

CSEE 3827: Fundamentals of Computer Systems

Lecture 1

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Agenda

- Administrative details
- Course introduction
- Information representation and definitions

Instructor

Prof. Martha Kim

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CSB 461

Office hours: Tuesdays and Thursdays, 2-3pm

(Email or drop by to schedule other times.)

Teaching assistants

Roopa Kakarlapudi

Nishant Shah

Harsh Parekh

Lectures

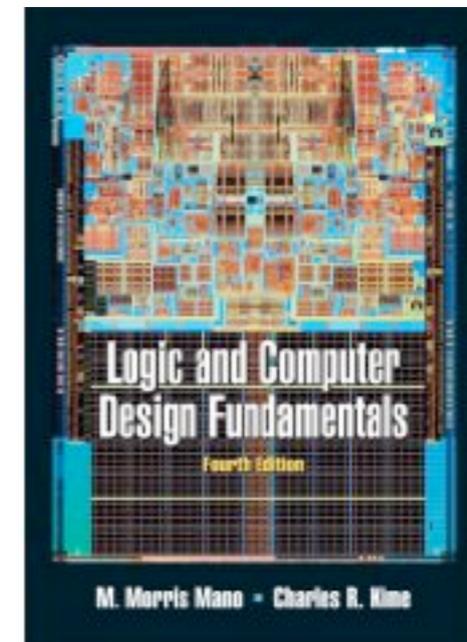
Mondays and Wednesdays

1:10-2:25pm

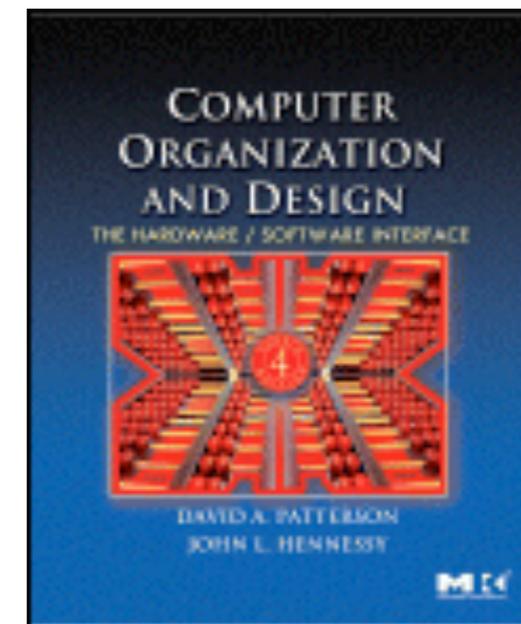
Fayerweather 310

Textbooks

Logic and Computer Design Fundamentals,
4th ed, *by M. Morris Mano and Charles Kime*



Computer Organization and Design, The
Hardware/Software Interface, 4th ed, *by
David A. Patterson and John L. Hennessy*



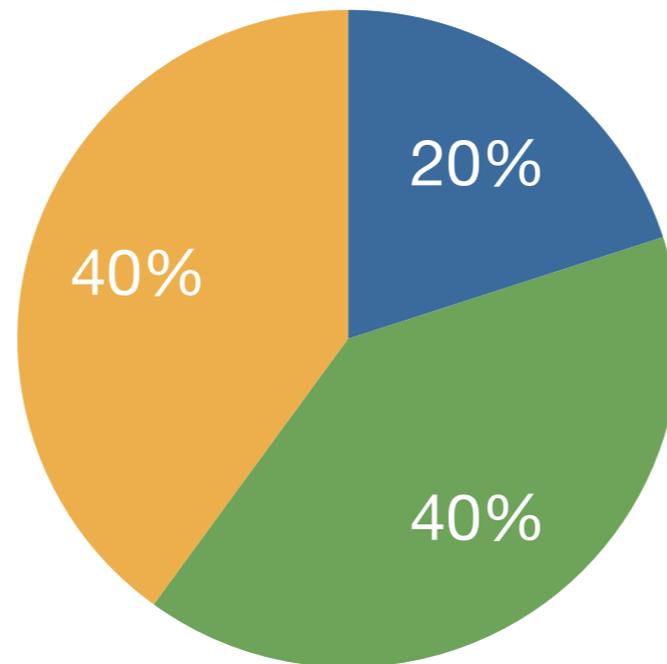
Grading formula

Final Exam

- early May (scheduled by University)
- covers 2nd half of course

Eight problem sets

- handful of practice problems
- one week to complete



Midterm Exam

- early March (before spring break)
- covers 1st half of course

Problem sets

Due at start of class on due date.

Collaboration policy: *In working on the problem sets, feel free to discuss the problems with your classmates. However, no collaboration is allowed in writing up the solutions. Each student is to write up his or her own solution and is expected to be able to explain and reproduce the work she or she submits.*

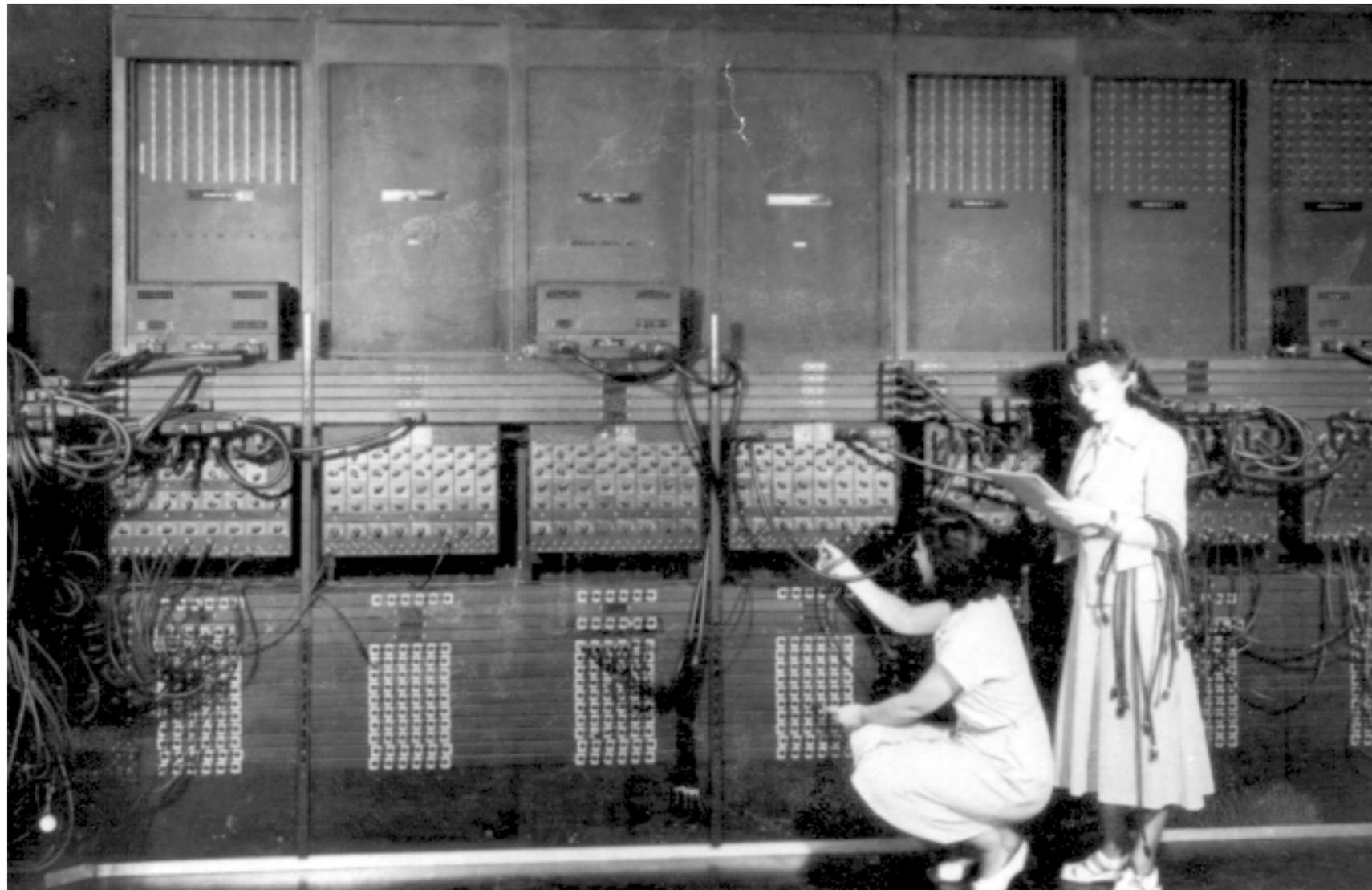
Course webpage

<http://www1.cs.columbia.edu/~martha/courses/3827/sp09/>

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What does this ...



[Source: <http://ftp.arl.army.mil/~mike/comphist>]

... have in common with this?



growth in performance = growth in raw resources + system design innovation

ENIAC
(1946)

Intel Larrabee
(2009)

5,000
operations per second

2,000,000,000,000
operations per second

400,000,000x
faster

8.5' x 3' x 80' (2040 ft³)

49.5 mm²

1,167,000,000x
smaller

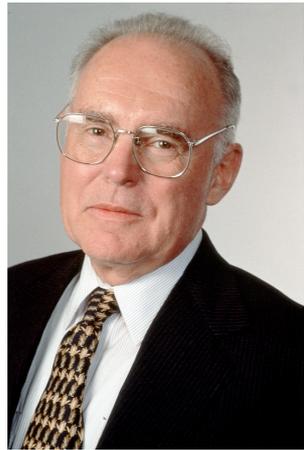
\$500,000

~\$300

1666x cheaper

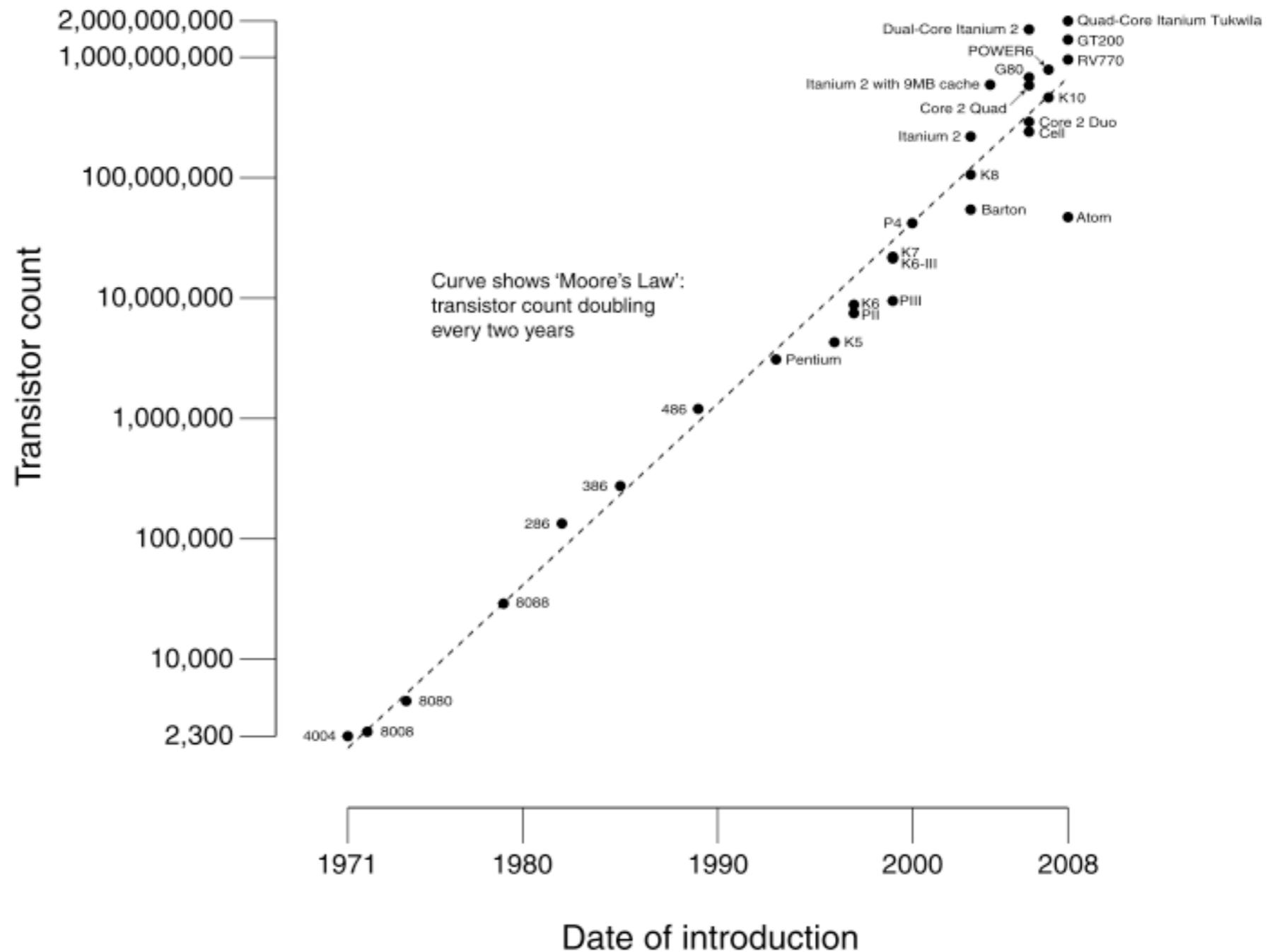
growth in performance = growth in raw resources + system design innovation

CPU Transistor Counts 1971-2008 & Moore's Law

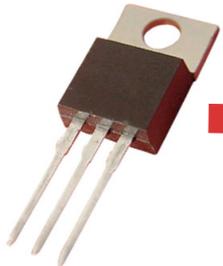


Gordon Moore
co-founder of Intel

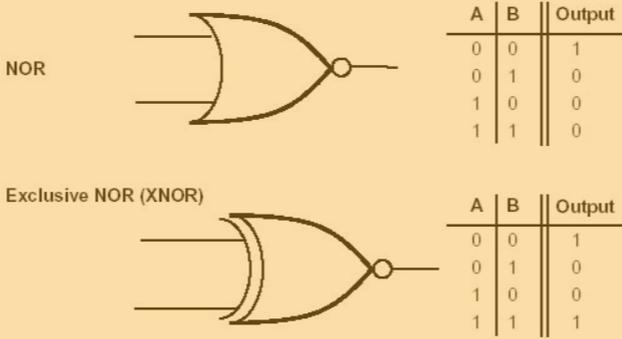
Moore's Law:
Density of transistors
doubles every two years



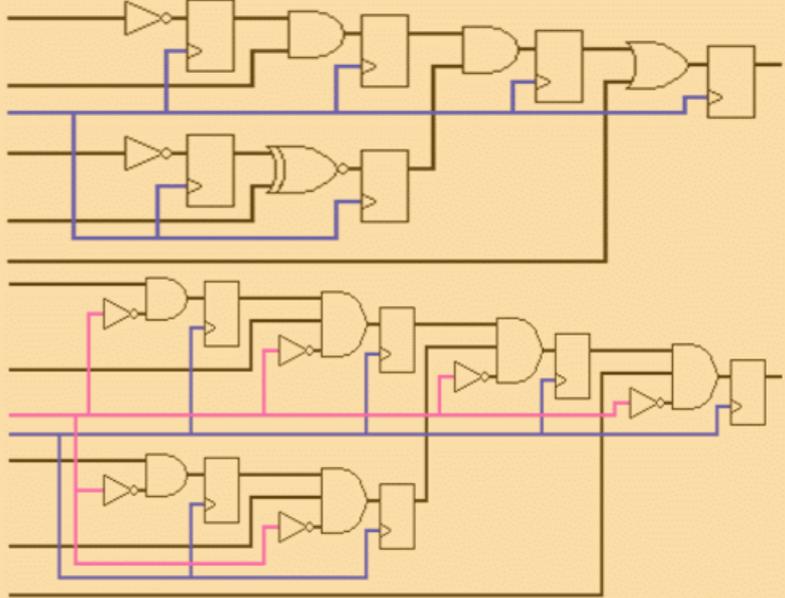
growth in performance = growth in raw resources + system design innovation



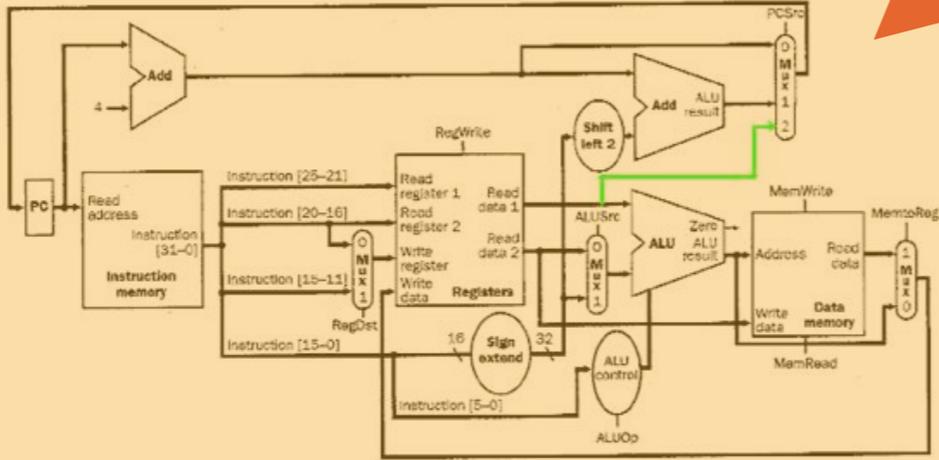
transistors



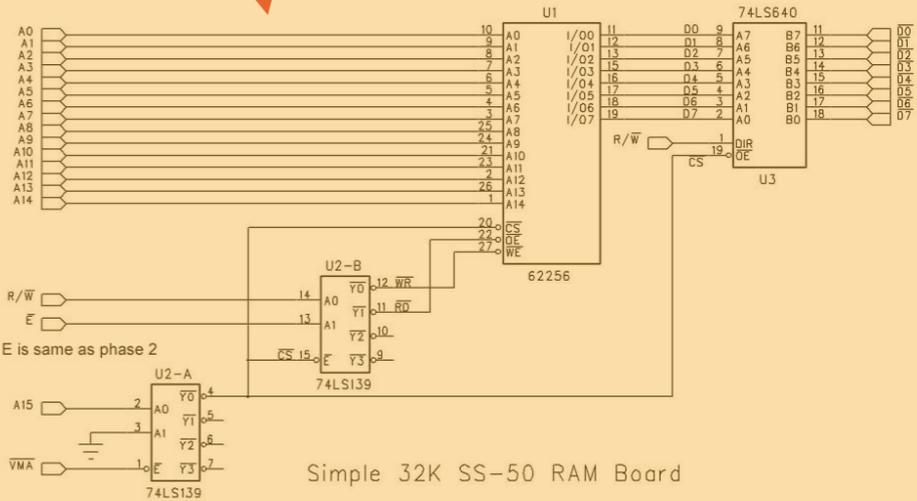
logic gates



logic circuits



processor



memory

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Number systems: Base 10 (Decimal)

- 10 digits = {0,1,2,3,4,5,6,7,8,9}
- example: $4537.8 = (4537.8)_{10}$

$$\begin{array}{cccccc} 4 & 5 & 3 & 7 & . & 8 \\ \times 10^3 & \times 10^2 & \times 10^1 & \times 10^0 & \times 10^{-1} & \\ \hline 4000 & + & 500 & + & 40 & + & 7 & + & .8 & = & 4537.8 \end{array}$$

Number systems: Base 2 (Binary)

- 2 digits = {0,1}
- example: $1011.1 = (1011.1)_2$

$$\begin{array}{cccccc} 1 & 0 & 1 & 1 & . & 1 \\ \times 2^3 & \times 2^2 & \times 2^1 & \times 2^0 & \times 2^{-1} & \\ \hline 8 & + & 0 & + & 2 & + & 1 & + & .5 & = & (11.5)_{10} \end{array}$$

Number systems: Base 8 (Octal)

- 8 digits = {0,1,2,3,4,5,6,7}
- example: $(2365.2)_8$

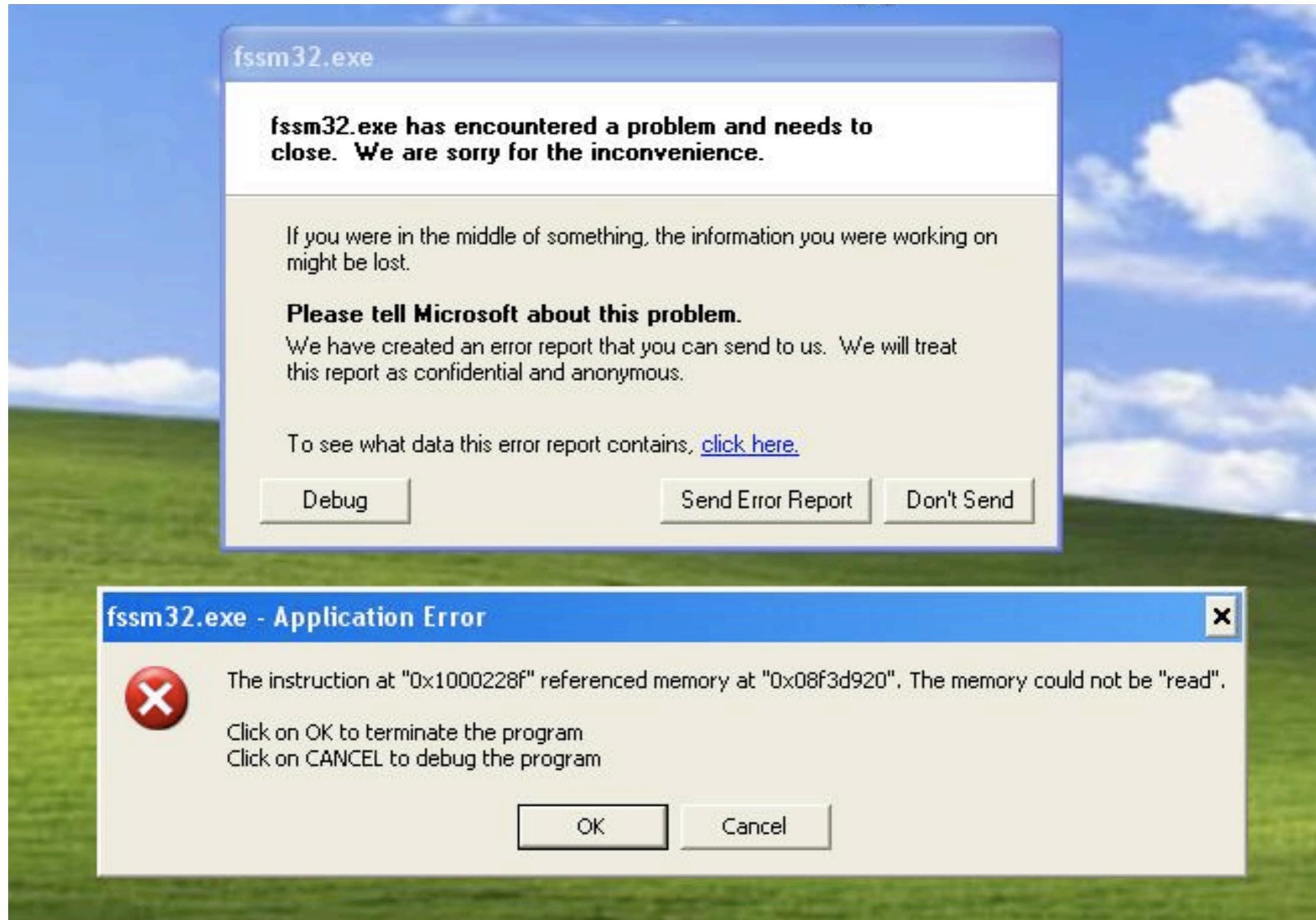
$$\begin{array}{cccccc} 2 & 3 & 6 & 5 & . & 2 \\ \times 8^3 & \times 8^2 & \times 8^1 & \times 8^0 & \times 8^{-1} & \\ \hline 1024 & + & 192 & + & 48 & + & 5 & + & .25 & = & (1269.25)_{10} \end{array}$$

Number systems: Base 16 (Hexadecimal)

- 16 digits = {0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F}
- example: $(26BA)_{16}$ [alternate notation for hex: 0x26BA]

$$\begin{array}{cccc} 2 & 6 & B & A \\ \times 16^3 & \times 16^2 & \times 16^1 & \times 16^0 \\ \hline 8192 & + 1536 & + 176 & + 10 & = (9914)_{10} \end{array}$$

Hexadecimal (or hex) is often used for addressing



Number ranges

- Map infinite numbers onto finite representation for a computer
- How many numbers can I represent with ...

... 5 digits in decimal?

10^5 possible values

... 8 binary digits?

2^8 possible values

... 4 hexadecimal digits?

16^4 possible values

Need a bigger range?

- Change the encoding.
- Floating point (used to represent very large numbers in a compact way)

- A lot like scientific notation: 5.4×10^5
mantissa \nearrow *exponent* \longleftarrow

- Except that it is binary:
 $\underline{1001} \times 2^{\underline{1011}}$

What about negative numbers?

- Change the encoding.
 - Sign and magnitude
 - Ones compliment
 - Twos compliment

Sign and magnitude

- Most significant bit is sign
- Rest of bits are magnitude

$$0110 = (6)_{10}$$

$$1110 = (-6)_{10}$$

- Two representations of zero

$$0000 = (0)_{10}$$

$$1000 = (-0)_{10}$$

Ones compliment

- Compliment bits in positive value to create negative value
- Most significant bit still a sign bit

$$0110 = (6)_{10}$$

$$1001 = (-6)_{10}$$

- Two representations of zero

$$0000 = (0)_{10}$$

$$1111 = (-0)_{10}$$

Twos complement

- Complement bits in positive value and add 1 to create negative value
- Most significant bit still a sign bit

$$0110 = (6)_{10} \quad 1001 + 1 = 1010 = (-6)_{10}$$

- One representation of zero

$$0000 = (0)_{10} \quad 1000 = (-8)_{10} \quad 1111 = (-1)_{10}$$

- One more negative number than positive

$$\text{MIN: } 1000 = (-8)_{10} \quad \text{MAX: } 0111 = (7)_{10}$$

How about letters?

- Change the encoding.

□ **TABLE 1-5**
American Standard Code for Information Interchange (ASCII)

$B_4B_3B_2B_1$	$B_7B_6B_5$							
	000	001	010	011	100	101	110	111
0000	NULL	DLE	SP	0	@	P	`	p
0001	SOH	DC1	!	1	A	Q	a	q
0010	STX	DC2	"	2	B	R	b	r
0011	ETX	DC3	#	3	C	S	c	s
0100	EOT	DC4	\$	4	D	T	d	t
0101	ENQ	NAK	%	5	E	U	e	u
0110	ACK	SYN	&	6	F	V	f	v
0111	BEL	ETB	'	7	G	W	g	w
1000	BS	CAN	(8	H	X	h	x
1001	HT	EM)	9	I	Y	i	y
1010	LF	SUB	*	:	J	Z	j	z
1011	VT	ESC	+	;	K	[k	{
1100	FF	FS	,	<	L	\	l	
1101	CR	GS	-	=	M]	m	}
1110	SO	RS	.	>	N	^	n	~
1111	SI	US	/	?	O	_	o	DEL

Some definitions

- bit = a binary digit

e.g., 1 or 0

- byte = 8 bits

e.g., 01100100

- word = a group of bytes

a 16-bit word = 2 bytes

e.g., 1001110111000101

a 32-bit word = 4 bytes

e.g., 100111011100010101110111000101

Next class: binary logic, logic gates
