



# The Plan

Welcome to

# CS 240:

Foundations of

# Computer Systems

Program, Application

Programming Language

Compiler/Interpreter

Operating System

Instruction Set Architecture

Microarchitecture

Digital Logic

Devices (transistors, etc.)

Solid-State Physics

## Today

- 1 What is CS 240?
- 2 Why take CS 240?
- 3 How does CS 240 work?
- 4 Dive into foundations of computer hardware.

## CS 111, 230, 231, 235, 251:

- What can a program do?
- How can a program solve a problem?
- How do you structure a program?
- How do you know it is correct or efficient?
- How hard is it to solve a problem?
- How is computation expressed?
- What does a program mean?
- ...

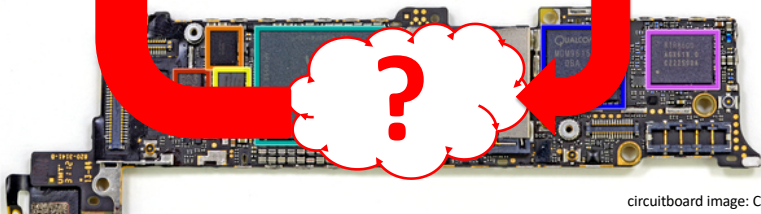
**A BIG question is missing...**

# 1 CS 240: How do computers work?

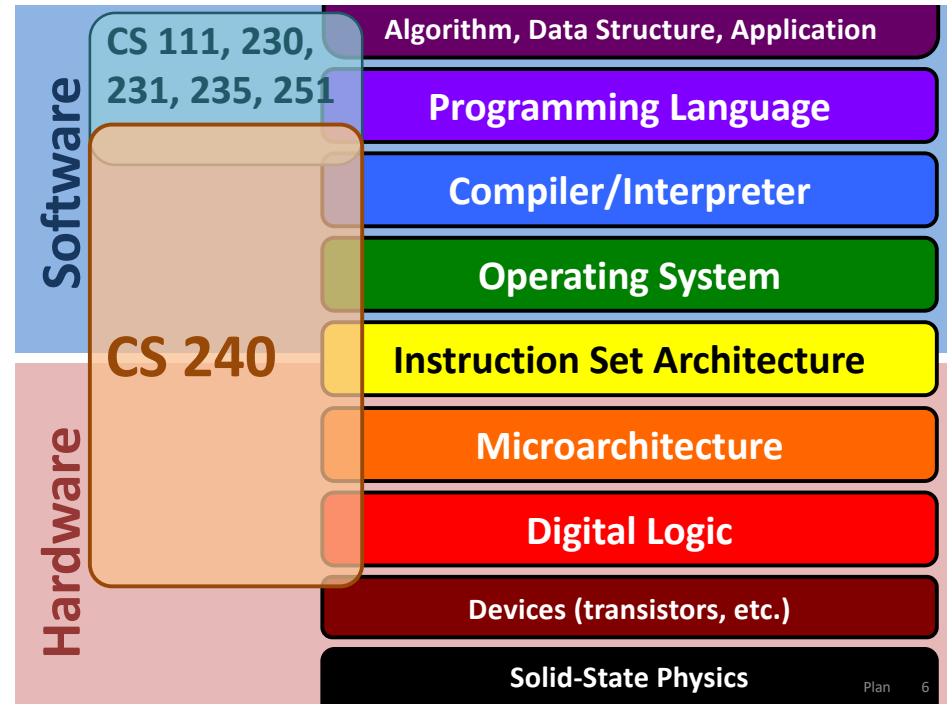
```

/Users/bpw/courses/cs240/cs240f14/HelloWorld.java
HelloWorld.java public class HelloWorld {
    public static void main(String args[]) {
        System.out.println("Hello, world!");
    }
}

Interactions Console Compiler Output
Welcome to DrJava. Working directory is /Users/bpw/courses/cs240/cs240f14
> run HelloWorld
Hello, world!
>
Running method of Current Document 6.0
    
```



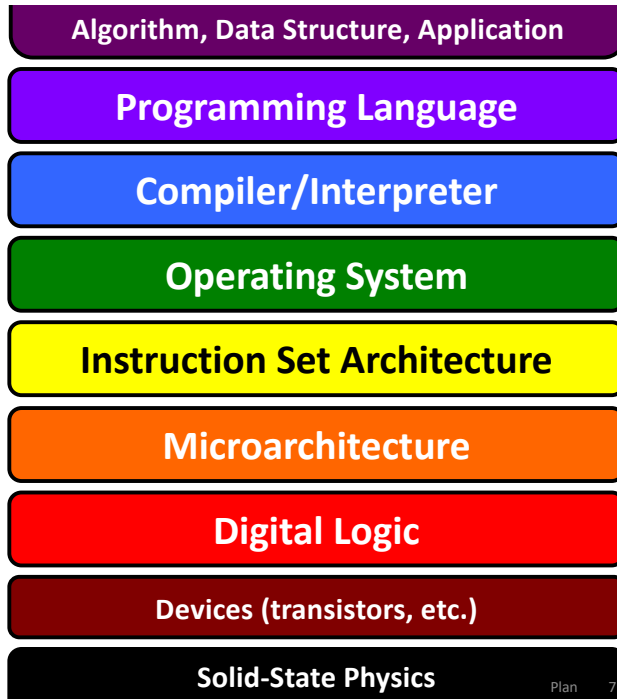
circuitboard image: CC-BY-NC-SA iFixit.com



## Big Idea: Abstraction



Layers manage complexity.



## Big Idea: Abstraction

*with a few recurring subplots*

### Simple, general interfaces:

Hide complexity of efficient implementation.

Make higher-level systems easy to build.

**But they are not perfect.**

Representation of data and programs

Translation of data and programs

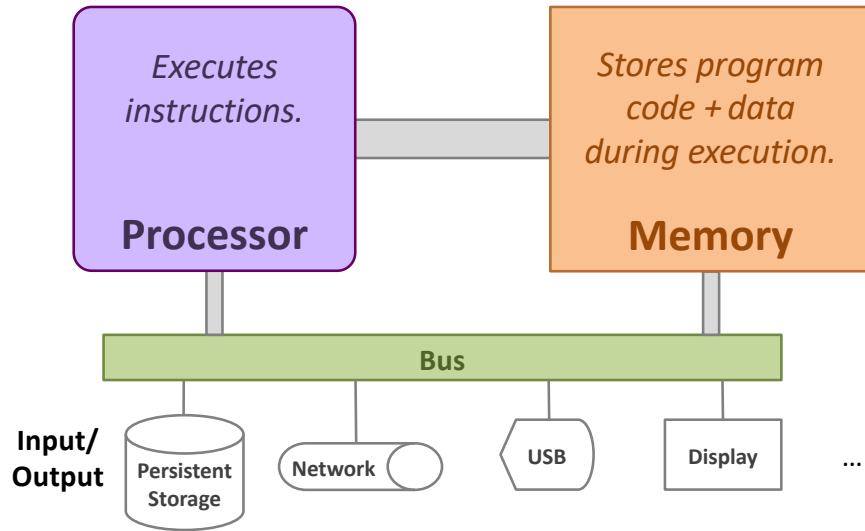
Control flow within/across programs

0s and 1s,  
electricity

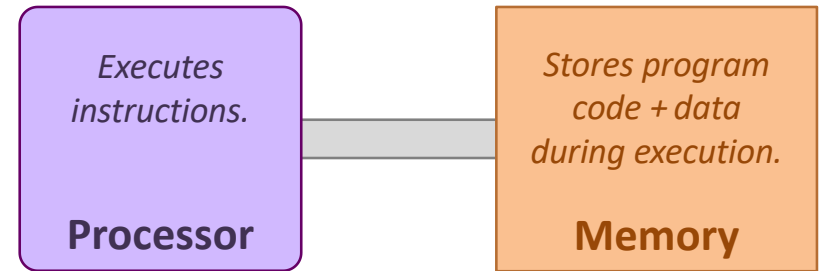
compilers,  
assemblers,  
decoders

branches,  
procedures,  
OS

# Modern Computer Organization

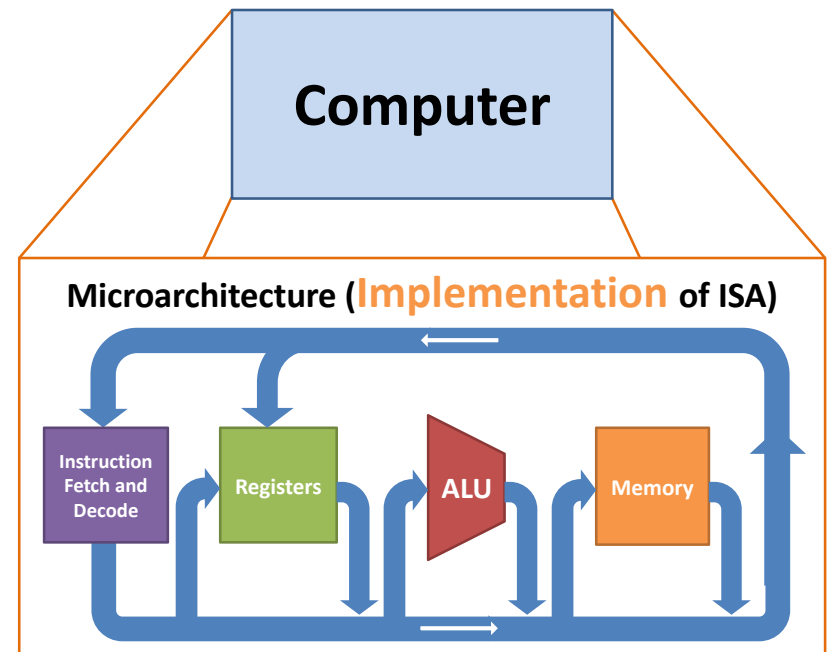
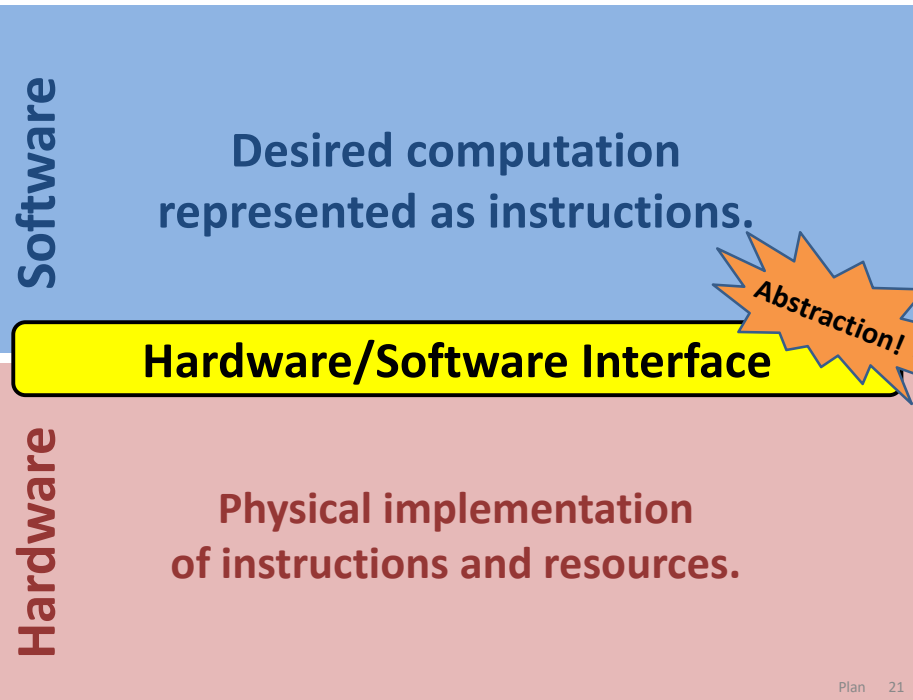


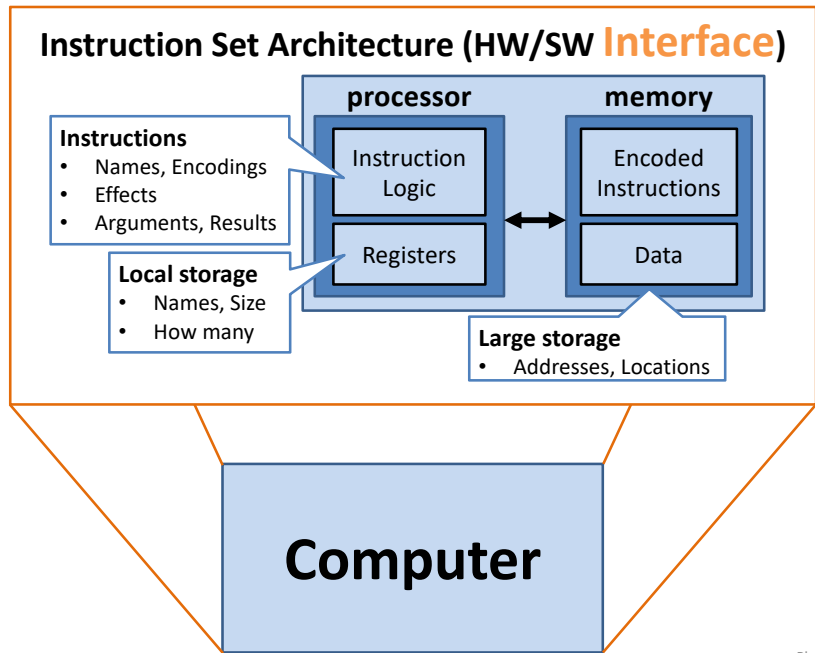
# Modern Computer Organization



## Processor repeats:

1. fetch instruction
2. fetch data used by instruction
3. execute instruction on data
4. store result or choose next instruction



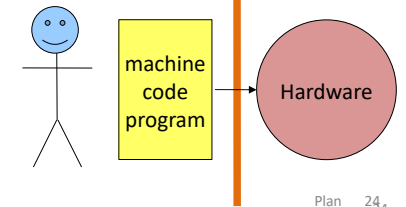


## Machine Instructions

(adds two values and stores the result)

00000010100010101100100000010000

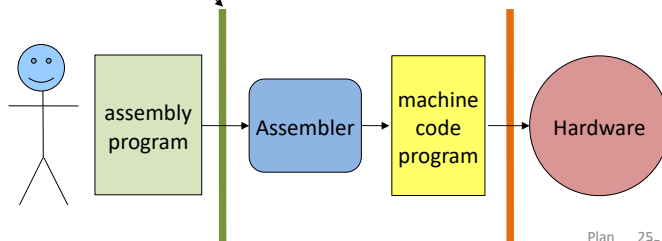
Instruction Set Architecture specification



## Assemblers and Assembly Languages

`addl %eax, %ecx` → 00000010100010101100100000010000

Assembly Language specification

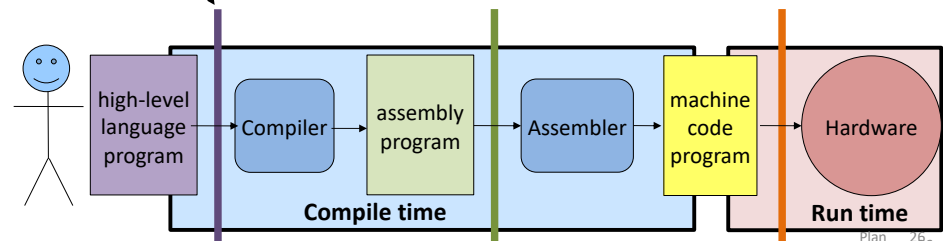


## Higher-Level Programming Languages

`x = x + y;`

`addl %eax, %ecx` → 00000010100010101100100000010000

Programming Language specification



## More and more layers...

- Operating systems
- Virtual machines
- Hypervisors
- Web browsers
- ...

## 2 *I just like to program.* *Why study the implementation?*

It's fascinating, great for critical thinking.

System design principles apply to software too.

**Sometimes system abstractions "leak."  
Implementation details affect your programs.**

**int ≠ integer**  
**float ≠ real**

int x=...;

**x\*x >= 0 ?**

40000 \* 40000 == 1600000000

50000 \* 50000 == -1794967296

float a=..., b=..., c=...;

**(a + b) + c == a + (b + c) ?**

(-2.7e23 + 2.7e23) + 1.0 == 1.0

-2.7e23 + (2.7e23 + 1.0) == 0.0

## Reliability?

### Ariane 5 Rocket, 1996

Exploded due to **cast** of  
64-bit floating-point number  
to 16-bit signed number.  
**Overflow.**



### Boeing 787, 2015



"... a **Model 787 airplane** ... can lose all alternating current (AC) electrical power ... caused by a **software counter** internal to the GCUs that will **overflow** after **248 days** of continuous power. We are issuing this AD to prevent loss of all AC electrical power, which could result in **loss of control of the airplane.**"  
--FAA, April 2015

# Arithmetic Performance

x / 973

x / 1024

# Memory Performance

```
void copyji(int src[2048][2048],
           int dst[2048][2048])
{
  int i,j;
  for (j = 0; j < 2048; j++)
    for (i = 0; i < 2048; i++)
      dst[i][j] = src[i][j];
}
```

```
void copyij(int src[2048][2048],
           int dst[2048][2048])
{
  int i,j;
  for (i = 0; i < 2048; i++)
    for (j = 0; j < 2048; j++)
      dst[i][j] = src[i][j];
}
```

several times faster  
due to hardware caches

**Security**

**DETECTING GHOST VULNERABILITY**

The *GHOST vulnerability* is a buffer overflow condition that can be easily exploited remotely, which makes it extremely dangerous. This vulnerability is named after the *GetHOS* function involved in the exploit.

**All computers are flawed -- and the fix will take years**

by Selena Larson @selenalarson  
January 26, 2016 12:07 PM ET

Meltdown and Spectre

**A Heart Device Is Found Vulnerable to Hacker Attacks**

By BARNABY J. FEDER  
Published March 12, 2016

To the long list of objects vulnerable to attack by computer hackers, add the human heart.

The threat seems largely theoretical. But a team of computer security researchers plans to report Wednesday that it had been able to gain wireless access to a combination heart defibrillator and pacemaker.

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# Why take CS 240?

- Learn how computers execute programs.
- Build software tools and appreciate the value of those you use.
- Deepen your appreciation of abstraction.
- Learn enduring system design principles.
- Improve your critical thinking skills.
- Become a better programmer:
  - Think rigorously about execution models.
  - Program carefully, defensively.
  - Debug and reason about programs effectively.
  - Identify limits and impacts of abstractions and representations.
  - Learn to use software development tools.
- Foundations for:
  - Compilers, security, computer architecture, operating systems, ...
- Have fun and feel accomplished!

**CS 240**  
Foundations of Computer Systems

WELLESLEY

<https://cs.wellesley.edu/~cs240/>

**3** Everything is here.  
Please read it.

<https://cs.wellesley.edu/~cs240/>

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