

# CS 33: Computer Organization

Dis 1B: Week 1 Discussion

# Agenda

- Introduction / Logistics
- Environment Setup for Lab 0 and Lab 1
- Lecture Recap




# Introduction / Logistics

# Hello ~~World!~~ Dis 1B!

- TA: DJ Kim
- E-mail: [djkim@cs.ucla.edu](mailto:djkim@cs.ucla.edu)
- Office Hours: MW 1:00~2:00PM
- BH 2432



# Grading

- Midterm 20%
  - Final 35%
  - Labs 40%
  - Homework 5%
  - Start early! Otherwise, you won't be able to finish the labs on time, just like how CS 31 and CS 32 were
  - For the labs, work on your own! Otherwise you will fail the exams, just like how CS 31 and CS 32 were
- 

# If you need help...

	Monday	Tuesday	Wednesday	Thursday	Friday
8 <sup>AM</sup>	Tony's Office Hours				
9 <sup>00</sup>					
10 <sup>00</sup>					
11 <sup>00</sup>					
12 <sup>PM</sup>		Shikhar's OH		Shikhar's OH	
1 <sup>00</sup>	DJ's Office Hours		DJ's Office Hours		
2 <sup>00</sup>					Tony's Office Hours

# If you need help...

- Come to any of our Office Hours!
- Post your question to the discussion board
  - We might use Piazza
  - To be announced...
- E-mail us!



# If you need help...

- Visit UPE (Computer Science Honor Society) tutors
- <https://upe.seas.ucla.edu/tutoring/>
- Boelter Hall 2763, 9am~5pm **everyday**
- UPE will also hold a midterm review session and a final review session







# Environment Setup & Basic Linux

# Setup

- In order to login to SEASnet, you need to be connected to wireless networks on campus



# Setup

- In order to login to SEASnet, you need to be connected to wireless networks on campus
- Or login with VPN software
- <https://www.it.ucla.edu/bol/services/virtual-private-network-vpn-clients>



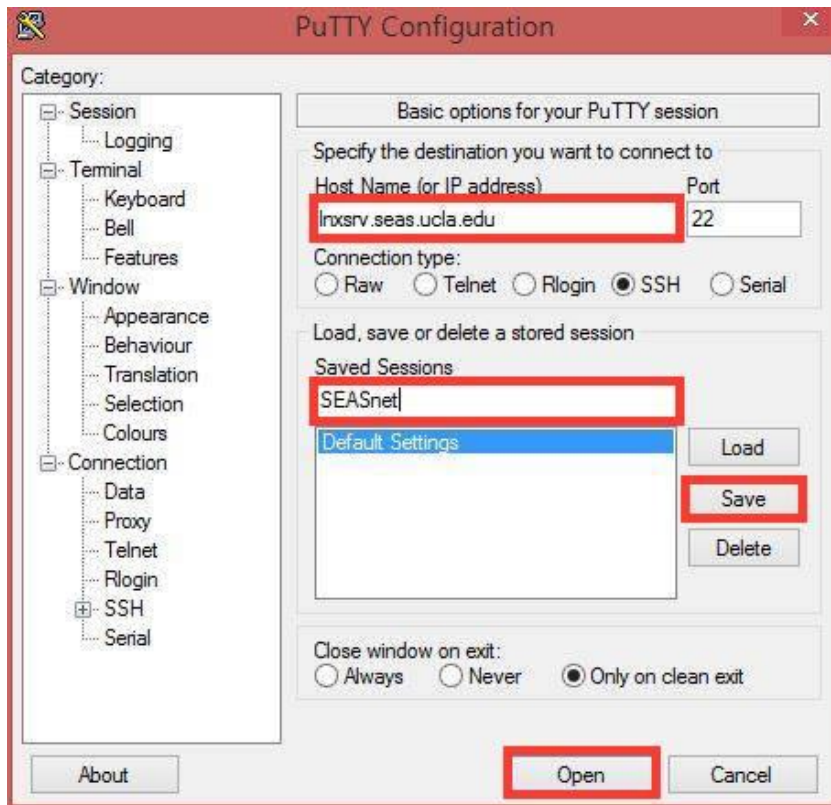
# Setup Guide for Windows

- Download Putty
  - <https://the.earth.li/~sgtatham/putty/latest/x86/putty.exe>



# PuTTY

- First Run
  - Type *lnxsrvc@seas.ucla.edu* for Host Name
  - Type SEASnet for Saved Sessions
  - Click Save
  - Click Open
  - Type your SEASnet username and password
- Double-click SEASnet under Saved Sessions in the future



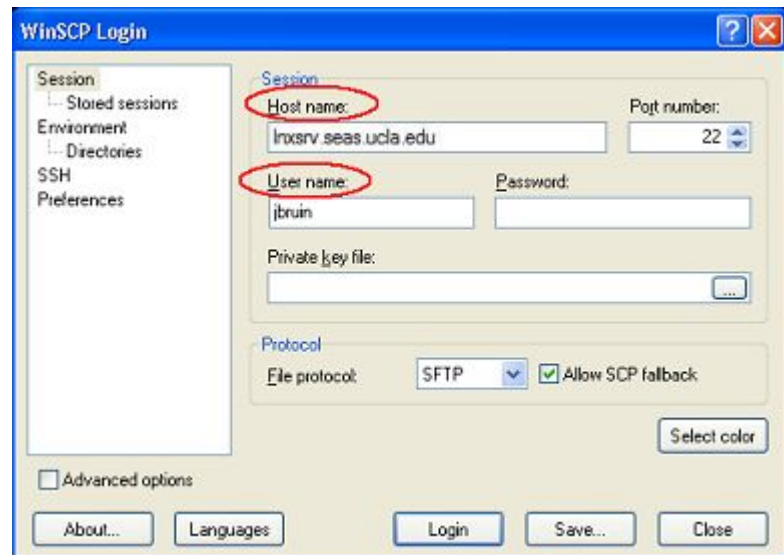
# Setup Guide for Windows

- Download WinSCP
  - <http://winscp.net/download/winscp427setup.exe>



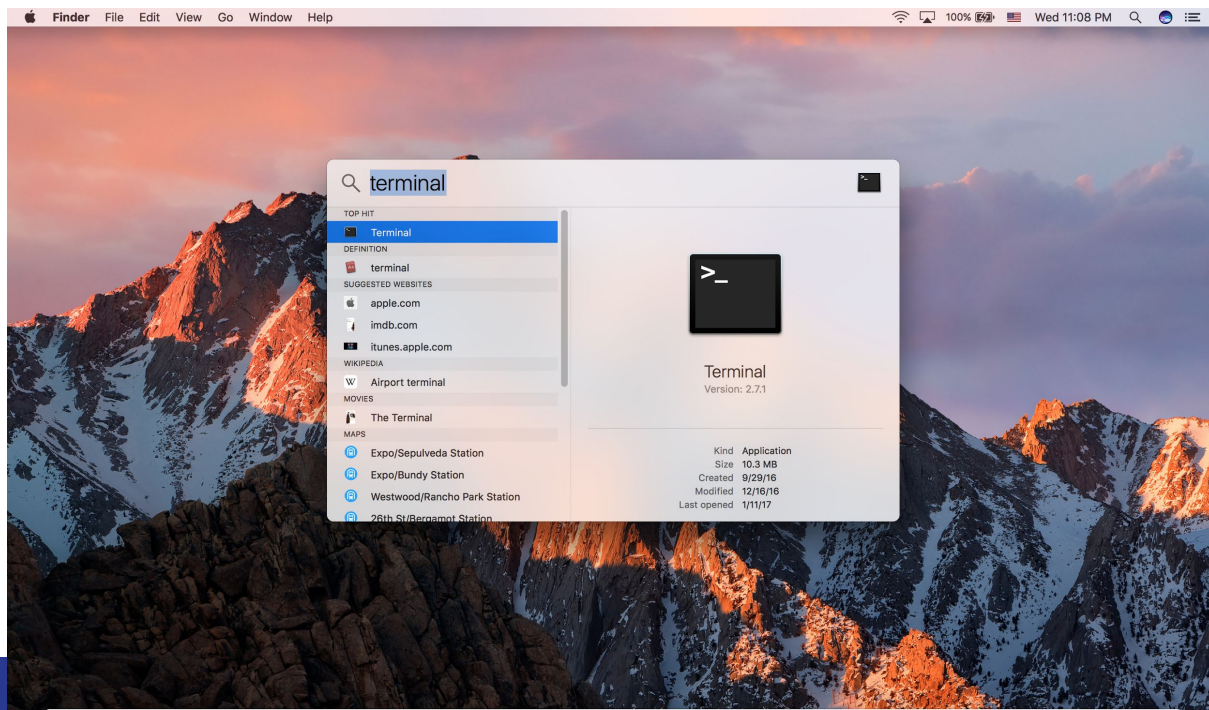
# WinSCP

- Type *lnxsrvt.seas.ucla.edu* for Host name
- Type your SEASnet username and password
- Right click a file and select upload or download



# Setup Guide for Mac

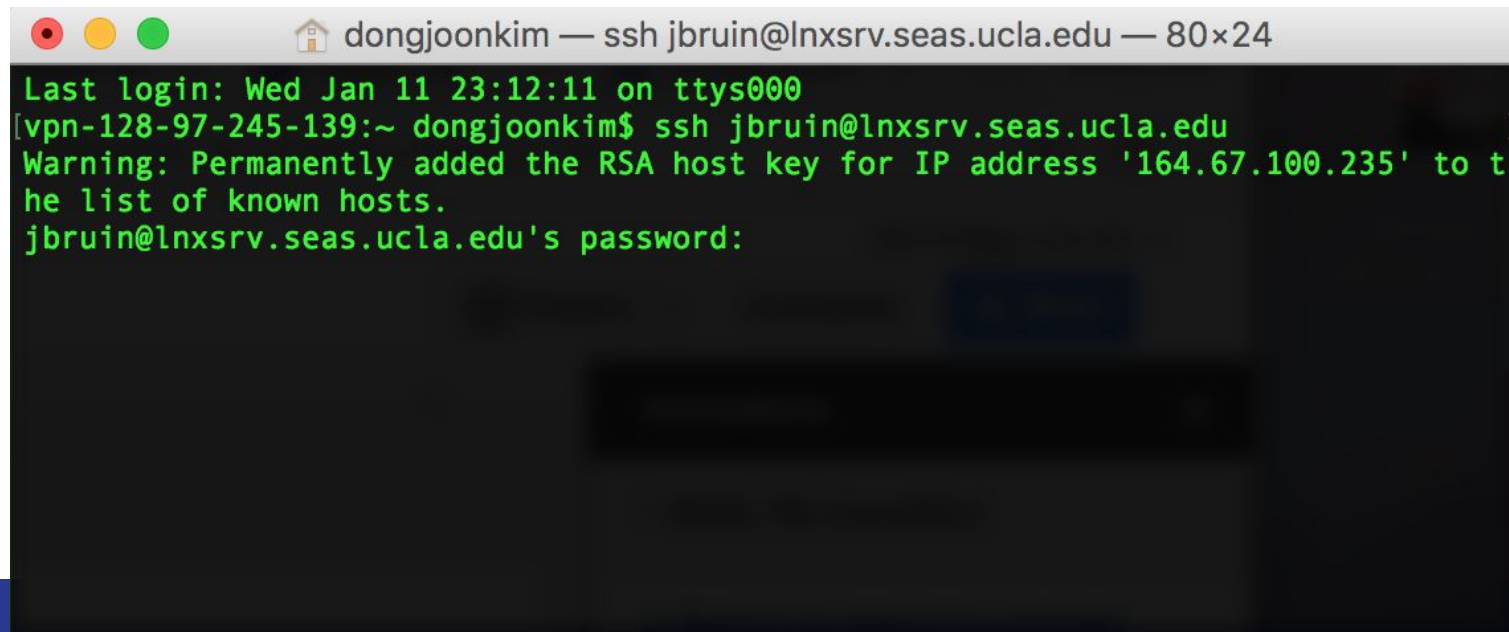
- Open Terminal





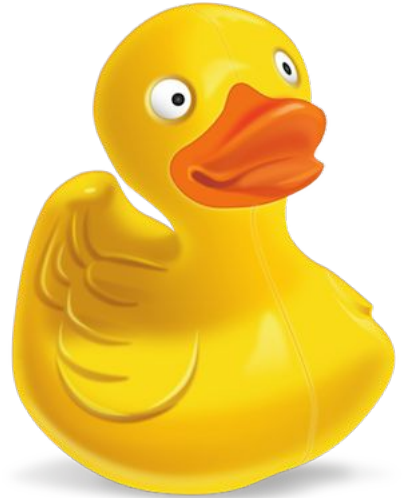
# Terminal

- Type `ssh <SEASnet username>@lnxsrv.seas.ucla.edu`
- Enter your password

A screenshot of a macOS terminal window. The title bar at the top shows three colored window control buttons (red, yellow, green) on the left, a home icon followed by the text 'dongjoonkim — ssh jbruin@lnxsrv.seas.ucla.edu — 80x24' in the center, and a close button on the right. The terminal content is displayed on a black background with green text. It shows the last login time as 'Wed Jan 11 23:12:11 on ttys000', followed by a prompt '[vpn-128-97-245-139:~ dongjoonkim\$ ssh jbruin@lnxsrv.seas.ucla.edu]'. Below this is a warning message: 'Warning: Permanently added the RSA host key for IP address '164.67.100.235' to the list of known hosts.' The final line shows the prompt 'jbruin@lnxsrv.seas.ucla.edu's password:' followed by a blurred area where the password was entered. The bottom right corner of the slide features a decorative geometric pattern with pink and blue triangles.

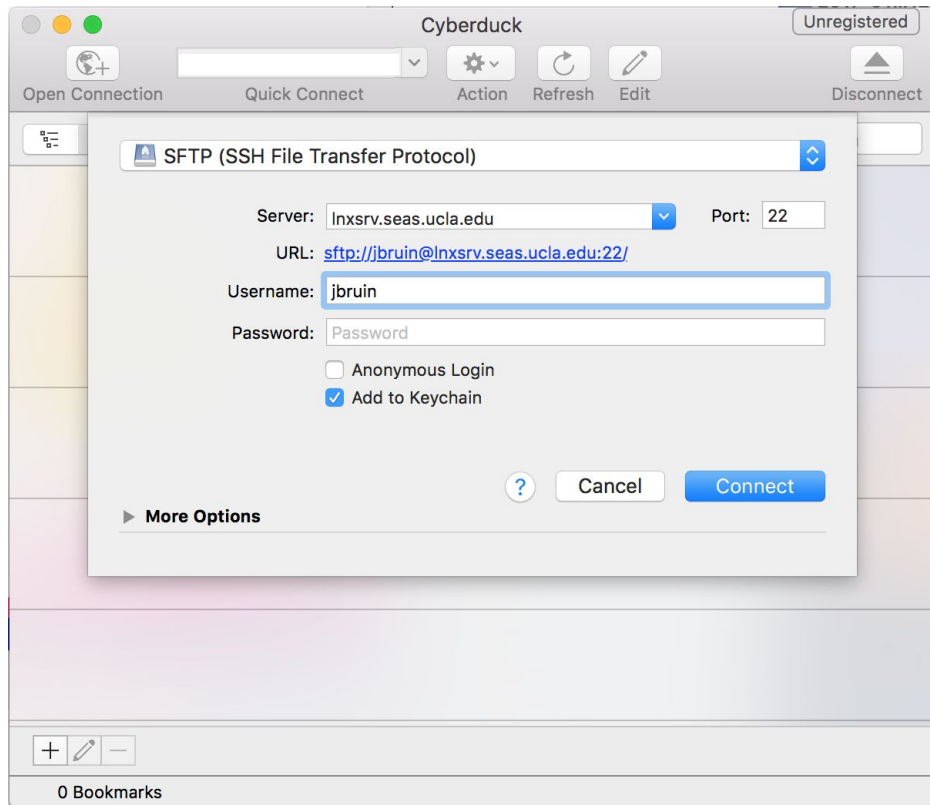
# Setup Guide for Mac

- Download Cyberduck
  - <https://update.cyberduck.io/Cyberduck-5.2.2.21483.zip>



# Cyberduck

- Click Open Connection
- Select SFTP (SSH File Transfer Protocol)
- Type *lnxsrv.seas.ucla.edu* for Server
- Type your username and password
- Click Connect



# Linux

```
Terminal — ssh dongk@lnxsrv.seas.ucla.edu — 80x24
* this important announcement. Accounts that are not renewed or placed on *
* hold by October 31, 2016 will be removed and will NOT be restored.    *
*                               *
* Detailed information about the renewal process can also be found here: *
*   http://www.seasnet.ucla.edu/seasnet-accounts                         *
* ===== *
* Starting winter quarter 2016, SEASnet will be restricting access to our *
* instructional linux and eeapps servers to on campus IP addresses. Users *
* needing to use these machines will need to connect from:               *
*   -a machine on the campus network                                     *
*   -machines off-campus, but connected to the campus VPN server         *
*   -SEASnet's terminal server                                           *
* ===== *
* SEASnet Computing Access                                              *
*                               *
* Priority is given both on the servers and in the student labs to those *
* students doing coursework. Computing support for research is provided by *
* each department.                                                      *
* ===== *
* For assistance please contact help@seas.ucla.edu or call 206-6864.    *
* ===== *
[dongk@lnxsrv01 ~]$ echo 'hello world'
hello world
[dongk@lnxsrv01 ~]$
```

# Helpful Linux Commands

- Linux commands have the following format
  - `<command name> <flags> <argument>`
  - Flags and arguments are optional for some commands
  - Flags specify the behavior of the command



# Helpful Linux Commands

- ls
  - ls command lists directory contents
  - Try these commands
    - ls
    - ls -l
    - ls -a
    - ls -al



# Helpful Linux Commands

- pwd
  - pwd command prints the current working directory



# Helpful Linux Commands

- `cd`
  - `cd` command is used to change directory
  - Try these commands
  - `cd .`
  - `cd /w/class.1/cs/cs33/cs33w17/lab0-handout`
  - `cd`





# Helpful Linux Commands

- mkdir
  - mkdir command creates a new directory
  - Try creating a directory for CS33
    - cd
    - mkdir CS33



# Helpful Linux Commands

- Change your directory to the newly created CS33 directory
  - `cd CS33`
- Then, run this command to get the files for Lab 0
  - `cp -r /w/class.1/cs/cs33/cs33w17/lab0-handout .`
- `cp` command is used to copy file or directory
  - `-r` (recursive flag, usually used to copy a directory)
  - Source
  - Destination
    - `.` stands for current directory
    - `..` stands for previous directory




# Helpful Linux Commands

- mv
  - mv command is used to move or rename file or directory
  - mv <flag> <source> <destination>
  - mv <flag> <original name> <new name>



# Man

- If you have questions about Linux commands or want to know more, ask **the man**
  - `man whoami`
  - `man git`
  - `man vim`
  - `man man`
  - `man ls`
  - `man cd`
  - `man cp`
- 

# Text Editing on Linux

- If you are smart, use Vim
  - `vim bits.c`
- If you are super smart, use Emacs
  - `emacs bits.c`
- If you are normal, use WinSCP / Cyberduck to upload / download the file you want to edit and just edit them like normal people



# Lecture Recap

# Decimal / Binary / Hexadecimal

- Decimal: Base 10
- Binary: Base 2
- Hexadecimal: Base 16
- How can we convert a number from decimal to binary representation?
- How can we convert a number from binary to hexadecimal representation?



# Decimal to Binary

- How do we convert  $2017_{10}$  to a binary representation?





# Binary to Hexadecimal

- How do we convert  $11111100001_2$  to hexadecimal representation?

Binary	Hex	Decimal
0000	0	0
0001	1	1
0010	2	2
0011	3	3
0100	4	4
0101	5	5
0110	6	6
0111	7	7
1000	8	8
1001	9	9
1010	A	10
1011	B	11
1100	C	12
1101	D	13
1110	E	14
1111	F	15

# Bits and Bytes

- A bit is the smallest unit of data
  - Joe Bruin: UCLA Wi-Fi's download speed is 300 KB/s!
  - Traveler Trojan: Haha suckers, USC's Wi-Fi's download speed is 1Mbps!
  - Joe Bruin: ?????? What the...?
- Which campus has faster download speed?



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- 1 Byte = 8 bits
- A bit can have only one of two values: 0 or 1



# int

- How many **bytes** are in an integer variable?



# int

- How many **bytes** are in an integer variable?
  - 4 bytes



# int

- How many **bytes** are in an integer variable?
  - 4 bytes
- How many **bits** are in an integer variable?



# int

- How many **bytes** are in an integer variable?
  - 4 bytes
- How many **bits** are in an integer variable?
  - 32 bits



# Bitwise Operators

- Bitwise operators operate on a single bit
- AND : &
  - 1 if both inputs are 1, 0 otherwise
- OR : |
  - 1 if at least one input is 1, 0 otherwise
- XOR : ^
  - 1 if two inputs have different values, 0 otherwise
- NOT : ~
  - 1 if the input was 0, 0 otherwise





# Bitwise Operators Exercise

- $11110011 \& 10101010$
- $11110011 \mid 10101010$
- $11110011 \wedge 10101010$
- $\sim 11110011$



# Logical Operators Exercise

- `11110011 && 10101010`
- `11110011 && 00000000`
- `11110011 || 10101010`
- `11110011 || 00000000`
- `!11110011`
- `!00000000`



# Bitwise Operators

- Left shift : `<<`
  - `00000011 << 4`
- Right shift : `>>`
  - `11110011 >> 4` (logical)
  - `11110011 >> 4` (arithmetic)
- Usually, C / C++ implements arithmetic right shift for right shift operator




# Two's Complement

- The most significant bit of an N bit number has a value of  $-2^{N-1}$  instead of  $2^{N-1}$
- Suppose we are dealing with 8-bit numbers
  - What is the value of the unsigned binary number: 11001100?
  - What is the value of the signed binary number: 11001100?
  - How do we convert a positive number to a negative number?
  - 00001101  $\Leftrightarrow$  ?



# Extreme Values

- Umin: 0000....0000
  - Umax: 1111....1111 (-1 if signed)
  - Tmin: 1000....0000
  - Tmax: 0111....1111
  - 0
  - These values are extremely helpful for solving C puzzles that we went over in the lecture
  - What are Umin, Umax, Tmin, Tmax, 0, for 8-bit numbers?
- 

# Casting

- Signed values are implicitly casted to unsigned if there is a mix of unsigned and signed in a single expression



# C Puzzles

## Initialization

```
int x = foo();  
int y = bar();  
unsigned ux = x;  
unsigned uy = y;
```

- `x < 0`                      ☐ ☐ `((x*2) < 0)`
- `ux >= 0`
- `x & 7 == 7`                ☐ ☐ `(x<<30) < 0`
- `ux > -1`
- `x > y`                      ☐ ☐ `-x < -y`
- `x * x >= 0`
- `x > 0 && y > 0`          ☐ ☐ `x + y > 0`
- `x >= 0`                    ☐ ☐ `-x <= 0`
- `x <= 0`                    ☐ ☐ `-x >= 0`
- `(x|-x)>>31 == -1`
- `ux >> 3 == ux/8`
- `x >> 3 == x/8`
- `x & (x-1) != 0`