inst.eecs.berkeley.edu/~cs61c

CS61C : Machine Structures

Lecture #1 – Introduction

2007-01-17

There are two handouts today at the front and middle of the room!

Lecturer SOE Dan Garcia

www.cs.berkeley.edu/~ddgarcia

Time Lapse! ⇒

In the next 4 yrs, time-lapse movies will show the construction of the new CITRIS building. High Def!!

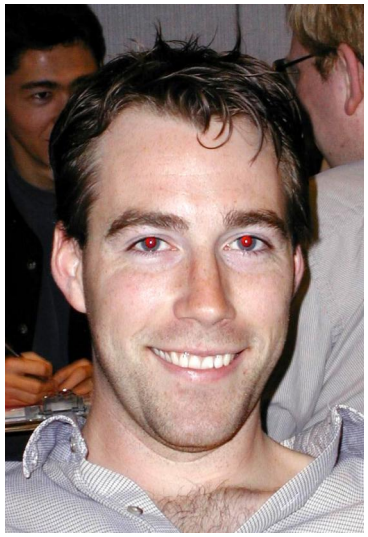
www.cs.berkeley.edu/~ddgarcia/tl/

“I stand on the shoulders of giants…”

Prof David Patterson

Prof John Wawrznek

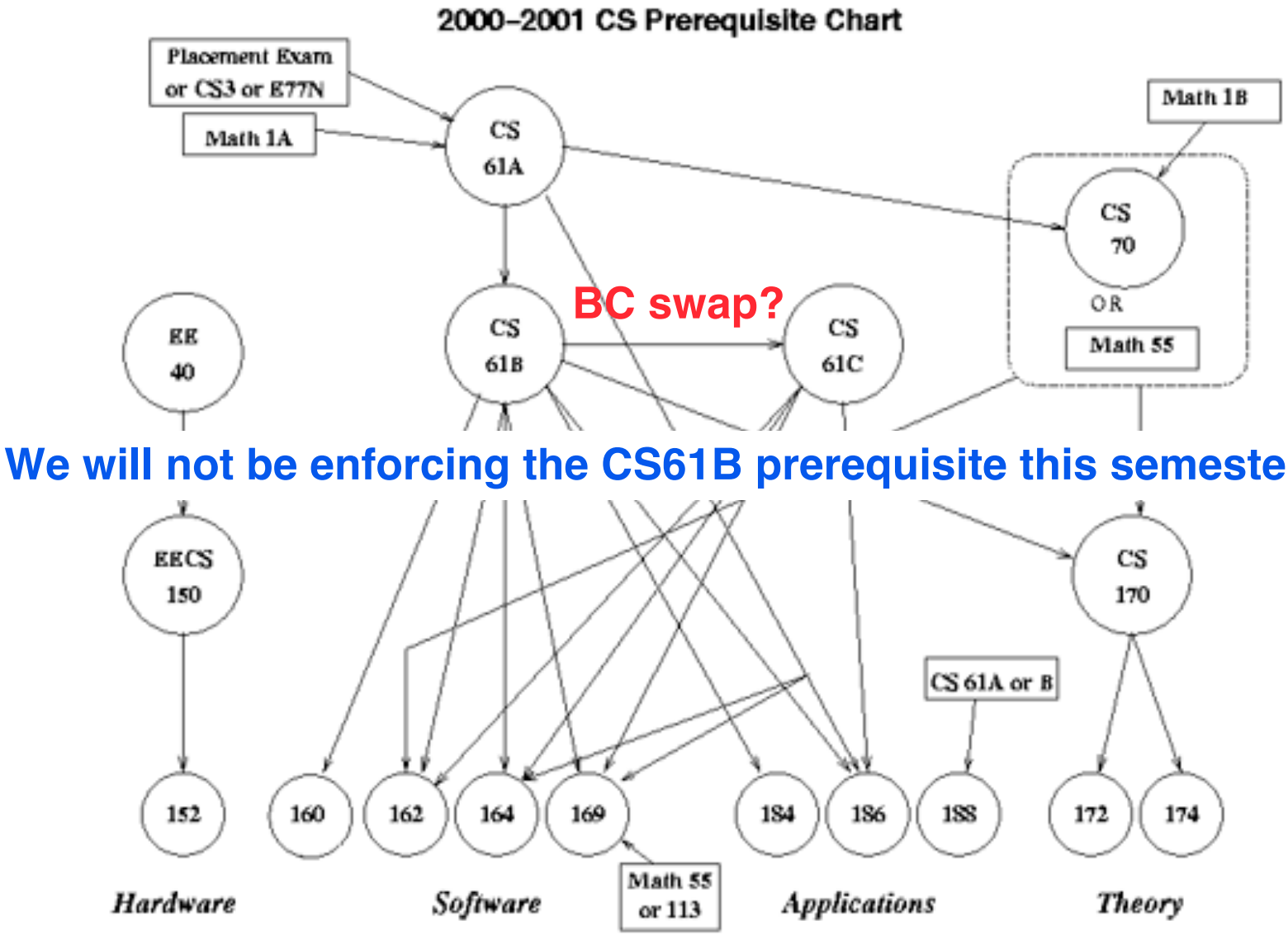
TA Andy Carle



TA Kurt Meinz

Thanks to these talented folks (& many others) whose contributions have helped make 61C a really tremendous course!

Where does CS61C fit in?



We will not be enforcing the CS61B prerequisite this semester.

`http://hkn.eecs.berkeley.edu/student/cs-prereq-chart1.gif`

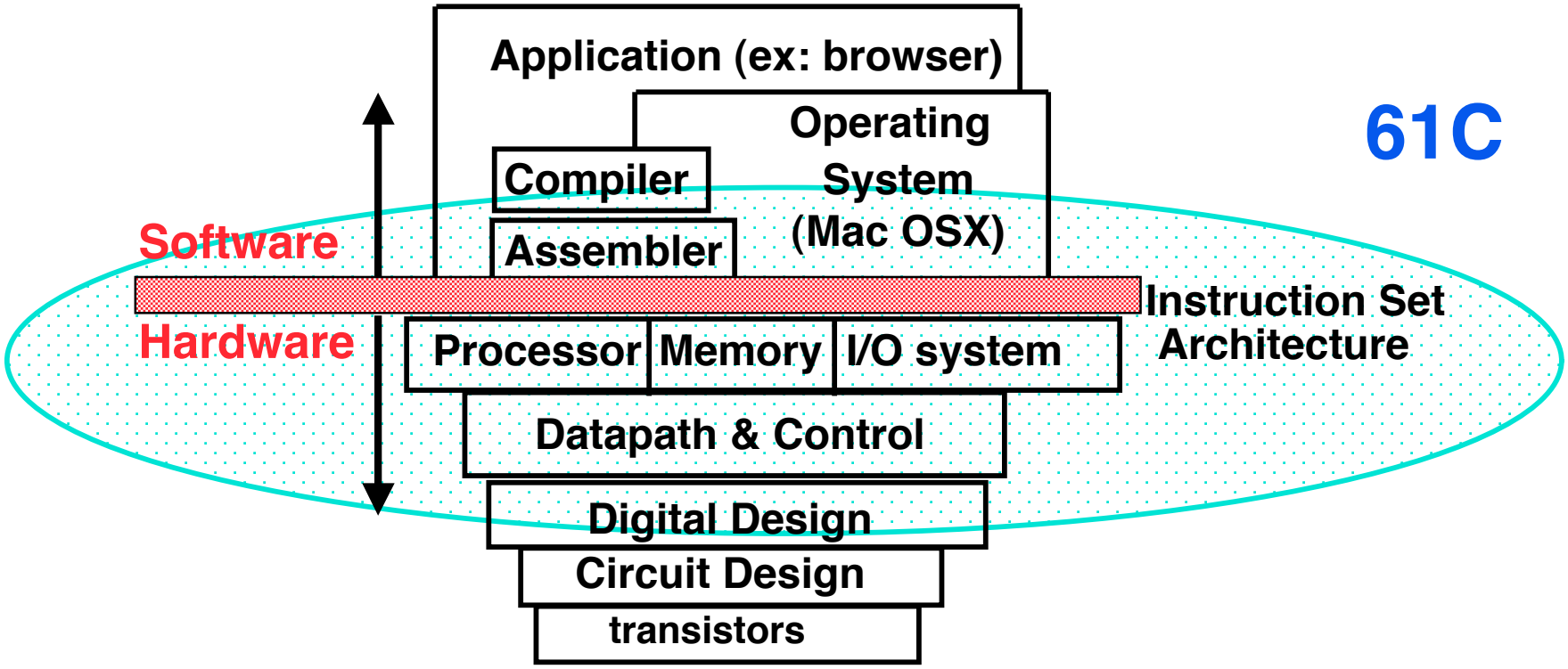
Are Computers Smart?

- To a programmer:
  - Very complex operations / functions:
    - `(map (lambda (x) (* x x)) '(1 2 3 4))`
  - Automatic memory management:
    - `List l = new List;`
  - "Basic" structures:
    - Integers, floats, characters, plus, minus, print commands

Are Computers Smart?

- In real life:
  - Only a handful of operations:
    - `{and, or, not}`
  - No automatic memory management.
  - Only 2 values:
    - {0, 1} or {low, high} or {off, on}

What are "Machine Structures"?



* Coordination of many

levels (layers) of abstraction

61C Levels of Representation

High Level Language Program (e.g., C)

Compiler

Assembly Language Program (e.g.,MIPS)

Assembler

Machine Language Program (MIPS)

Machine Interpretation

Hardware Architecture Description (Logic, Logisim, Verilog, etc.)

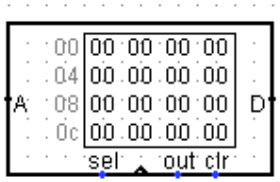
Architecture Implementation

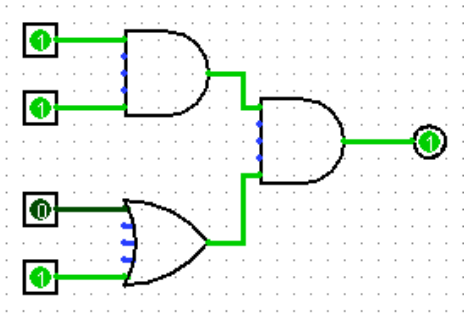
Logic Circuit Description (Logisim, etc.)

```
temp = v[k];
v[k] = v[k+1];
v[k+1] = temp;
```

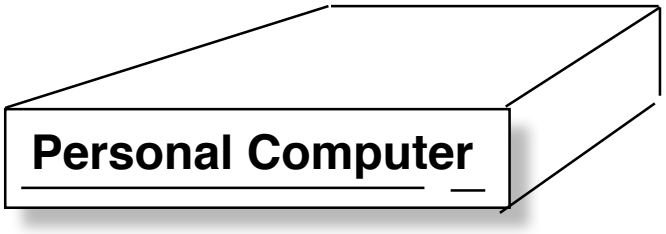
```
lw   $t0, 0($2)
lw   $t1, 4($2)
sw   $t1, 0($2)
sw   $t0, 4($2)
```

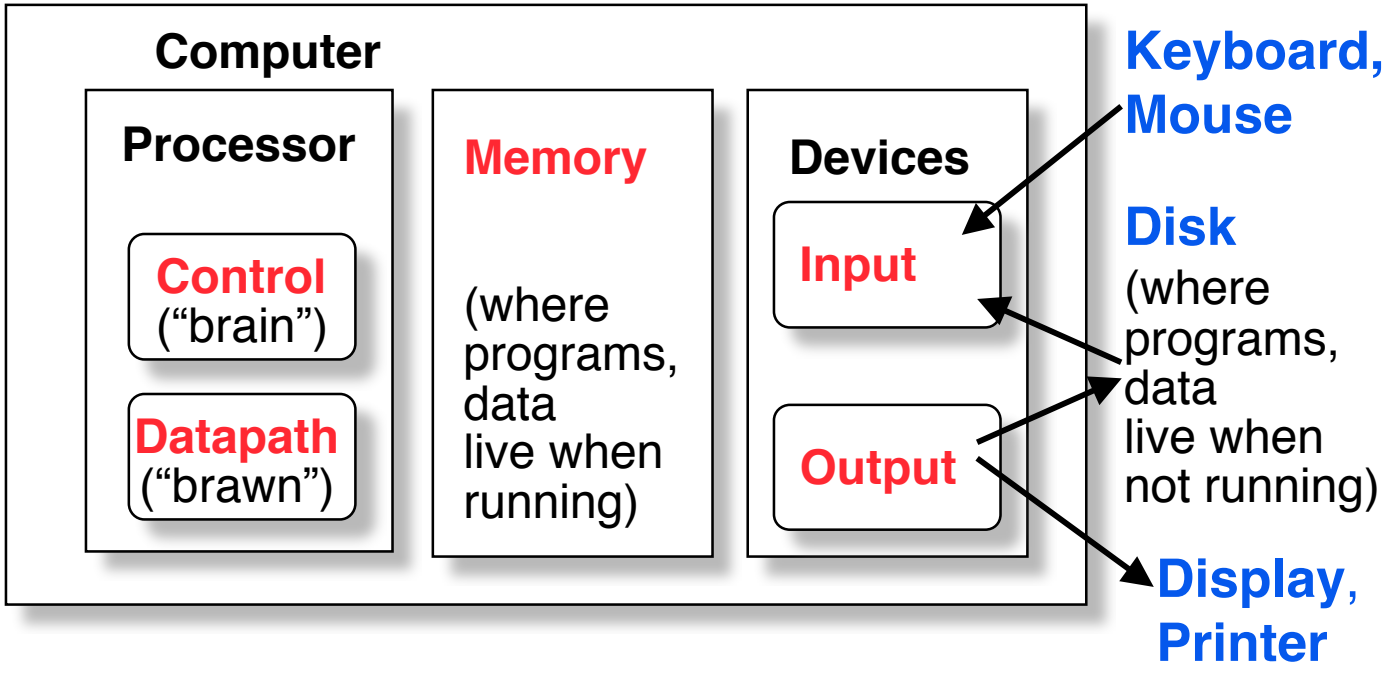
```
0000 1001 1100 0110 1010 1111 0101 1000
1010 1111 0101 1000 0000 1001 1100 0110
1100 0110 1010 1111 0101 1000 0000 1001
0101 1000 0000 1001 1100 0110 1010 1111
```





Anatomy: 5 components of any Computer





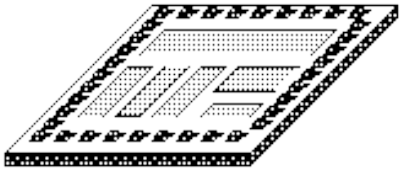
Overview of Physical Implementations

The hardware out of which we make systems.

- **Integrated Circuits (ICs)**
  - **Combinational logic circuits, memory elements, analog interfaces.**
- **Printed Circuits (PC) boards**
  - **substrate for ICs and interconnection, distribution of CLK, Vdd, and GND signals, heat dissipation.**
- **Power Supplies**
  - **Converts line AC voltage to regulated DC low voltage levels.**
- **Chassis (rack, card case, ...)**
  - **holds boards, power supply, provides physical interface to user or other systems.**
- **Connectors and Cables.**

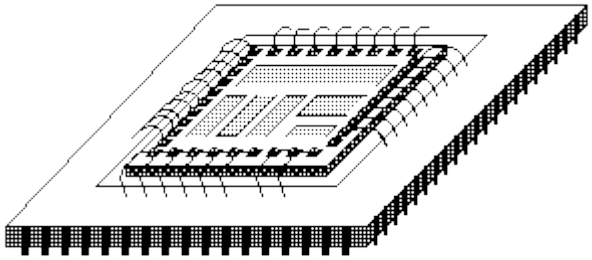
Integrated Circuits (2007 state-of-the-art)

Bare Die



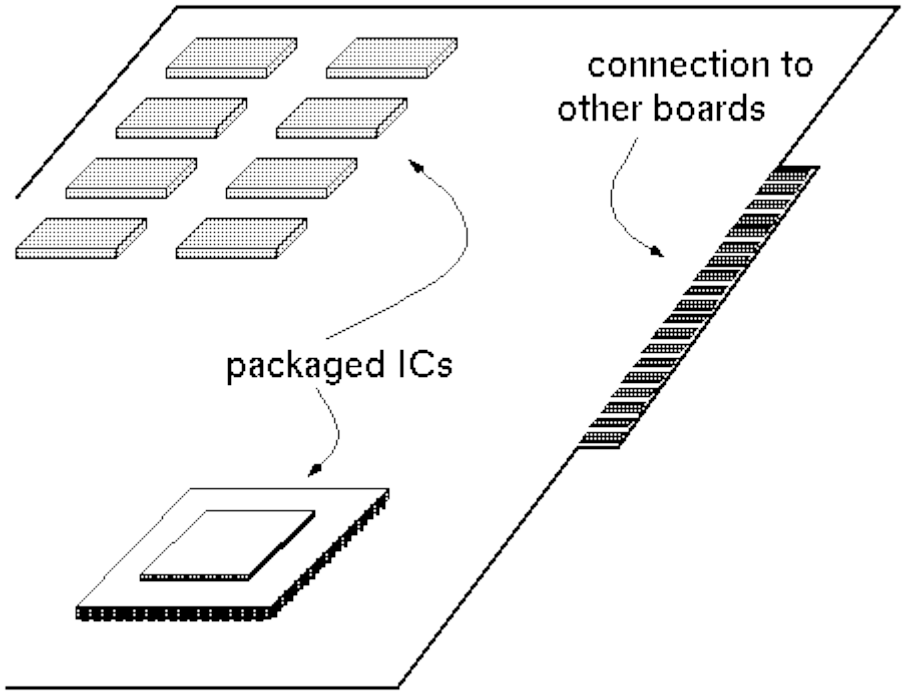
- Primarily Crystalline Silicon
- 1mm - 25mm on a side
- 2007 feature size ~ 65 nm = 65 x 10^{-9}m (then 45, 32, 22, and 16 [by yr 2013])
- 100 - 1000M transistors
- (25 - 100M "logic gates")
- 3 - 10 conductive layers
- "CMOS" (complementary metal oxide semiconductor) - most common.

Chip in Package



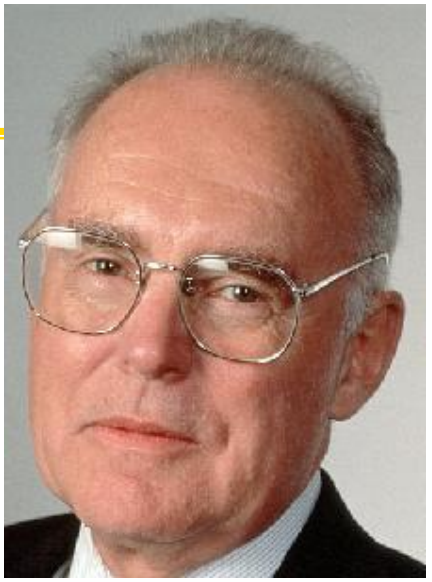
- Package provides:
  - spreading of chip-level signal paths to board-level
  - heat dissipation.
- Ceramic or plastic with gold wires.

Printed Circuit Boards

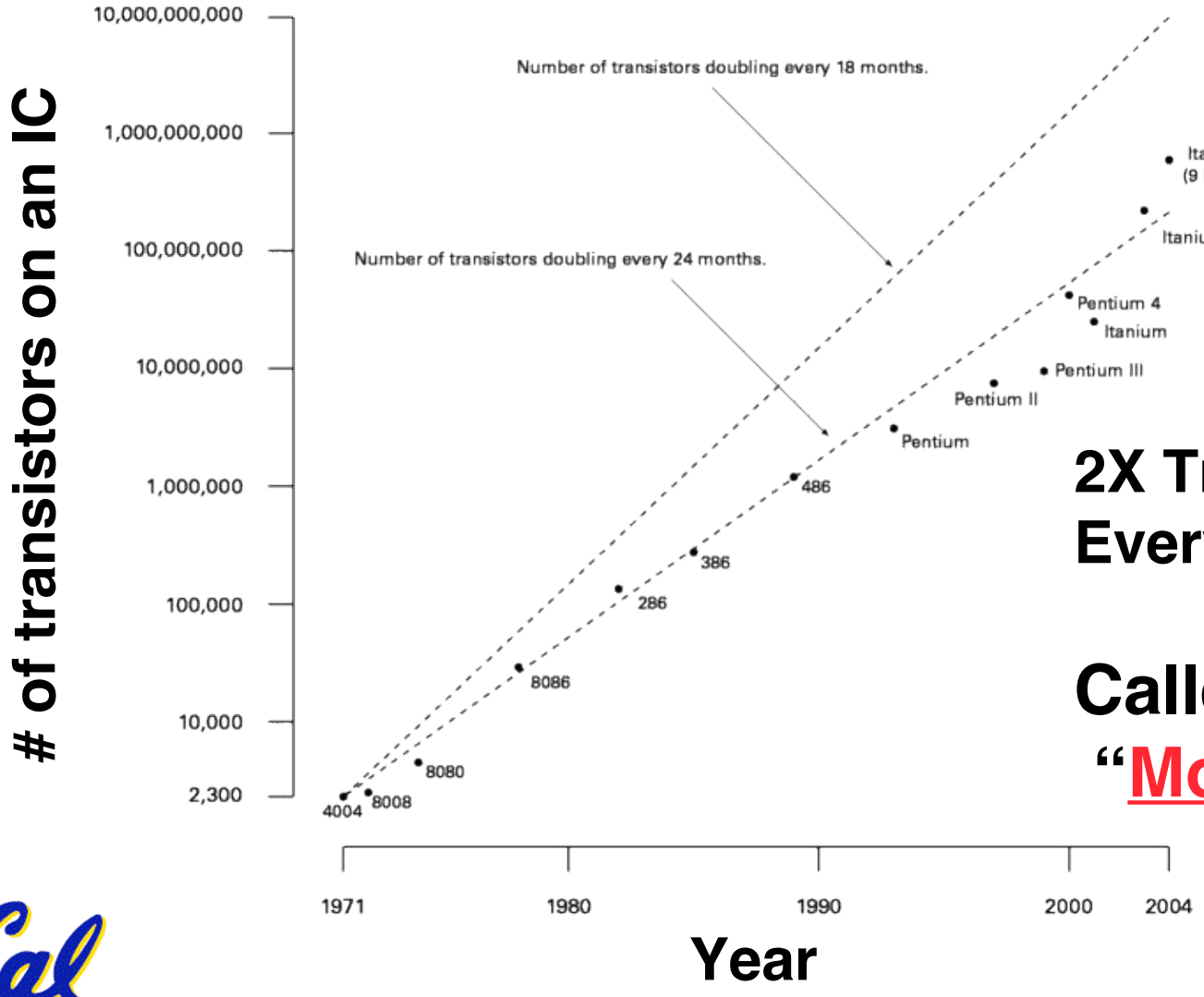


- fiberglass or ceramic
- 1-20 conductive layers
- 1-20 in on a side
- IC packages are soldered down.
- Provides:
  - Mechanical support
  - Distribution of power and heat.

Technology Trends: Microprocessor Complexity



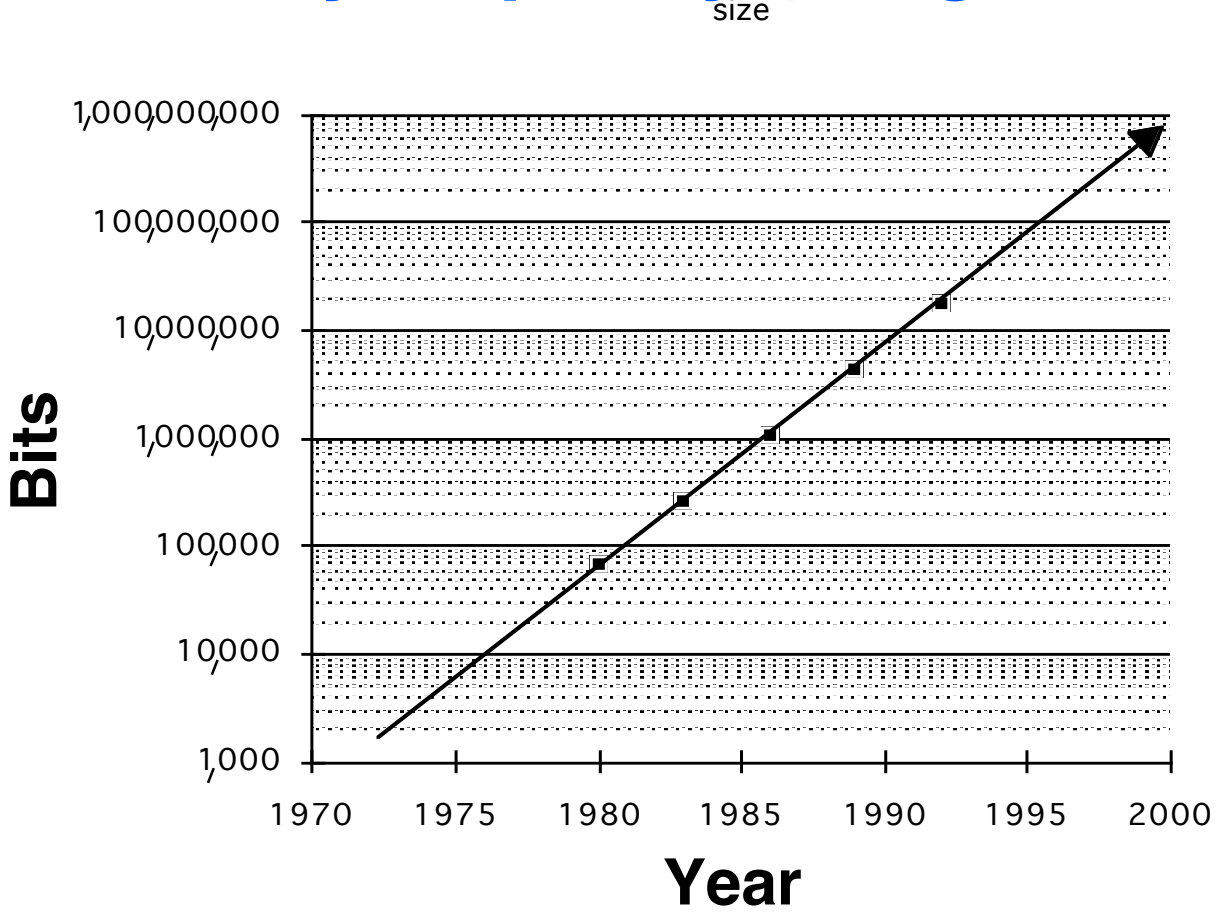
Gordon Moore
Intel Cofounder
B.S. Cal 1950!



2X Transistors / Chip Every 1.5 years

Called "Moore's Law"

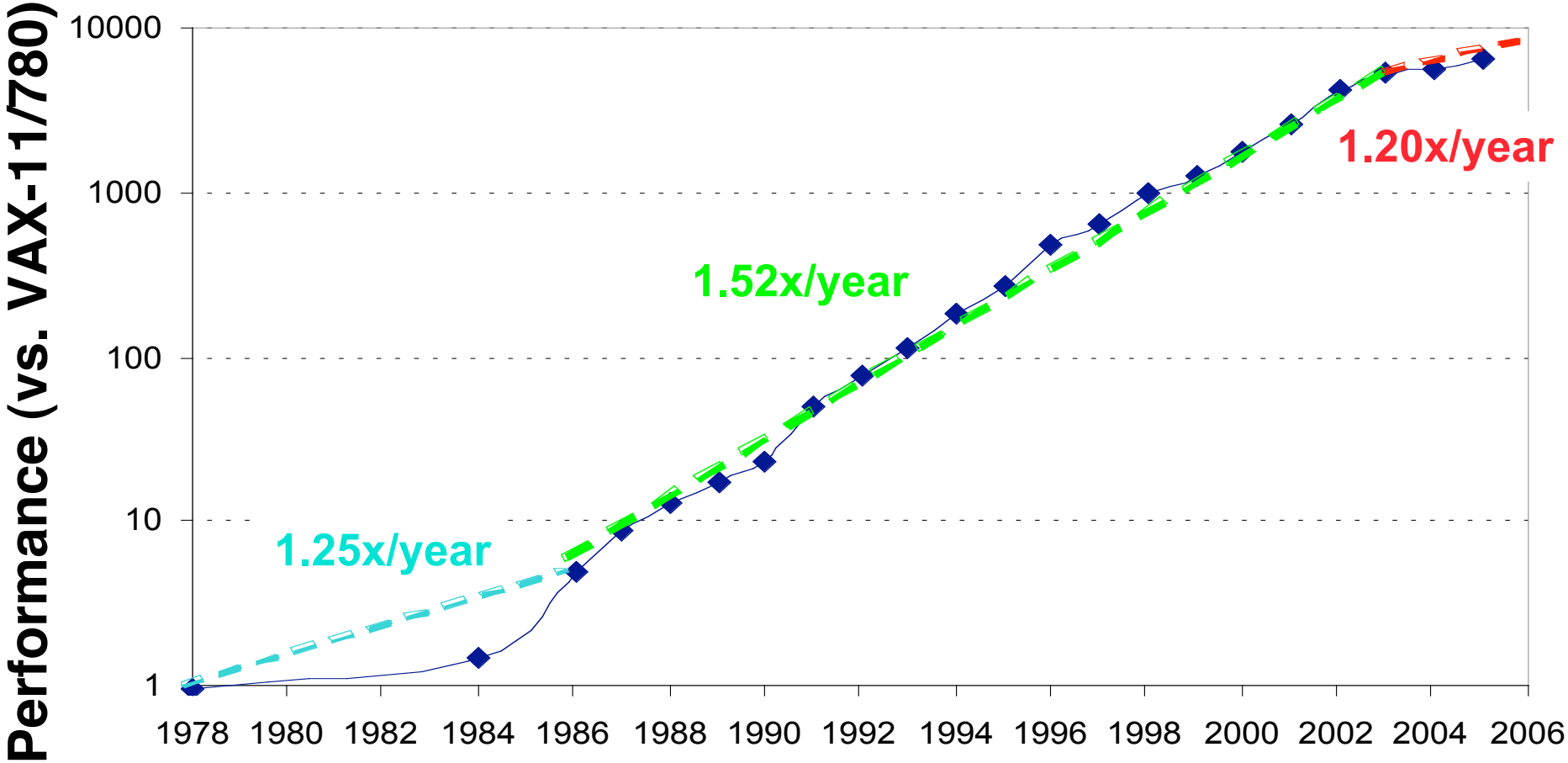
Technology Trends: Memory Capacity (Single-Chip DRAM)



year	size (Mbit)
1980	0.0625
1983	0.25
1986	1
1989	4
1992	16
1996	64
1998	128
2000	256
2002	512
2004	1024 (1Gbit)

- Now 1.4X/yr, or 2X every 2 years.
- 8000X since 1980!

Technology Trends: Uniprocessor Performance (SPECint)



- VAX : 1.25x/year 1978 to 1986
- RISC + x86: 1.52x/year 1986 to 2002
- RISC + x86: 1.20x/year 2002 to present

Computer Technology - Dramatic Change!

- Memory
  - DRAM capacity: 2x / 2 years (since ‘96); 64x size improvement in last decade.
- Processor
  - Speed 2x / 1.5 years (since ‘85); [slowing!] 100X performance in last decade.
- Disk
  - Capacity: 2x / 1 year (since ‘97) 250X size in last decade.

Computer Technology - Dramatic Change!

We'll see that Kilo, Mega, etc. are incorrect later!

- **State-of-the-art PC when you graduate: (at least…)**
  - **Processor clock speed:** 5000 MegaHertz (5.0 GigaHertz)
  - **Memory capacity:** 8000 MegaBytes (8.0 GigaBytes)
  - **Disk capacity:** 2000 GigaBytes (2.0 TeraBytes)
  - **New units! Mega ⇒ Giga, Giga ⇒ Tera**

  (Tera ⇒ Peta, Peta ⇒ Exa, Exa ⇒ Zetta
  Zetta ⇒ Yotta = 10^{24})

CS61C: So what's in it for me?

- Learn some of the big ideas in CS & engineering:
  - Principle of abstraction, used to build systems as layers
  - 5 Classic components of a Computer
  - Data can be anything (integers, floating point, characters): a program determines what it is
  - Stored program concept: instructions just data
  - Principle of Locality, exploited via a memory hierarchy (cache)
  - Greater performance by exploiting parallelism
  - Compilation v. interpretation thru system layers
  - Principles/Pitfalls of Performance Measurement

Others Skills learned in 61C

- **Learning C**
  - If you know one, you should be able to learn another programming language largely on your own
  - Given that you know C++ or Java, should be easy to pick up their ancestor, C
- **Assembly Language Programming**
  - This is a skill you will pick up, as a side effect of understanding the Big Ideas
- **Hardware design**
  - We'll learn just the basics of hardware design
  - CS 150, 152 teach this in more detail

Course Lecture Outline

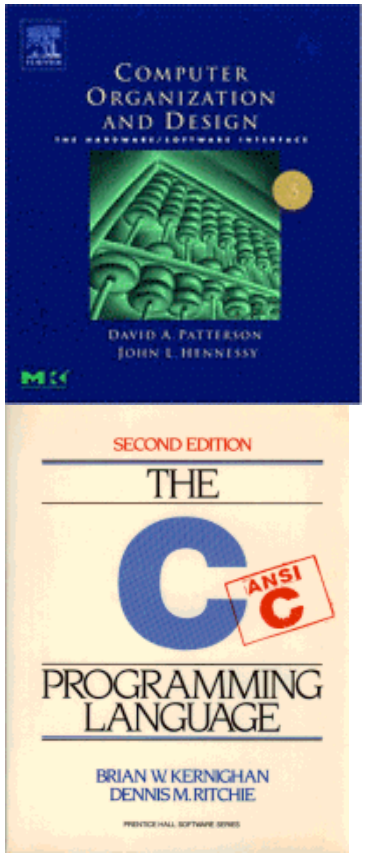
- Number representations
- C-Language (basics + pointers)
- Storage management
- Assembly Programming
- Floating Point
- `make`-ing an Executable (compilation, assembly)
- Logic Circuit Design
- CPU organization
- Pipelining
- Caches
- Virtual Memory
- Performance
- I/O Interrupts
- Disks, Networks
- Advanced Topics

Yoda says…

"Always in motion is the future…"

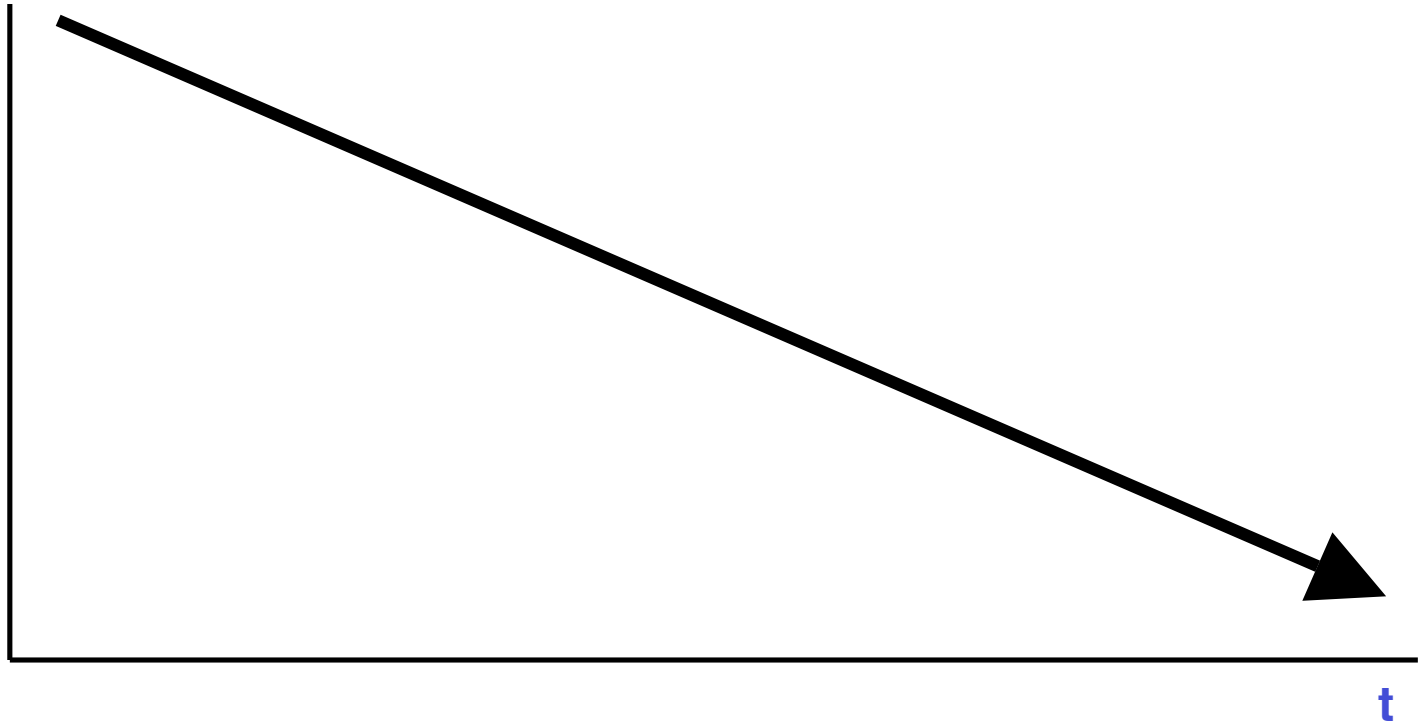
Our schedule may change slightly depending on some factors. This includes lectures, assignments & labs…

Texts



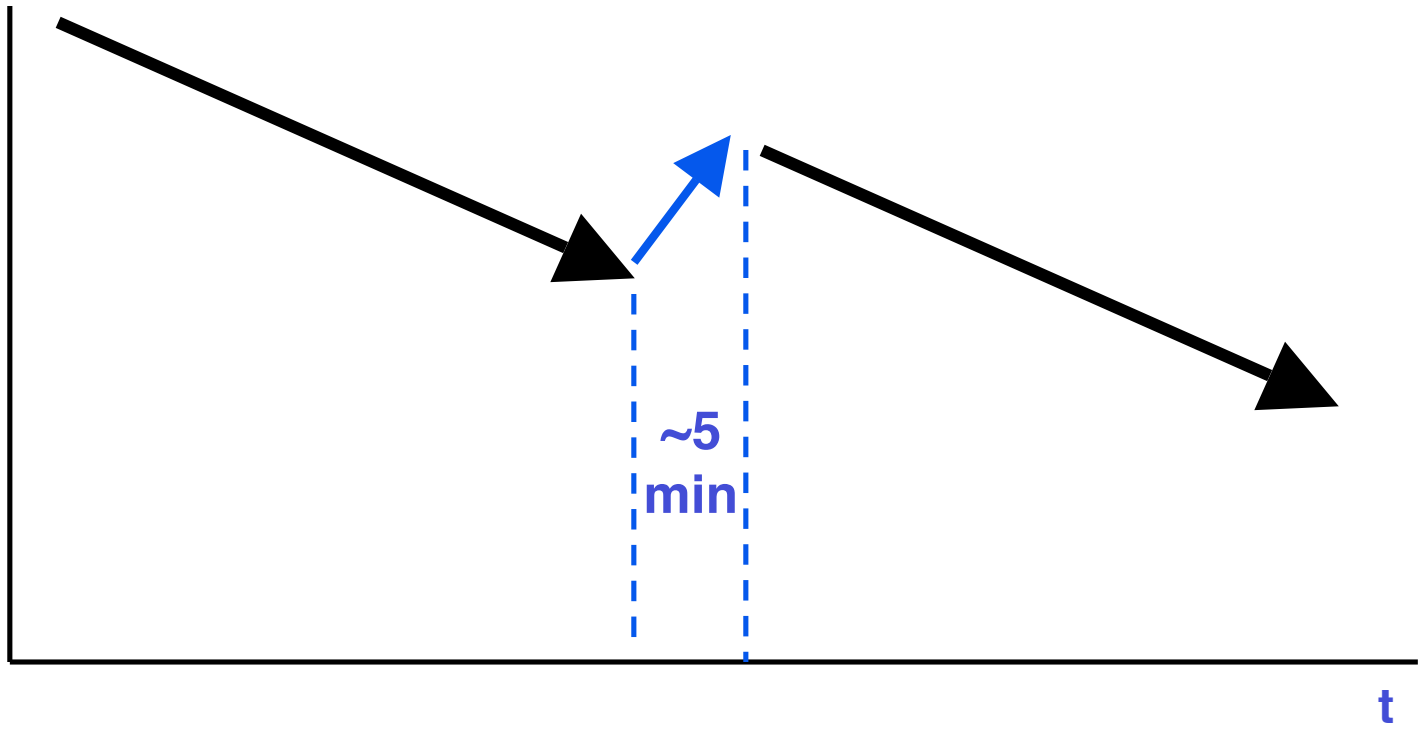
- **Required: *Computer Organization and Design: The Hardware/Software Interface, Third Edition*, Patterson and Hennessy (COD). *The second edition is far inferior, and is not suggested.***
- **Required: *The C Programming Language*, Kernighan and Ritchie (K&R), 2nd edition**
- **Reading assignments on web page**

What is this?



Attention over time!

What is this?!



Attention over time!

Tried-and-True Technique: Peer Instruction

- Increase real-time learning in lecture, test understanding of concepts vs. details
- As complete a "segment" ask multiple choice question
  - 1-2 minutes to decide yourself
  - 3 minutes in pairs/triples to reach consensus. Teach others!
  - 5-7 minute discussion of answers, questions, clarifications
- You'll get transmitters from ASUC bookstore (or Neds), (hopefully they're in!)

Peer Instruction

- Read textbook
  - Reduces examples have to do in class
  - Get more from lecture (also good advice)
- Fill out 3-question Web Form on reading (released mondays, due every friday before lecture)
  - Graded for effort, not correctness…
  - This counts toward "E"ffort in EPA score

Weekly Schedule

We are having discussion, lab and office hours this week…

Weekly Schedule

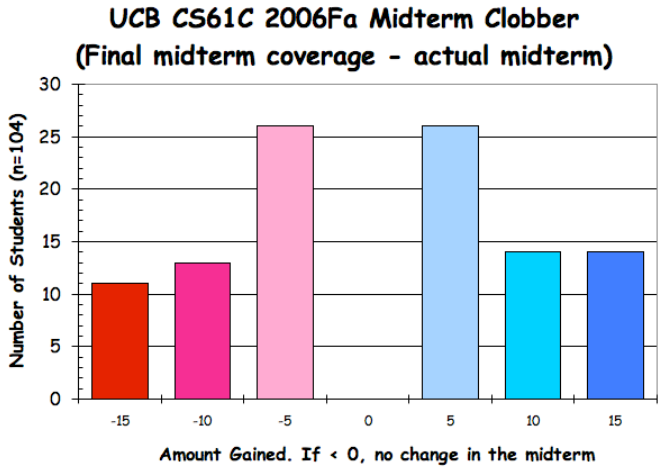
	Monday	Tuesday	Wednesday	Thursday	Friday
9:00-10:00		111 DIS 320 Soda - Aaron	116 DIS 320 Soda - Scott	011 LAB 271 Soda - Aaron	016 LAB 271 Soda - Scott
10:00-11:00					
11:00-12:00				012 LAB 271 Soda - Aaron	OH 511 Soda - Scott
12:00-1:00		112 DIS 320 Soda - Aaron			
1:00-2:00	OH 511 Soda - David J.	113 DIS 320 Soda - David J.	OH 511 Soda - Aaron	013 LAB 271 Soda - David J.	OH 751 Soda - Sameer
2:00-3:00					
3:00-4:00	**LEC 2050 VLSB**	114 DIS 320 Soda - David P.	**LEC 2050 VLSB**	014 LAB 271 Soda - David P.	**LEC 2050 VLSB**
4:00-5:00		OH 511 Soda - David P.	OH 795 Soda - **Prof Garcia**		
5:00-6:00				015 LAB 271 Soda - Sameer	
6:00-7:00		115 DIS 320 Soda - Sameer			

Homeworks, Labs and Projects

- **Lab exercises (every wk; due in that lab session unless extension given by TA) – extra point if you finish in 1st hour!**
- **Homework exercises (~ every week; (HW 0) out now, due in section *next week)***
- **Projects (every 2 to 3 weeks)**
- **All exercises, reading, homeworks, projects on course web page**
- **We will DROP your lowest HW, Lab!**
- **Only one {HW, Project, Midterm} / week**

2 Course Exams

- **Midterm: Monday 2007-03-05 @ 7-10pm**
  - Give 3 hours for 2 hour exam
  - One "review sheet" allowed
  - Review session Sun beforehand, time/place TBA
- **Final: Sat 2007-05-12 @ 12:30-3:30pm (grp 5)**
  - You can *clobber* your midterm grade!
  - (students always LOVE this…)



Your final grade

- Grading (could change before 1st midterm)
  - 15pts = 5% Labs
  - 30pts = 10% Homework
  - 60pts = 20% Projects
  - 75pts = 25% Midterm* *[can be clobbered by Final]*
  - 120pts = 40% Final
  - \+ Extra credit for EPA. What's EPA?
- Grade distributions
  - Similar to CS61[AB], in the absolute scale.
  - Perfect score is 300 points. 10-20-10 for A+, A, A-
  - Similar for Bs and Cs (40 pts per letter-grade) … C+, C, C-, D, F (No D+ or D- distinction)
  - Differs: No F will be given if all-but-one {hw, lab}, all projects submitted and all exams taken
  - We'll "ooch" grades up but never down

Extra Credit: EPA!

- **E**ffort
  - Attending Dan's and TA's office hours, completing all assignments, turning in HW0, doing reading quizzes
- **P**articipation
  - Attending lecture and voting using the PRS system
  - Asking great questions in discussion and lecture and making it more interactive
- **A**ltruism
  - Helping others in lab or on the newsgroup
- **EPA! extra credit points have the potential to bump students up to the next grade level!** (but actual EPA! scores are internal)

Course Problems…Cheating

- What is cheating?
  - Studying together in groups is encouraged.
  - Turned-in work must be *completely* your own.
  - Common examples of cheating: running out of time on a assignment and then pick up output, take homework from box and copy, person asks to borrow solution "just to take a look", copying an exam question, …
  - You're not allowed to work on homework/projects/exams with anyone (other than ask Qs walking out of lecture)
  - Both "giver" and "receiver" are equally culpable
- Cheating points: 0 EPA, negative points for that assignment / project / exam (e.g., if it's worth 10 pts, you get -10) In most cases, F in the course.
- Every offense will be referred to the Office of Student Judicial Affairs.

`www.eecs.berkeley.edu/Policies/acad.dis.shtml`

My goal as an instructor

- To make your experience in CS61C as enjoyable & informative as possible
  - Humor, enthusiasm, graphics & technology-in-the-news in lecture
  - Fun, challenging projects & HW
  - Pro-student policies (exam clobbering)
- To maintain Cal & EECS standards of excellence
  - Your projects & exams will be just as rigorous as every year. Overall : B- avg
- To be an HKN "7.0" man
  - I know I speak fast when I get excited about material. I'm told every semester. Help me slow down when I go toooo fast.
  - Please give me feedback so I improve! Why am I not 7.0 for you? I will listen!!

Teaching Assistants (some here Fri)

- Michael Le (also Head TA)
- Valerie Ishida
- Matt Johnson
- Alex Kronrod
- Brian Nguyen
- David Poll
- Aaron Staley

Summary

- Continued rapid improvement in computing
  - 2X every 2.0 years in memory size;
    every 1.5 years in processor speed;
    every 1.0 year in disk capacity;
  - Moore's Law enables processor
    (2X transistors/chip ~1.5-2 yrs)
- 5 classic components of all computers

Control Datapath Memory Input Output

Processor