

Computer Systems

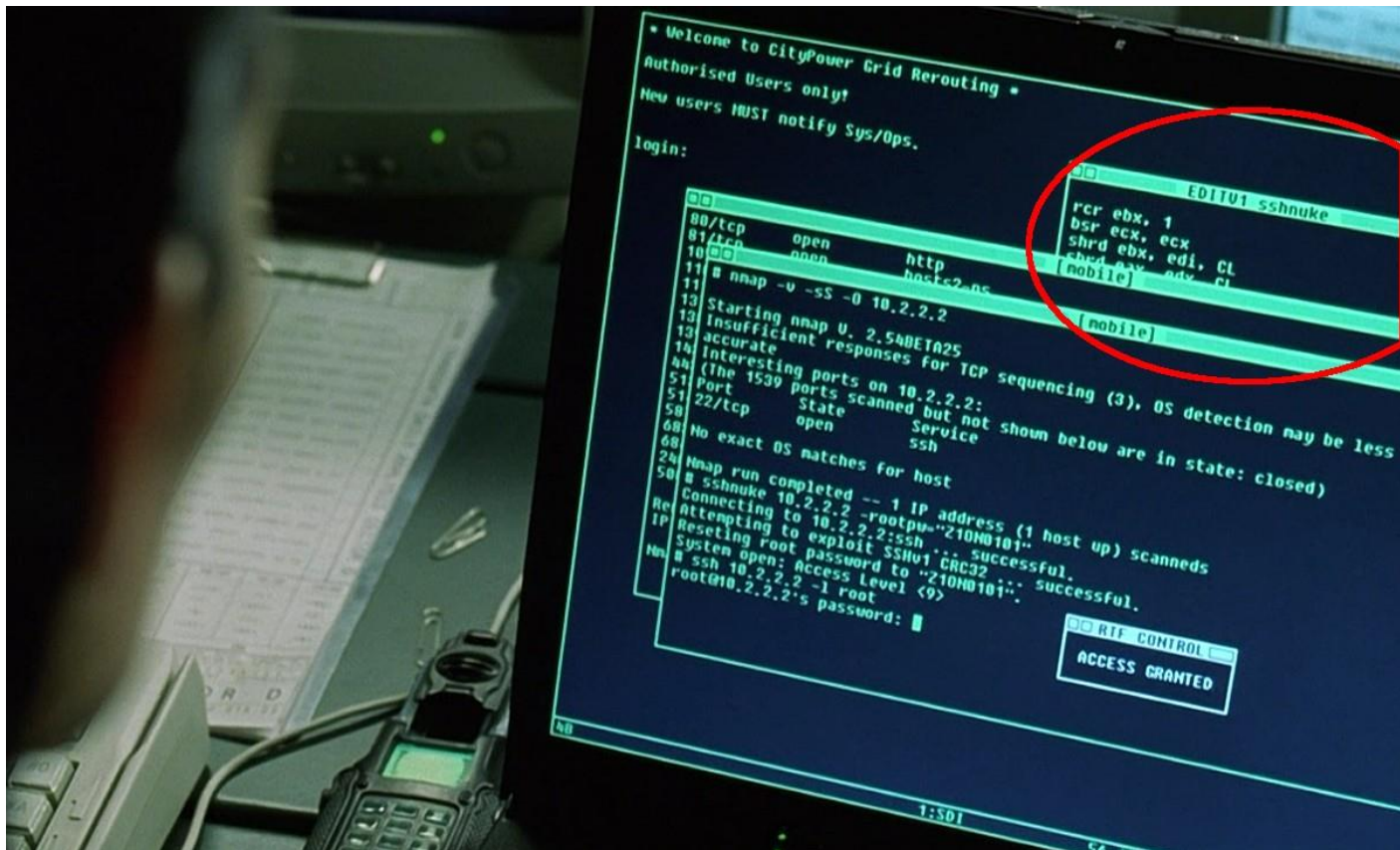
CS107

Cynthia Lee

Quarter in Review: CS107 Outcomes

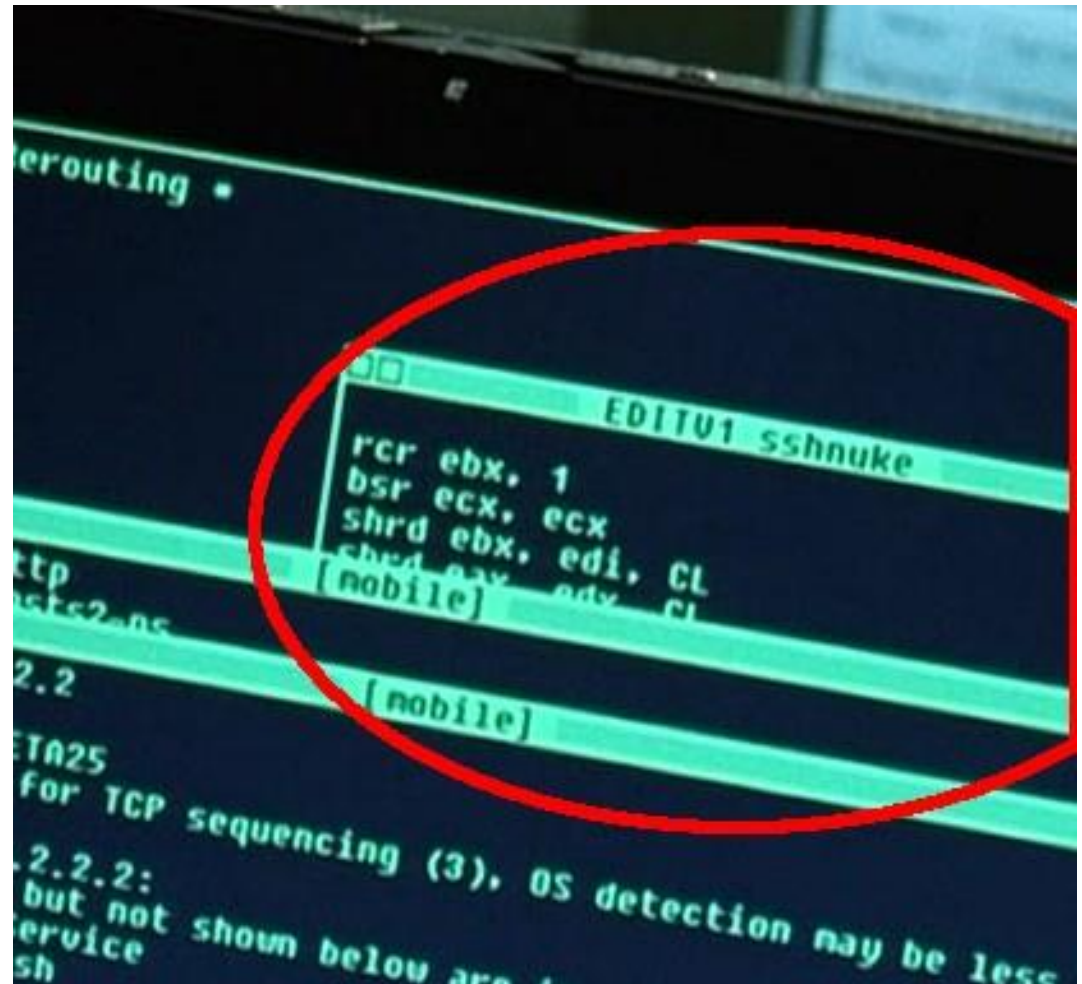
Dream in code! #goals

CS107 outcome: read x86



MATRIX RELOADED (2013)

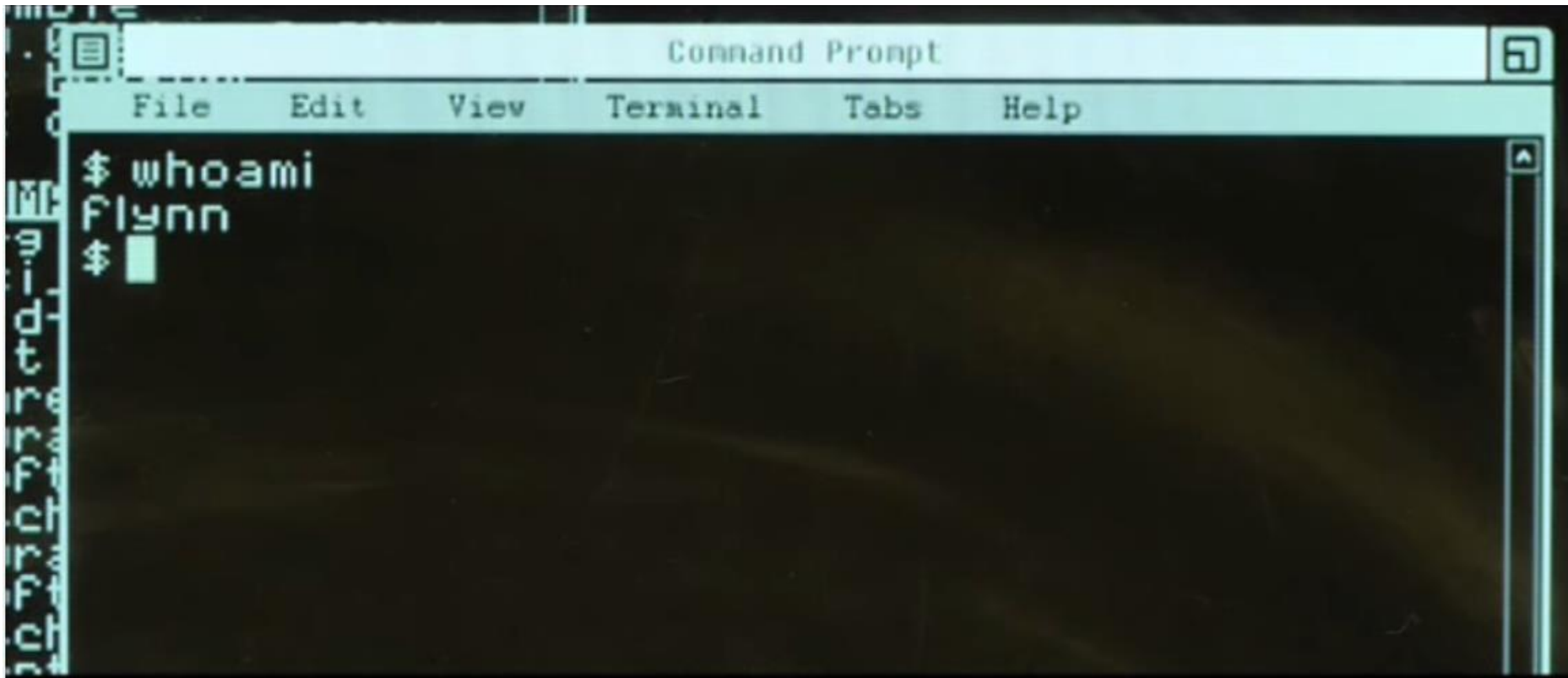
CS107 outcome: read x86



MATRIX RELOADED (2013)

CS107 outcome: navigate on UNIX

<https://www.youtube.com/watch?v=yQsaPVfze4s>



TRON LEGACY (2011)

Stanford University

Tron Legacy (2011)

```
File Edit View Terminal Tabs Help
$ whoami
Flynn
$ uname -a
SolarOS 4.0.1 Generic_50203-02 sun4m i386
Unknown.Unknown
$ login -n root
Login incorrect
login: backdoor
No home directory specified in Password File!
Logging in with home=/
# bin/history
488 cd /opt/LLL/controller/laser/
489 vi LLLSDLaserControl.c
490 make
491 make install
492 ./sanity_check
493 ./configure -o test.cfs
494 vi test.cfs
495 vi ~/last_will_and_testament.txt
496 cat /proc/meminfo
497 ps -a -x -u
498 kill -9 2207
499 kill 2208
500 ps -a -x -u
501 touch /opt/LLL/run/ok
502 LLLSDLaserControl -ok 1
#
```


CS107 outcome: better consumer



MacBook
from \$1299

- 12-inch (diagonal) LED-backlit Retina display
- 1.1GHz dual-core Intel Core m3, 1.2GHz dual-core Intel Core m5, or 1.3GHz dual-core Intel Core m7 processor
Turbo Boost up to 3.1GHz
- Up to 10 hours battery life¹
- Up to 512GB SSD²
- Force Touch trackpad
- 2.03 pounds³



MacBook Air 13-inch
from \$999

- 13.3-inch (diagonal) LED-backlit widescreen display
- 1.6GHz dual-core Intel Core i5 or 2.2GHz dual-core Intel Core i7 processor
Turbo Boost up to 3.2GHz
- Up to 12 hours battery life¹
- Up to 512GB SSD²
- Multi-Touch trackpad
- 2.96 pounds³



MacBook Pro 13-inch
from \$1299

- 13.3-inch (diagonal) LED-backlit Retina display
- 2.7GHz or 2.9GHz dual-core Intel Core i5 or 3.1GHz dual-core Intel Core i7 processor
Turbo Boost up to 3.4GHz
- Up to 10 hours battery life¹
- Up to 1TB SSD²
- Force Touch trackpad
- 3.48 pounds³

CS107 outcome: more performance-minded programmer

// Valgrind performance analysis

```
/* Simple selection sort algorithm, O(N^2) */
void selsort(int *arr, int n)
{
    4,005      for (int i = 0; i < n; i++) {
    2,000          int min = i;
    2,005,000      for(int j = i+1; j < n; j++)
    7,003,974          if (arr[j] < arr[min]) min = j;
    13,000          swap(&arr[i], &arr[min]);
                }
    }
}
```


CS107 outcome: more sophisticated compiler debugging

PREPROCESSOR:

- › Takes `#include` and `#define` and other preprocessor directives and replaces them with appropriate text (`code.c + .h files → code.i`)
 - `gcc -E code.c`

COMPILER:

- › Takes processed C code and outputs appropriate AMD64 code (`code.i → code.s`)
 - `gcc -S code.c # uppercase S`

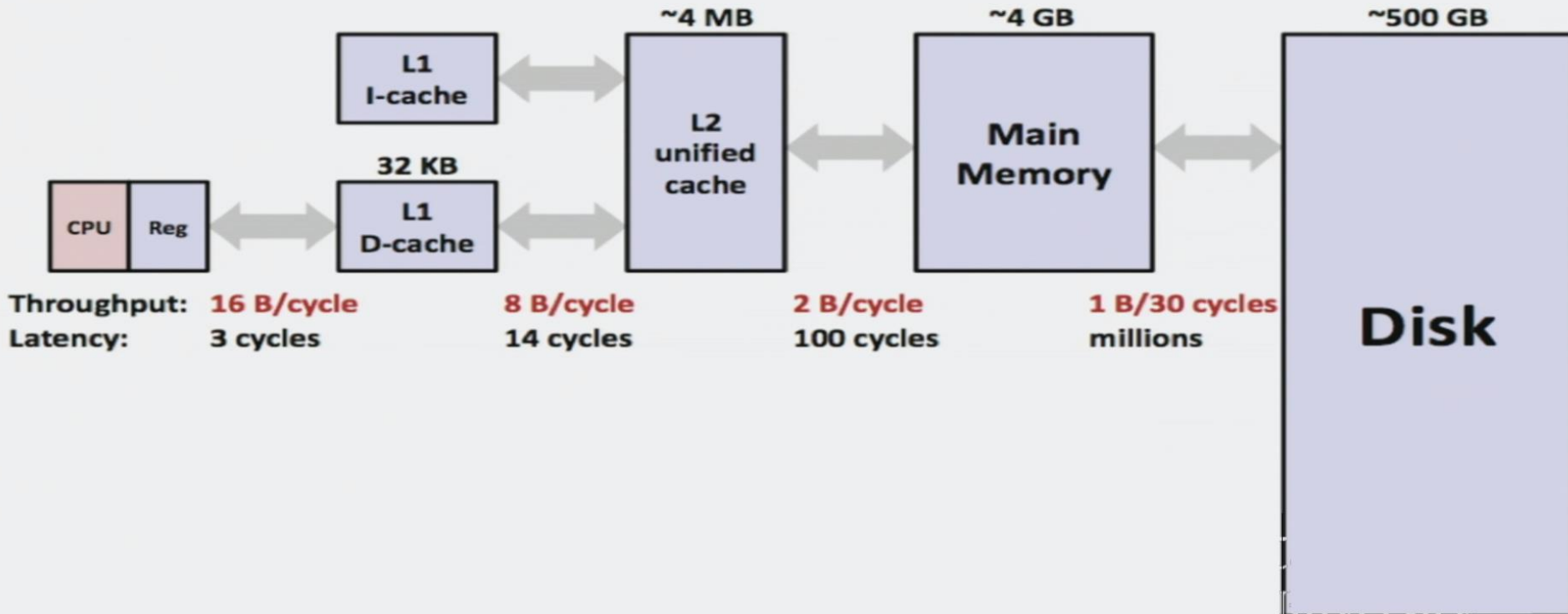
ASSEMBLER:

- › Takes assembly output and makes machine output (`code.s → code.o`)
 - `gcc -c code.c # lowercase c`

LINKER:

- › Takes `.o` in question, plus other module `.o` files, joins them together to make the executable (`code.o + .o files → a.out or code`)
 - `gcc code.c -o code # lowercase o`

CS107 outcome: understanding how hardware organization impacts code performance



Quarter in Review: CS107 Experience

10 minutes of “town hall” feedback for me in the future

Discussion topic: (3 minutes)

- › Do you agree with the adjectives other students are using?
(first question of survey)
- › What were the sources of information that gave you that impression of the course?

Discussion topic: (4 minutes)

- › Go through the data, identify 2 things that stand out
- › Discuss reasons why students may have voted that it was beneficial or not beneficial
- › Prepare 2 points to share out to the class

Quarter in Review: Expanding on CS107

Expanding on CS107

- CS110
 - › Learn about services the operating system provides you: virtual memory, file systems, networks
- CS140
 - › Like heap allocator assignment, you implement operating system services you learned about in CS110
- EE108
 - › Bitwise implementations of various operations in *hardware*
 - › E.g., transforming “a + b” into AND, OR, XOR operations that achieve the correct sum output
- EE180
 - › Looking at what the hardware does with your x86 instructions (turns out just like gcc will rearrange your C code as it sees fit, hardware will often reorder execution of instructions—all constrained to give the same end result)
 - › More on cache and other hardware components we touched in in 107
- CS143
 - › Learn how gcc works its syntax-checking, optimization, and assembly code generation magic