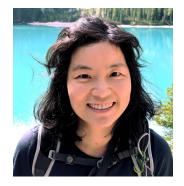
# **Computer Systems Organization**

https://nyu-cso.github.io

### Jinyang Li

### **Course staff**

Lecturer: Prof. Jinyang Li



Zoom recitation instructor: Shraddha lyer (M.S. student)

In-person recitation instructor: Shantanu Dahiya (M.S. student)

### **Course Goal**

- Beyond learning how to program
  - Learn the gritty internals of how a computer really works



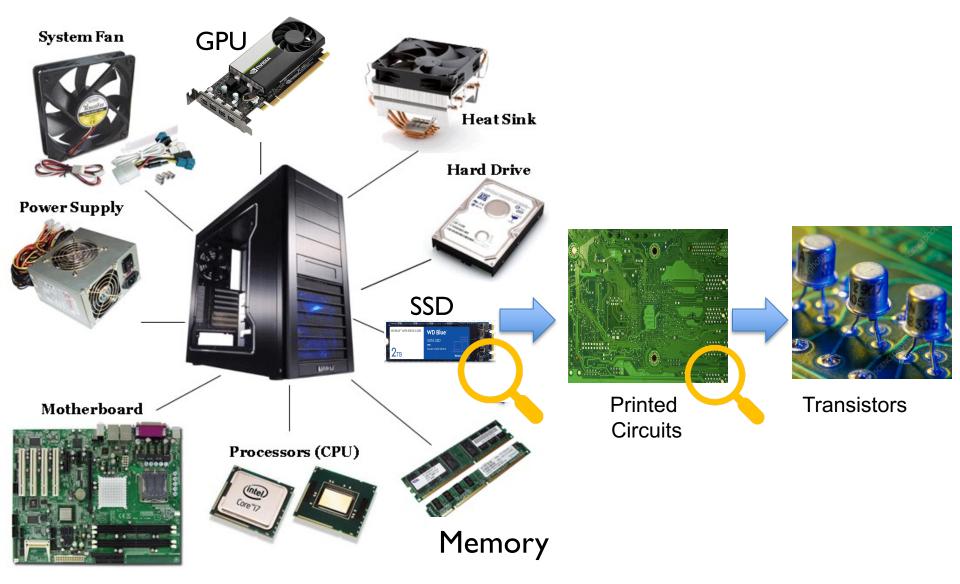
### Goal: learn how computers really work



### **Components of a computer**



### Components of a computer: hardware



### Components of a computer: hardware + software





# Software

# Hardware





Software

Hardware





Transistors

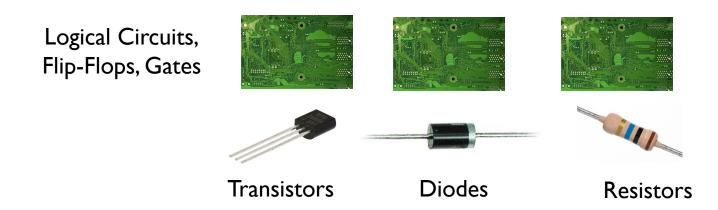
Diodes

Resistors



Software

Hardware



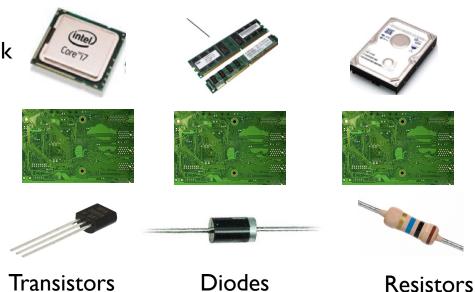


Software

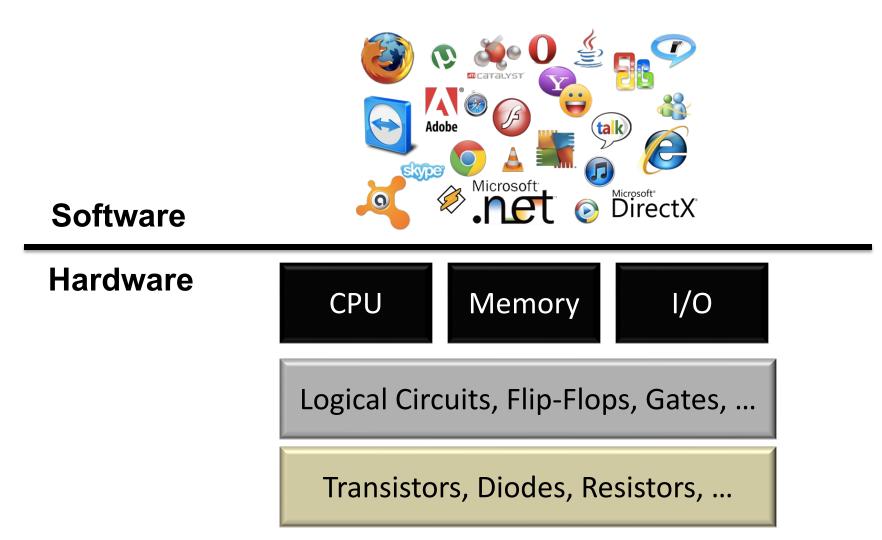
#### Hardware

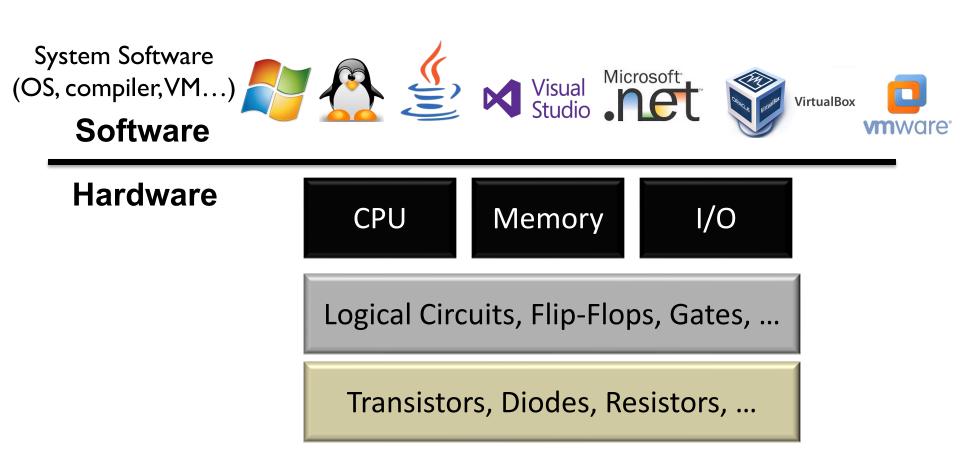
CPU, Memory, Disk

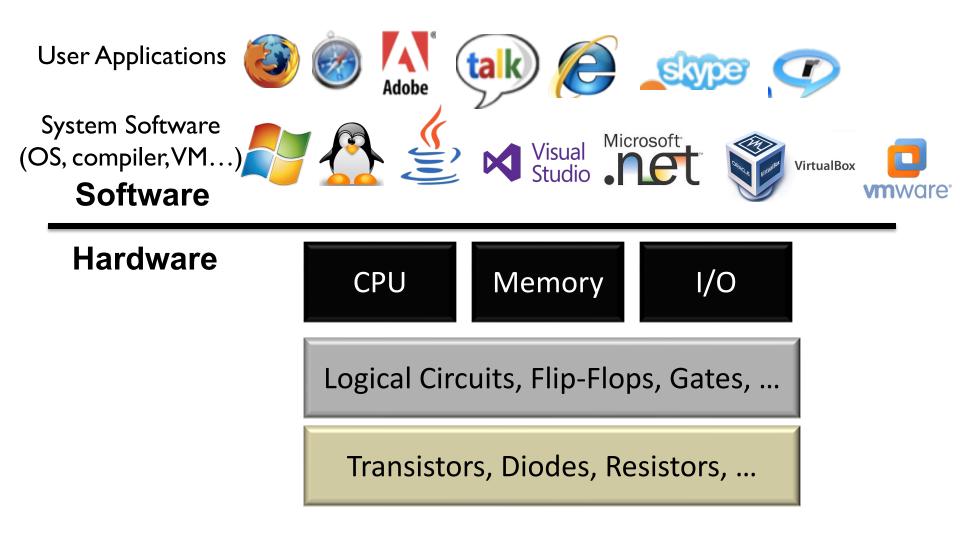
Logical Circuits, Flip-Flops, Gates

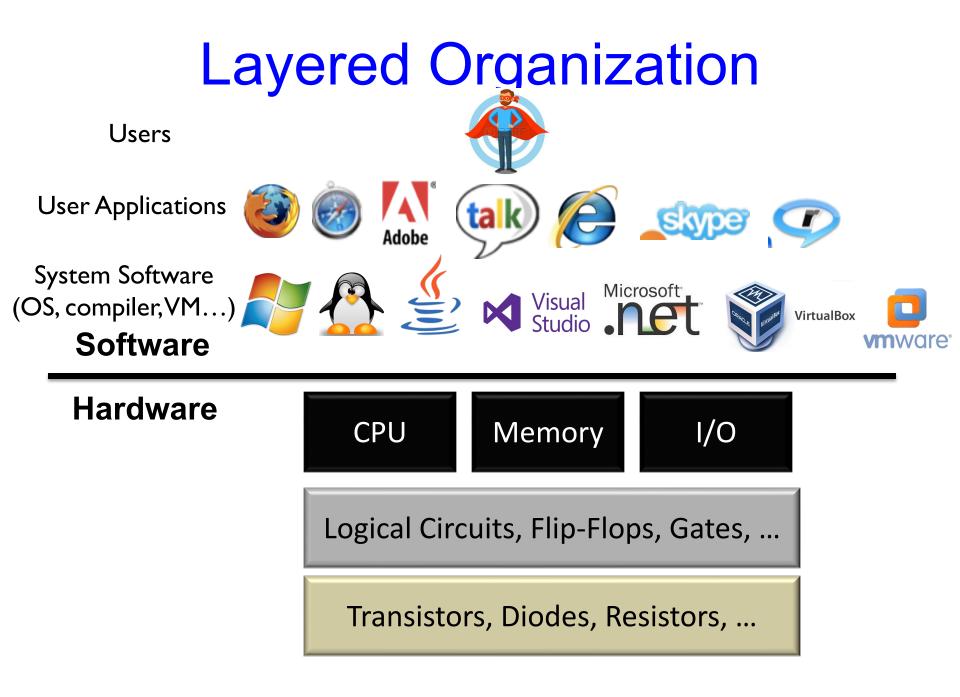


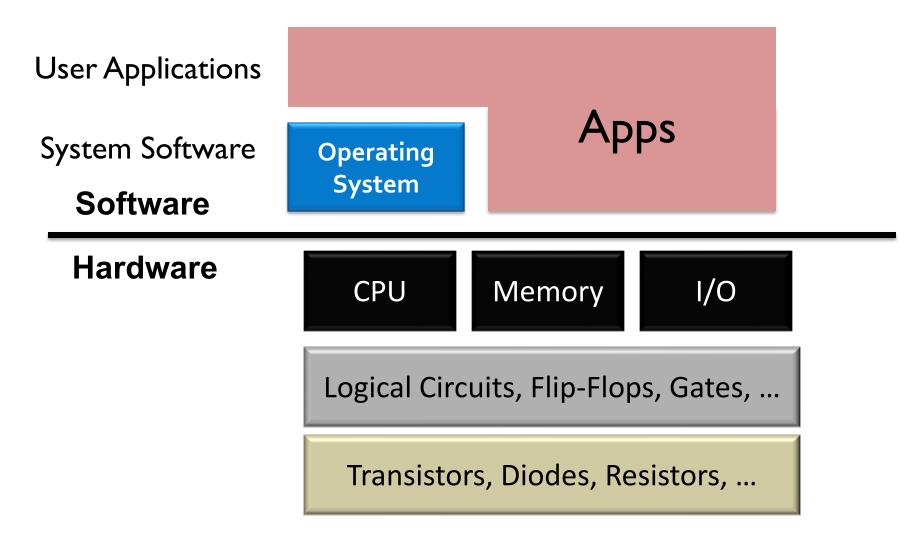




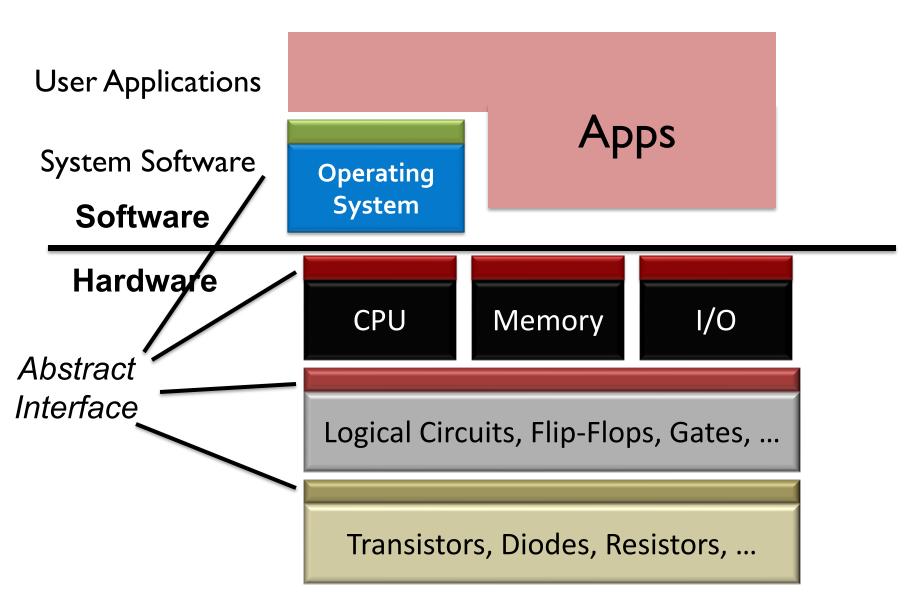




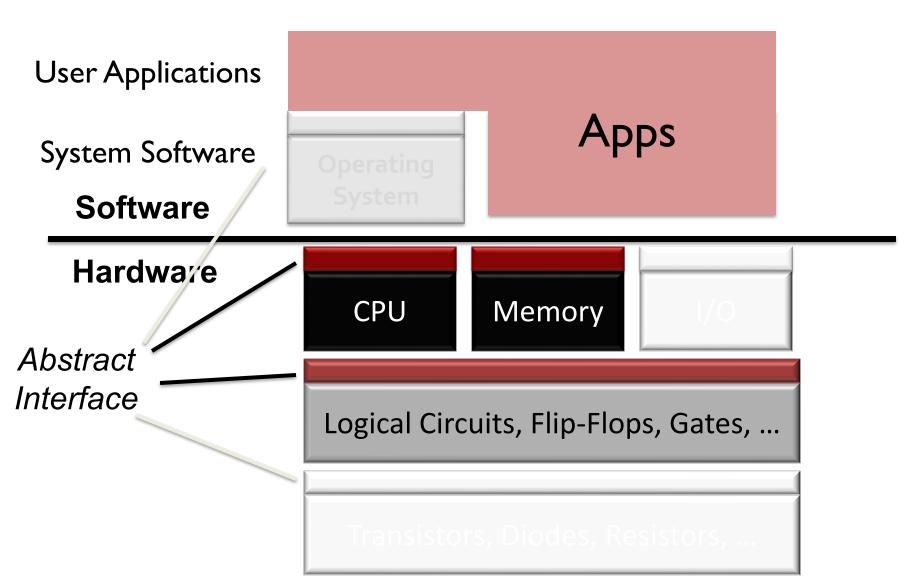




## **Abstraction**



# Scope of this class



## Scope of this class

- 1. How do applications run on a computer?
  - Hardware/software interface
- 2. How do CPU/memory work?
  - overview of computer architecture

#### https://nyu-cso.github.io

overview

bit, byte and int

float point

- [C] basics, bitwise operator, control flow
- [C] scopes rules, pointers, arrays

[C] structs, mallocs

[C] large program (linked list)

### **C** Programming

#### https://nyu-cso.github.io

overview bit, byte and int float point [C] basics, bitwise operator, control flow [C] scopes rules, pointers, arrays [C] structs, mallocs [C] large program (linked list) Machine Prog: ISA, Compile, movq Machine Prog: Control Code (condition, jump instruction) Machine Prog: Array allocation and access Machine Prog: Procedure calls Machine Prog: Structure, Memory Layout Machine Prog: Buffer Overflow C Programming

Assembly (X86)

#### https://nyu-cso.github.io

overview bit, byte and int float point [C] basics, bitwise operator, control flow [C] scopes rules, pointers, arrays [C] structs, mallocs [C] large program (linked list) Machine Prog: ISA, Compile, movg Machine Prog: Control Code (condition, jump instruction) Machine Prog: Array allocation and access Machine Prog: Procedure calls Machine Prog: Structure, Memory Layout Machine Prog: Buffer Overflow Code optimizations **Dynamic Memory Allocation Dynamic Memory Allocation continued** 

C Programming

Assembly (X86)

Dynamic Memory Allocation

#### https://nyu-cso.github.io

overview bit, byte and int float point [C] basics, bitwise operator, control flow [C] scopes rules, pointers, arrays [C] structs, mallocs [C] large program (linked list) Machine Prog: ISA, Compile, movq Machine Prog: Control Code (condition, jump instruction) Machine Prog: Array allocation and access Machine Prog: Procedure calls Machine Prog: Structure, Memory Layout Machine Prog: Buffer Overflow Code optimizations **Dynamic Memory Allocation** Dynamic Memory Allocation continued Logic Design Logic Design continued Sequential implementation **Pipelined implementation** 

**C** Programming Assembly (X86) Dynamic Memory Allocation **Architecture** 

#### https://nyu-cso.github.io

overview bit, byte and int float point [C] basics, bitwise operator, control flow [C] scopes rules, pointers, arrays [C] structs, mallocs [C] large program (linked list) Machine Prog: ISA, Compile, movg Machine Prog: Control Code (condition, jump instruction) Machine Prog: Array allocation and access Machine Prog: Procedure calls Machine Prog: Structure, Memory Layout Machine Prog: Buffer Overflow Code optimizations Virtual memory: Address Spaces/ Translation, Goal Virtual memory: Page table/physcial to virtual Process Dynamic Memory Allocation I: malloc, free Dynamic Memory Allocation II: design allocator Dynamic Memory Allocation III: futher optimization Memory, cache Memory, cache

**C** Programming Assembly (X86) Dynamic Memory Allocation Architecture Memory & Cache

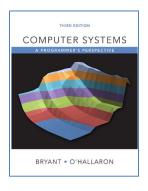
## **Course logistics**

- Lectures (in-person): T/Th 9:30-10:45am
- Recitation(in-person or zoom): M 8-9:15am
- Website: <u>https://nyu-cso.github.io</u>
  - Syllabus
    - Reading preparation
    - lecture/recitation slides
    - Lab instructions
- Forum: Campuswire
  - Q&A
- NYU Brightspace
  - Gradescope
    - Lab submission, weekly assessments
  - Zoom links, Zoom recordings
  - Use Campuswire instead of Brightspace for Q&A.

### **Textbooks**



#### The C Programming Language 2<sup>nd</sup> ed, Kernighan and Ritchie



Computer Systems -- A programmer's perspective, 3rd ed, Bryant and O'Hallaron.



Computer organization and design (RISC-V edition), Patterson and Hennessy

## Grade Breakdown

- 5 programming labs
  - Lab-1,2,3,5:8%
  - Lab-4: 10%
- Weekly assessments (take-home)
  - 14 total, starting next week
  - 1.5% each
- Midterm (80 minutes)
- - 14%
- Final exam (80 minutes)
  - 20%
- Participation: 3%
  - Includes participation in lecture, recitation, online forum (Campuswire)

# 5 individual programming labs

- Programming environment:
  - Use Courant's compute server (snappy1)
  - Learn to use:
    - a text editor to write code
    - git for version control
- Optional bonus exercises.
- Submission:
  - Push to github
  - Submit and have it graded via Gradescope
- Late policy:
  - 6 (cumulative) grace days in total over the semester.
  - 3 max. grace days for each lab.

# Weekly assessment (mini-quiz)

- Start next week
- Done via Gradescope:
  - Multiple choice questions and short answers
  - Mostly on the current week's materials
- Open-book individual assessments
  - Do not consult your classmates or anyone else.
- Quiz duration:
  - 24-hours.
  - Thu 9pm to Fri 9pm (EST). No late submission.
- Answers discussed in the following week's recitation

# To thrive in CSO, you should ...

- Before lecture:
  - Read assigned book chapters
- During lecture/recitation:
  - Ask questions
  - Don't be shy to ask me to repeat.
- Labs and weekly assessment.
  - Start early
- Getting help:
  - Campuswire
  - Office hours (see post on Campuswire)

# Integrity and Collaboration Policy

- 1. The work that you turn in must be yours
- 2. You must acknowledge your influences
  - E.g., if you are inspired by a code snippet, include the URL to the snippet in the lab you turn in.
- 3. You must not look at, or use, solutions from prior years or the Web, or seek assistance from the Internet
- 4. You must take reasonable steps to protect your work
  You must not publish your solutions
- 5. We reserve the right to randomly pick students for oral assessment and over-weight oral assessment if it does not match your quiz/lab performance.

## Integrity and Collaboration Policy

We will enforce integrity policy strictly and report violators to the department and Dean.

Do not turn in labs/quiz that are not yours You won't fail because of one missing lab/quiz