

# CSCI 210: Computer Architecture

## Lecture 1: Introduction

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Oberlin College

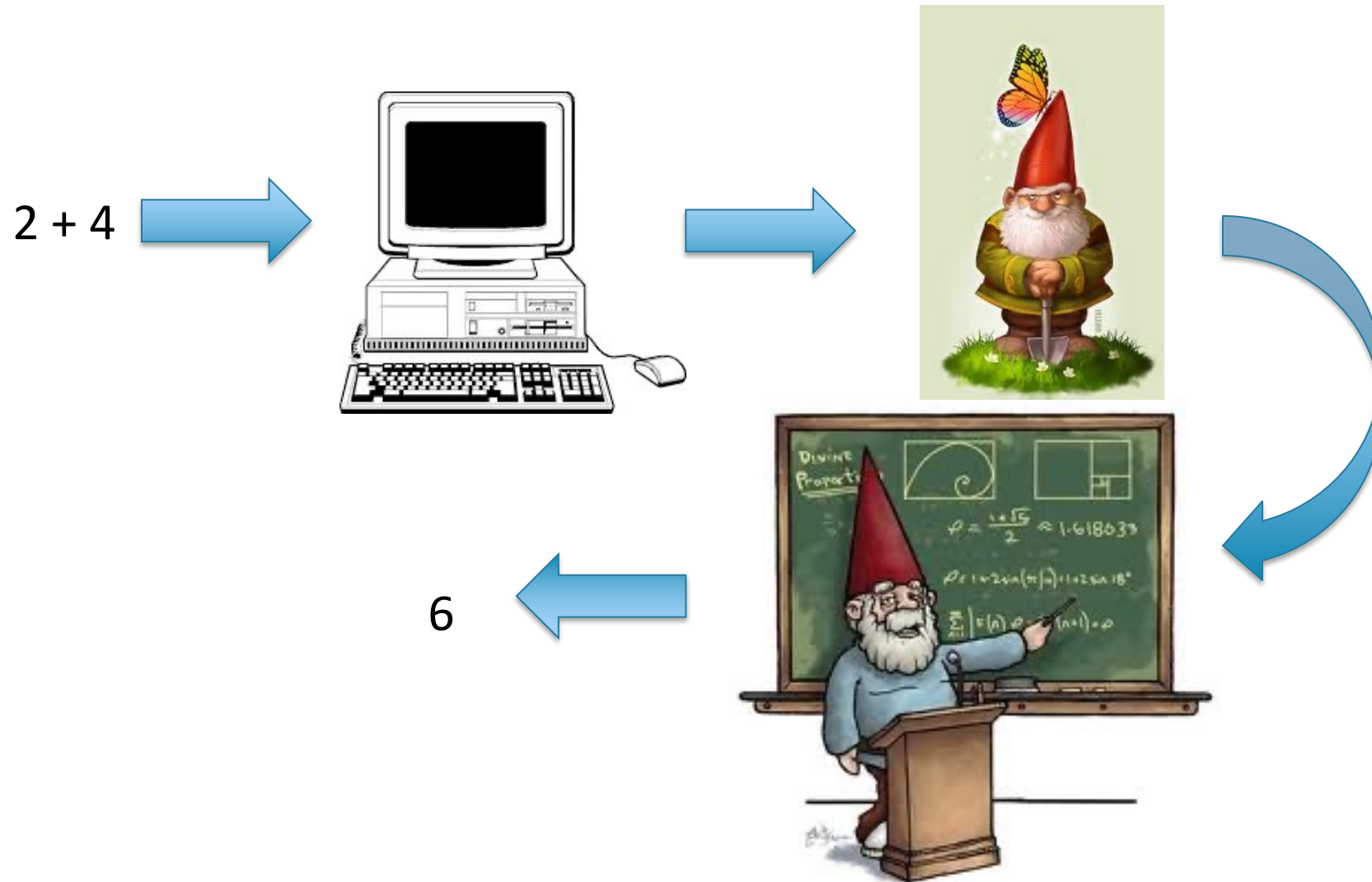
Feb 18, 2022

Slides by Cynthia Taylor

# Announcements

- Office Hours:
  - Tuesday: 13:30–14:30
  - Friday: 13:30–14:30
- Course website:  
<https://checkoway.net/teaching/cs210/2022-spring/>
- Problem Set 0 due on Friday! It's on the website

# Previous Conceptions of How Computers Work



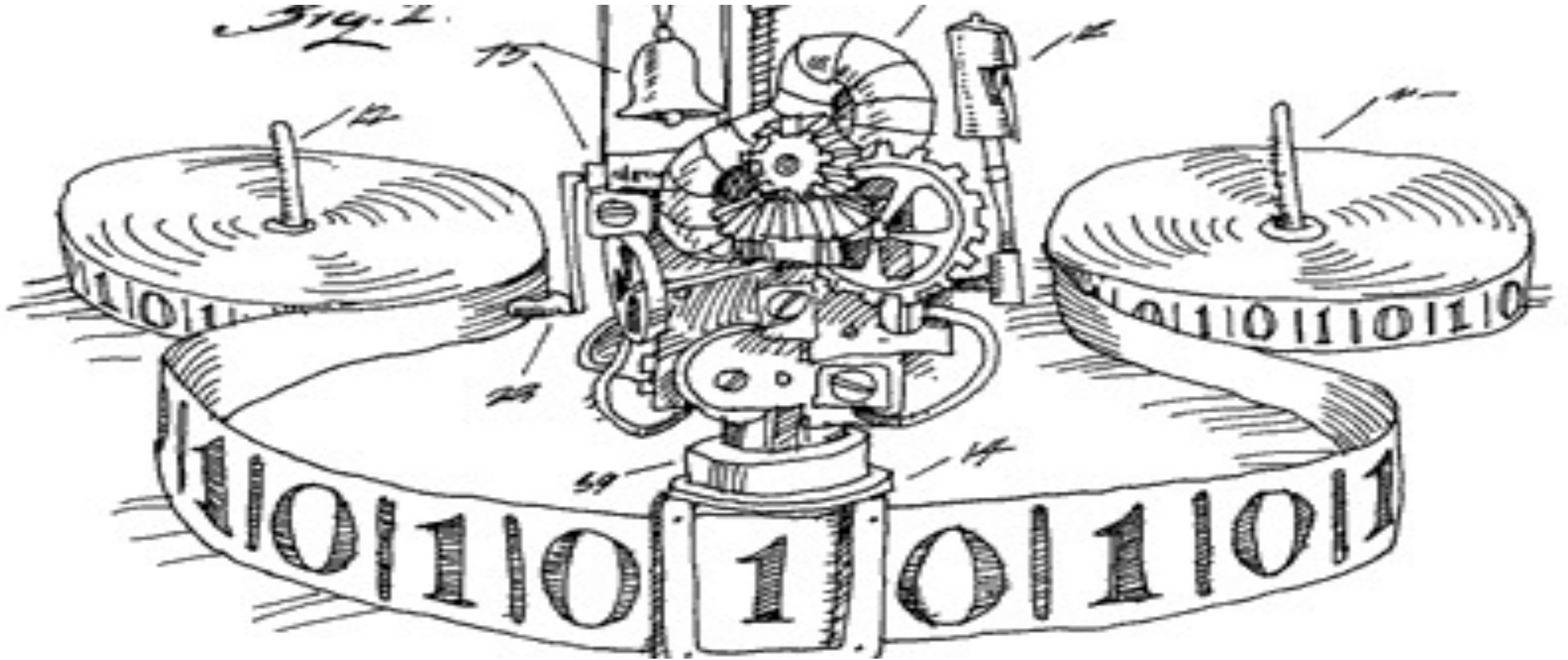
# What is a computer?



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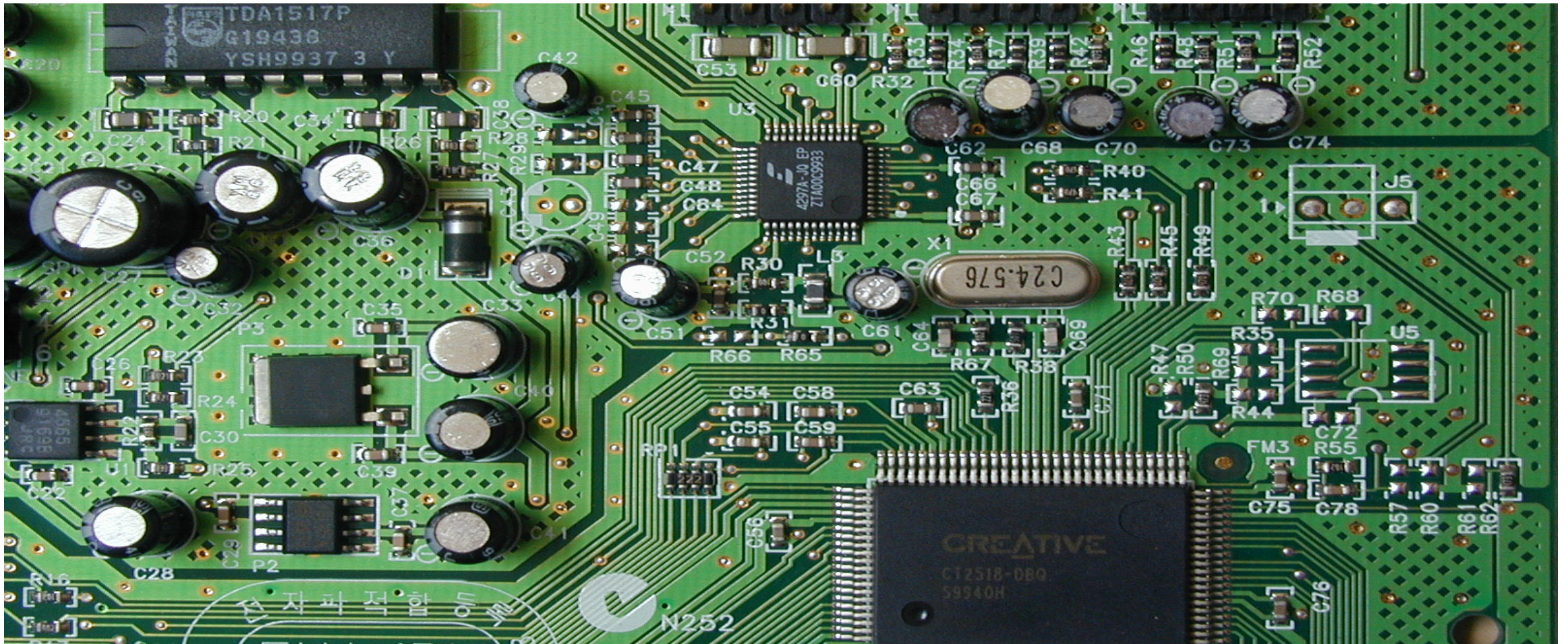


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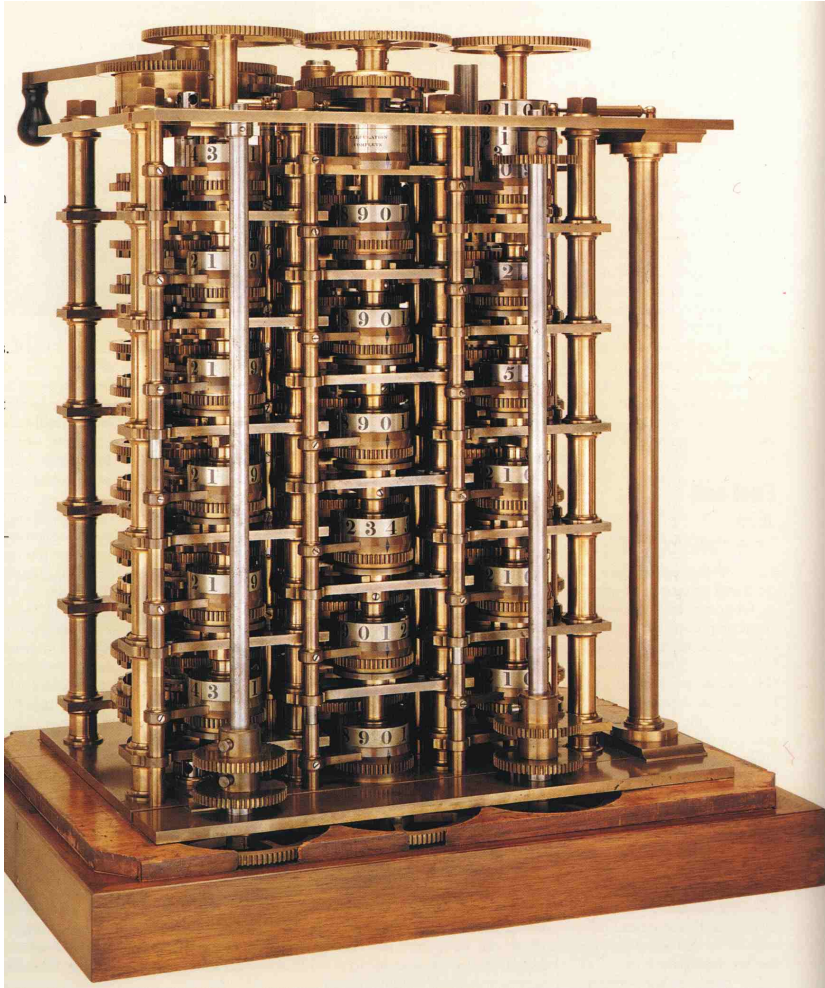


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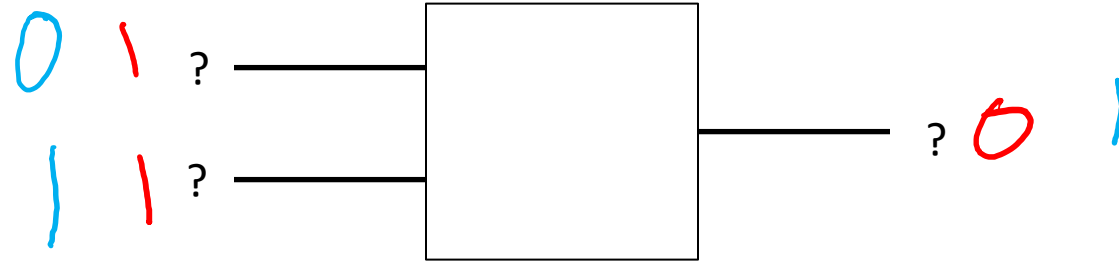


# Babbage's Difference Engine



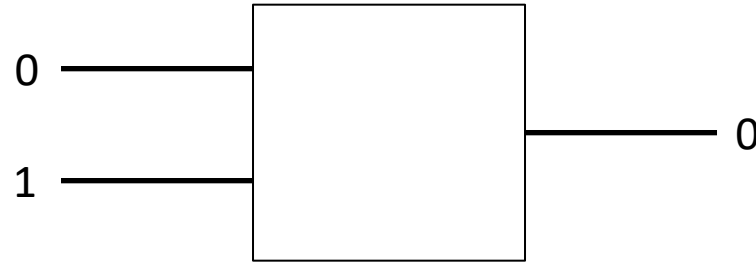


# What is a computer?



- A device that reliably combines a given set of inputs to create the same output

# But, that's not a computer



```
def main():  
    n = eval(input( "How many numbers should I sum?: "))  
  
    sum = 0  
    for i in range(1,n+1):  
        sum = sum + i  
    print("The sum of the first", i, "positive integers is", sum)  
  
main()
```

# Abstraction

- Non-metaphorical thought is only possible when we talk about purely physical reality.
  - George Lakoff, *Metaphors We Live By*
- What does this mean when we think about computers?



# Discuss with your neighbors

- Introduce yourselves
- What are some different metaphors we use in computers?
- Non-metaphorical thought is only possible when we talk about purely physical reality.
  - George Lakoff, Metaphors We Live By
  - What does this mean when we think about computers?

# Computer Metaphors

# Levels of Abstraction

- User Interfaces
- High Level Languages
- Assembly Language
- Instruction Set Architectures
- Physical chip



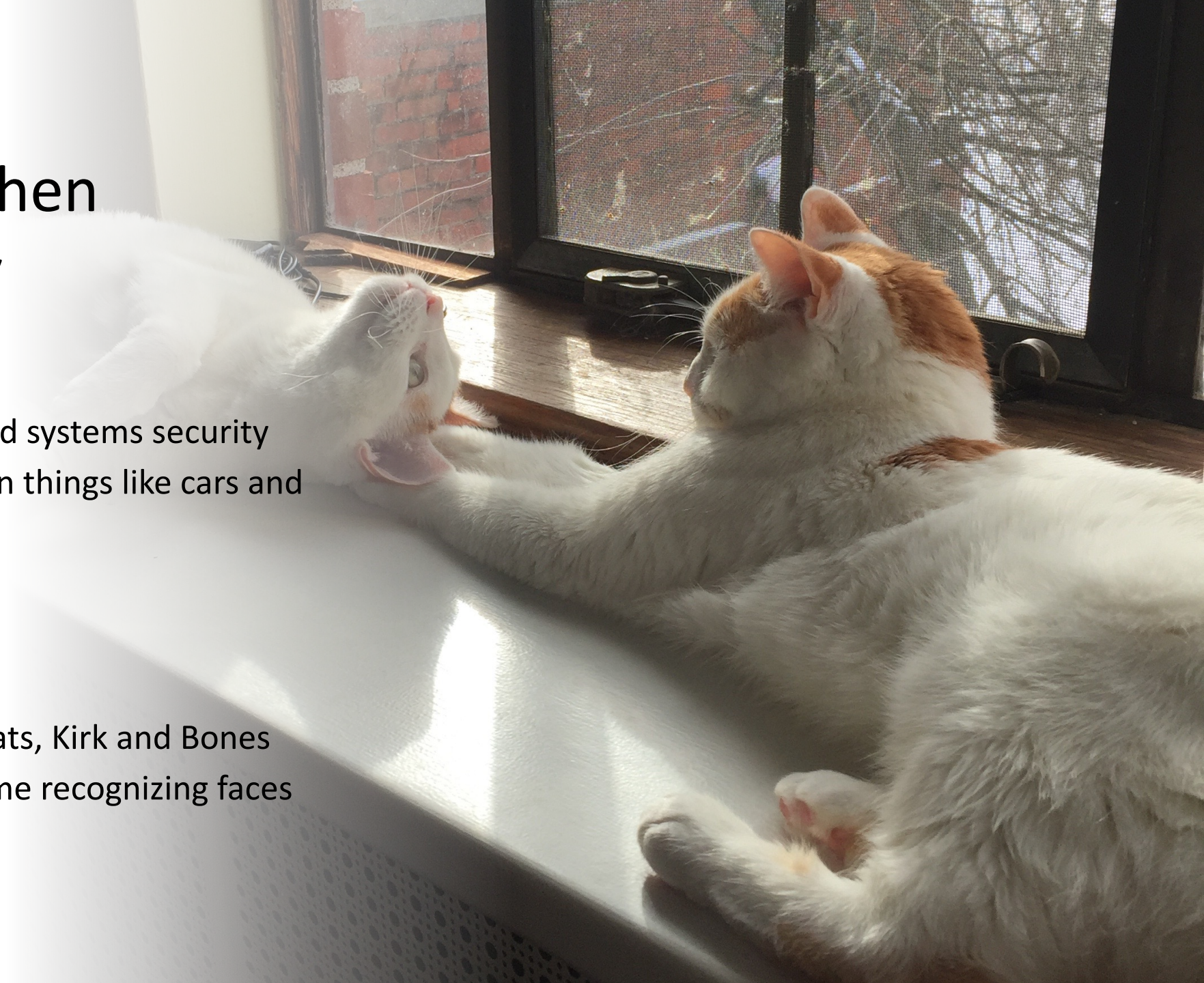
# In This Class

- What are the fundamentals we build these abstractions on top of?
- How do we create these abstractions?

# Who am I?

## Professor Stephen Checkoway

- Research:
  - Computer/Embedded systems security
  - Hacking computers in things like cars and planes
- Fun Facts:
  - I enjoy picking locks
  - I have two Oberlin cats, Kirk and Bones
  - I have a *very* hard time recognizing faces



# Class will be graded based on:

- Labs — Programming assignments
- Problem Sets — Written assignments
- Reading Exercises — From the zybook
- Class participation — Clicker questions!



# Labs

- Programming assignments designed to explore the architecture concepts we learn in class
  - Java, MIPS, logic gates
- Due Sundays at 23:59

# Problem Sets

- Written assignments where you solve problems related to computer architecture
- Examples:
  - Converting numbers to binary or hex
  - Simple MIPS programs
  - Drawing circuit diagrams
  - Answering questions about the datapath

# Problem Sets

- Can be resubmitted within 1 week of receiving your grade
- Final problem set grade is 25% your original submission grade, 75% your new grade.
- Due Fridays at 23:59
- Problem Set 0 due next Friday!

# Reading

- We will be using a zybook
- Can buy directly from zybook, or buy an access code from the bookstore
  - Sign in or create an account at [learn.zybooks.com](https://learn.zybooks.com).
  - Enter zybook code: OBERLINCSCI210CheckowaySpring2022
  - Subscribe
- If you cannot afford the textbook, Oberlin's Emergency Textbook fund can offer you a loan due only when you are financially able

# Reading

- Due BEFORE CLASS on the day it is listed on the class schedule
- <https://checkoway.net/teaching/cs210/2022-spring/schedule.html>



# Clickers!



- Lets you vote on multiple choice questions in real time.
- Like pub trivia, except the subject is always computer architecture.
- You need one by next Monday

# Group Discussion Norms

- Make sure everyone gets to talk.
- Have everyone state their answer before discussing which answer is correct.
- Take turns reporting out.
- If you think someone is wrong, ask them to explain their thinking rather than just dismissing it.

# Class Norms

- Contribute as you feel comfortable
  - If you're not comfortable answering, you can pass.
  - If you're not usually inclined to speak much in class, push yourself to ask questions more often.
- Be aware of the space you take up in class
  - Make space for others, use some space for yourself
- The main goal of every person in the class should be to engage proactively with the ideas we understand the least. If someone asks a question/makes a comment that seems obvious to you, show them respect.

# Collaboration Policy

- Discuss the labs/problem sets with anyone
- Post questions on Piazza
- Don't show anyone your code
- If you work through how to solve a problem, please change relevant numbers from the assigned problems
- Must write down answers separately

# The Challenge of Computer Architecture

- The industry changes faster than any other.
- The ground rules change every year.
  - new problems
  - new opportunities
  - different tradeoffs
- It's all about making programs run faster or use less energy or provide more features than the other company's machine.

# Understanding Computer Architecture Will Let You

- Write better code
- Write faster code
- Understand what is and isn't possible



# Reading

- Next lecture: Assembly Language
  - Read zyBook Section 1.3 & 1.4
- Problem Set 0 due next Friday at 23:59