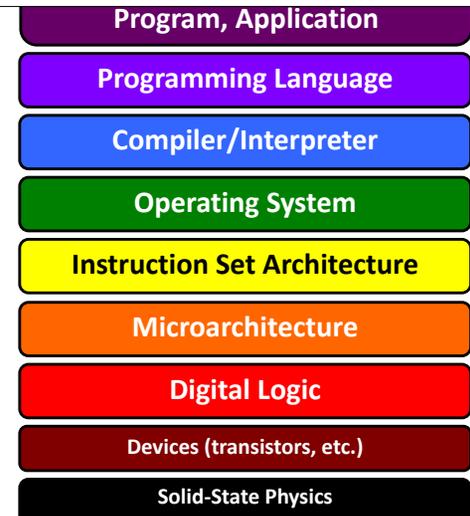




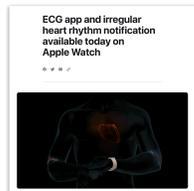
The Plan: Lab 1 preview

Welcome to
CS 240:
Foundations of
**Computer
Systems!**



Your lecture instructor: **Alexa VanHattum**

Note: you can call me "Alexa", "Prof. Alexa", or "Prof. VanHattum"



- Second year at Wellesley
- Research focus: programming languages & systems

Before Wellesley:

- PhD in Computer Science at Cornell
- Software engineer for Apple health (heart monitoring)
 - **THIS CLASS** one of the most helpful across industry *and* research

Today

- 1 What is CS 240?
- 2 Why take CS 240? (in brief)
- 3 How does CS 240 work? (in brief)

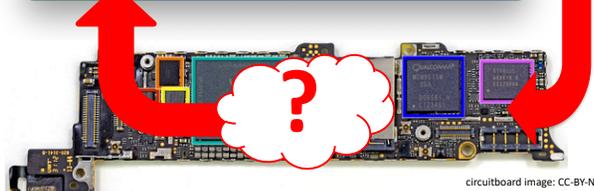
CS 111, 230, 231, 235, 251:

- How do you use programming to 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?
- ...

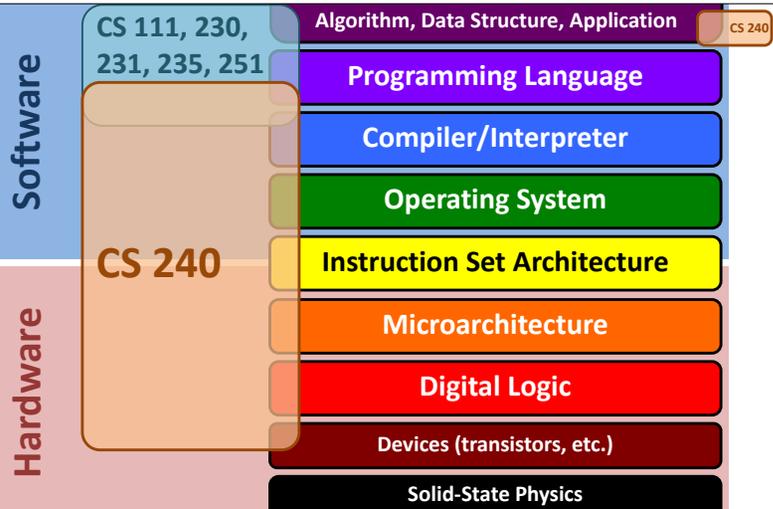
A BIG question is missing...

1

```
main.java — hello-world [SSH: cs.wellesley.edu]
main.java x Extension: Extension Pack for Java
main.java
1 class HelloWorld {
2   public static void main(String[] args) {
3     System.out.println("Hello, World!");
4   }
5 }
```



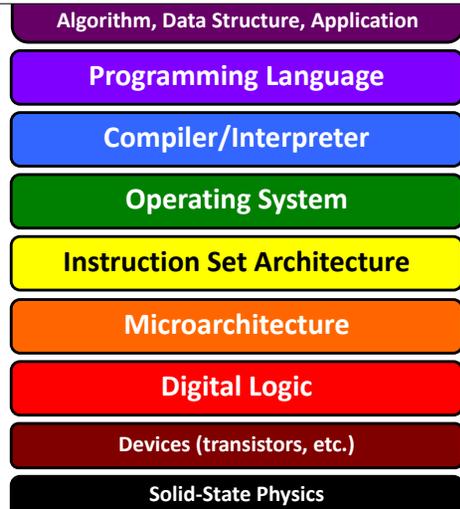
circuitboard image: CC-BY-NC-SA ifixit.com



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.

Representation of data and programs

0s and 1s,
electricity

Translation of data and programs

compilers,
assemblers,
decoders

Control flow within/across programs

branches,
procedures,
operating
system

9

Software

Desired computation
in a programming language

Abstraction!

Hardware/Software Interface

Hardware

Physical implementation
with circuits and electricity.

10

CS 240 in 3 acts (4-5 weeks each)

1. Hardware *implementation*

From transistors to a simple computer



2. Hardware-software *interface*

From instruction set architecture to programming in C

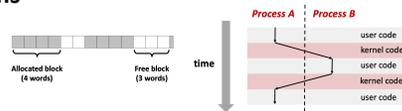
```
MOV x9, x10  
ADD x12, x12, #1  
*x = malloc(...);
```

3. Abstraction for practical systems

Memory hierarchy

Operating system basics

Higher-level languages and tools



11

2

I just like to program.

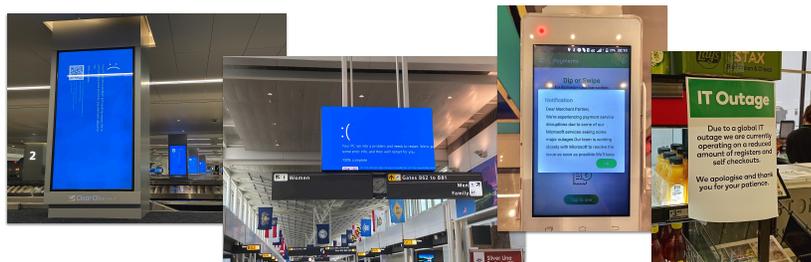
Why study the implementation?

12



Does anyone remember what was noteworthy about July 19, 2024?

...was anyone trying to travel by plane around then?



What happened?

invalid memory access in C *code running in OS kernel* *insufficient testing & validation*
unchecked array length *limitations of processor multithreading* ... all CS240 topics!

13

2

I just like to program.
Why study the implementation?

Most system abstractions "leak."

Implementation details affect your programs:

Their performance



Their correctness



Their security



14

Performance



$x / 973$

$x / 1024$

```

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

15

Correctness



$\text{int} \neq \text{integer}$
 $\text{float} \neq \text{real}$

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

16

Security

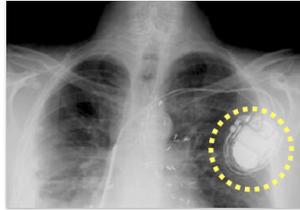


The *GHOST vulnerability* is a buffer overflow condition that can be easily exploited locally and remotely, which makes it extremely dangerous. This vulnerability is named after the *GetHostByName* function involved in the exploit.



October 2016
All computers are flawed -- and the fix will take years
by Selena Larson @selenalarsen
© January 26, 2016 12:07 PM EST

Meltdown and Spectre



Why take CS 240?

Learn *how* computers execute programs.
Deepen your appreciation of **abstraction**.
Learn enduring **system design principles**.
Improve your **critical thinking** skills.

Become a **better programmer**:

Think rigorously about execution models.
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



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

3 Long but *necessary*!

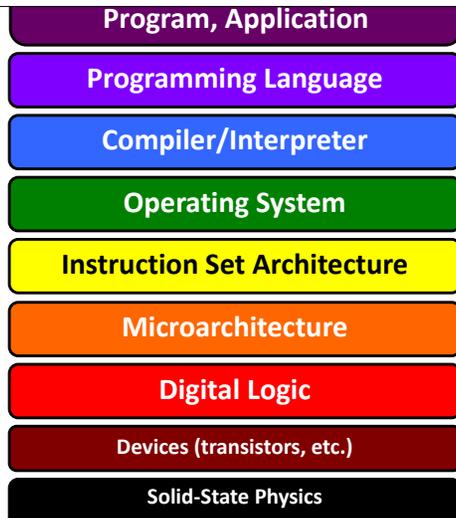


CS 240
Foundations of Computer Systems



The Plan

Welcome to
CS 240:
Foundations of
**Computer
Systems!**



21

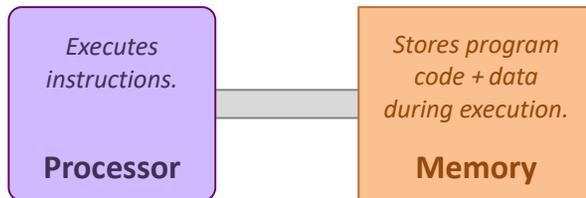
Today

- 1 What is CS 240?
- 2 How does CS 240 work?
- 3 Foundations of computer hardware

22

1940s 1950s 1960s 1970s 1980s 1990s 2000s 2010s 2020s

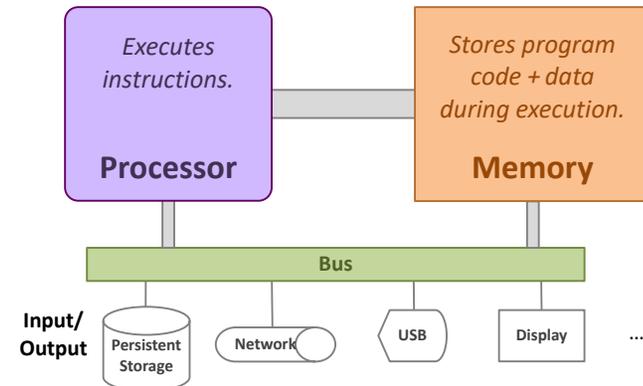
Modern Computer Organization



23

1940s 1950s 1960s 1970s 1980s 1990s 2000s 2010s 2020s

Modern Computer Organization



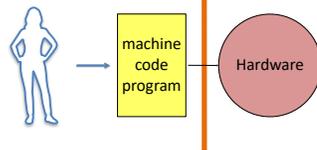
24

Machine Instructions

(adds two values and stores the result)

00000010100010101100100000010000

Instruction Set Architecture specification



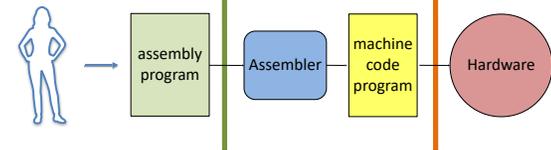
Assemblers and Assembly Languages

addl %eax, %ecx



00000010100010101100100000010000

Assembly Language specification



A-0: first compiler, by Grace Hopper

Early 1950s

Maybe closer to assembler/linker/loader



- Jean Sammet also involved
- headed first sci comp group at Sperry in the '50s
 - Later first female president of ACM
 - Mount Holyoke alum, class of 1948

Higher-Level Programming Languages

x = x + y;

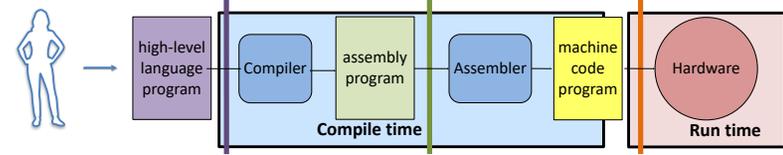


addl %eax, %ecx



00000010100010101100100000010000

Programming Language specification





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

3 Long but *necessary*!