

CSEE 3827: Fundamentals of Computer Systems

Lecture 1: Introduction

1/20/10

Agenda

- Administrative details
- Course introduction
- Information representation and definitions

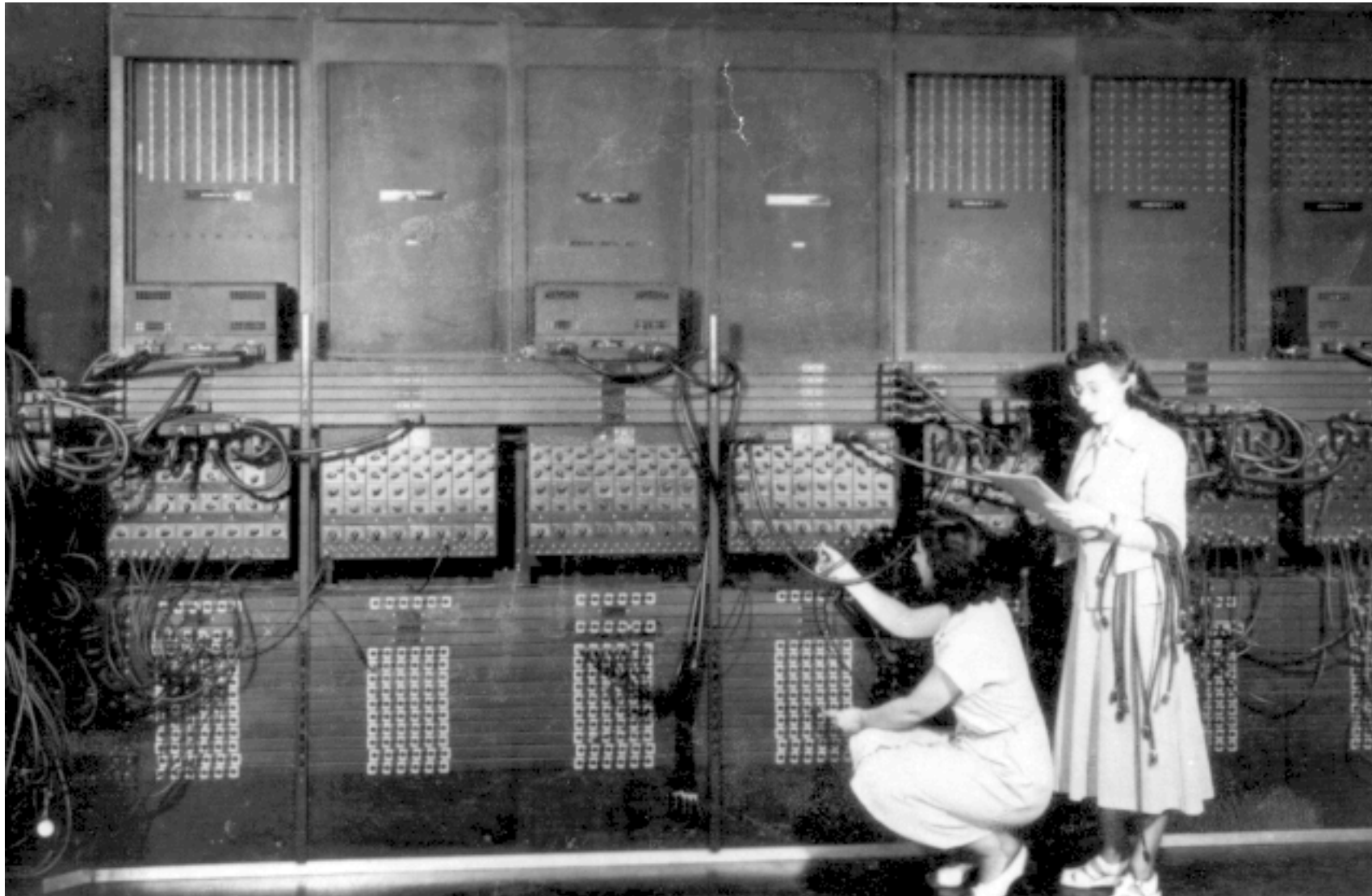
Course website

<http://www.cs.columbia.edu/~martha/courses/3827/sp10/>

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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
(projected 2010)

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

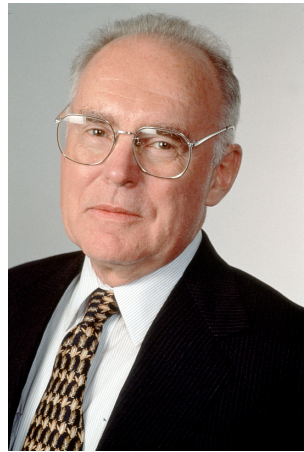
\$500,000

~\$300

1666x cheaper

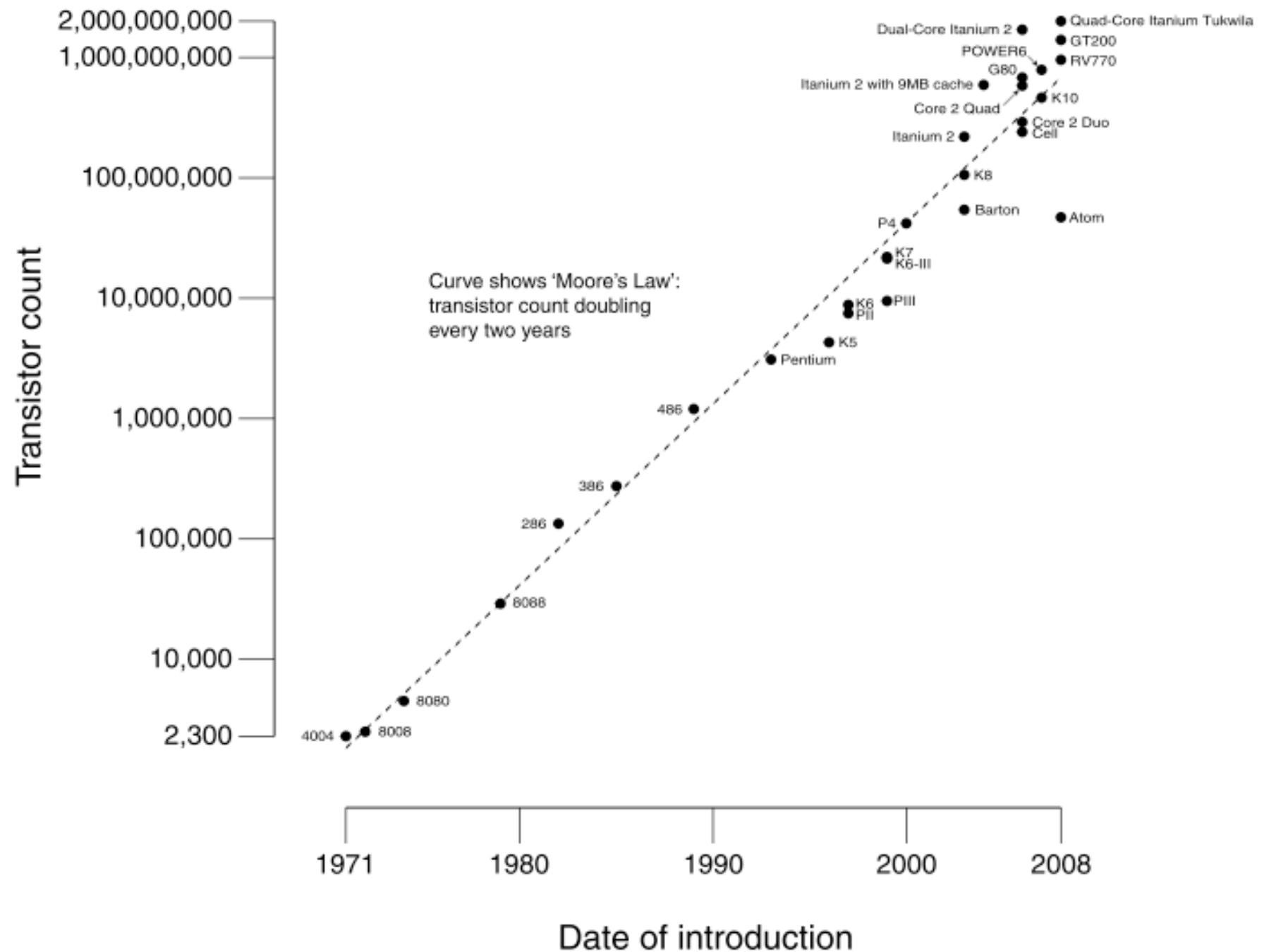
growth in performance = growth in raw resources + system design innovation

CPU Transistor Counts 1971-2008 & Moore's Law

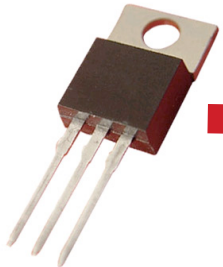


Gordon Moore
co-founder of Intel

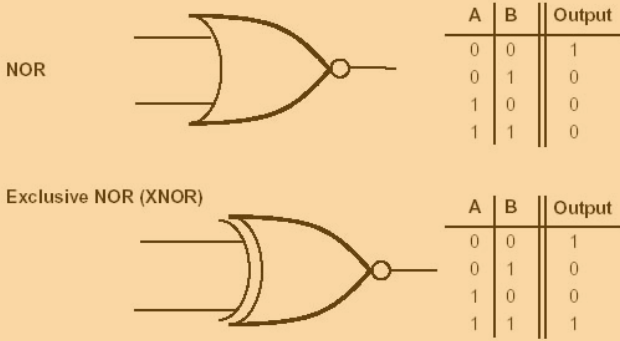
Moore's Law:
Density of transistors
doubles every two years



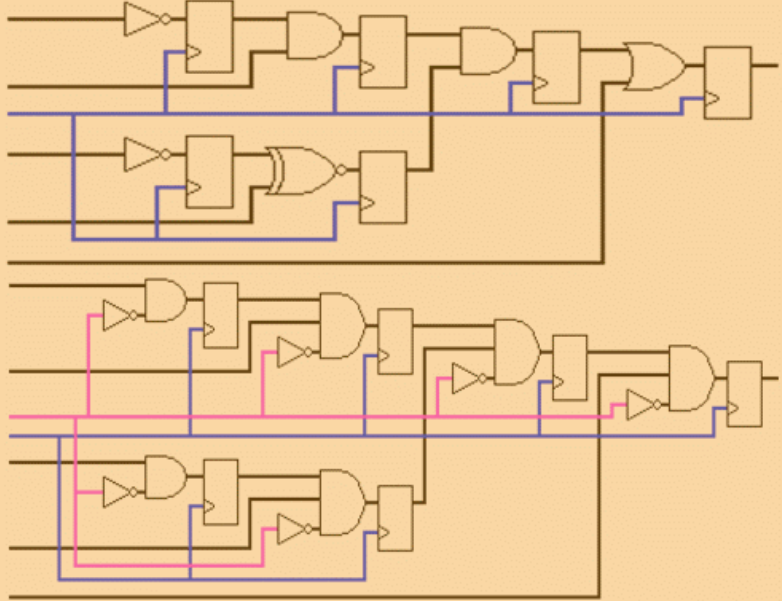
growth in performance = growth in raw resources + system design innovation



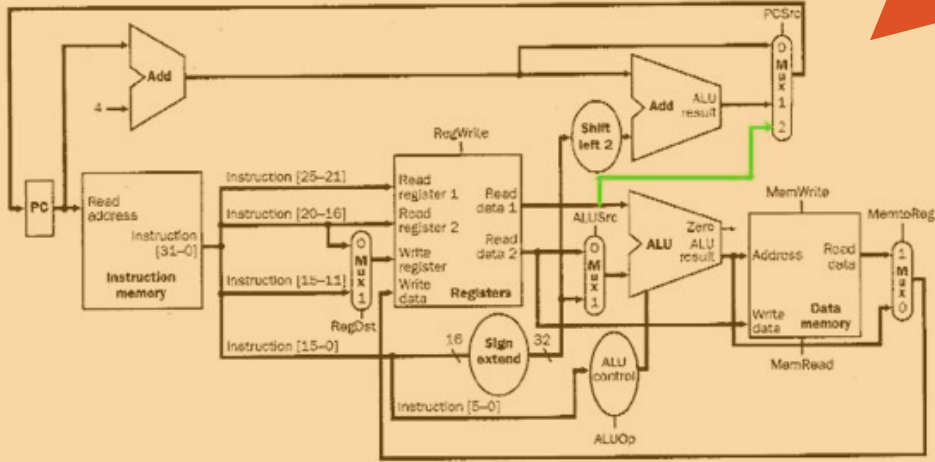
transistors



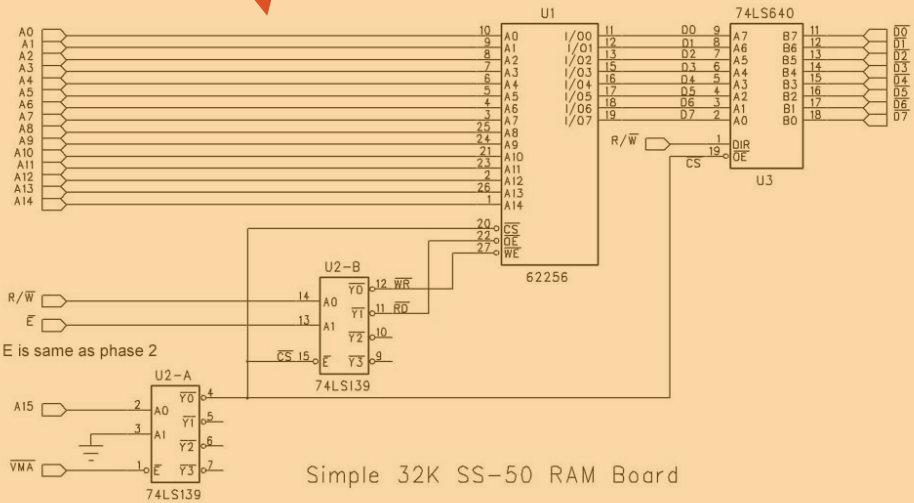
logic gates



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: $(2365.2)_8$

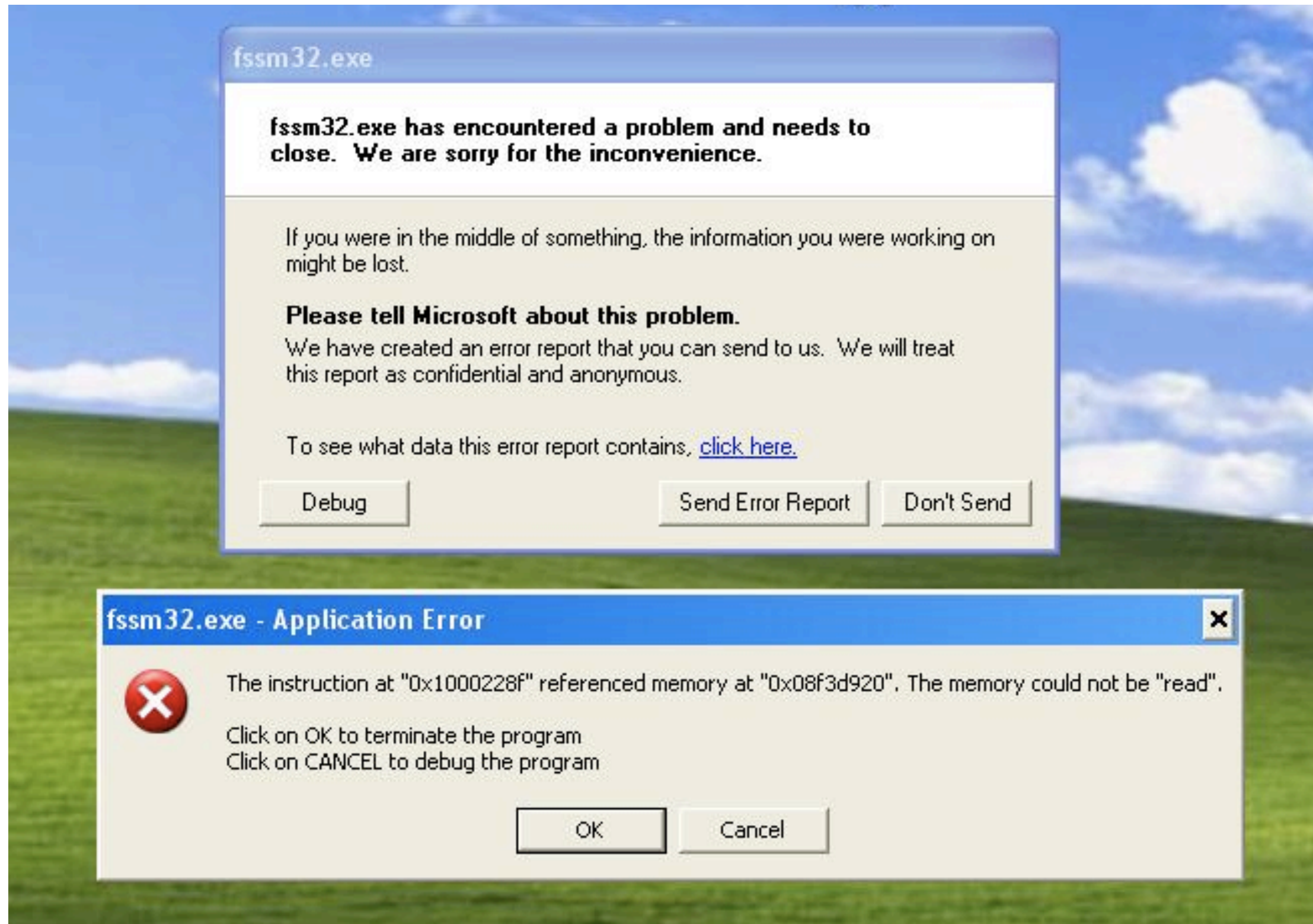
$$\begin{array}{cccccc} 2 & 3 & 6 & 5 & . & 2 \\ \times 8^3 & \times 8^2 & \times 8^1 & \times 8^0 & \times 8^{-1} & \\ \hline 1024 & + & 192 & + & 48 & + & 5 & + & .25 & = & (1269.25)_{10} \end{array}$$

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

Gray code

Binary numeric encoding where successive numbers differ by only 1 bit

<i>value</i>	BCD	<i># bit flips</i>	Gray	<i># bit flips</i>
0	0 0 0	3	0 0 0	1
1	0 0 1	1	0 0 1	1
2	0 1 0	2	0 1 1	1
3	0 1 1	1	0 1 0	1
4	1 0 0	3	1 1 0	1
5	1 0 1	1	1 1 1	1
6	1 1 0	2	1 0 1	1
7	1 1 1	1	1 0 0	1

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
