

CS 24

Introduction to Computing Systems

Introduction: Perspectives on Computing Systems



Outline

1 Motivation

2 Administrivia

3 Representing Information

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The Programmer's Perspective

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The System Builder's Perspective

You are a “system's person” and you want to understand how your entire computer works by building the pieces one by one.

The Programmer's Perspective

You are a {Java, Python, C++, ...} programmer, and you want to write fast, safe programs that might interact with your OS.

The System Builder's Perspective

You are a "system's person" and you want to understand how your entire computer works by building the pieces one by one.

Poll (M2)

Which perspective(s) do you feel are most applicable to you?

- a The Programmer's Perspective
- b The System Builder's Perspective
- c Both
- d Neither

For The Programmer

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For The System Builder

You will build:

For The Programmer

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For The System Builder

You will build:

- a virtual machine

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- important system realities that will change how you program
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For The System Builder

You will build:

- a virtual machine
- a small compiler

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For The System Builder

You will build:

- a virtual machine
- a small compiler
- a memory allocator

For The Programmer

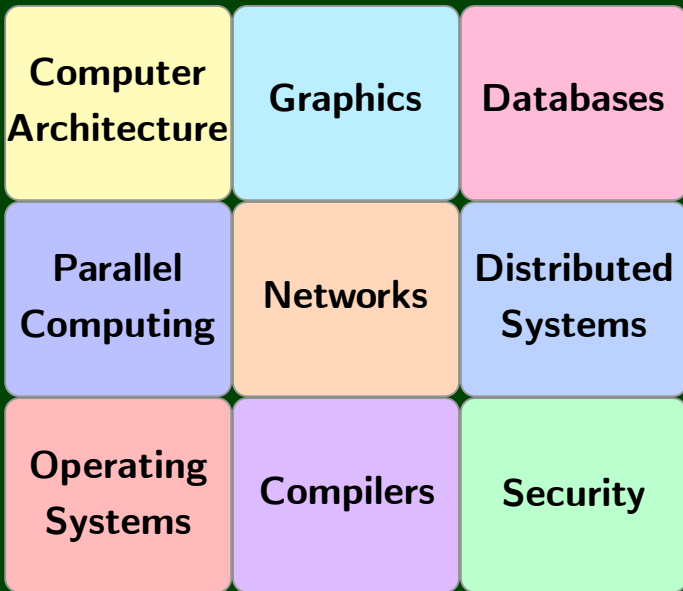
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For The System Builder

You will build:

- a virtual machine
- a small compiler
- a memory allocator
- a garbage collector



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- I think **security** is cool. So, we'll spend some time thinking about the "security mindset" and how to break things.
- I think **real-world software** is cool. So, we'll spend some time re-writing core pieces of the system.

Overview

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- Lie 5: Your computer runs all your programs at the same time

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3 Representing Information

- you know data structures at the level of CS 2

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- The Pre-Test takes no more than **eleven hours** to complete

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- Prof. Blank's "door" is always open

- This is **not** a C course

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- This is **not** an EE course

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- This is **not** a hardware course

Grading Breakdown

- pretest = 5%
- projects = varying percentages
- lecturcises = 30%
- final = 10%

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- We will not accept projects late due to misuse of `git`.
- If you do not get any credit on the coding portion, you will not get any credit on the written portion.

To maintain consistency, all regrade requests should go directly to Prof. Blank via e-mail. Do not attempt to contact TAs about grading questions.

- Office Hours!
 - OH are now in ANB 106 (which is called (CS)² for Computer Science Collaboration Support).
 - OH The schedule has also changed a bit—we've removed office hours from days that were unpopulated and started them earlier at 3pm!
 - (CS)² is a **new** dedicated space for undergraduates taking CS courses! If it's not in use for a course, you can just walk in and use it as a collaboration space! It has power, monitors to connect to, chargers, and dry-erase tables!
- Lecturcises! tl;dr: Some of the exercises in lecture will now be turned in (later in the week). See syllabus for full details.

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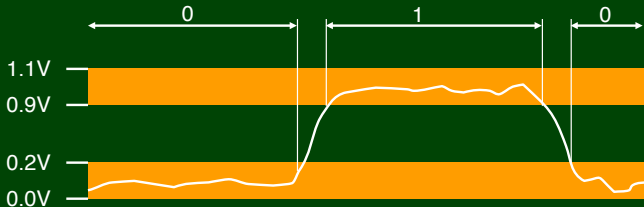
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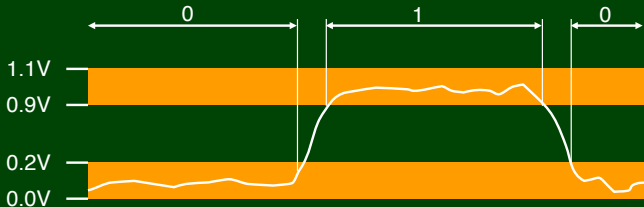
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- Reliably transmitted on noisy and inaccurate wires



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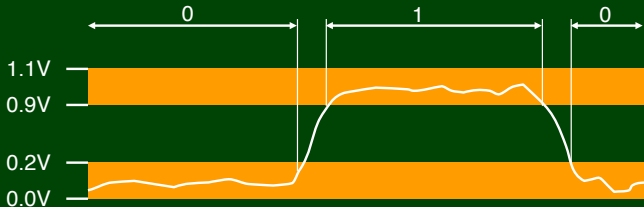


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Why Binary?

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A **byte** is a group of 8 bits.

Computers are made entirely of circuits acting only on bits. **Everything** is represented as a series of bits.

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It quickly becomes annoying to use binary, because there are so many digits to express even small numbers. So, we often write things (numbers, addresses, instructions) in **base 16**.

Base 16 is called **hexadecimal** and it uses the symbols $\{0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F\}$, where A through F represent 10 through 15.

0x	F	A	C	E
0b	1111	1010	1100	1110

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Poll

What is $(1337)_{10}$ in hexadecimal?

What does “0xe282ac” mean?

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It's an integer (14844588)...right?

Or is it an ASCII string?

Letter	Base-10	Binary
A	65	01000001
B	66	01000010
D	?	?
a	97	?
_	?	01011111
!	33	?

â,¬

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Or a unicode code point (€)?

Or a color?



Or x86-64 instructions?

```
0:  e2 82          loop    -124
2:  ac             lodsb
```

In this course, we will limit our discussions in the following ways:

- We will only cover the **x86-64** architecture (not ARM or RISC-V)
- We will assume we're working with **Linux**
- Our case studies will be limited to the **Intel Nehalem** microarchitecture

We have a reference machine set up which you should use for **all of the projects**. The Pre-Test includes a section on getting this environment set up.

If you do not use labradoodle, we are not responsible for according deductions in your grades.