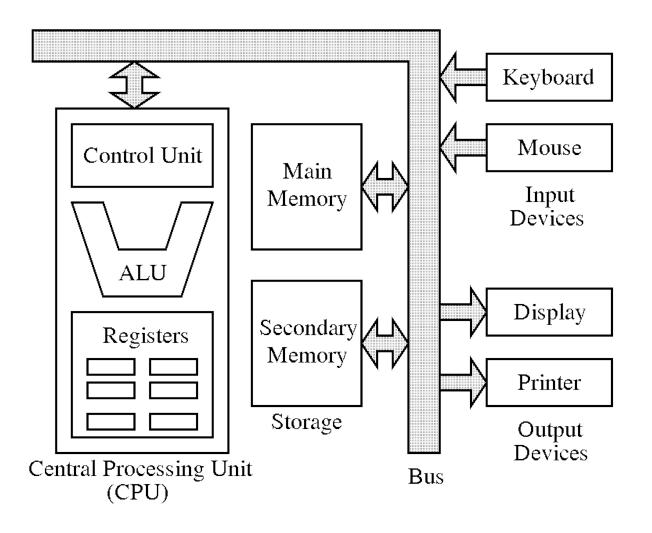
# CPU (central processing unit)



Exposed die of Intel i486



## Computer architecture



### Components

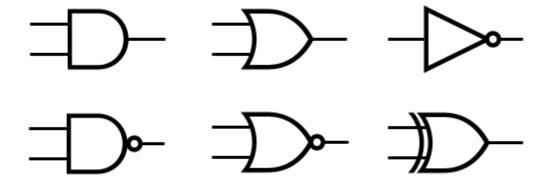
- Control unit: brain of CPU
  - Load instructions & data from memory
  - Execute them using registers and ALU
- Registers: storing data from memory
  - Faster than memory
- ALU: arithmetic logic unit
  - Perform arithmetic and bitwise operations

# Logic gate

- Building block for
  - Register
  - ALU
  - Computer memory

### Logic gate

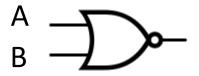
- Perform a boolean function
  - AND, OR, NOT
  - NAND, NOR, XOR



Made of transistors

### Example: NOR gate

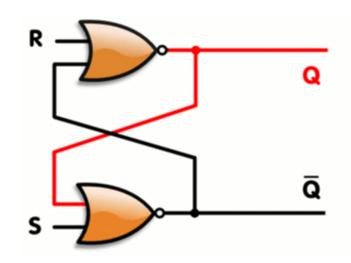
When A = 0, output depends on B (= complement of B)
When A = 1, output = 0 (no matter what B is)



INPUT		OUTPUT
Α	В	A NOR B
0	0	1
0	1	0
1	0	0
1	1	0

# Flip-flop (built from NOR gates)

- Store information
- R: reset; S: set



- R = S = 0:
  - state of outputs maintained by feedback
- S = 1, R = 0:
  - Q is forced to 1
- R = 1, S = 0:
  - Q is forced to 0

# Another example: NAND gate

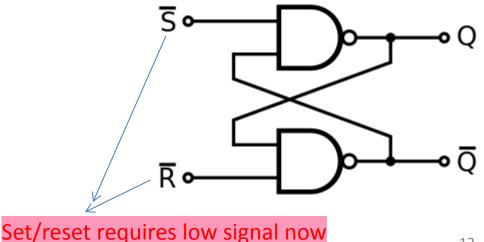
- When A = 1
  - output depends on B (= complement of B)
- When A = 0
  - output = 1 (no matter what B is)



INPUT		OUTPUT
Α	В	A NAND B
0	0	1
0	1	1
1	0	1
1	1	0

# Flip-flop (made of NAND gates)

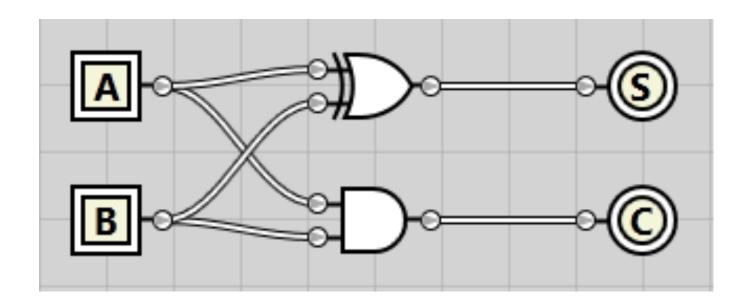
- Similar to NOR flip-flop
  - But set and reset require low signals now
- R = S = 1:
  - state of outputs maintained by feedback
- S = 0, R = 1:
  - Q is forced to 1
- R = 0, S = 1:
  - Q is forced to 0



## Half adder (adding two bits)

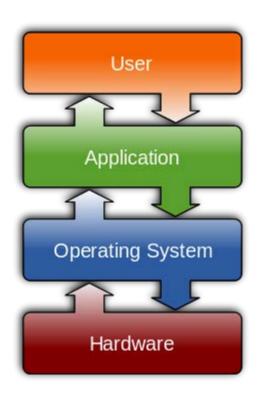
• S: sum = A XOR B

C: carry = A AND B



### Operating system

- Manage resources (CPU, memory, disk)
- Run programs
  - Maintaining program state
  - Multi-tasking
- Provide API (system calls)
  - For using system services
  - E.g., accessing CPU, memory, disk



### OS components

- Kernel
  - Program execution
  - Memory management
  - Disk access & file system
  - Multi-tasking: schedule CPU for multiple programs

- Networking
- Security

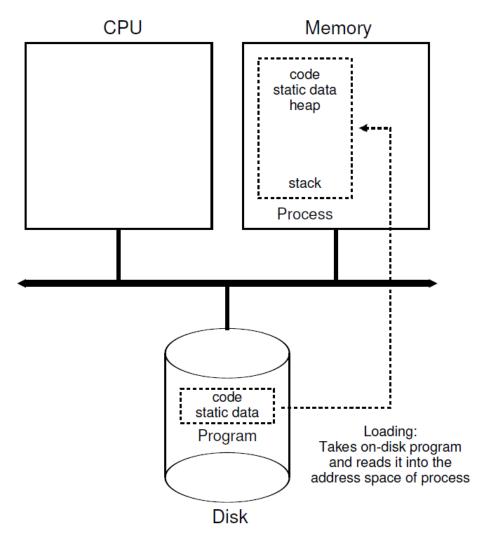
#### Shell: user interface to OS

Command line interface (e.g., cmd & bash)

- Graphical user interface
  - Gnome (linux)
  - KDE (linux)
  - MS Windows
  - Aqua (Mac OS)

### Process: a running program

- OS loads on-disk program into memory
- 2. Allocate memory
  - Run-time stack
  - Heap
- 3. Create file descriptors
  - stdin, stdout, stderr
- 4. Start executing main()



#### fib.c

```
#include <stdio.h> // printf
#include <stdlib.h> // atoi defined here
int fib(int n)
  if (n == 0)
          return 0;
  else if (n == 1)
          return 1;
  else
          return fib(n - 1) + fib(n - 2);
int main(int argc, char* argv[])
  int n = atoi(argv[1]);
  printf("fib of %d = %d", n, fib(n));
```

# Compile and run

• gcc fib.c -out fib

• fib 6

=> fib of 6 = 8

#### Common Linux user commands

- |s
  - List directory contents
- cd
  - Change directory
- pwd
  - Print current/working directory
- rm
  - Remove file or directory

#### Common Linux user commands

- mkdir
  - Make directory
- rmdir
  - Remove empty directory
- cat
  - Display content of a file
- man
  - Display usage of a command/program

#### Common Linux user commands

- cp
  - Copy a file

### Common programs

- Compiler & interpreter
  - gcc, javac, python
- Text editor
  - vi, emacs
- Networking
  - ssh, sftp
- Web
  - wget (download from a URL)

## Bit & byte

- Binary number
  - A sequence of 1 or 0's

• 8 bits in a byte

1000 0101 = how many in decimal?

#### Hexadecimal number

- Base 16
- Indicated by a prefix '0x'

- Alphabet: 0, 1, ..., 9, A, B, C, D, E, F
  - A is 10 in decimal, F is 15 in decimal

Example: 1000 1101 => 0x8D

#### Resources

- Intro to Computer Architecture (youtube)
  - https://www.youtube.com/watch?v=HEjPopaK w&list=PLAPTMtRxw27aMpAaIH1ZZU6U1Gwk XAJC-

#### References

- The Abstraction: The Process. Chapter 4 of Book "Operating Systems: 3 easy pieces"
- Adding 6+7 at logic gate level
  - <a href="http://improve.dk/adding-67-at-the-logic-gate-level/">http://improve.dk/adding-67-at-the-logic-gate-level/</a>