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

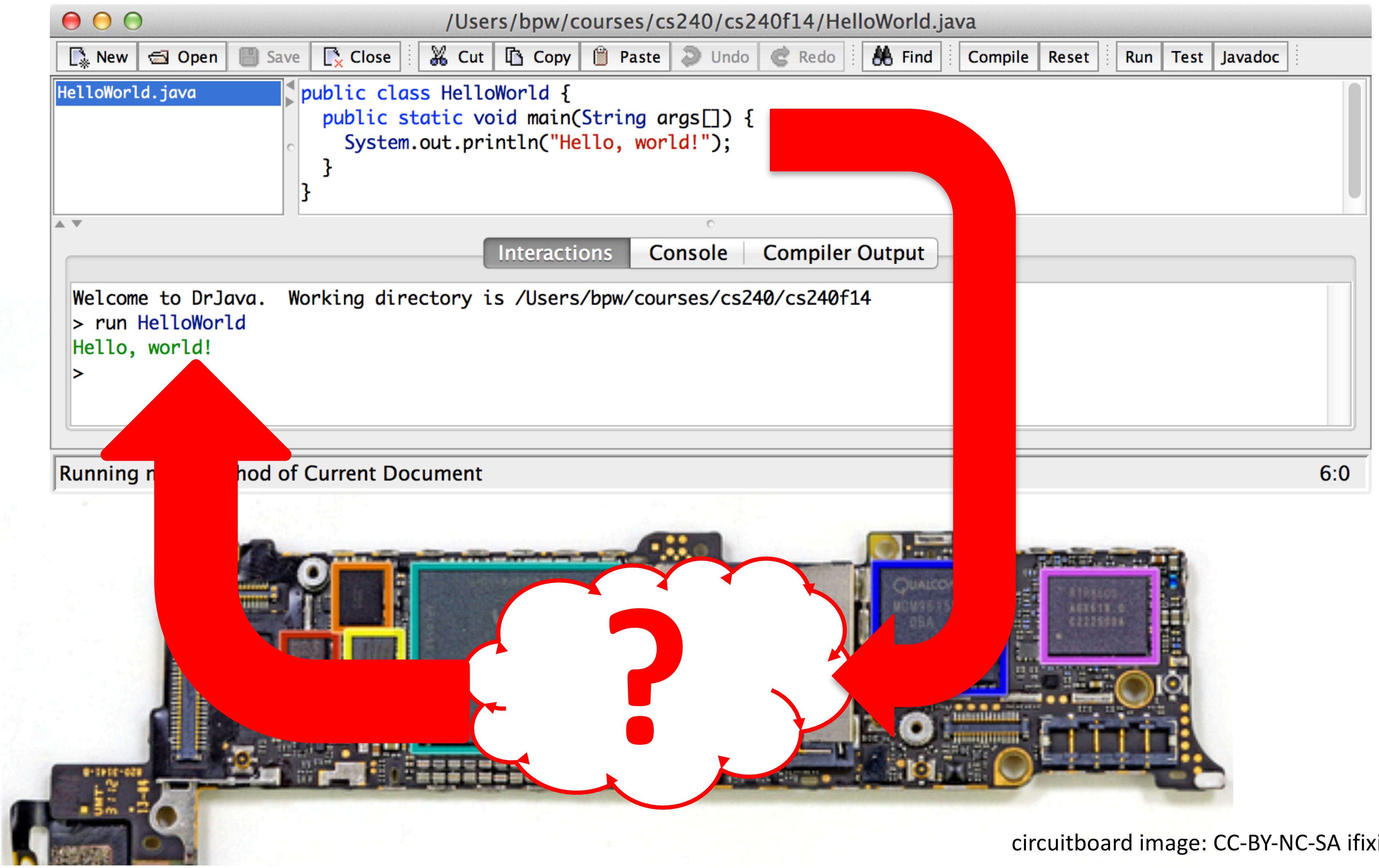
1. **What is CS 240?**
2. Why take CS 240?
3. How does CS 240 work?
4. Dive into foundations of computer hardware.

CS 111, 230, 231, 235, 251:

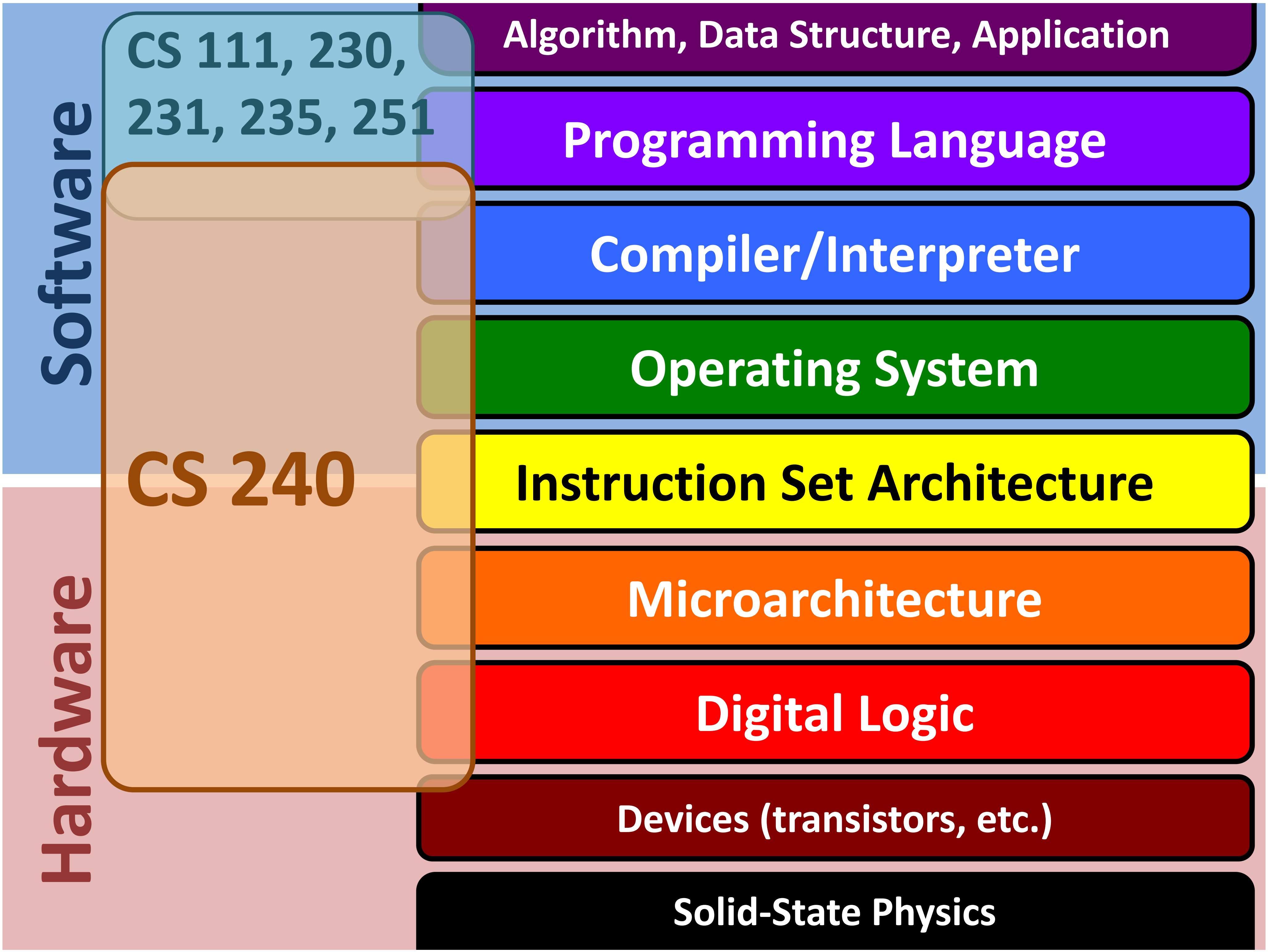
- What can a program do?
- How can a program solve a problem?
- How do you structure a program?
- How do you know it is correct or efficient?
- How hard is it to solve a problem?
- How is computation expressed?
- What does a program mean?
- ...

A BIG question is missing…

1 CS 240: How do computers work?

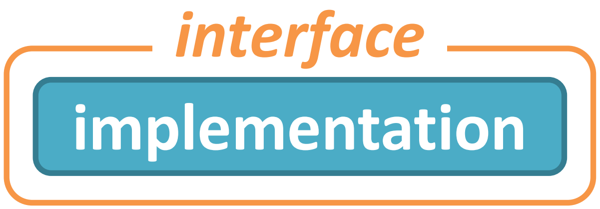


circuitboard image: CC-BY-NC-SA ifixit.com

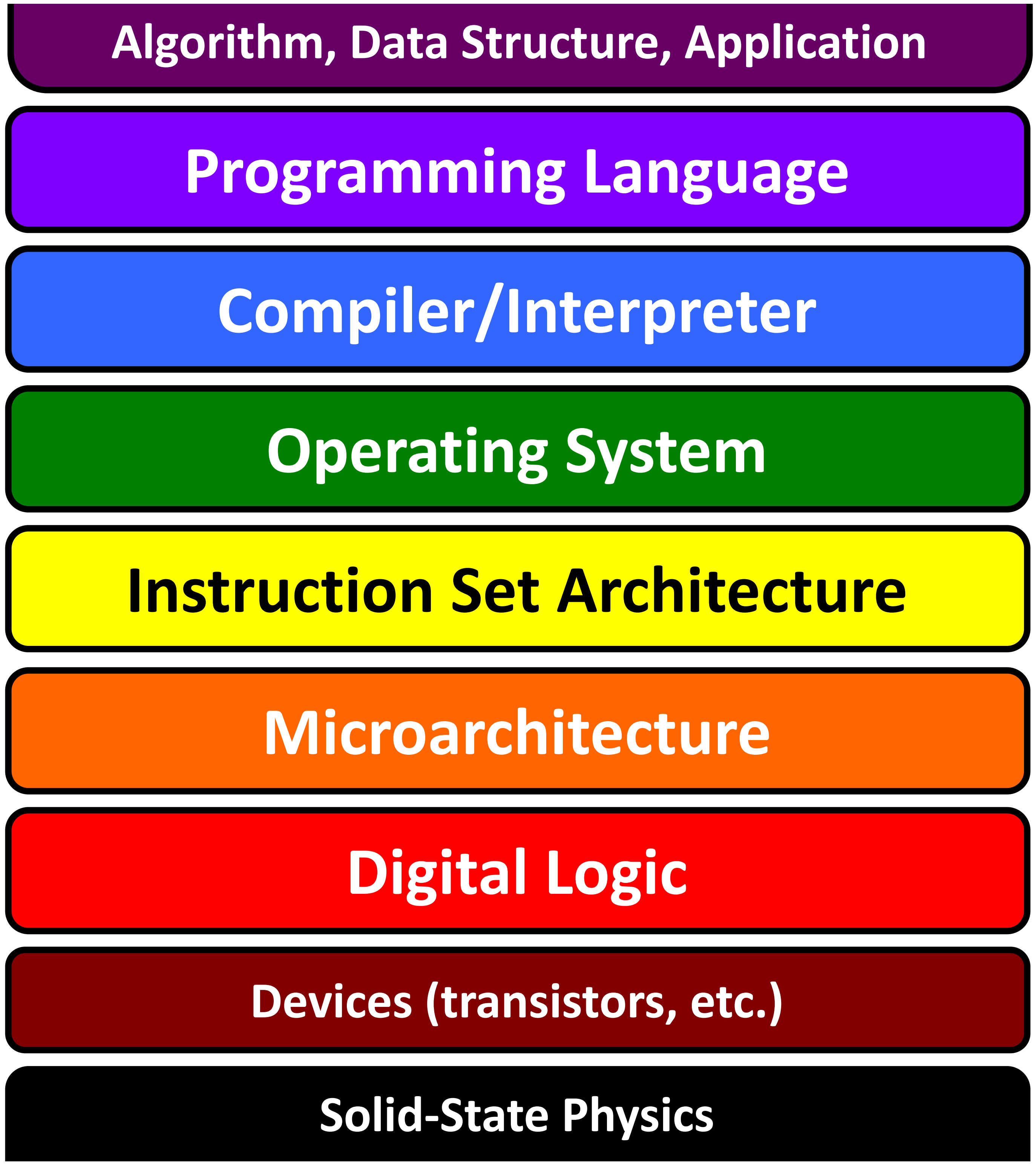

Software
Hardware
CS 111, 230,
231, 235, 251
CS 240
Algorithm, Data Structure, Application
Programming Language
Compiler/Interpreter
Operating System
Instruction Set Architecture
Microarchitecture
Digital Logic
Devices (transistors, etc.)
Solid-State Physics

Big Idea:

Abstraction



Layers of
virtual machines
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

0s and 1s, electricity

Translation of data and programs

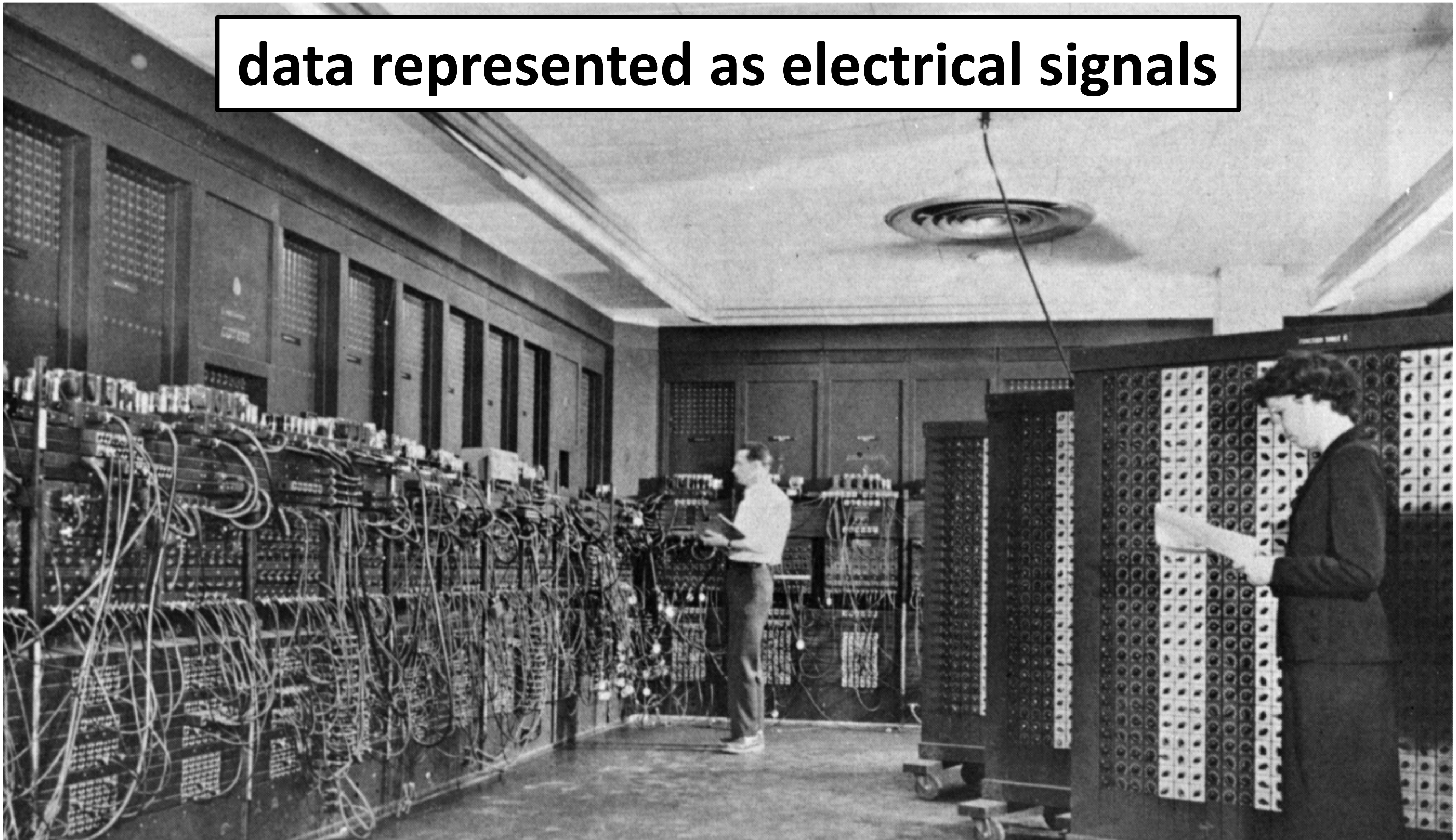
compilers, assemblers, decoders

Control flow within/across programs

branches, procedures, OS

1930s	**1940s**	1950s	1960s	1970s	1980s	1990s	2000s	2010s

data represented as electrical signals



ENIAC (Electronic Numerical Integrator and Computer),
First Turing-complete all-electronic programmable digital computer.
University of Pennsylvania, 1940s

Image: public domain

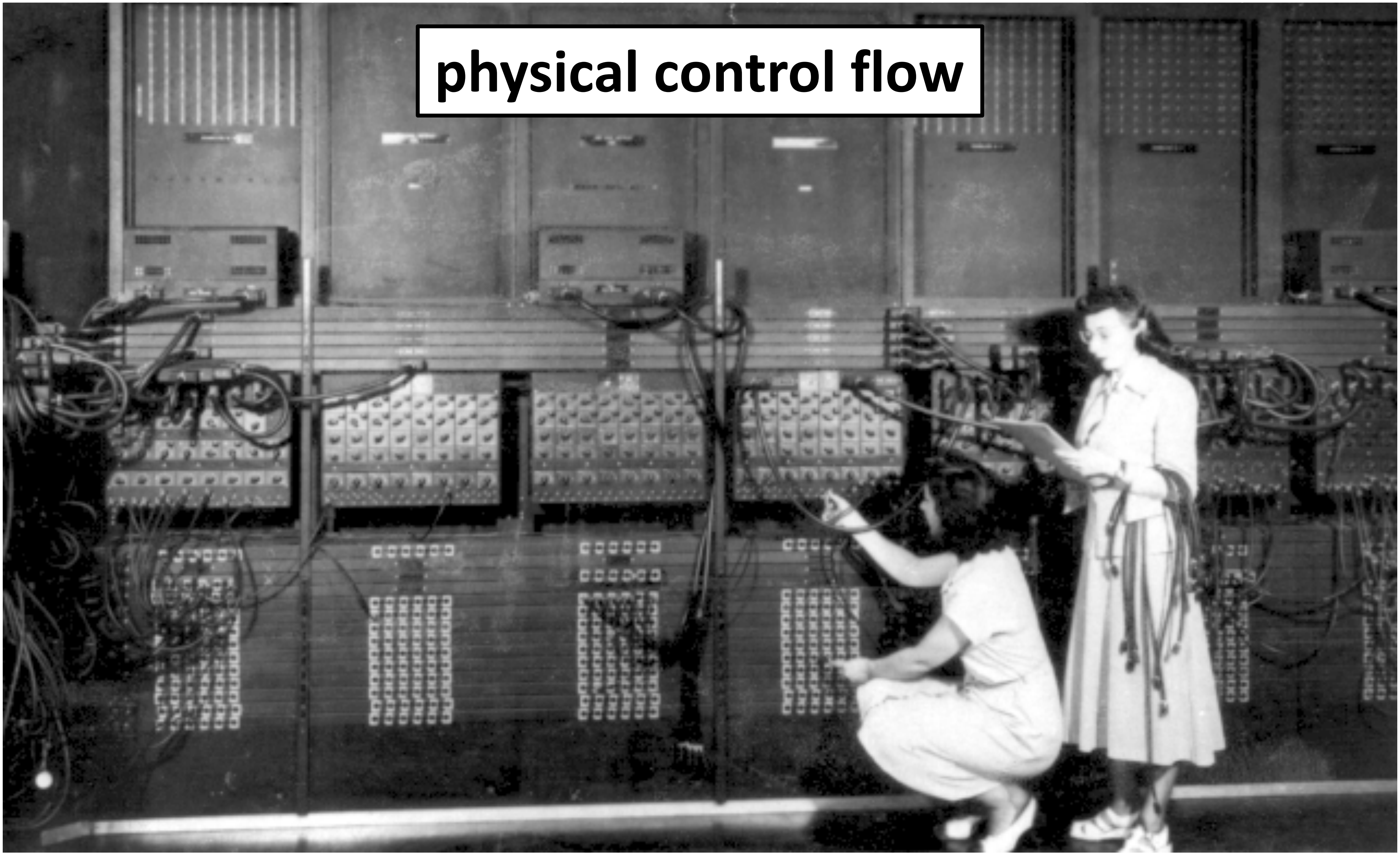
program controls general-purpose hardware

Jean Jennings Bartik and Frances Bilas Spence with part of ENIAC.

The programmers of ENIAC were six women.

http://eniacprogrammers.org/, http://sites.temple.edu/topsecretrosies/

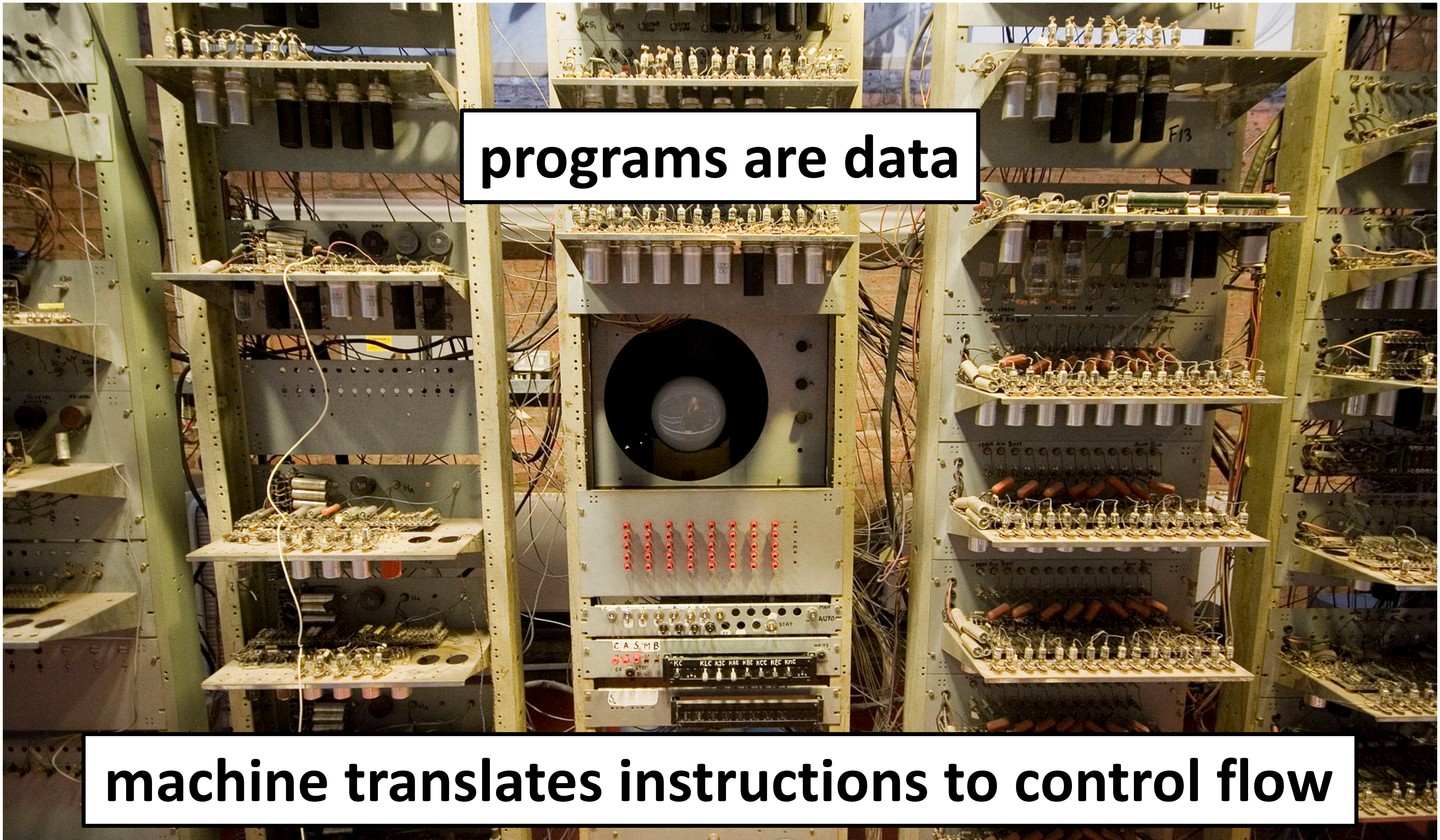
1930s	**1940s**	1950s	1960s	1970s	1980s	1990s	2000s	2010s



Programming 1940s-style *with switches and cables.*

Image: public domain

1930s	**1940s**	**1950s**	1960s	1970s	1980s	1990s	2000s	2010s



Manchester "Baby" SSEM (Small-Scale Experimental Machine), replica
first **stored-program computer** -- University of Manchester (UK), 1948

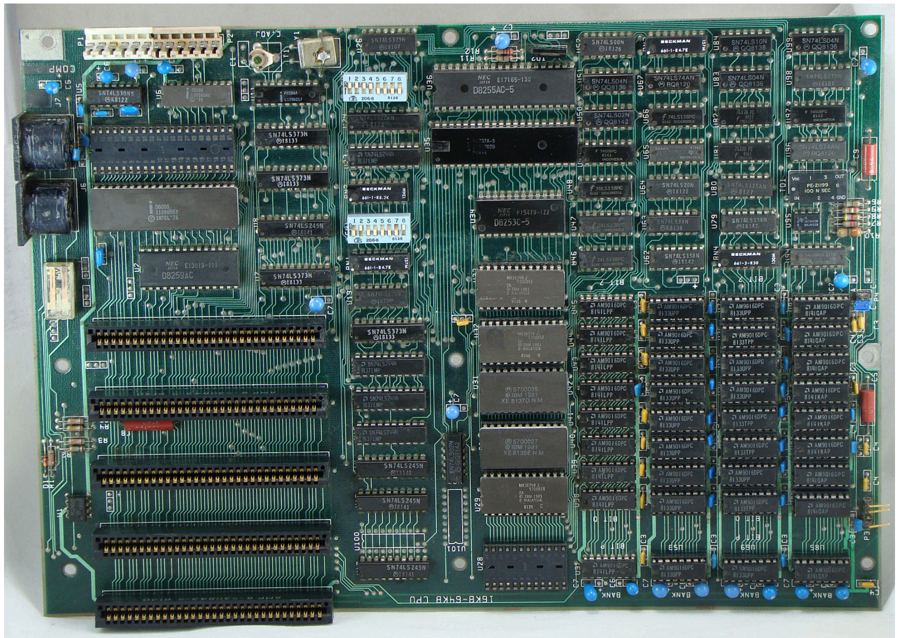
1930s	1940s	1950s	**1960s**	**1970s**	1980s	1990s	2000s	2010s

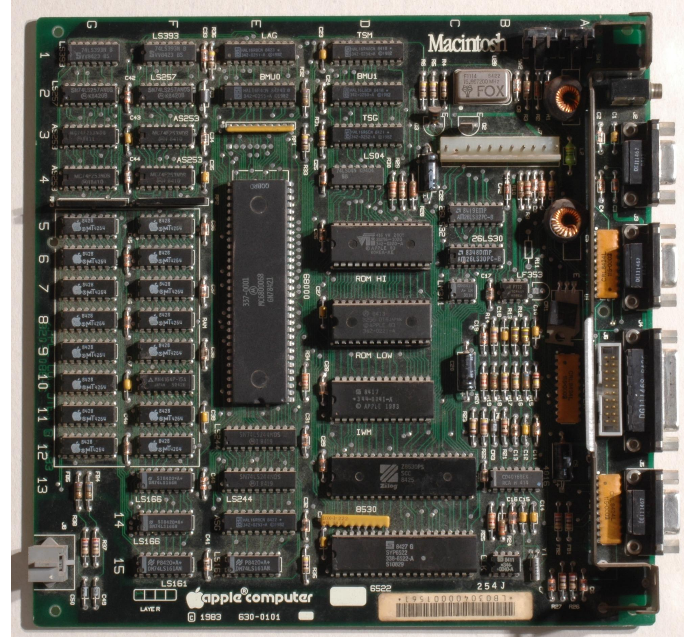
PDP-11 "**minicomputers**"

http://simh.trailing-edge.com/

http://www.pcworld.com/article/249951/if_it_aint_broke_dont_fix_it_ancient_computers_in_use_today.html?page=2

1930s	1940s	1950s	1960s	1970s	**1980s**	**1990s**	2000s	2010s





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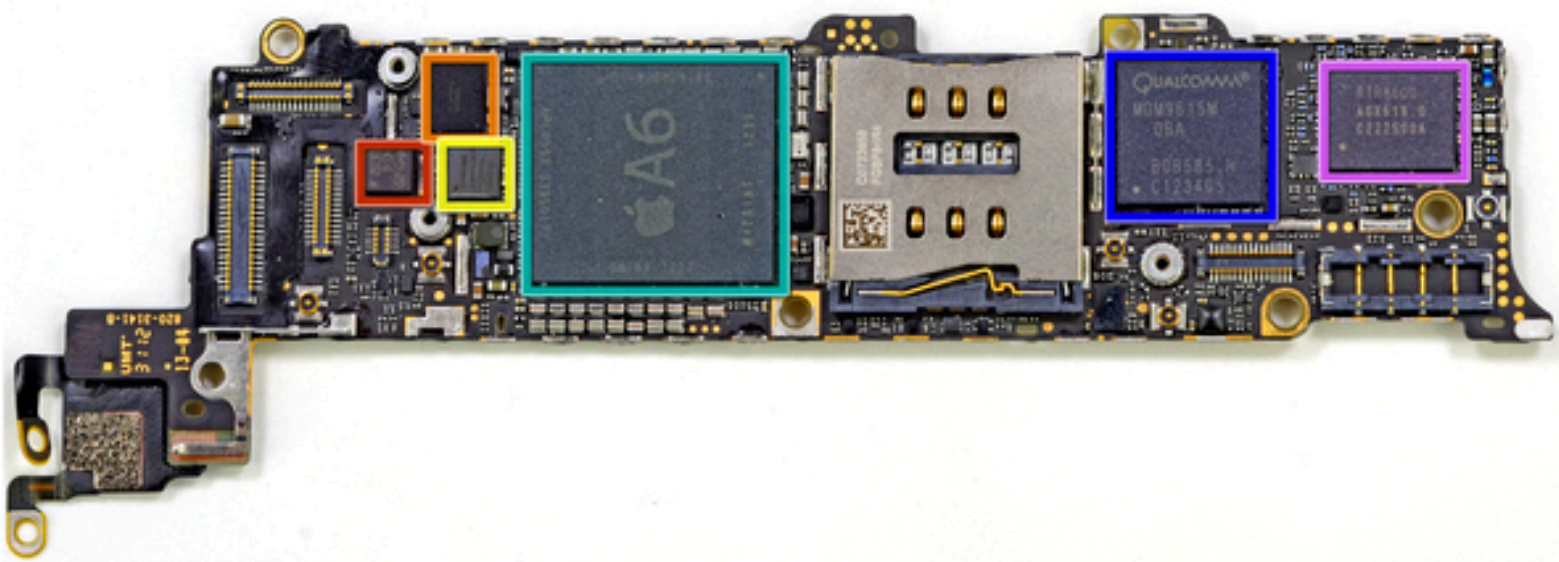
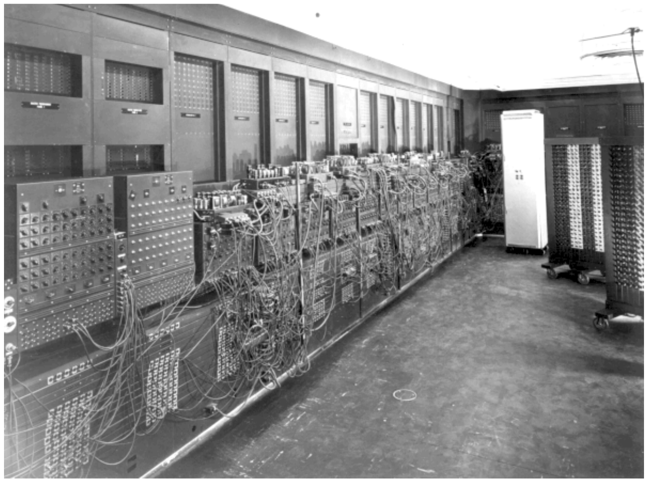
1930s	1940s	1950s	1960s	1970s	1980s	1990s	**2000s**	**2010s**



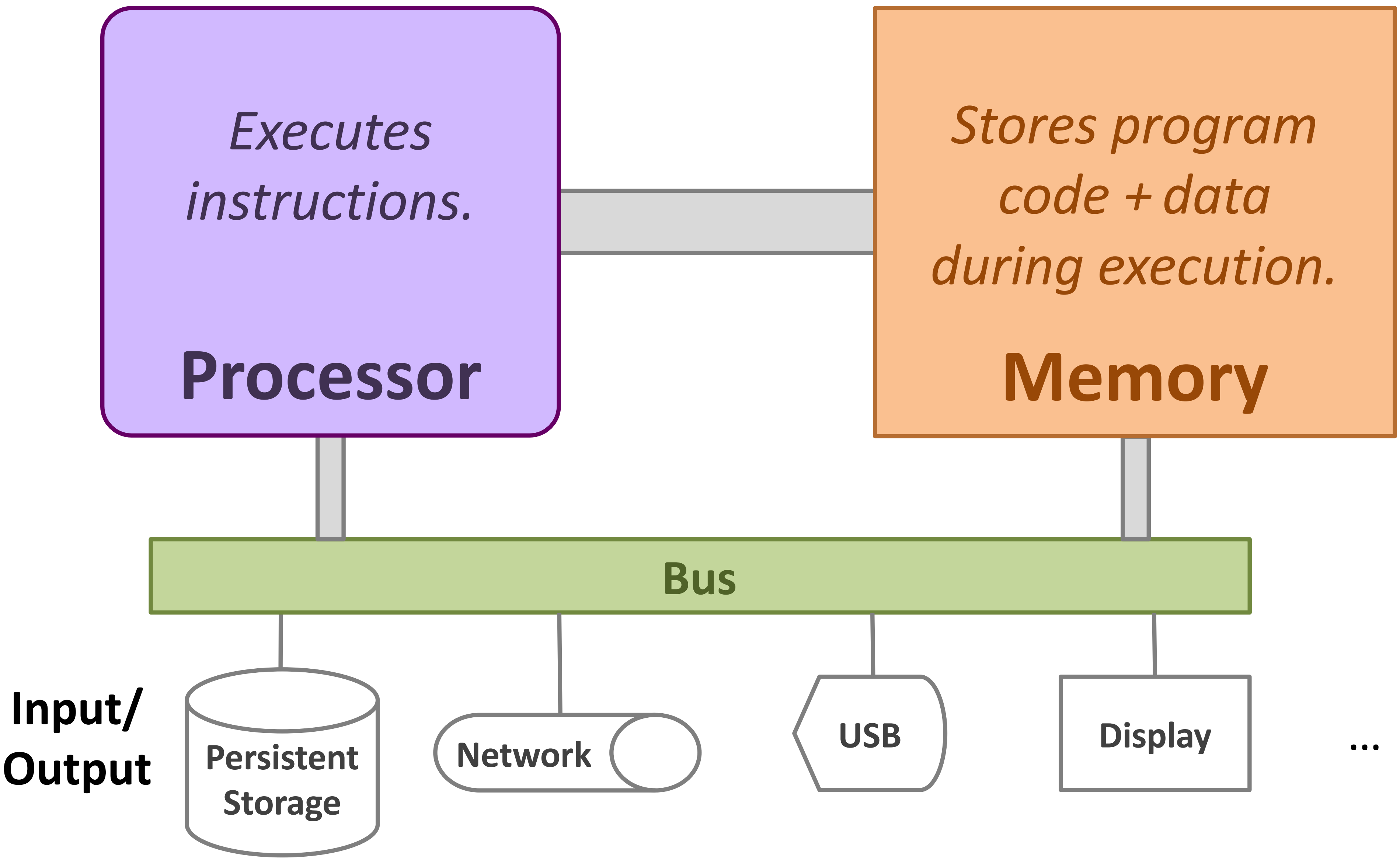
1930s	1940s	1950s	1960s	1970s	1980s	1990s	2000s	2010s



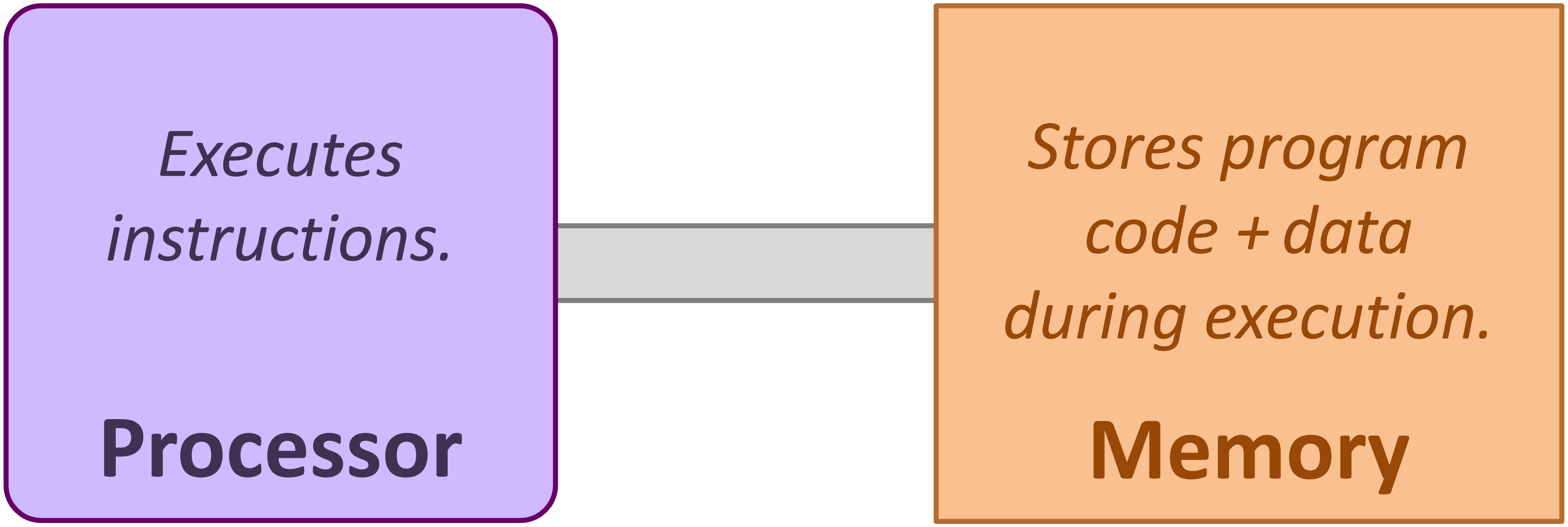
	ENIAC	**iPhone 5**
Year	1946	2012
Weight	30 tons	4 oz
Volume	2,400 ft^3	3.4 in^3
Cost (USD, 2014)	$6,000,000	$600
Speed	few 1000 ops/sec	2,500,000,000 ops/sec
Memory	~100 bytes	1,073,741,824 bytes (1 GB)
Power	150,000 W	<5W
Input/Output	Switches, lights, later punchcards	Touchscreen, audio, camera, wifi, cell, …
Production	1	5,000,000 sold in first 3 days

1930s | 1940s | 1950s | 1960s | 1970s | 1980s | 1990s | 2000s | 2010s

Modern Computer Organization

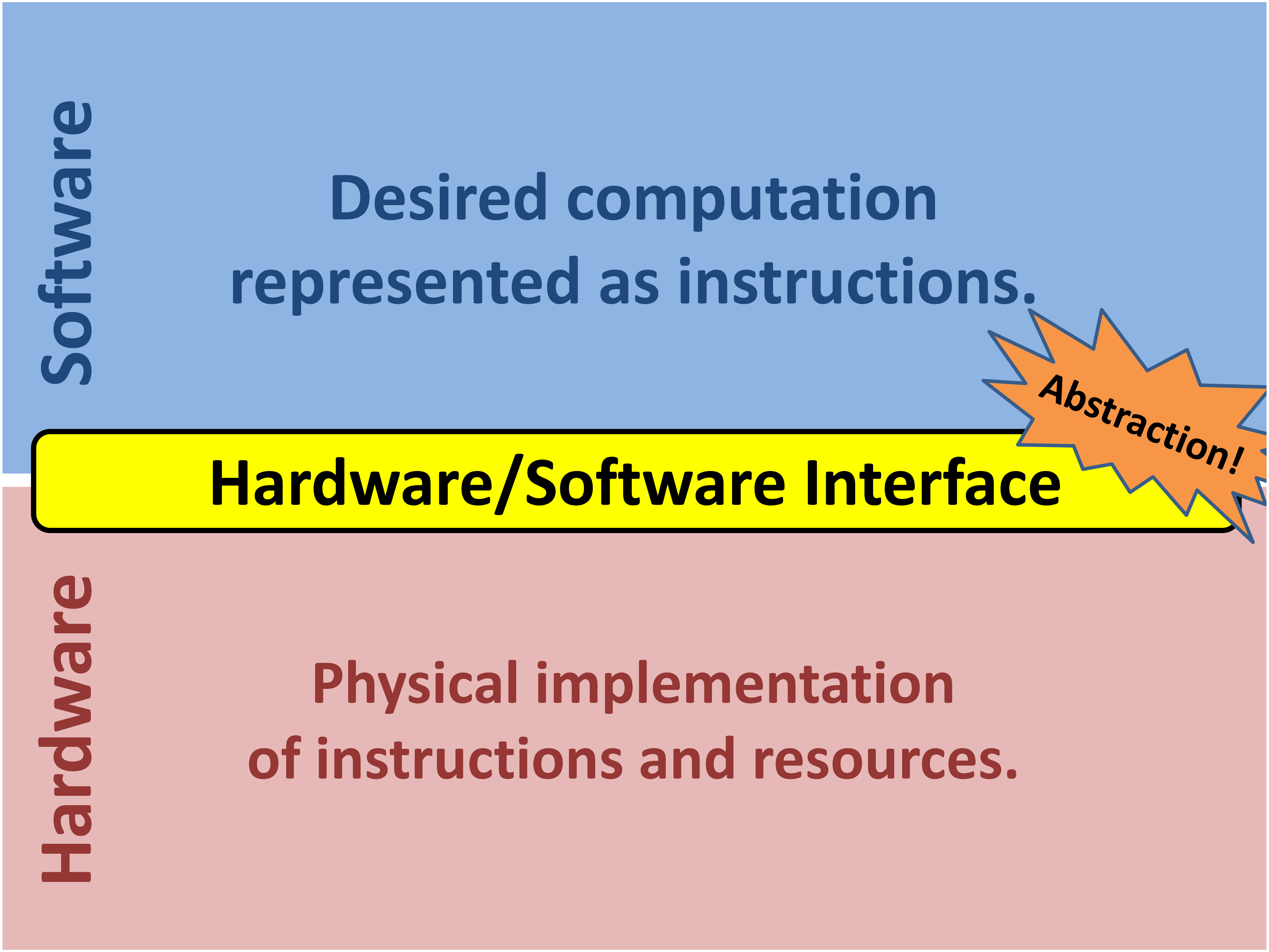


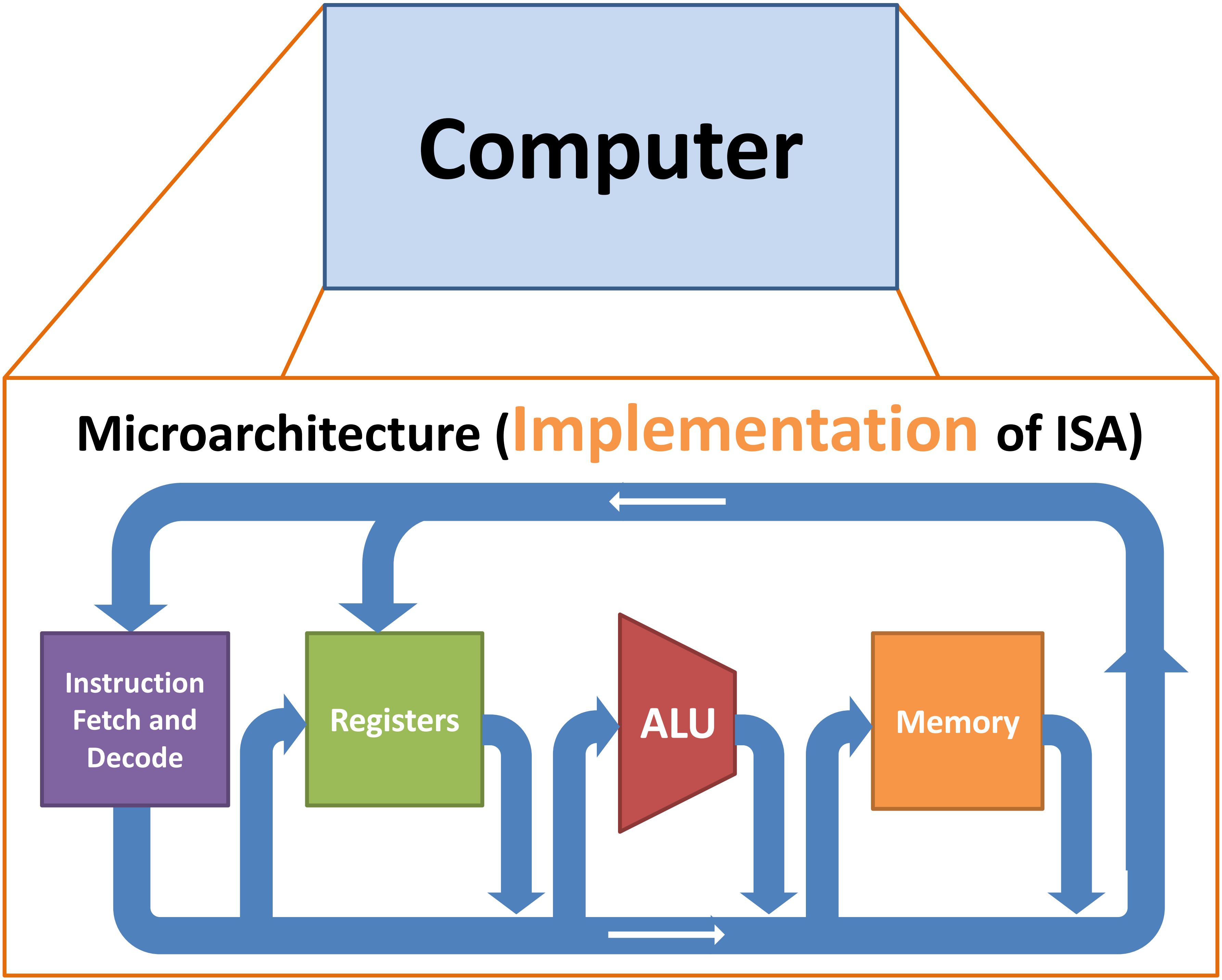
Modern Computer Organization

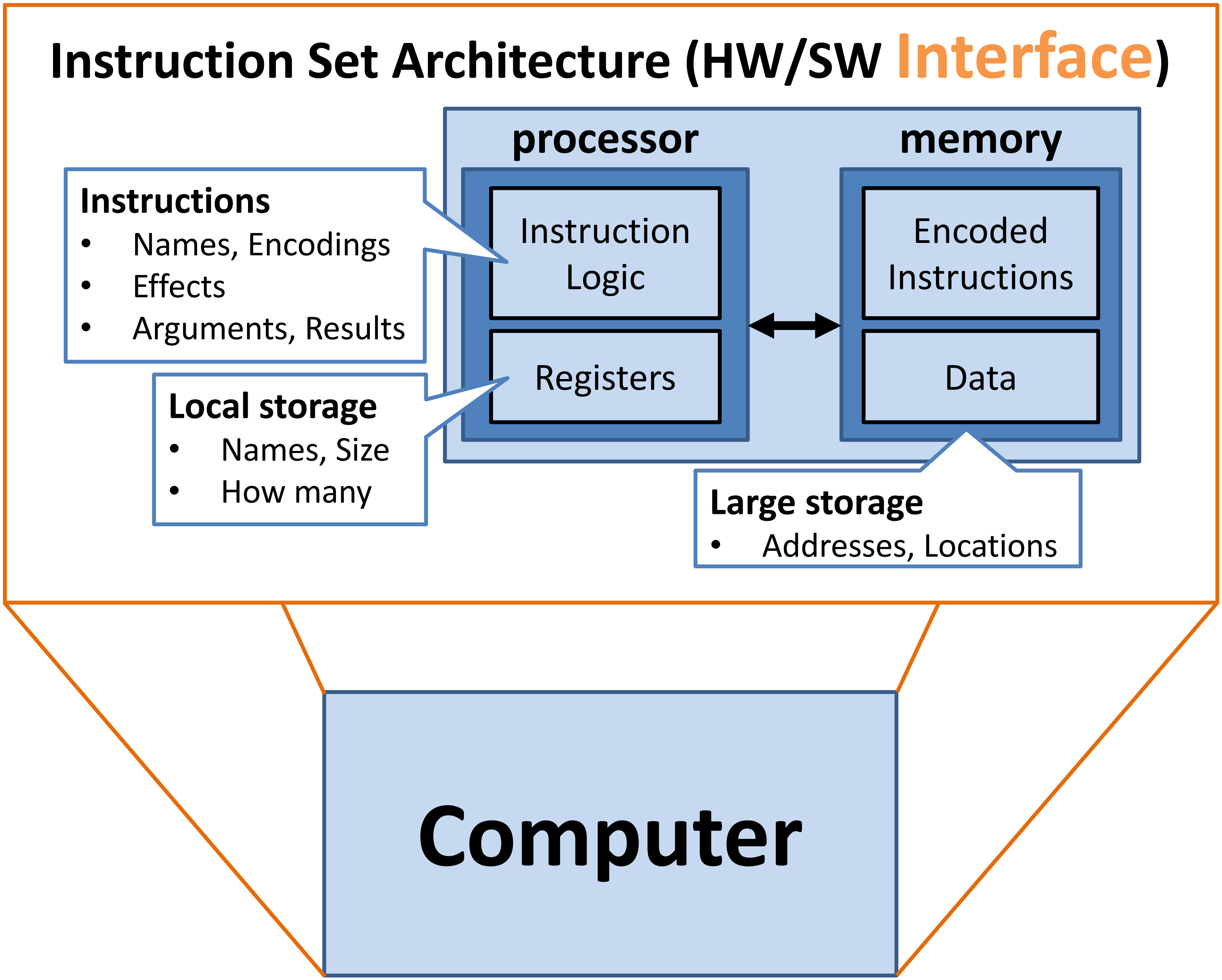


Processor repeats:

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


Software
Desired computation
represented as instructions.
Abstraction!
Hardware/Software Interface
Hardware
Physical implementation
of instructions and resources.


Computer
Microarchitecture (Implementation of ISA)
Instruction Fetch and Decode
Registers
ALU
Memory



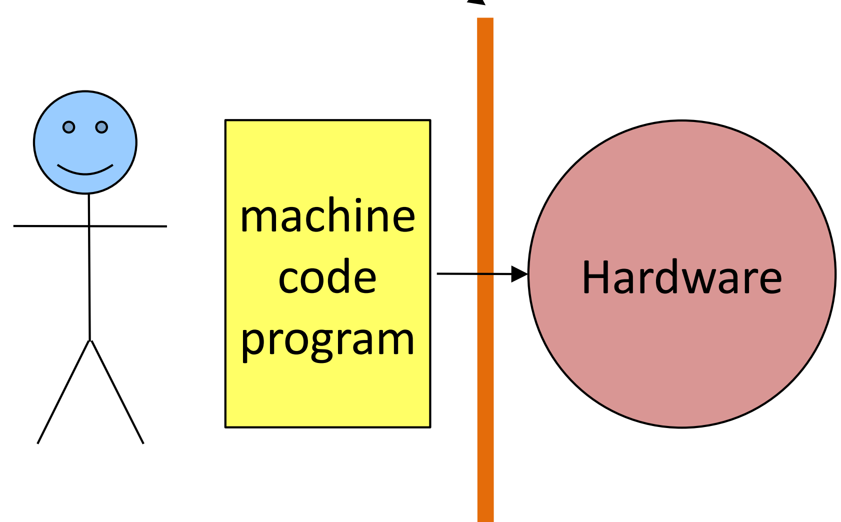
Instruction Set Architecture (HW/SW Interface)
processor
memory
Instructions
• Names, Encodings
• Effects
• Arguments, Results
Instruction Logic
Encoded Instructions
Registers
Data
Local storage
• Names, Size
• How many
Large storage
• Addresses, Locations
Computer

Machine Instructions

(adds two values and stores the result)

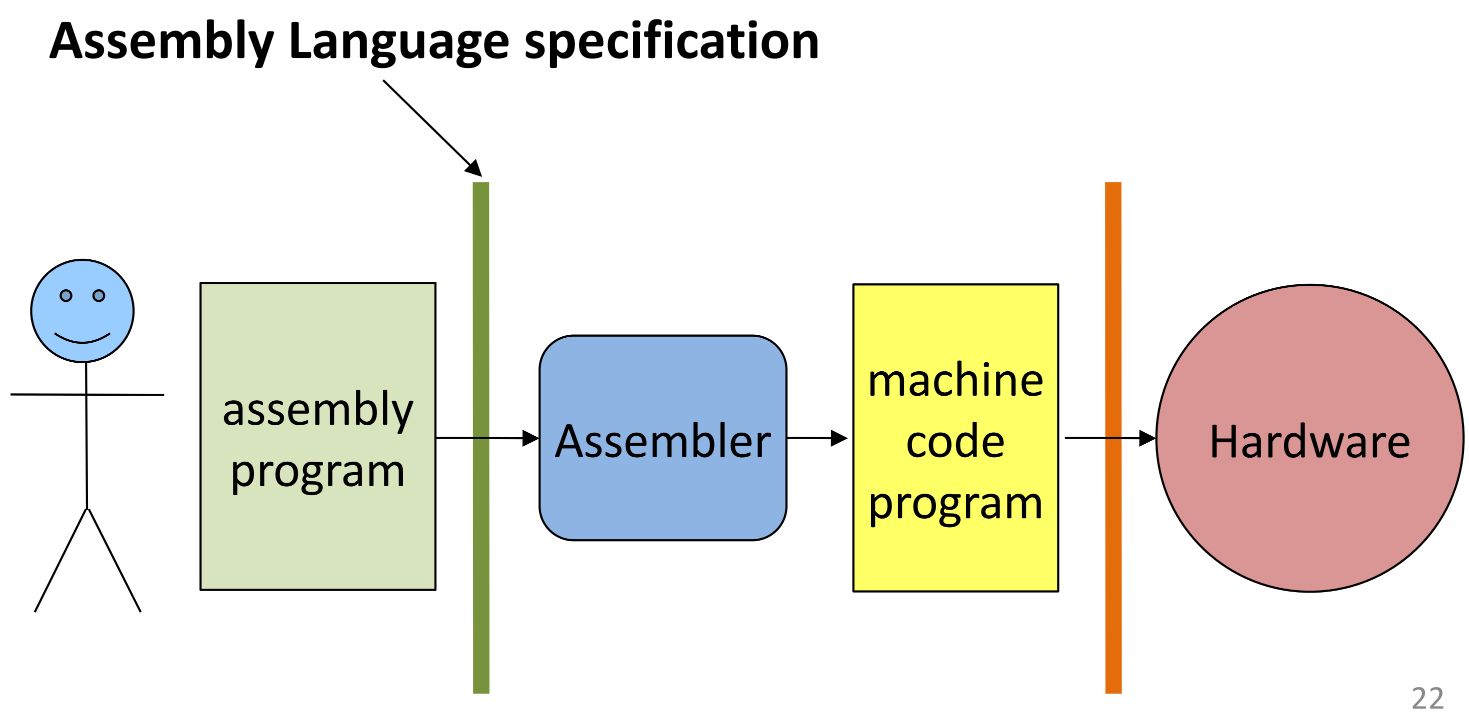
00000010100010101100100000010000

Instruction Set Architecture specification



Assemblers and Assembly Languages

`addl %eax, %ecx` → `00000010100010101100100000010000`



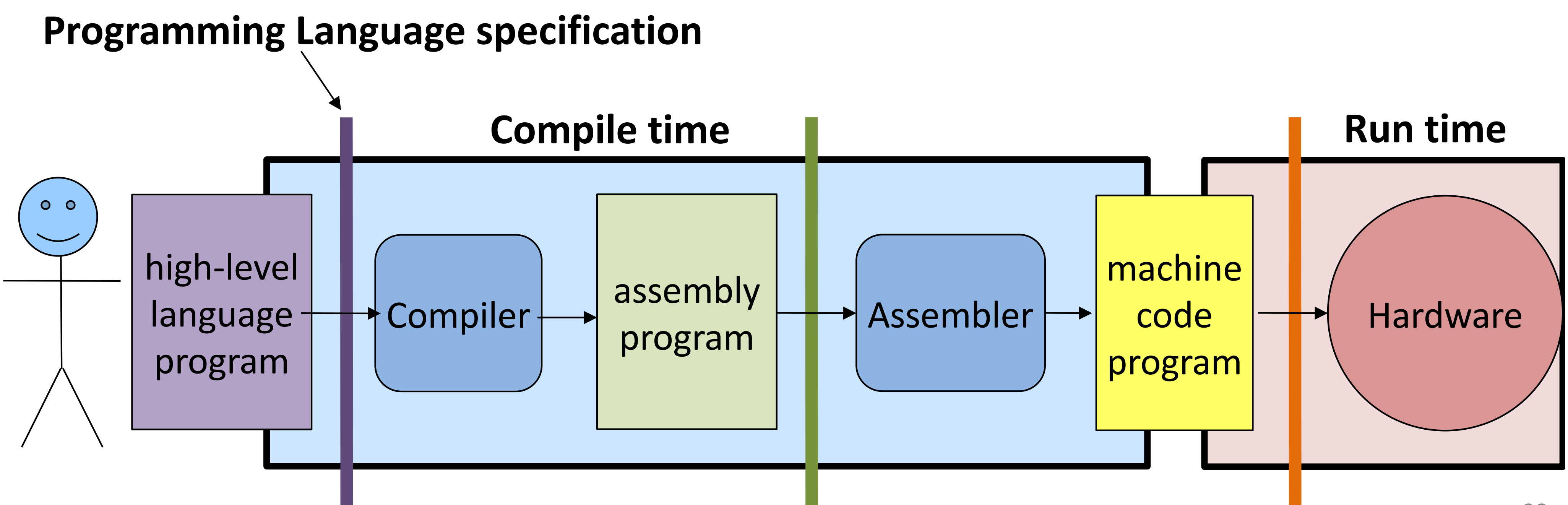
1930s | 1940s | **1950s** | **1960s** | 1970s | 1980s | 1990s | 2000s | 2010s

Higher-Level Programming Languages

```
x = x + y;
```

```
addl %eax, %ecx
```

```
00000010100010101100100000010000
```



A-0: first compiler, by Grace Hopper

Early 1950s
Maybe closer to assembler/linker/loader

Later:
- B-0 → FLOW-MATIC
- → COBOL, late 50s

Jean Sammet also involved
- headed first sci comp group at Sperry in the '50s
- Later first female president of ACM.

More and more layers…

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

CS 240: a 3-stage sprint

(4-5 weeks each)

Hardware *implementation*

- From transistors to a simple computer

Hardware-software *interface*

- From instruction set architecture to C

Abstraction for practical systems

- Memory hierarchy
- Operating systems
- Higher-level languages

I just like to program.
2 ***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**

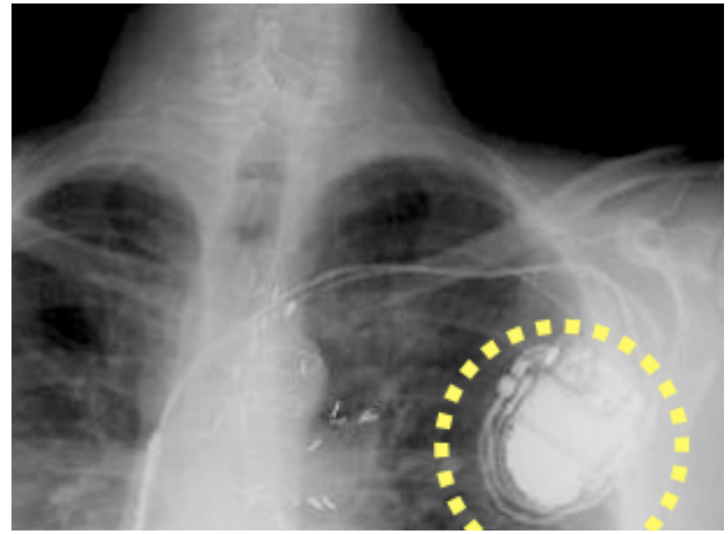
Memory Performance

```
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



ıe *GHOST vulnerability* is a buffer overflow condition that can be easily exploited local
ımotely, which makes it extremely dangerous. This vulnerability is named after the *GetHOSTb*
nction involved in the exploit.

A Heart Device Is Found Vulnerable to Hacker Attacks

By BARNABY J. FEDER
Published: March 12, 2008

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.

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!

Also: C programming language

- Invented to build UNIX operating system, 1970s
  - OS manages hardware, C close to machine model
- Simple pieces look like Java:
  - if, while, for, local variables, assignment, etc.
- Other pieces do not:
  - structs vs. objects, functions vs. methods
  - addresses, pointers
  - no array bounds checks
  - weak type system
- Important language, still widely used,
  but many better PL ideas have come along since.

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

3

Everything is here.

Please read it.