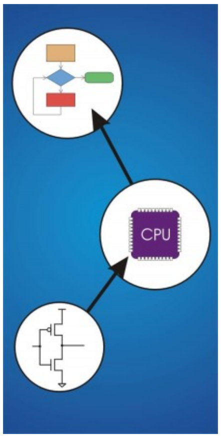

CS270
Computer Organization
Fall 2018

1

Lecture Goals

Review course logistics
- Assignments & quizzes
- Policies
- Organization
- Grading Criteria

Introduce key concepts
- Role of Abstraction
- Software versus Hardware
- Universal Computing Devices
- Layered Model of Computing

2

Logistics

Lectures: See syllabus
Staff: See syllabus
Recitations: See syllabus
Help desks: See syllabus
Office hours: See syllabus
Materials on the website:
- http://www.cs.colostate.edu/~cs270

- **Piazza: access through Canvas, or directly**

3

Assignments & Quizzes

Assignments
- Posted on Progress page of the course website
- Programming (C, LC-3) or Logisim circuit designs
- See Canvas for due dates
- Submit via Checkin before 11:59 PM (unless otherwise specified).
- Late period for assignments – posted in assignment, 20% deduction
- Regrading requests in Piazza (see the syllabus for policies).

Quizzes:
- Can be on-line (canvas) or in-class (using iClicker)

4

Policies

Grading Criteria
- Assignments (20%)
- Recitations (10%)
- Quizzes and iClicker (10%)
- Two Midterm Exams (20% each)
- Final Exam (20%)

Late Policy
- None accepted

Academic Integrity
- http://www.cs.colostate.edu/~info/student-info.html
- Do your own work
- Cannot copy and paste *any* code, unless provided by us

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People

Instructors:
- Russ Wakefield

Graduate Teaching assistants:
- Fahad Ullah
- Zahra Borhani

Undergraduate Teaching Assistants:
- Nick Odell
- Kacey Schulz

Office hours/locations
- See course website

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Organization

1/3 C programming: data types, language syntax, variables and operators, control structures, functions, pointers and arrays, memory model, recursion, I/O, data structures
1/3 Instruction set architecture: machine/assembly code, instruction formats, branching and control, LC-3 programming, subroutines, memory model (stack)
1/3 computer hardware: numbers and bits, transistors, gates, digital logic, state machines, von Neumann model, instruction sets, LC-3 architecture

Top Down Perspective

- **Multilayered view:**
  - **Higher layers serves as the specification.**
  - **Lower layer implements provides the implementation**
- **We will see**
  - **How a higher level language (C) is implemented by a processor instruction-set architecture (ISA), LC-3 in our case ?**
  - **How an ISA is implemented using digital circuits?**
  - **How are digital circuits implemented using transistors?**
  - **And so on …**

Grading Criteria

Letter Grade	Points
A	≥90%
B	≥80%
C	≥70%
D	≥60%

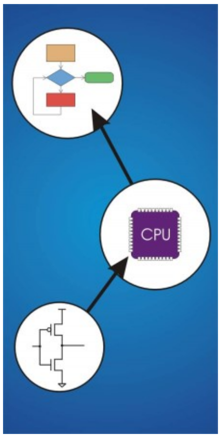
- **We will not cut higher than this, but we may cut lower.**
- **Your average score on exams must be ≥65% to receive a passing grade in this course.**

How to be successful in this class

1) **Read the textbook.**
2) **Attend all classes and recitations.**
3) **Take the in-class and on-line quizzes as required.**
4) **Do the worksheets.**
5) **Do all the assignments yourself,**
   - **ask questions (early! (but not *too* early!)) if you run into trouble.**
6) **Take advantage of lab sessions where help is available from TAs,**
   - **but try to do it yourself first, too much help can be harmful.**

Text book:
Introduction to Computing Systems:
From Bits and Gates to C and Beyond
2nd Edition
Yale N. Patt and Sanjay J. Patel

Slides based on G. T. Byrd, NCState, © McGraw-Hill,
With modifications/additions by CSU Faculty



Chapter 1
Welcome Aboard

Two Recurring Themes

Abstraction

- Productivity enhancer – don't need to worry about details…
  - Can drive a car without knowing how the internal combustion engine works.
- …until something goes wrong!
  - Where's the dipstick? What's a spark plug?
- Important to understand the components and how they work together.

Hardware vs. Software

- It's not either/or – both are components of a computer system.
- Even if you specialize in one, you should understand capabilities and limitations of both.

1-13

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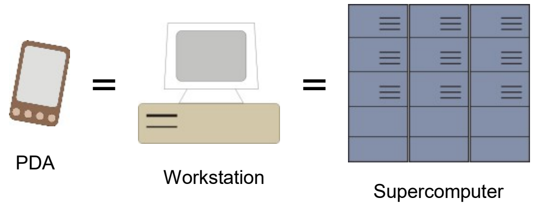
Big Idea #1: Universal Computing Device

All computers, given enough time and memory, are capable of computing exactly the same things.



1-14

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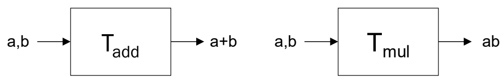
Turing Machine

Mathematical model of a device that can perform any computation – Alan Turing (1937)

- ability to read/write symbols on an infinite "tape"
- state transitions, based on current state and symbol

Every computation can be performed by some Turing machine. ***(Turing's thesis)***



Turing machine that adds *Turing machine that multiplies*

For more info about Turing machines, see http://www.wikipedia.org/wiki/Turing_machine/

For more about Alan Turing, see http://www.turing.org.uk/turing/

1-15

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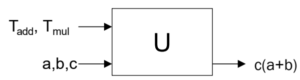
Universal Turing Machine

A machine that can implement all Turing machines -- this is also a Turing machine!

- inputs: data, plus a description of computation (other TMs)



Universal Turing Machine

U is programmable – so is a computer!

- instructions are part of the input data
- a computer can emulate a Universal Turing Machine

A computer is a universal computing device.

1-16

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From Theory to Practice

In theory, computer can *compute* anything that's possible to compute

- given enough *memory* and *time*

In practice, *solving problems* involves computing under constraints.

- time
  - weather forecast, next frame of animation, ...
- cost
  - cell phone, automotive engine controller, ...
- power
  - cell phone, handheld video game, ...

1-17

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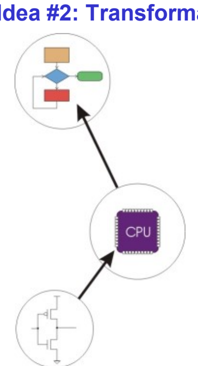
Big Idea #2: Transformations Between Layers



Problems
- - - - - - - - - - - - - - - - -
Algorithms
- - - - - - - - - - - - - - - - -
Language
- - - - - - - - - - - - - - - - -
Instruction Set Architecture
- - - - - - - - - - - - - - - - -
Microarchitecture
- - - - - - - - - - - - - - - - -
Digital Circuits
- - - - - - - - - - - - - - - - -
Devices

1-18

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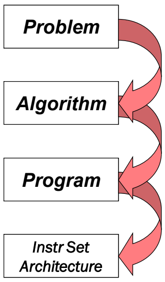
How do we solve a problem using a computer?

A systematic sequence of transformations between layers of abstraction.

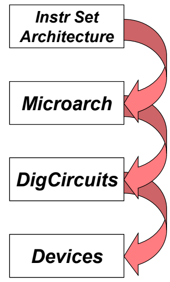


Software Design:
choose algorithms and data structures

Programming:
use language to express design

Compiling/Interpreting:
convert language to machine instructions

Deeper and Deeper…



Processor Design:
choose structures to implement ISA

Logic/Circuit Design:
gates and low-level circuits to implement components

Process Engineering & Fabrication:
develop and manufacture lowest-level components

Descriptions of Each Level

Problem Statement
- **stated using "natural language"**
- **may be ambiguous, imprecise**

Algorithm
- **step-by-step procedure, guaranteed to finish**
- **definiteness, effective computability, finiteness**

Program
- **express the algorithm using a computer language**
- **high-level language, low-level language**

Instruction Set Architecture (ISA)
- **specifies the set of instructions the processor (CPU) can perform**
- **data types, addressing mode**

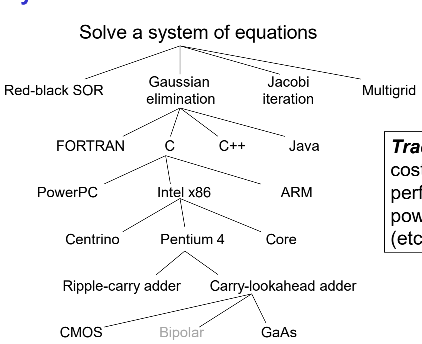
Descriptions of Each Level (cont.)

Microarchitecture
- **detailed organization of a processor implementation**
- **different implementations of a single ISA**

Logic Circuits
- **combine basic operations to realize microarchitecture**
- **many different ways to implement a single function (e.g., addition)**

Devices
- **properties of materials, manufacturability**

Many Choices at Each Level



Tradeoffs:
cost
performance
power
(etc.)

Course Outline

Bits and Bytes
- **How do we represent information using electrical signals?**

C Programming
- **How do we write programs in C?**
- **How do we implement high-level programming constructs?**

Instruction set architecture/Assembly language
- **What operations (instructions) will we implement?**
- **How do we use processor instructions to implement algorithms?**
- **How do we write modular, reusable code? (subroutines)**
- **I/O, Traps, and Interrupts: How does processor communicate with outside world?**

Digital Logic and processor architecture
- **How do we build circuits to process and store information?**
- **How do we build a processor out of logic elements?**

Computer systems: what is next?