

# CSC 252: Computer Organization

## Spring 2021: Lecture 1

Instructor: Yuhao Zhu

Department of Computer Science  
University of Rochester

### Action Items:

- Get CSUG account
- Make sure you have VPN setup!!!!
- Sign up for Blackboard







Snake  
circa **2000**



Snake  
circa **2000**



Snake  
circa **2020**

# Computers are More Capable

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Snake  
circa **2000**



Snake  
circa **2020**

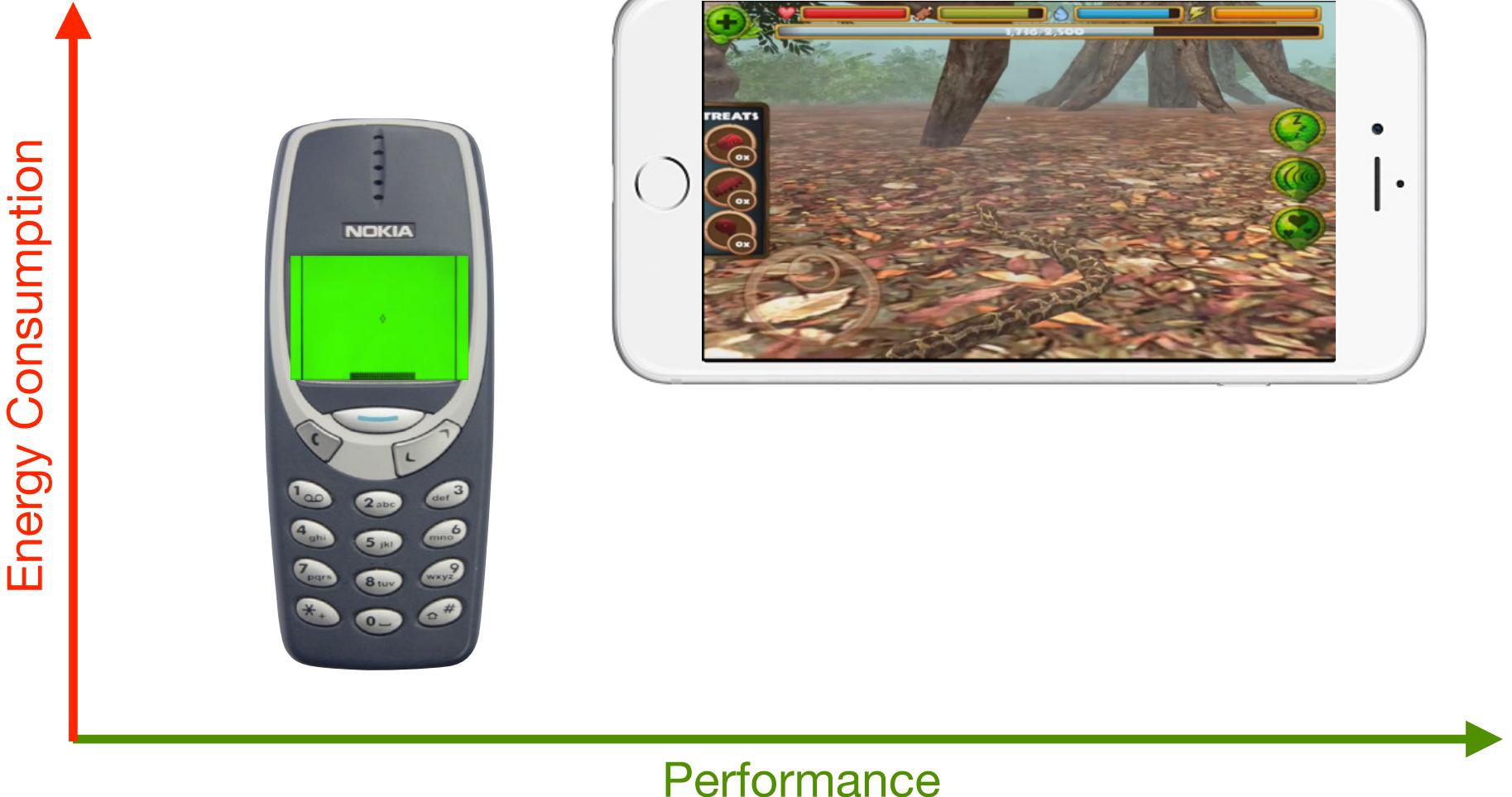
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Performance

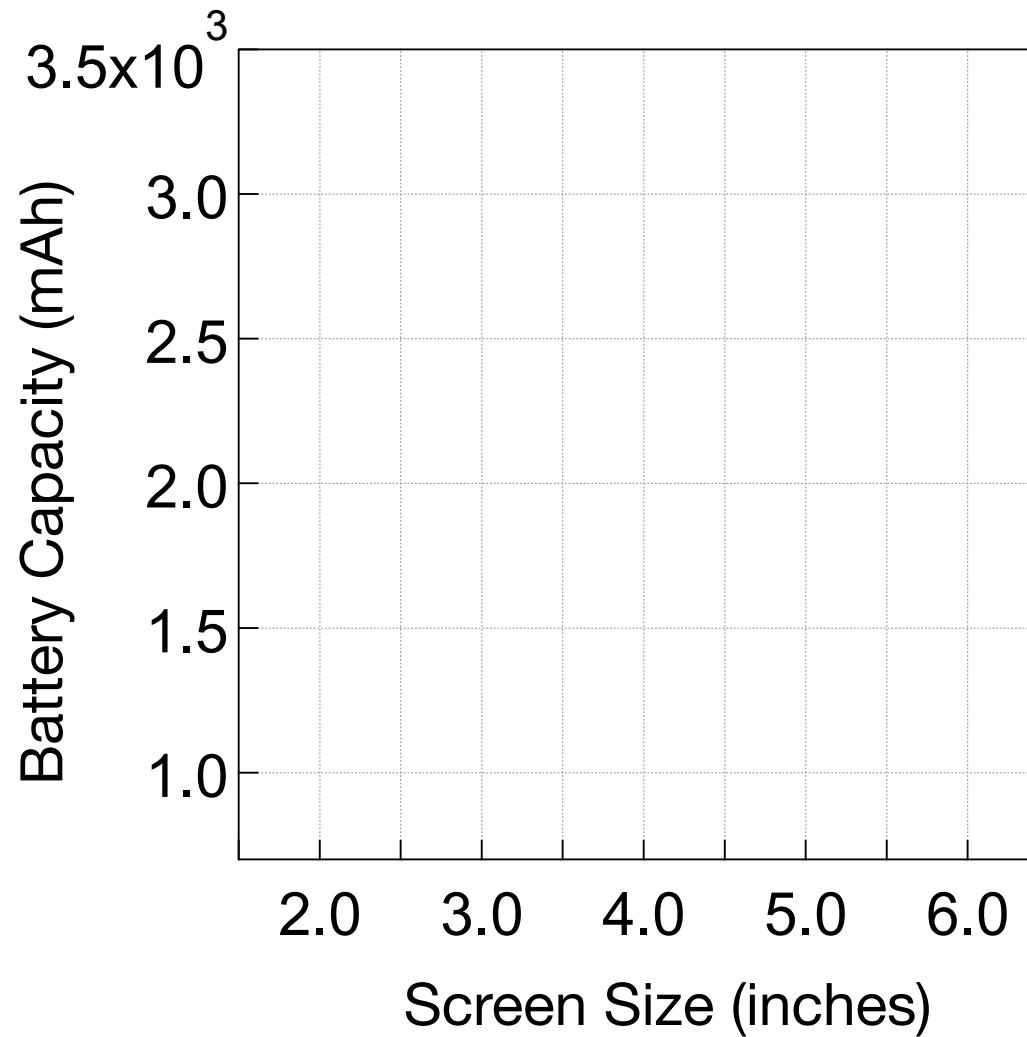
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# “Improving” Energy Capacity

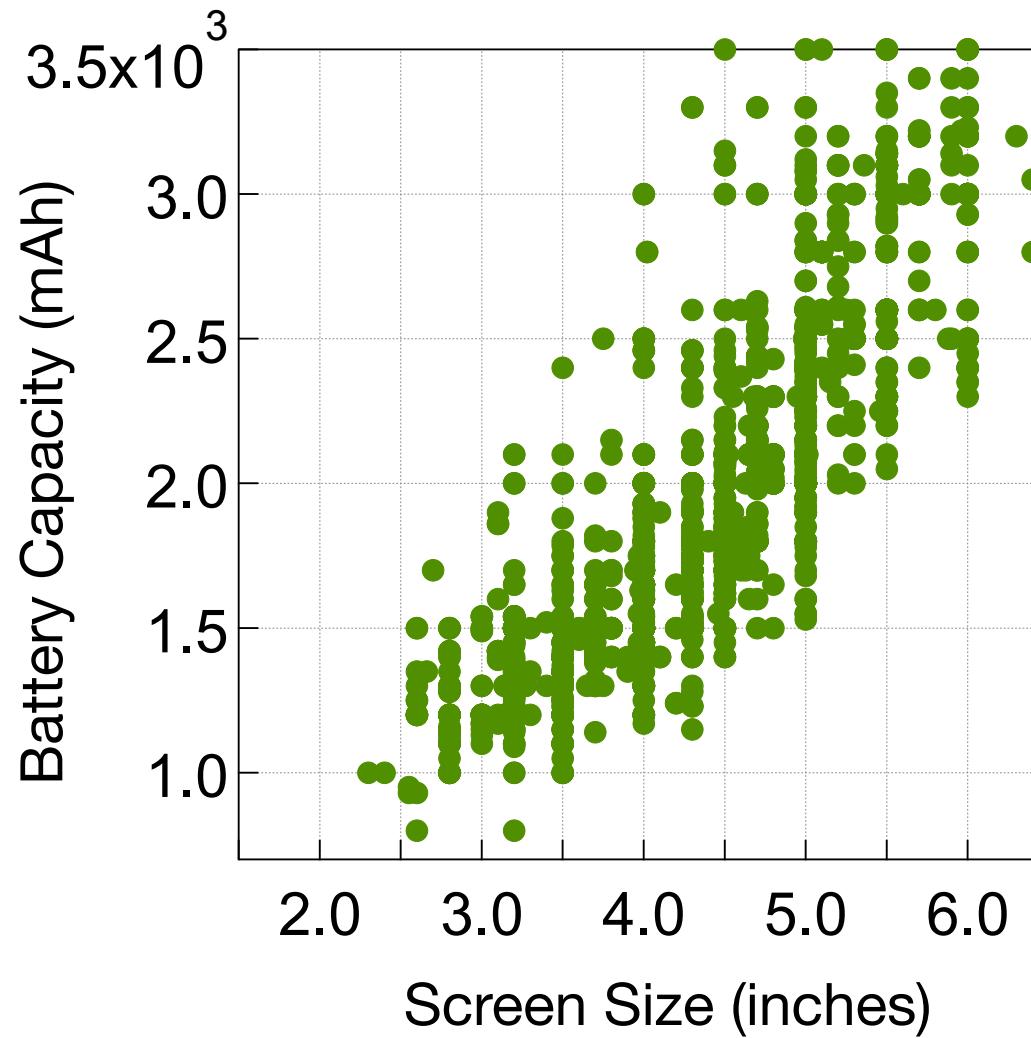
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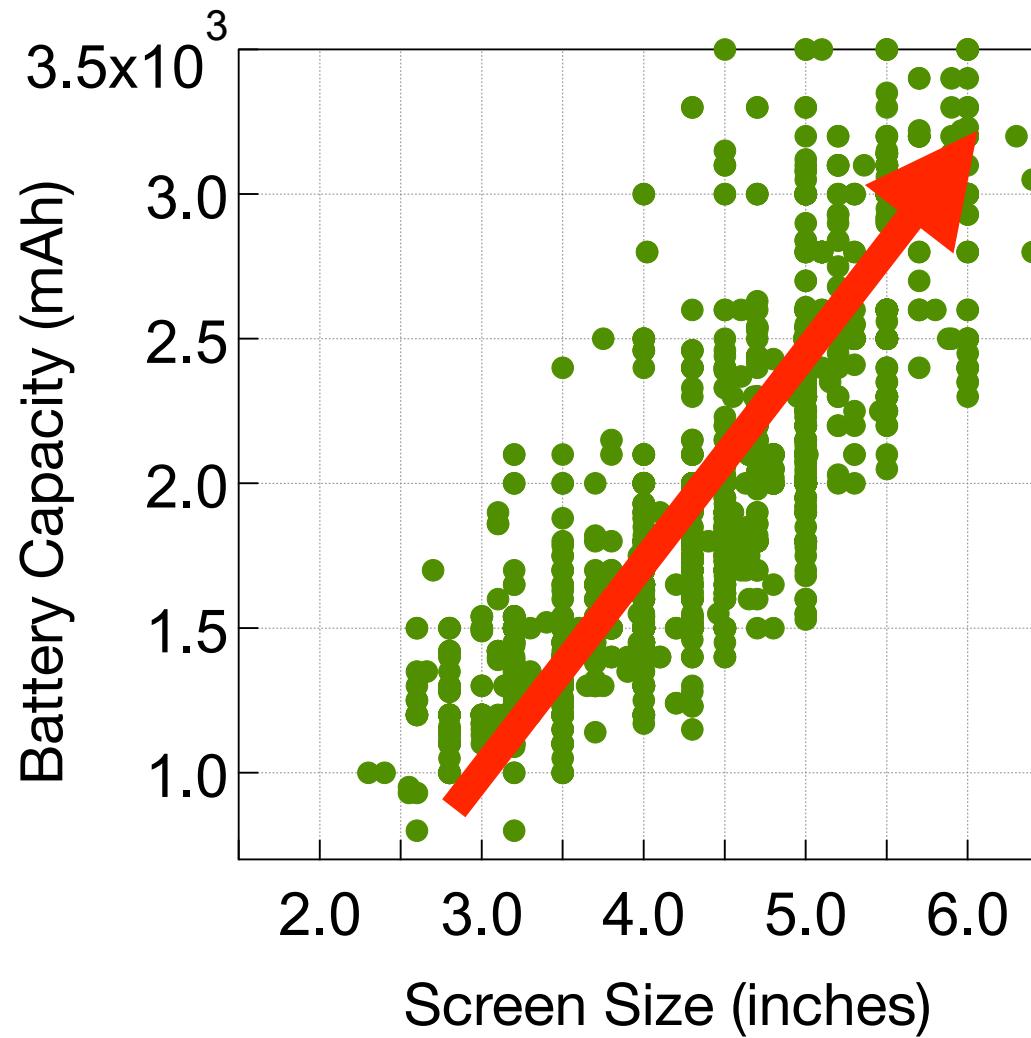
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# Which Future Do You Want?

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SMARTPHONE



PHABLET

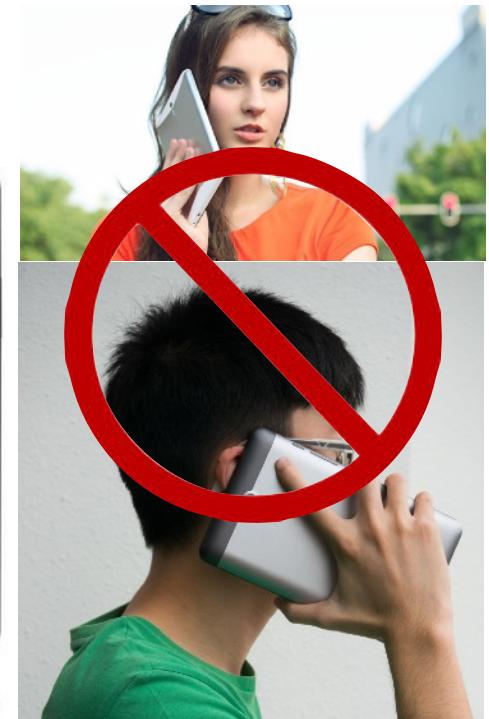


TABLET



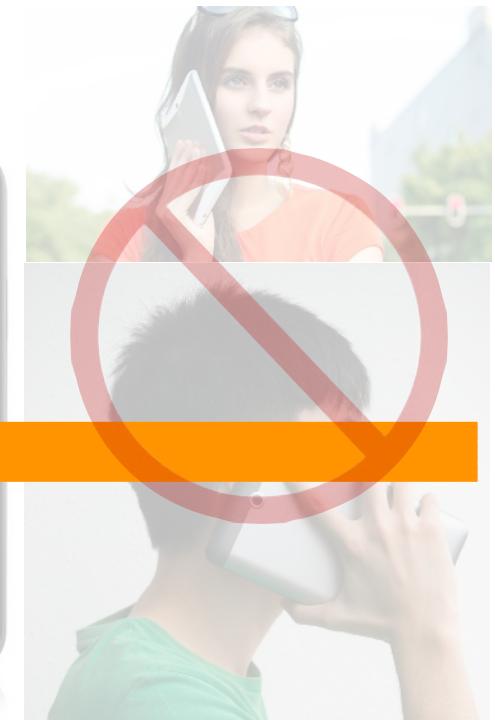
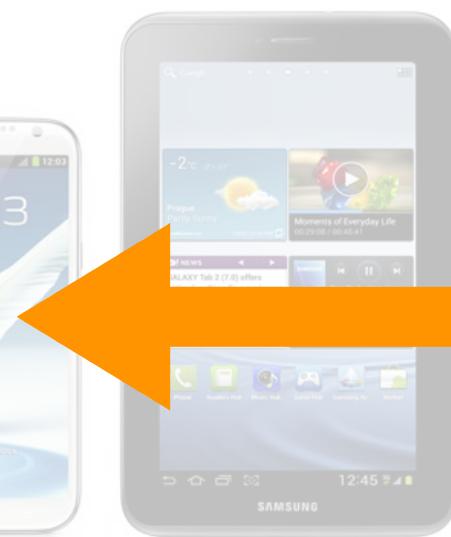
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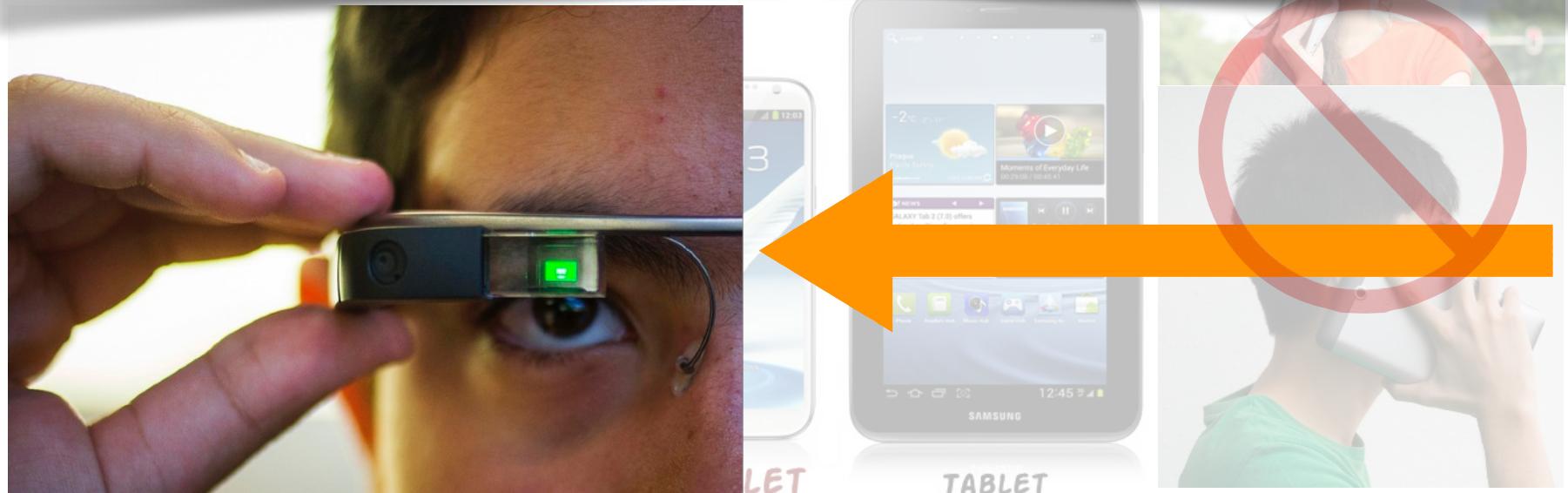
# Which Future Do You Want?

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# Which Future Do You Want?

How to build ever-more capable computers but with lower energy consumption and smaller form factor?



# Outline: Class Introduction

- **Introduction**
  - What Are You Supposed to Learn in this Class?
    - What Is Computer Organization Anyways?
  - Instructor & TAs
  - What Do I Expect From You?
  - How am I Going to Teach?
  - Grading, Policies

# Action Items

- Get a CSUG account.
  - cycle1.csug.rochester.edu (or cycle2, cycle3)
  - If you don't already have one, go to this link: <https://accounts.csug.rochester.edu/>
  - **YOU WILL NEED VPN to access these machines if you are not using campus WiFi!! Follow the instructions (<https://tech.rochester.edu/remote-access-vpn-tutorials/>) to set up the university VPN.**
  - **TAs will help with VPN setup too.**
- Sign up for Blackboard (<https://learn.rochester.edu/>)

# Where to Find Stuff

- <http://cs.rochester.edu/courses/252/spring2021/>
  - General info
  - Programming assignments details
  - Slides
  - Practice problems, past exams
- CSUG machines for programming assignments submissions

# What is Computer Systems?

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Problem

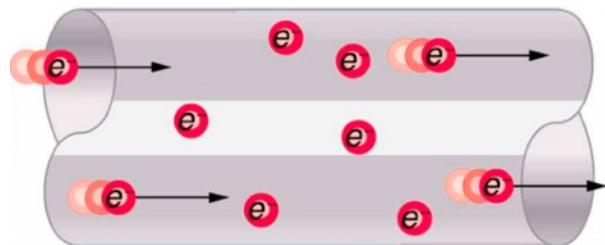
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Problem

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Circuit

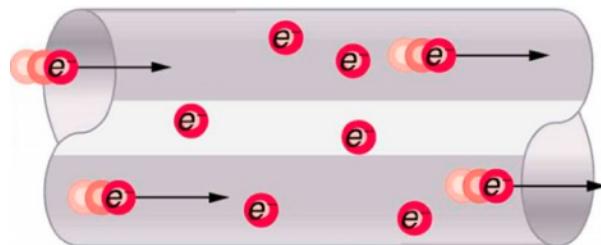
Electrons, Resistors,  
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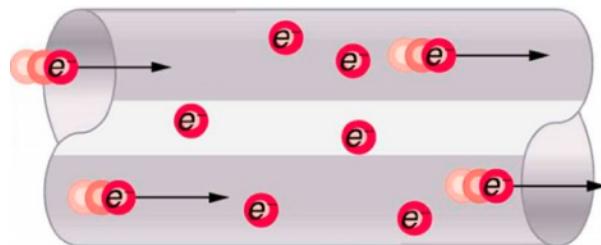
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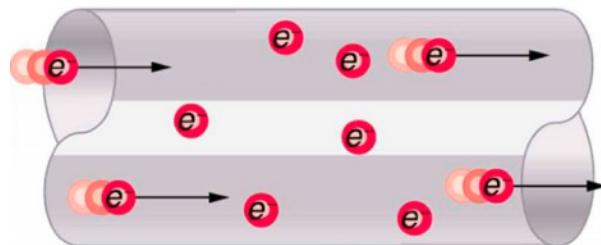


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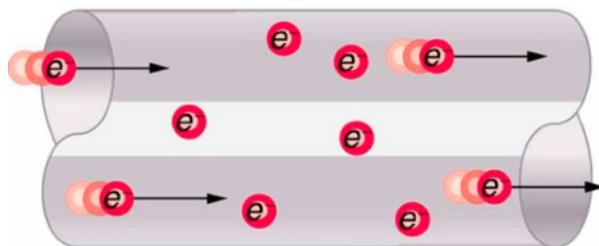


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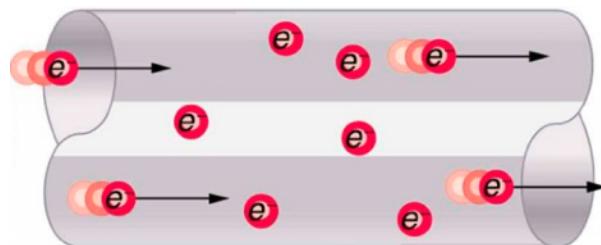
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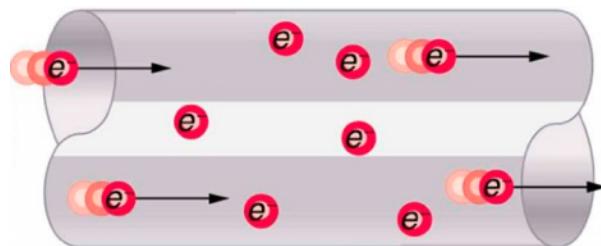
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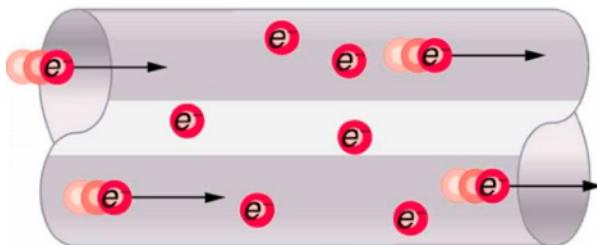
Machine Language



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Algorithm

Program

Instruction Set  
Architecture

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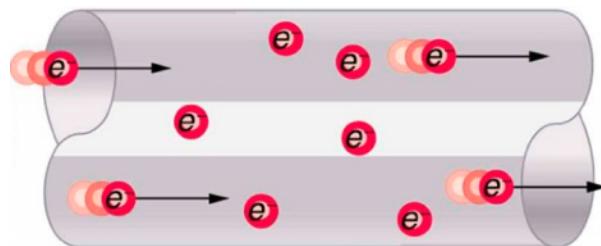
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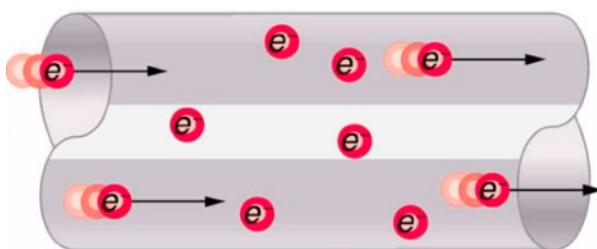
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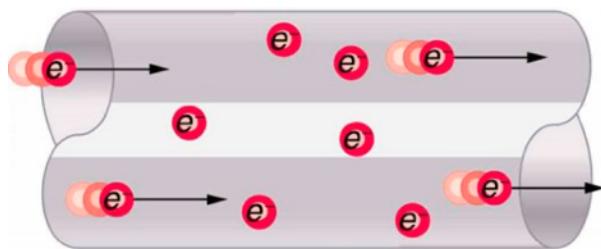
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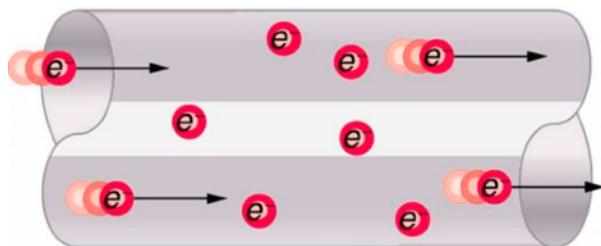
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# Computer Systems Match User Requirements to Hardware Technologies



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# Two Fundamental Aspects of Computer Systems

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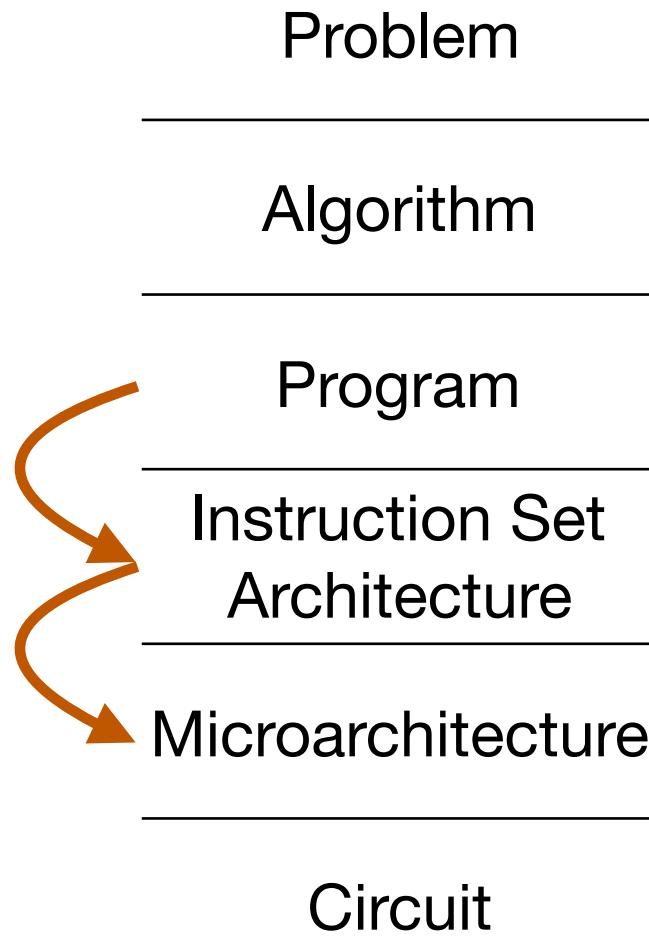
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# Two Fundamental Aspects of Computer Systems

- How is a human-readable program translated to a representation that computers can understand?
- How does a modern computer execute that program?



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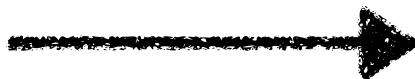
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# The “Translation” Process, a.k.a., Compilation

*C Program*

```
void add() {  
    int a = 1;  
    int b = 2;  
    int c = a + b;  
}
```

Pre-processor  
Compiler



*Assembly program*

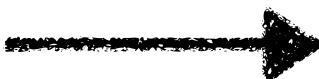
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Assembler  
Linker



*Executable Binary*

00011001	...
01101010	...
11010101	...
01110001	...

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*Executable Binary*

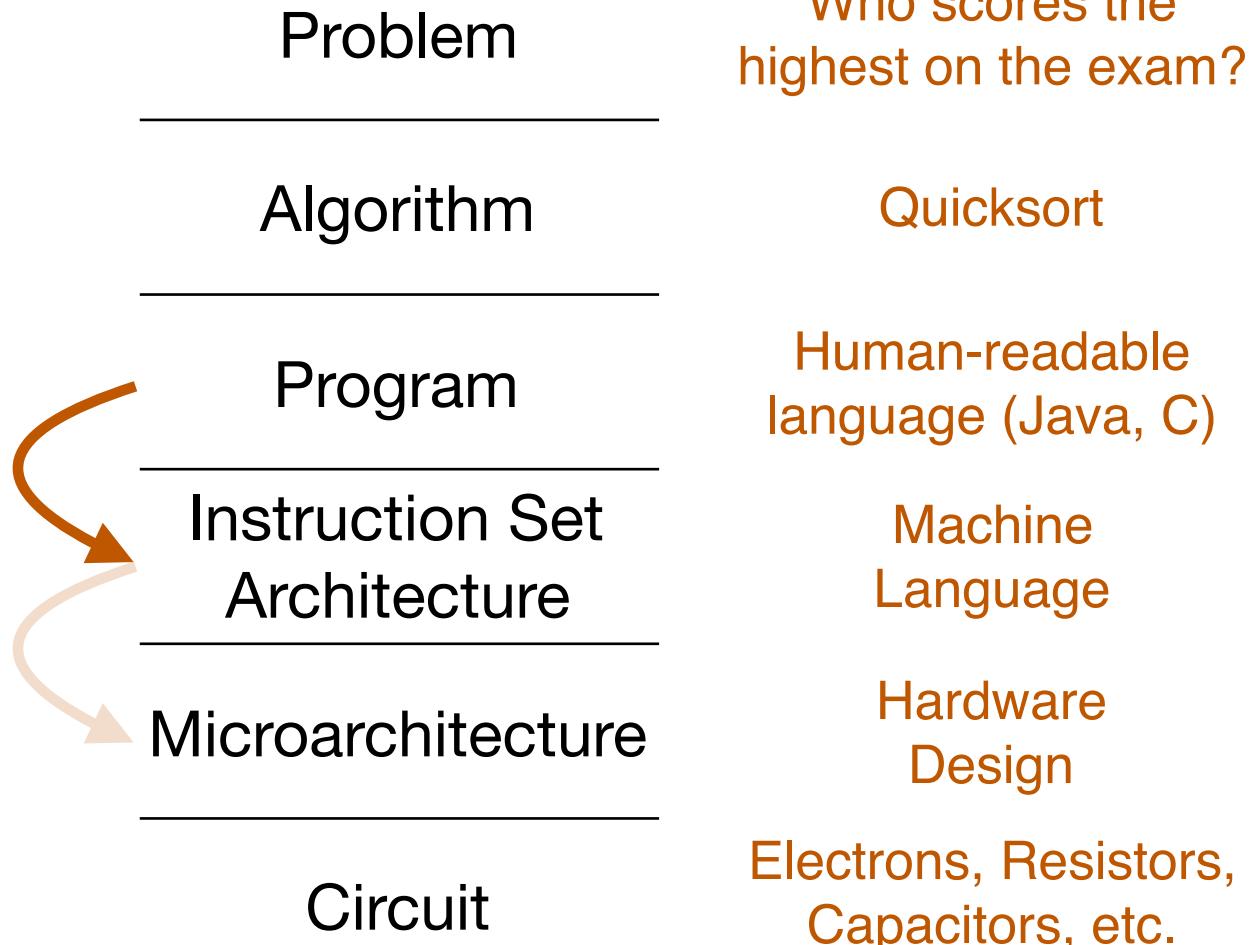
00011001	...
01101010	...
11010101	...
01110001	...

- It translates a text file to an executable binary file (a.k.a., executable) consisting of a sequence of **instructions**
- Why binary? Computers understand only 0s and 1s
  - The subject of next lecture

# Back to Layers of Transformation...

How is a human-readable program translated to a representation that computers can understand?

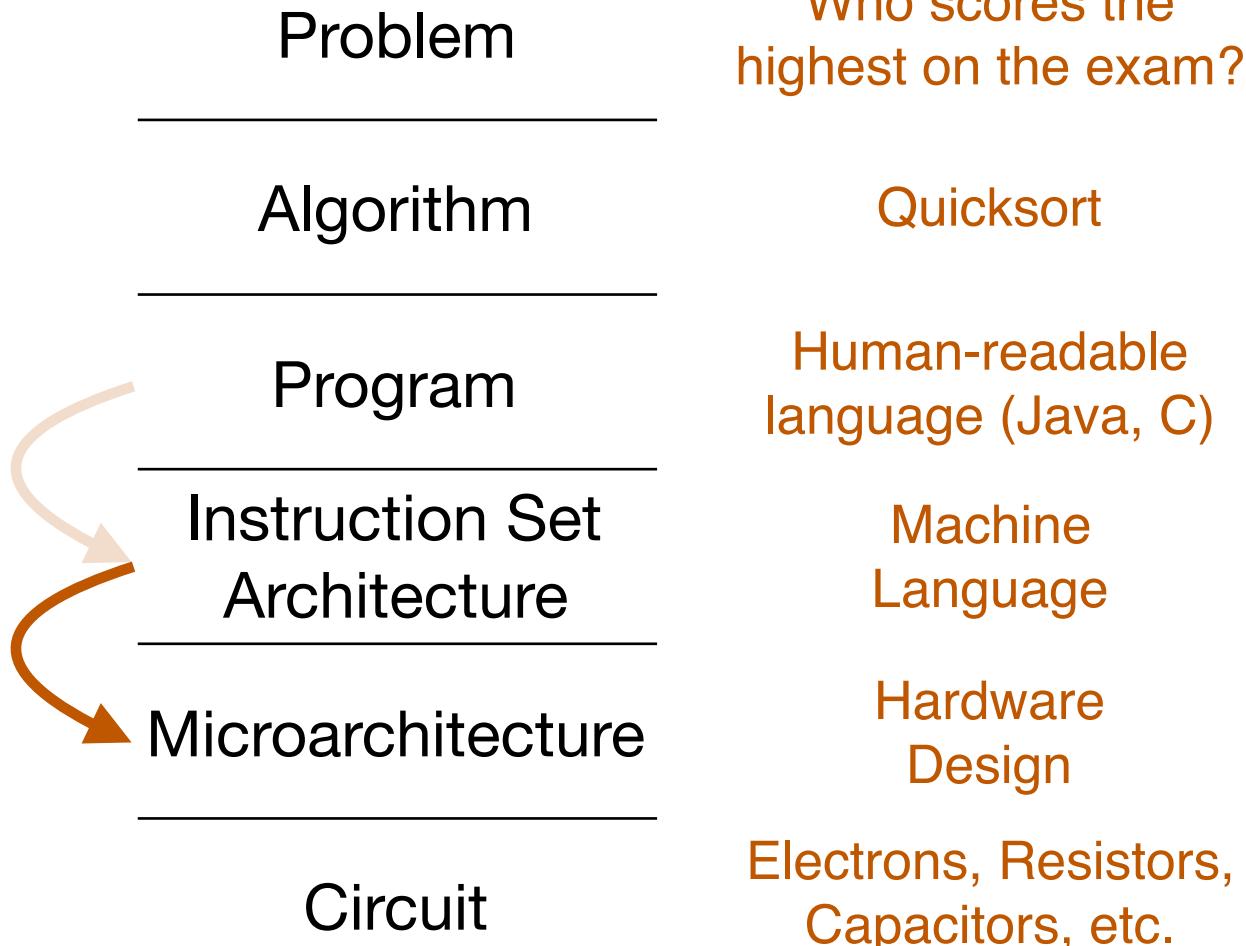
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How is a human-readable program translated to a representation that computers can understand?

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# The Single Most Important Idea of Computers

- Executables (i.e., instructions) are stored in “memory”
- Processors read instructions from memory and execute instructions one after another

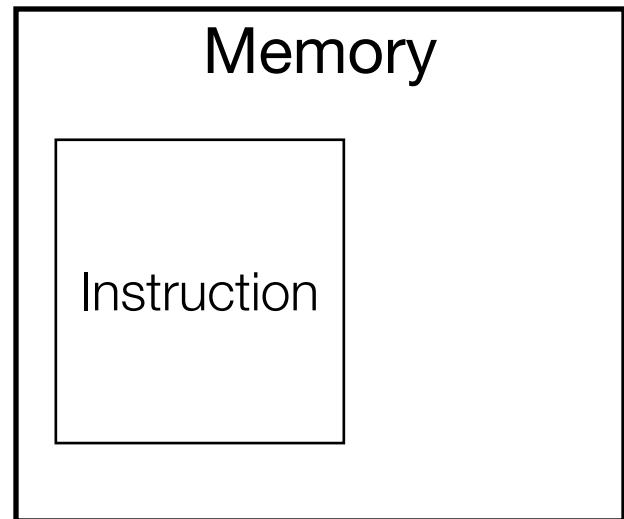
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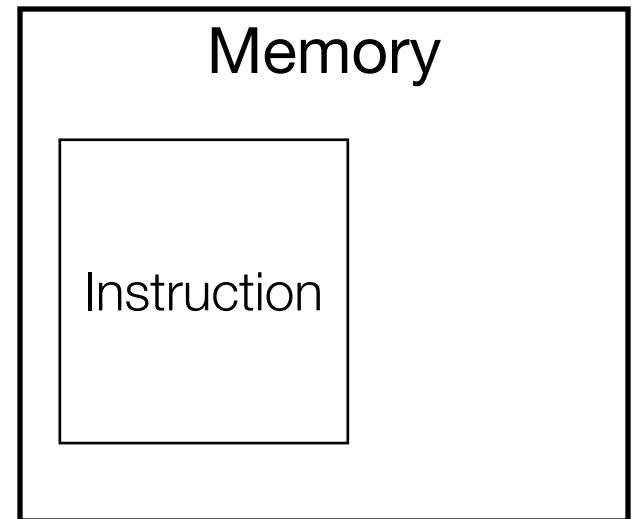
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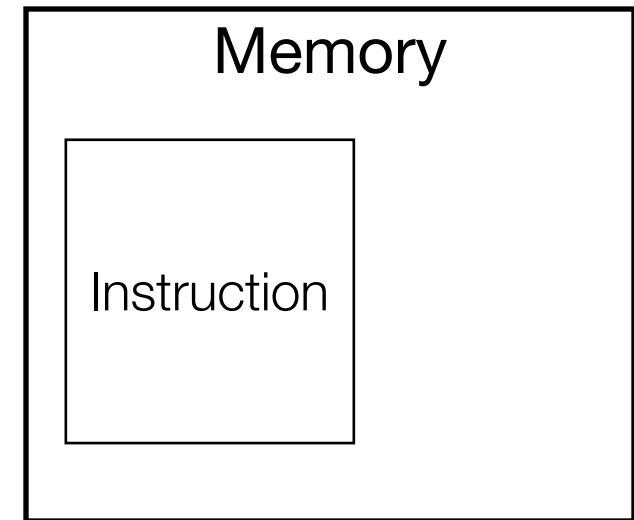
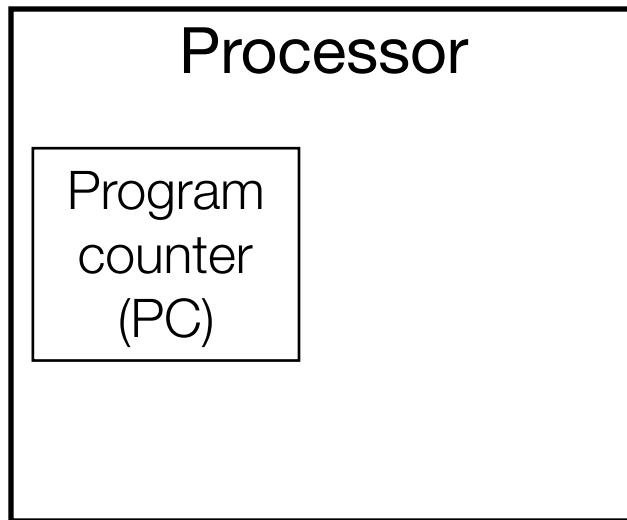
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Processor

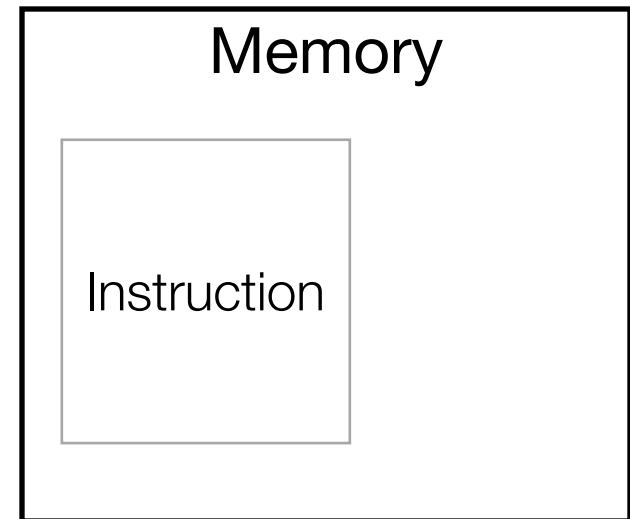
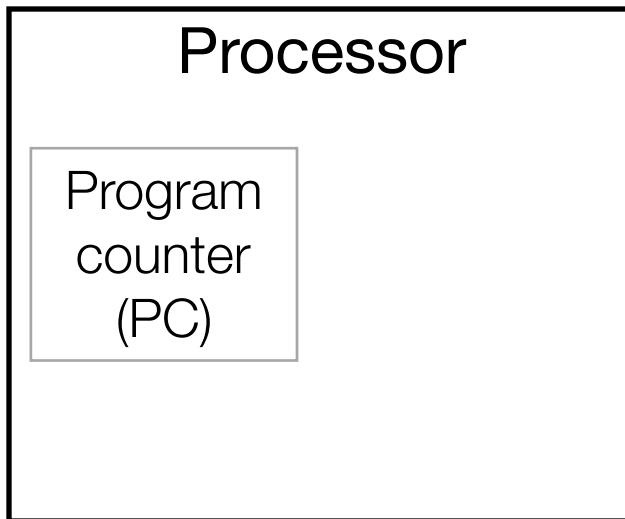
Memory

Instruction

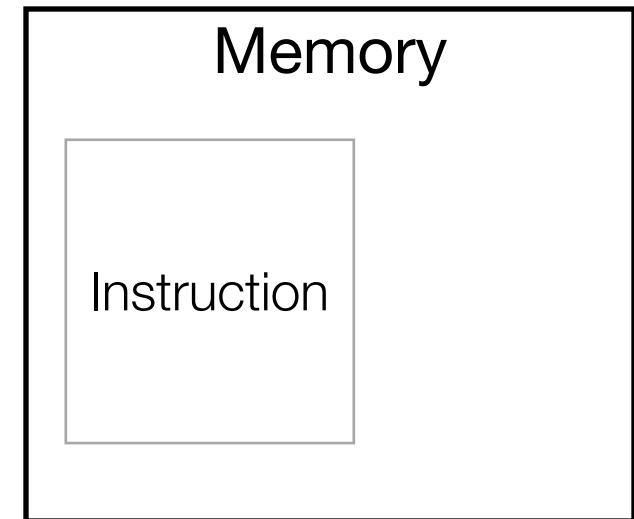
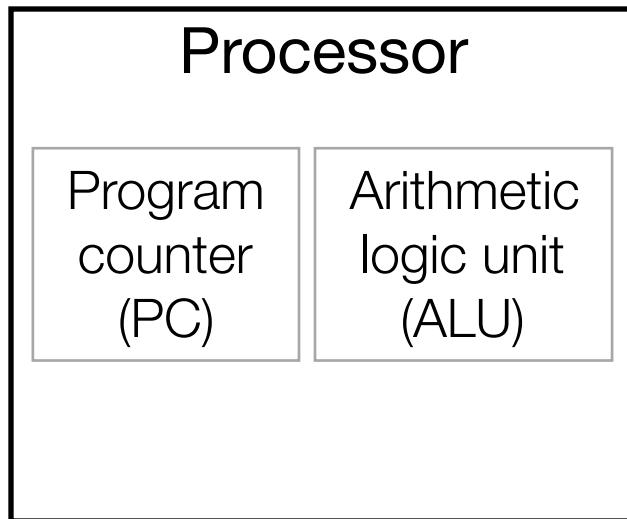
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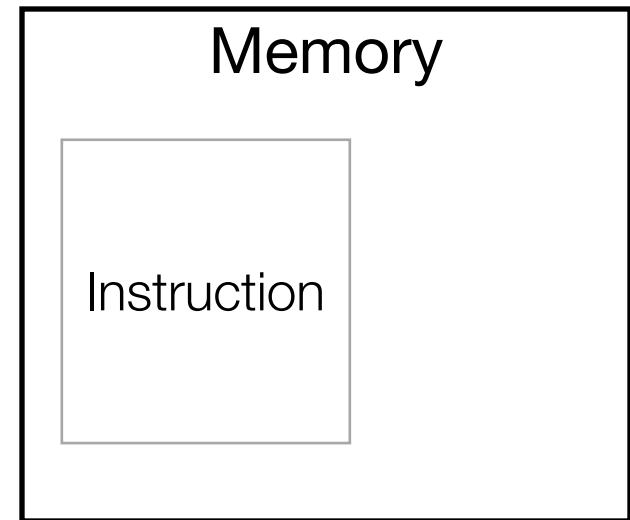
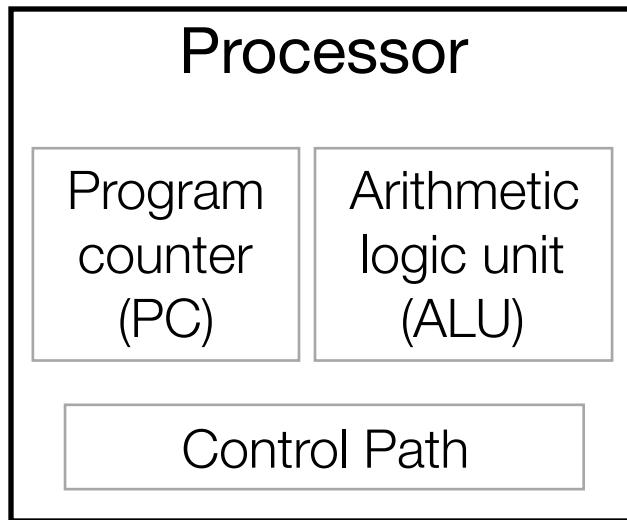
# High-level Organization of Computer Hardware a.k.a., The Von Neumann Model



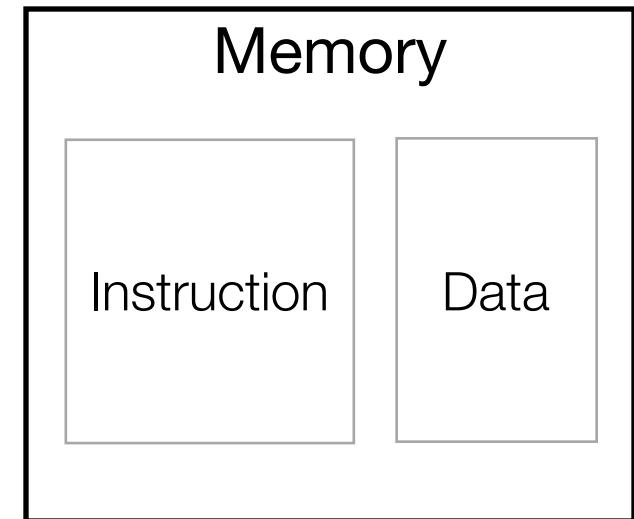
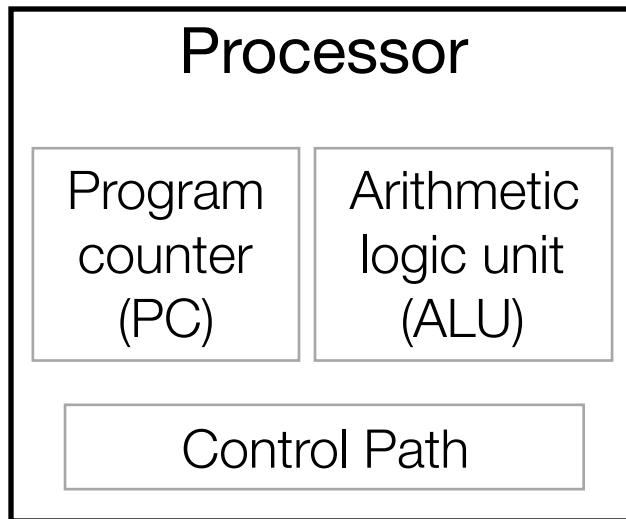
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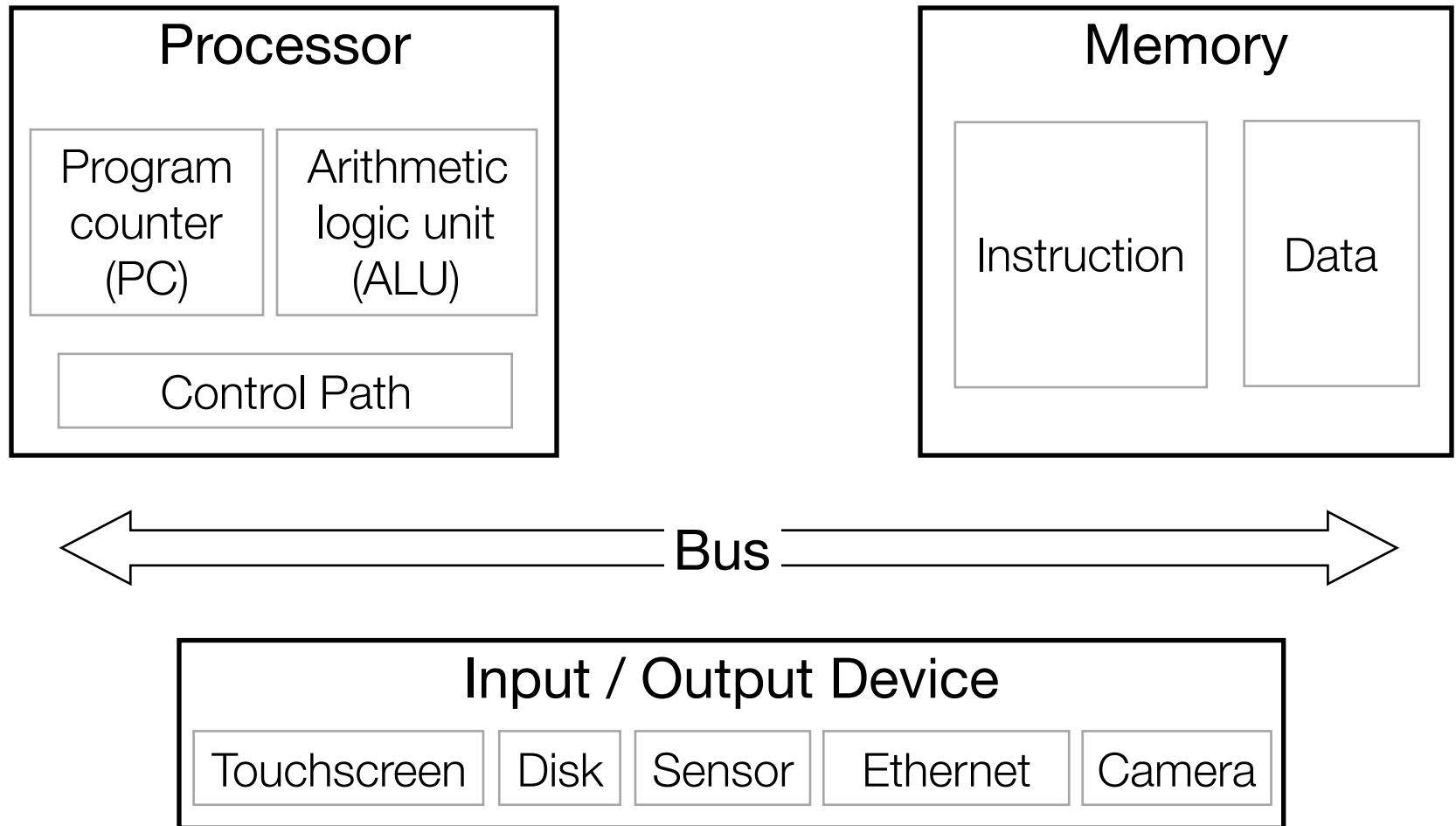
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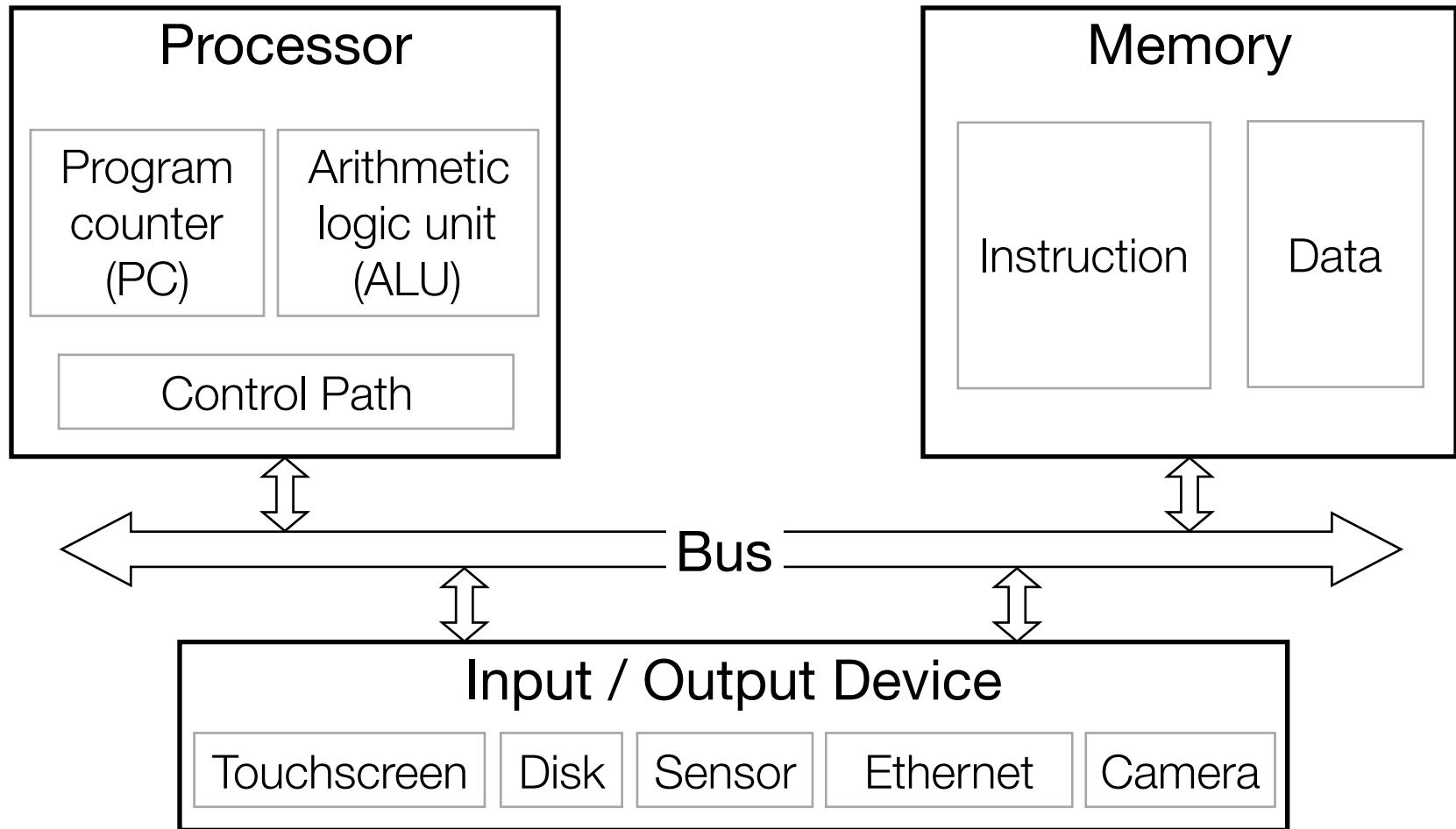
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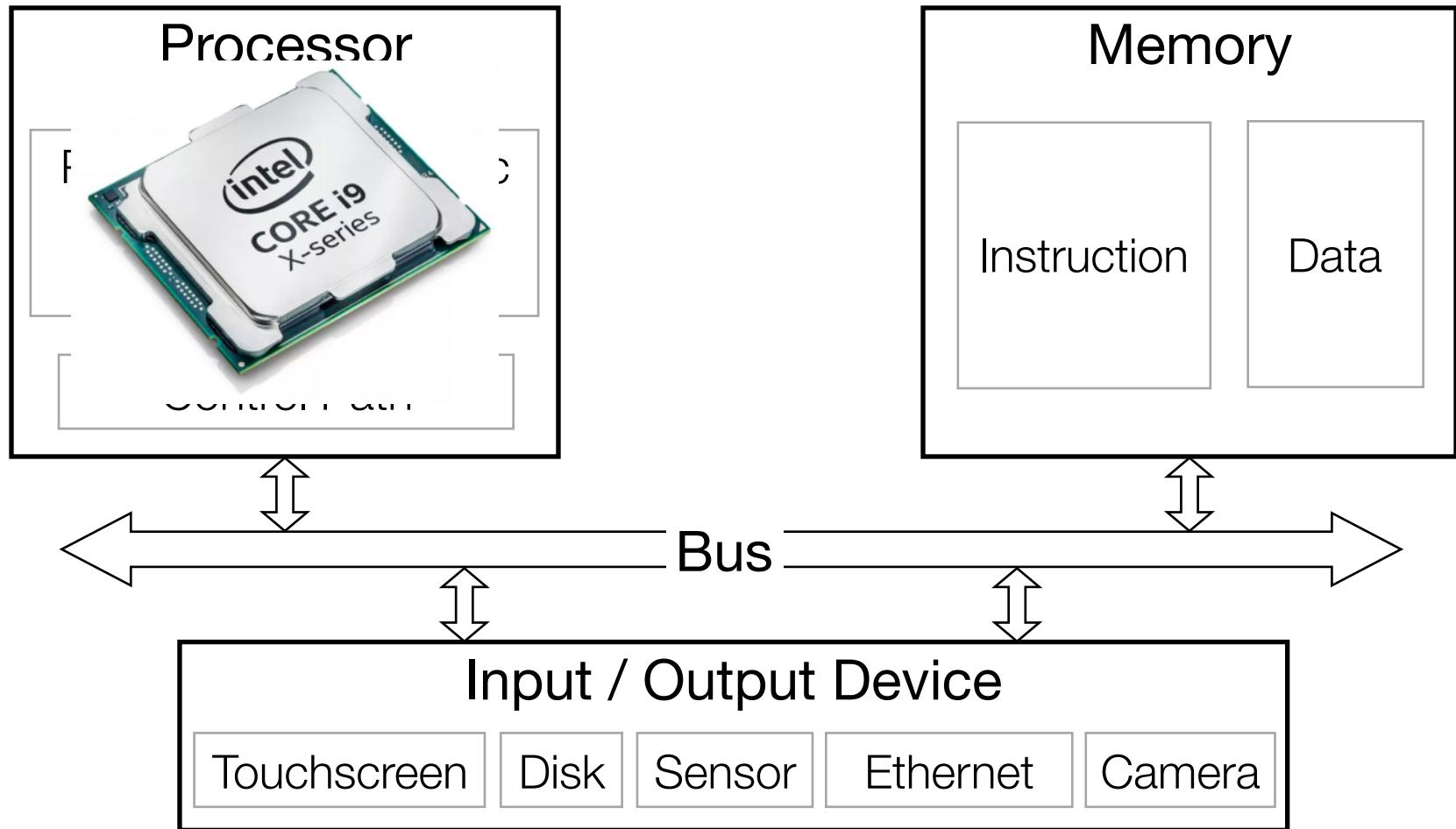
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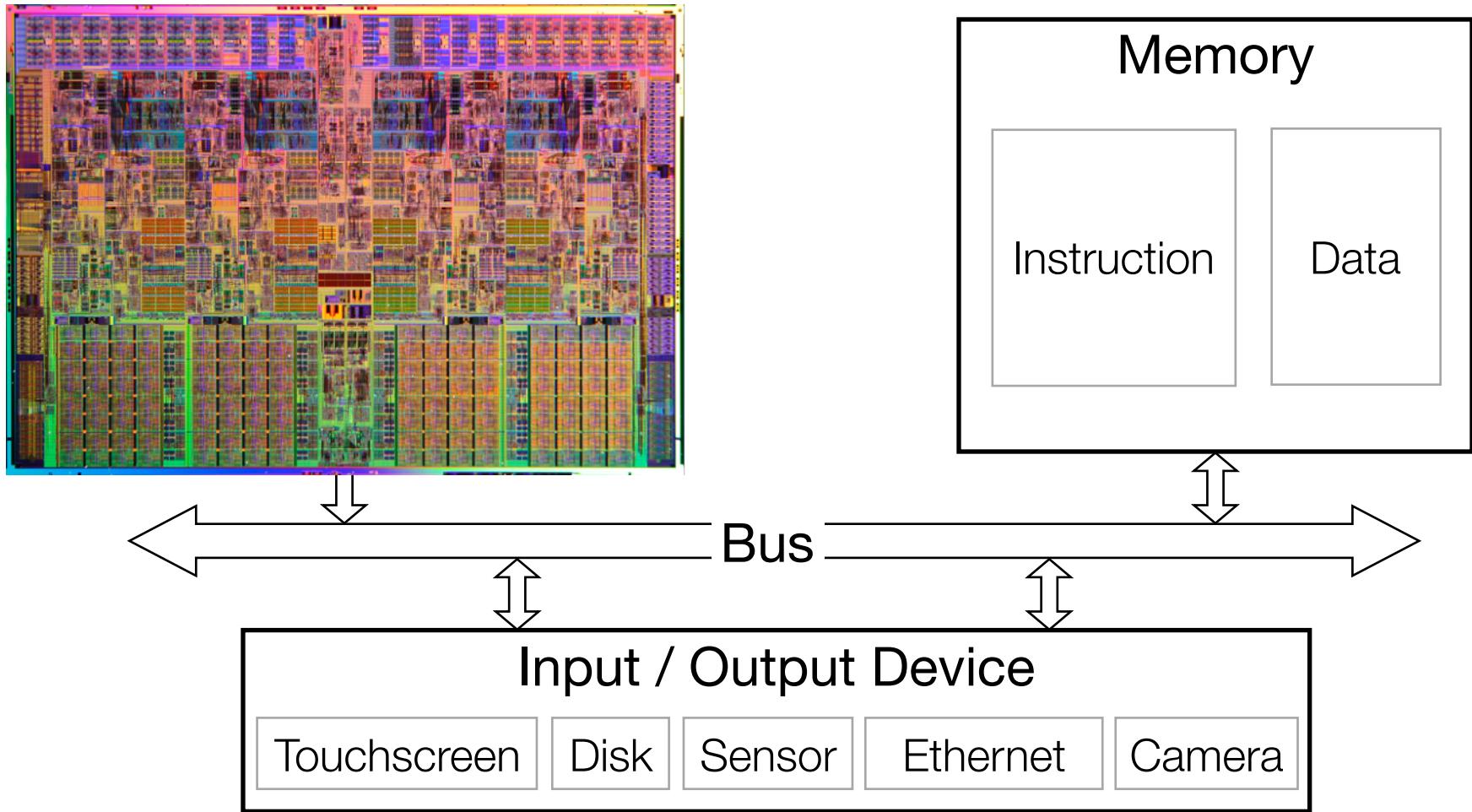
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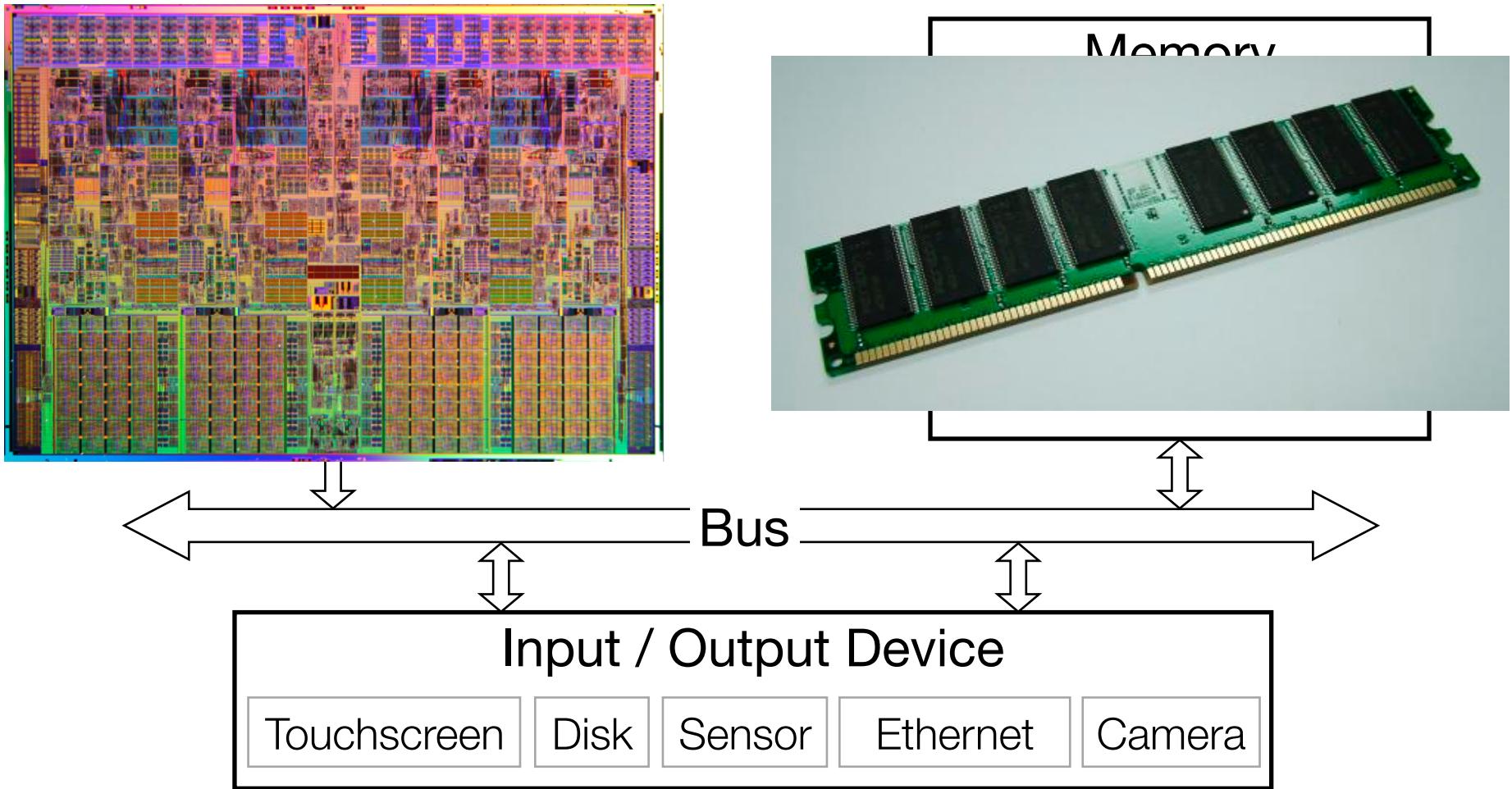
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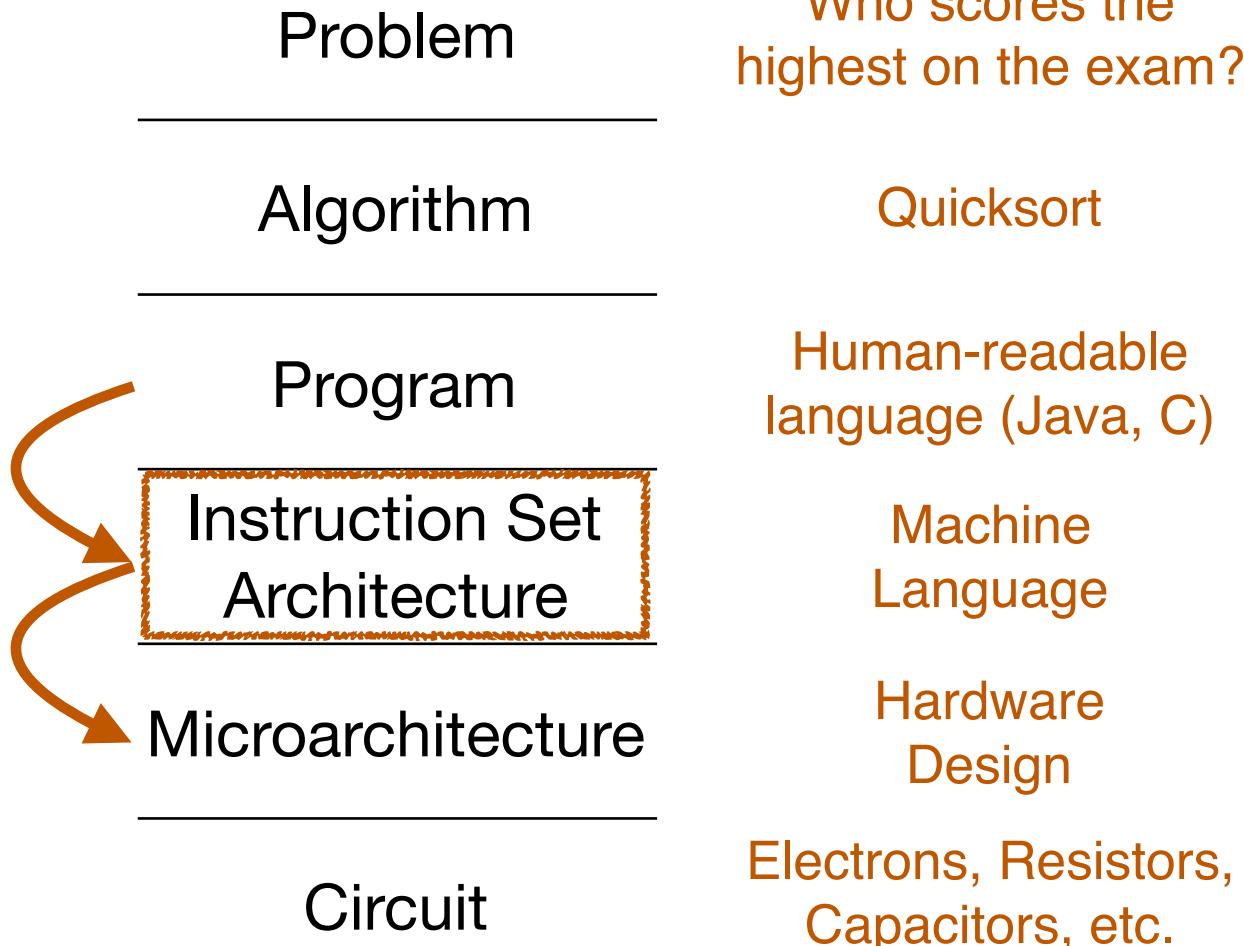
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# Instruction Set Architecture

- The programmer's view of the computer is called the "instruction set architecture" (*ISA*)

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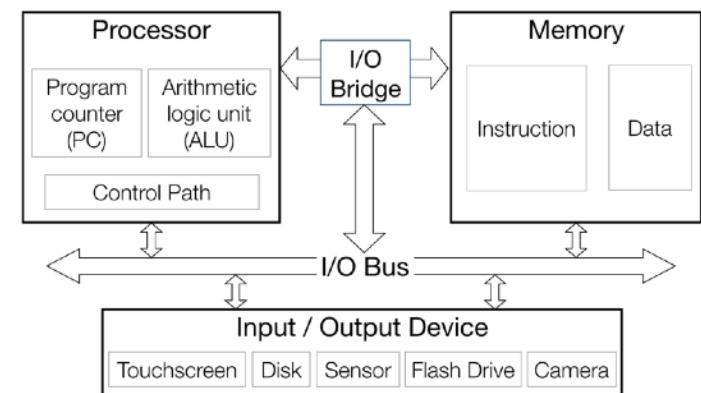
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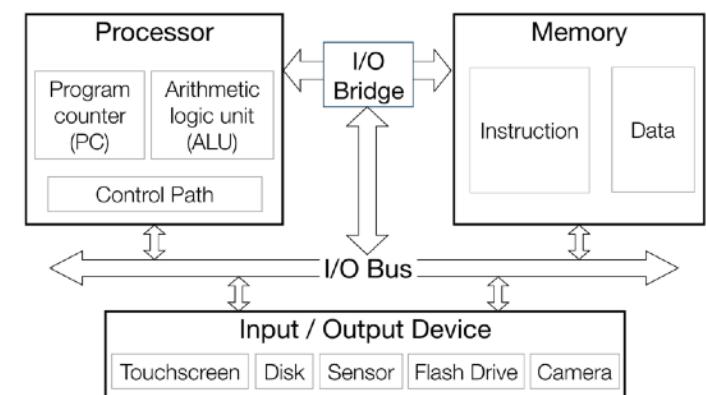
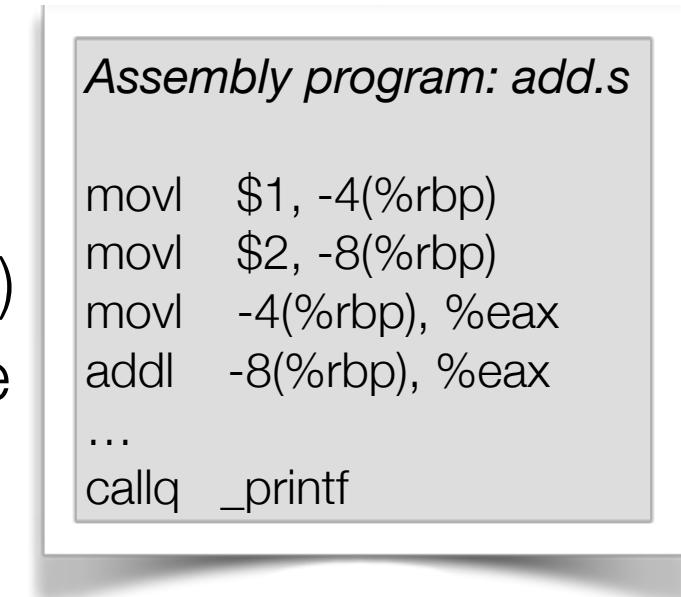
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- ISAs *abstract* away details of microarchitecture



# Abstraction

- Think of car versus engine, transmission, brakes, ...

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- Leaving out one or more properties of a complex object so as to focus on others
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# Abstraction

- Think of car versus engine, transmission, brakes, ...
- Leaving out one or more properties of a complex object so as to focus on others
  - ISA leaves out *how* “ADD” is implemented
  - ISA also leaves our *how long* an “ADD” instruction takes
- Bad abstractions throw away essential features of problem
  - Topologist is someone who does not know the difference between a doughnut and coffee-cup
  - Bad ISAs don’t tell you the hardware can do multiplication

# Every Layer in CS is an Abstraction

Problem

---

Algorithm

---

Program

---

Instruction Set  
Architecture

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Microarchitecture

---

Circuit

Who scores the  
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Quicksort

Human-readable  
language (Java, C)

Machine  
Language

Hardware  
Design

Electrons, Resistors,  
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# Every Layer in CS is an Abstraction

- Depend on which layer you want to live at, you have different views of the computer

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# Every Layer in CS is an Abstraction

- Depend on which layer you want to live at, you have different views of the computer
- This course expands your layers of abstractions

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- There are even more microarchitectures
  - Apple/Samsung/Qualcomm have their own microarchitecture (implementation) of the ARM ISA
  - Intel and AMD have different microarchitectures for x86

# Instruction Set Architecture

- There used to be many ISAs

- x86, ARM
  - Very cons...



PC, Sparc  
ARM for

microarch

mm have  
ARM ISA

current micro



z  
others

architecture  
or x86

- There are

- Apple/Samsung (implementations)
  - Intel and

# Instruction Set Architecture

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  - Apple/Samsung/Qualcomm have their own microarchitecture (implementation) of the ARM ISA
  - Intel and AMD have different microarchitectures for x86
- ISA is lucrative business: ARM's Business Model
  - Patent the ISA, and then license the ISA
  - Every implementer pays a royalty to ARM
  - Apple/Samsung pays ARM whenever they sell a smartphone

# Instruction Set Architecture

- Little research on ISA, much more microarch. research
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  - E.g., Transmeta executes x86 ISA programs on their own ISA

# The Role of a Computer System Designer

Problem

---

Algorithm

---

Program

Instruction Set  
Architecture

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Microarchitecture

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Circuit

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## Questions?

# Who Are We?

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- Myself: Yuhao Zhu
  - WH 3501, [yzhu@rochester.edu](mailto:yzhu@rochester.edu)
  - Office hours Friday 1pm - 2pm; zoom link on blackboard
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- **Coming to office hours does NOT mean you are weak!**

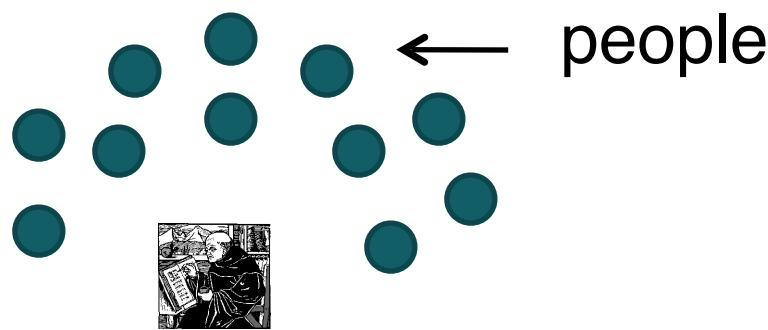
# A Word about Lectures and Medieval Times

- Lecture: It's a large part of what you pay for
- But why do we have the “lecture” format?
  - Why does someone stand at the front and tell you things?
  - Why do you take “notes” on what they say?

# All The Way Back to Medieval Times..



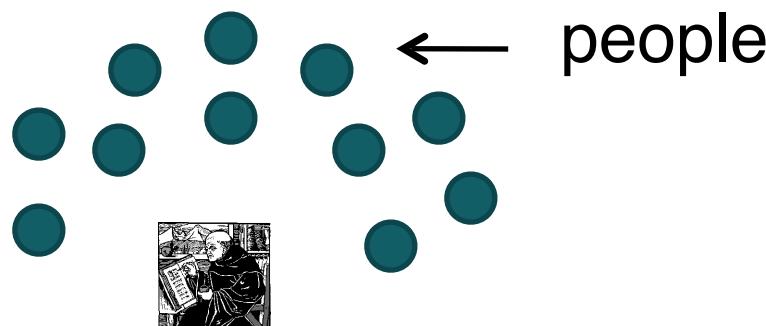
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Lecture Halls



# Modern Times

- You don't have to trust the monk!
  - The printing press: a revolutionizing development
  - The web: order your knowledge up for yourself on Amazon!
- Read books and analyze for YOURSELF!
  - If I rephrase it for you, what purpose does that serve?



**amazon.com**<sup>®</sup>

FAQ: "But, wouldn't it be more efficient if you just taught us with the right answer to begin with?"

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- Have you ever heard of a workout class where the instructor did all the exercises while everyone else just watched attentively?
- To learn, you must do the work with your own muscle (brain)!



# Textbook

- Required textbook
  - Bryant and O'Hallaron's *Computer Systems: A Programmer's Perspective* (3rd edition)
- Some recommended (but not required) textbooks
  - *Introduction to Computing Systems: From Bits and Gates to C and Beyond*, 2/e. This is where I learnt Computer Systems.
  - *Structured Computer Organization*, 6/e. More emphasis on SW.
  - *Computer Organization and Design: The Hardware Software Interface*, ARM Edition. More emphasis on hardware.

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- Share ideas but not artifacts (e.g., code, sketch)

# Programming Environment

- Develop code (or at least test it) on the CSUG Linux boxes ([csug.rochester.edu](http://csug.rochester.edu))
  - Microsoft Visual Studio could be nice, but it's not what we use
  - The lack of Unix knowledge is a major problem according to our industry contacts
- Projects will be mostly in C and x86 assembly.
- We only accept ANSI-C that can be compiled by the default GCC on the CSUG Linux boxes

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Loved how the final exam was set up. Actually made me THINK.

# Programming Assignments and Exams

The assignments were often very different from what we were learning in the course, causing a lot of frustration in the beginning. People had to rely on outside sources to get a grounding of how to do an assignment.

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This is a feature, not a bug.

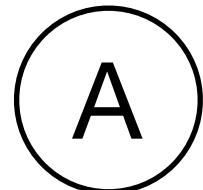
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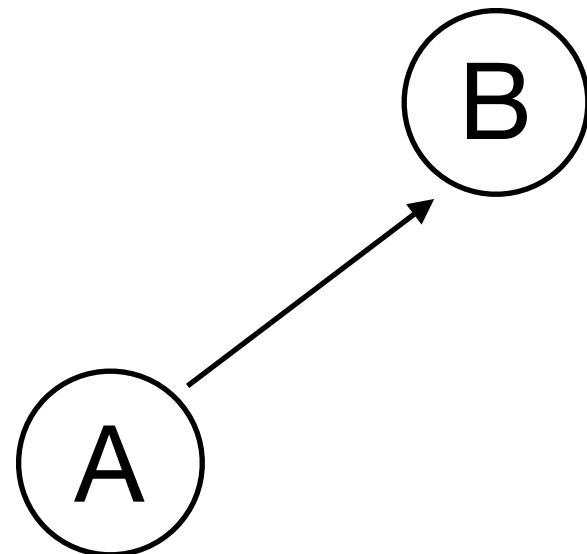
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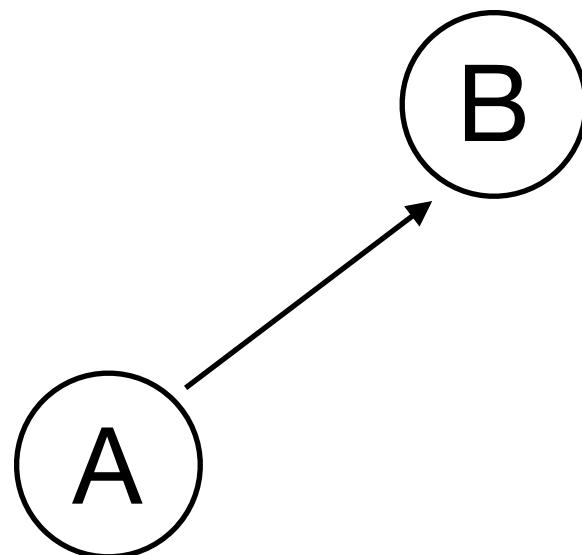
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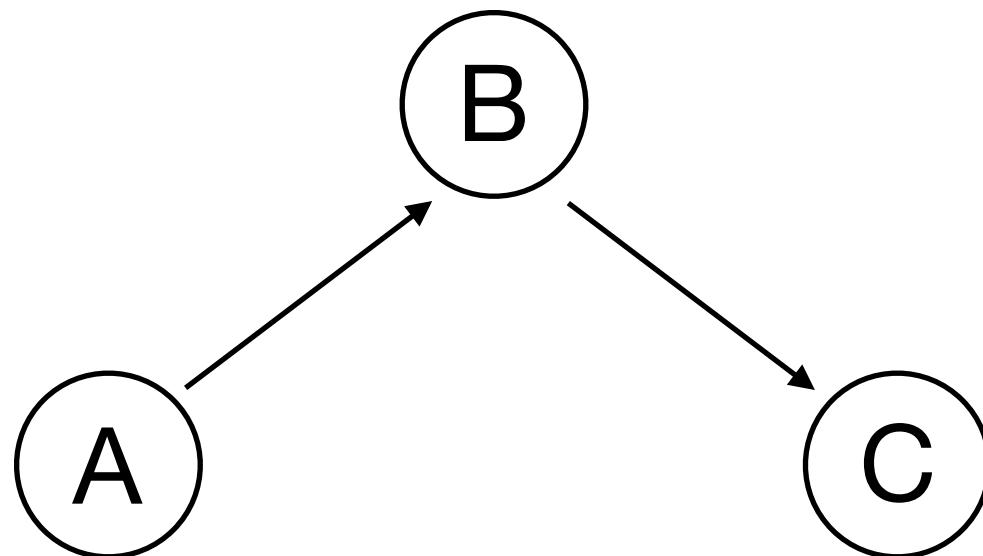
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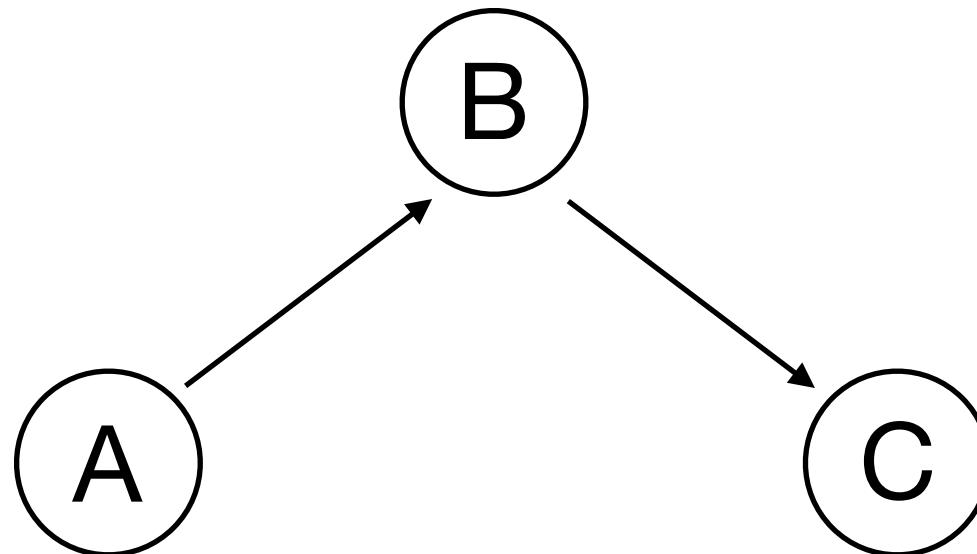
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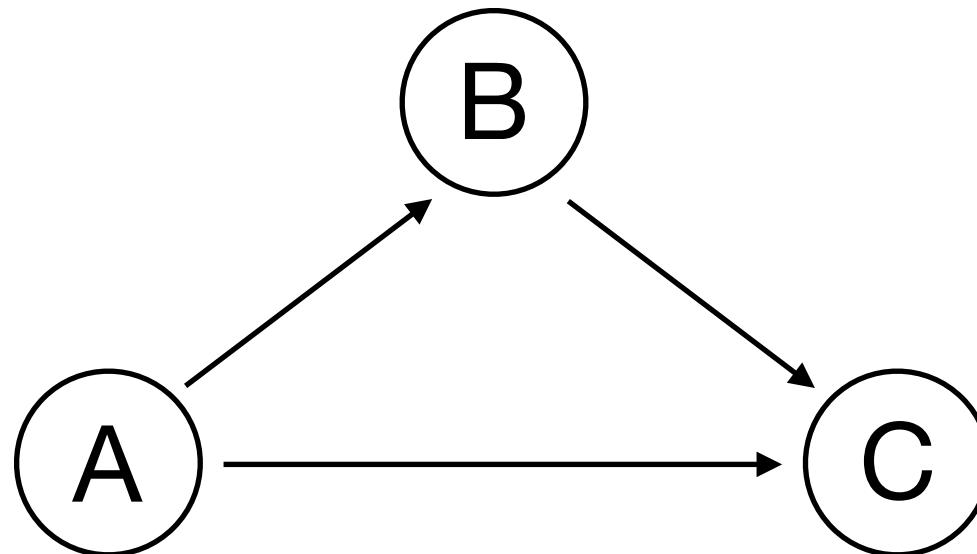
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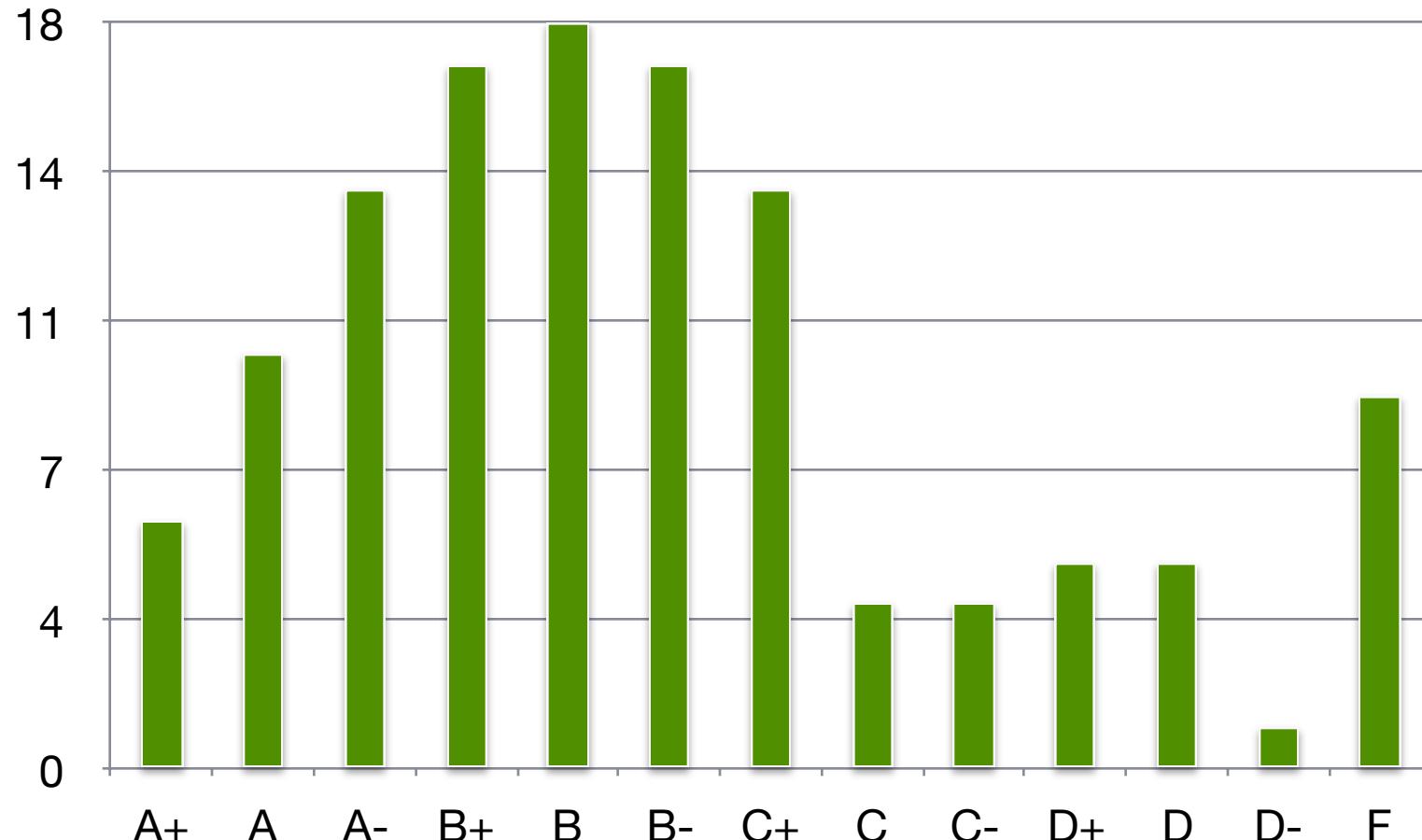
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- *Think of us as your friends, not enemies*
  - I'd love to give you an A, but give me a reason to do that

# Final Grades Spring 2018



# Final Grades Spring 2019

