Introduction to Computer Systems

15-213/18-243, Spring 2009
1st Lecture, Aug. 25th

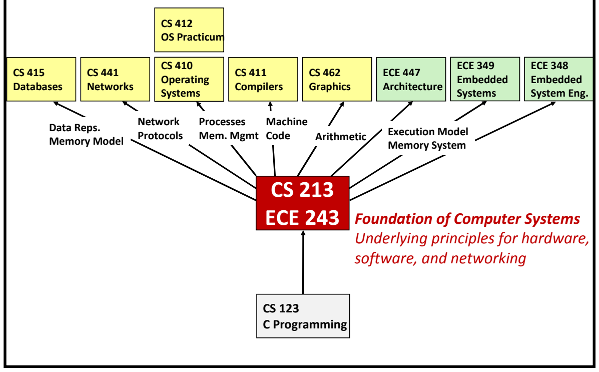
Instructors:
Roger Dannenberg and Greg Ganger

The course that gives CMU its "Zip"!

Overview

- **Course role and theme**
- **Five realities**
- **Logistics**

Role within CS/ECE Curriculum



Foundation of Computer Systems

Underlying principles for hardware, software, and networking

Course Perspective

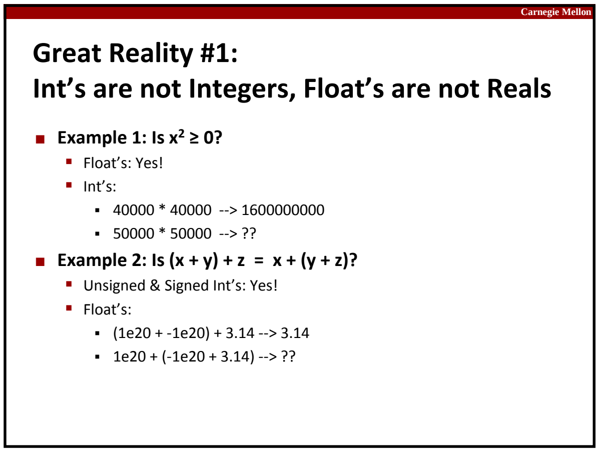
- **Most Systems Courses are Builder-Centric**
  - Computer Architecture
    - Design pipelined processor in Verilog
  - Operating Systems
    - Implement large portions of operating system
  - Embedded Systems
    - Implement small-scale embedded systems
  - Networking
    - Implement and simulate network protocols

Course Perspective (Cont.)

- **Our Course is Programmer-Centric**
  - Purpose is to show how by knowing more about the underlying system, one can be more effective as a programmer
  - Enable you to
    - Write programs that are more reliable and efficient
    - Incorporate features that require hooks into OS
      - E.g., concurrency, signal handlers
  - Not just a course for dedicated hackers
    - We bring out the hidden hacker in everyone
  - Cover material in this course that you won't see elsewhere

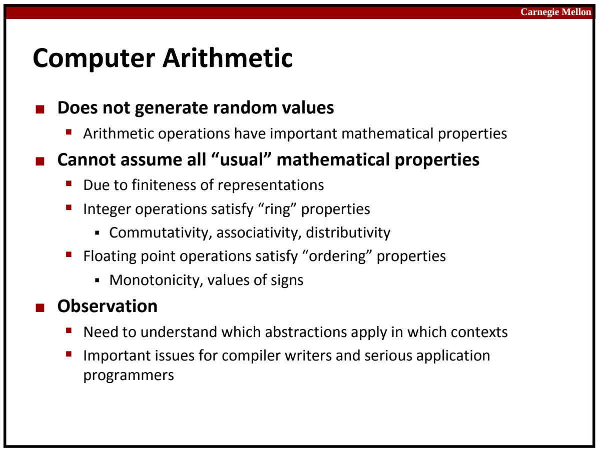
Course Theme:
Abstraction Is Good But Don't Forget Reality

- **Most CS courses emphasize abstraction**
  - Abstract data types
  - Asymptotic analysis
- **These abstractions have limits**
  - Especially in the presence of bugs
  - Need to understand details of underlying implementations
- **Useful outcomes**
  - Become more effective programmers
    - Able to find and eliminate bugs efficiently
    - Able to understand and tune for program performance
  - Prepare for later "systems" classes in CS & ECE
    - Compilers, Operating Systems, Networks, Computer Architecture, Embedded Systems



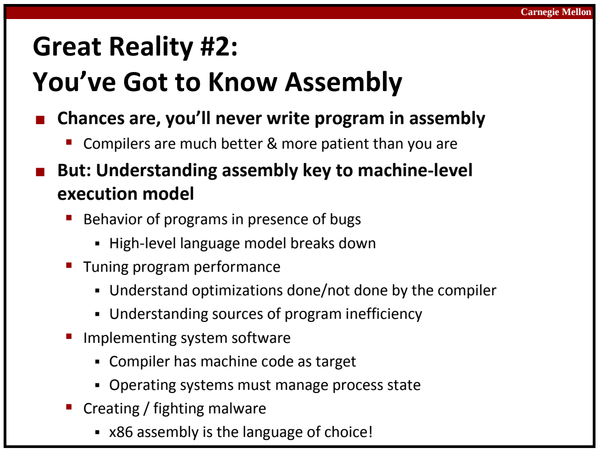
Great Reality #1:
Int’s are not Integers, Float’s are not Reals

- **Example 1: Is $x^2 \geq 0$?**
  - Float’s: Yes!
  - Int’s:
    - 40000 * 40000 --> 1600000000
    - 50000 * 50000 --> ??
- **Example 2: Is (x + y) + z = x + (y + z)?**
  - Unsigned & Signed Int’s: Yes!
  - Float’s:
    - (1e20 + -1e20) + 3.14 --> 3.14
    - 1e20 + (-1e20 + 3.14) --> ??



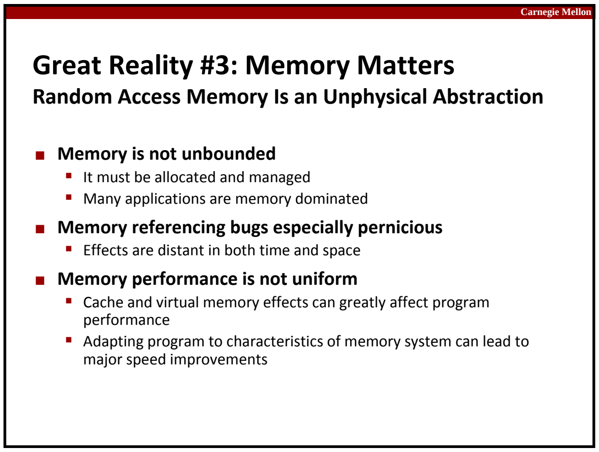
Computer Arithmetic

- **Does not generate random values**
  - Arithmetic operations have important mathematical properties
- **Cannot assume all “usual” mathematical properties**
  - Due to finiteness of representations
  - Integer operations satisfy “ring” properties
    - Commutativity, associativity, distributivity
  - Floating point operations satisfy “ordering” properties
    - Monotonicity, values of signs
- **Observation**
  - Need to understand which abstractions apply in which contexts
  - Important issues for compiler writers and serious application programmers



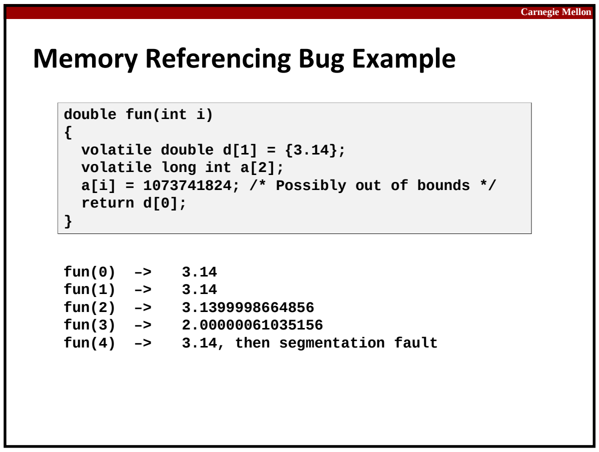
Great Reality #2:
You’ve Got to Know Assembly

- **Chances are, you’ll never write program in assembly**
  - Compilers are much better & more patient than you are
- **But: Understanding assembly key to machine-level execution model**
  - Behavior of programs in presence of bugs
    - High-level language model breaks down
  - Tuning program performance
    - Understand optimizations done/not done by the compiler
    - Understanding sources of program inefficiency
  - Implementing system software
    - Compiler has machine code as target
    - Operating systems must manage process state
  - Creating / fighting malware
    - x86 assembly is the language of choice!



Great Reality #3: Memory Matters
Random Access Memory Is an Unphysical Abstraction

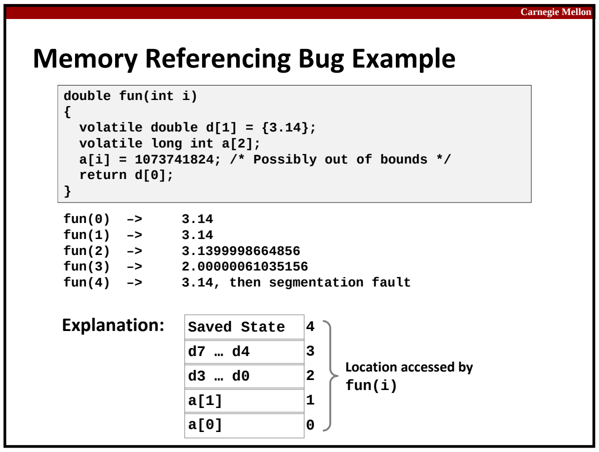
- **Memory is not unbounded**
  - It must be allocated and managed
  - Many applications are memory dominated
- **Memory referencing bugs especially pernicious**
  - Effects are distant in both time and space
- **Memory performance is not uniform**
  - Cache and virtual memory effects can greatly affect program performance
  - Adapting program to characteristics of memory system can lead to major speed improvements



Memory Referencing Bug Example

```
double fun(int i)
{
  volatile double d[1] = {3.14};
  volatile long int a[2];
  a[i] = 1073741824; /* Possibly out of bounds */
  return d[0];
}
```

```
fun(0)  ->   3.14
fun(1)  ->   3.14
fun(2)  ->   3.1399998664856
fun(3)  ->   2.00000061035156
fun(4)  ->   3.14, then segmentation fault
```



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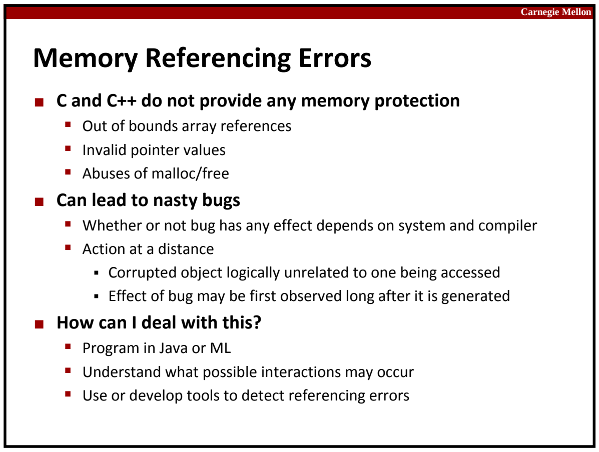
fun(4)  ->     3.14, then segmentation fault
```

Explanation:

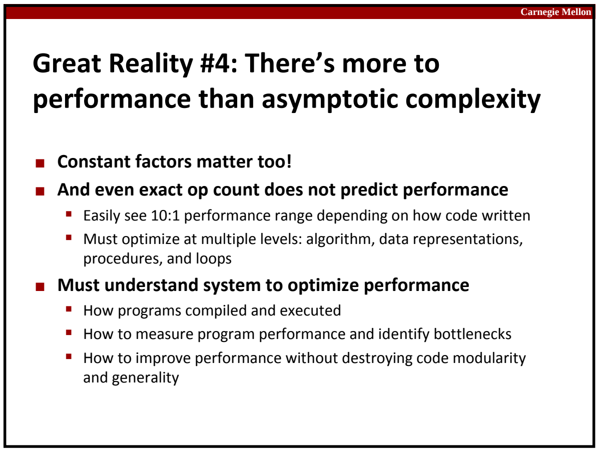
Saved State	4
d7 … d4	3
d3 … d0	2
a[1]	1
a[0]	0

Location accessed by `fun(i)`



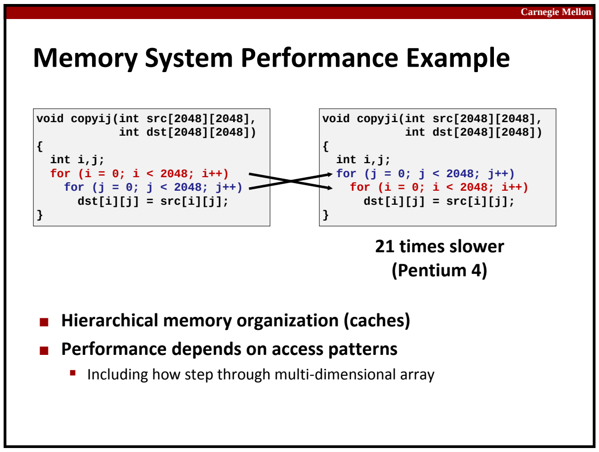
Memory Referencing Errors

- **C and C++ do not provide any memory protection**
  - Out of bounds array references
  - Invalid pointer values
  - Abuses of malloc/free
- **Can lead to nasty bugs**
  - Whether or not bug has any effect depends on system and compiler
  - Action at a distance
    - Corrupted object logically unrelated to one being accessed
    - Effect of bug may be first observed long after it is generated
- **How can I deal with this?**
  - Program in Java or ML
  - Understand what possible interactions may occur
  - Use or develop tools to detect referencing errors



Great Reality #4: There's more to performance than asymptotic complexity

- **Constant factors matter too!**
- **And even exact op count does not predict performance**
  - Easily see 10:1 performance range depending on how code written
  - Must optimize at multiple levels: algorithm, data representations, procedures, and loops
- **Must understand system to optimize performance**
  - How programs compiled and executed
  - How to measure program performance and identify bottlenecks
  - How to improve performance without destroying code modularity and generality



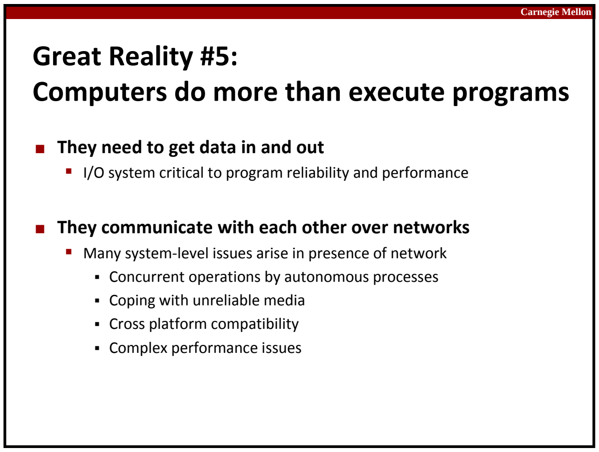
Memory System Performance Example

```
void copyij(int src[2048][2048],
            int dst[2048][2048])
{
  int i,j;
  for (i = 0; i < 2048; i++)
    for (j = 0; j < 2048; j++)
      dst[i][j] = src[i][j];
}
```

```
void copyji(int src[2048][2048],
            int dst[2048][2048])
{
  int i,j;
  for (j = 0; j < 2048; j++)
    for (i = 0; i < 2048; i++)
      dst[i][j] = src[i][j];
}
```

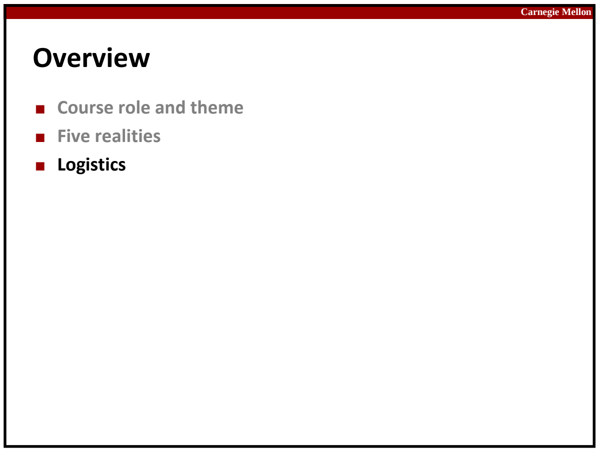
21 times slower (Pentium 4)

- **Hierarchical memory organization (caches)**
- **Performance depends on access patterns**
  - Including how step through multi-dimensional array



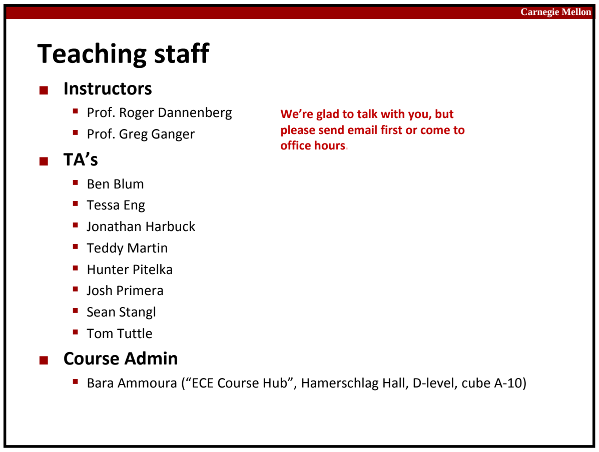
Great Reality #5:
Computers do more than execute programs

- **They need to get data in and out**
  - I/O system critical to program reliability and performance
- **They communicate with each other over networks**
  - Many system-level issues arise in presence of network
    - Concurrent operations by autonomous processes
    - Coping with unreliable media
    - Cross platform compatibility
    - Complex performance issues



Overview

- Course role and theme
- Five realities
- **Logistics**

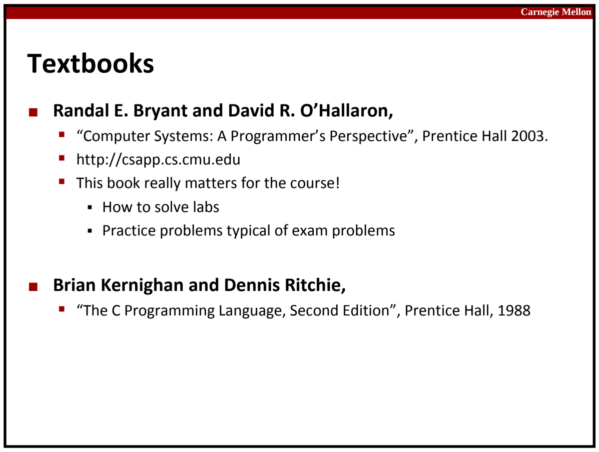


Teaching staff

- **Instructors**
  - Prof. Roger Dannenberg
  - Prof. Greg Ganger

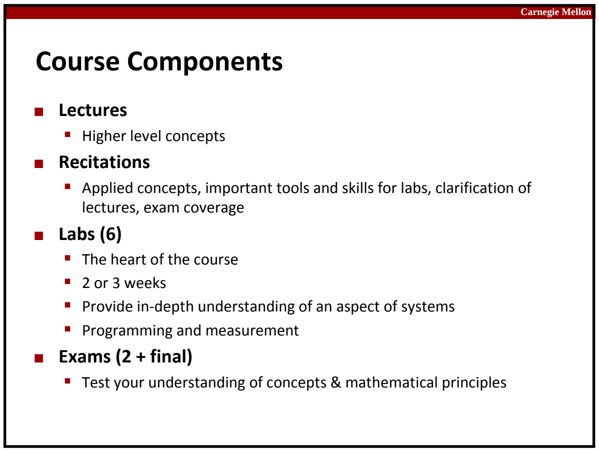
We're glad to talk with you, but please send email first or come to office hours.

- **TA's**
  - Ben Blum
  - Tessa Eng
  - Jonathan Harbuck
  - Teddy Martin
  - Hunter Pitelka
  - Josh Primera
  - Sean Stangl
  - Tom Tuttle
- **Course Admin**
  - Bara Ammoura ("ECE Course Hub", Hamerschlag Hall, D-level, cube A-10)



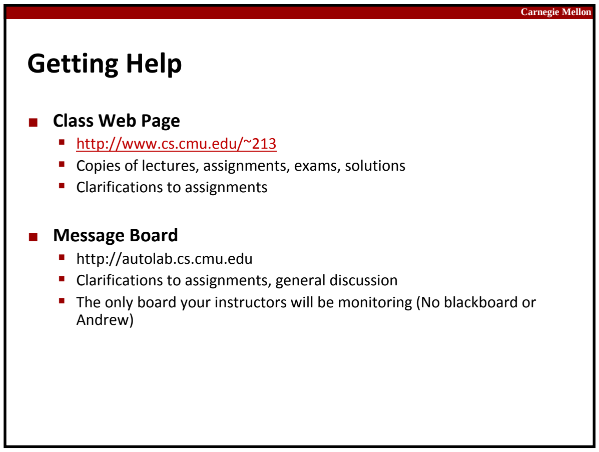
Textbooks

- Randal E. Bryant and David R. O'Hallaron,
  - "Computer Systems: A Programmer's Perspective", Prentice Hall 2003.
  - http://csapp.cs.cmu.edu
  - This book really matters for the course!
    - How to solve labs
    - Practice problems typical of exam problems
- Brian Kernighan and Dennis Ritchie,
  - "The C Programming Language, Second Edition", Prentice Hall, 1988



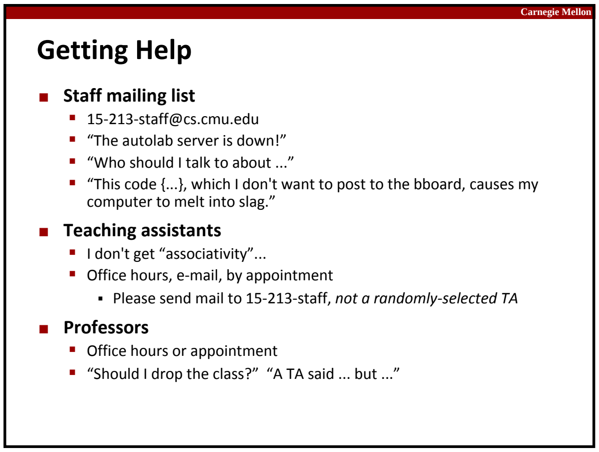
Course Components

- Lectures
  - Higher level concepts
- Recitations
  - Applied concepts, important tools and skills for labs, clarification of lectures, exam coverage
- Labs (6)
  - The heart of the course
  - 2 or 3 weeks
  - Provide in-depth understanding of an aspect of systems
  - Programming and measurement
- Exams (2 + final)
  - Test your understanding of concepts & mathematical principles



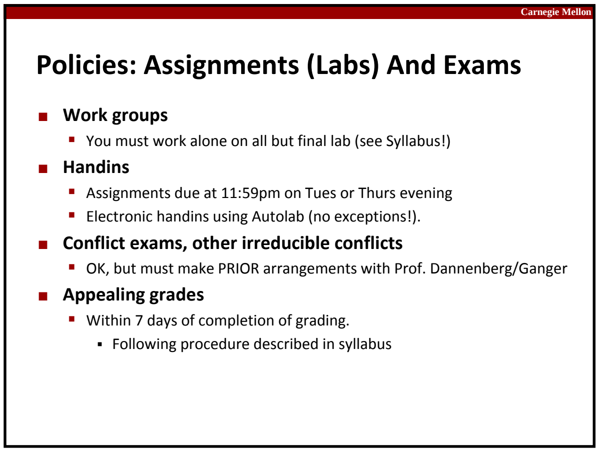
Getting Help

- Class Web Page
  - http://www.cs.cmu.edu/~213
  - Copies of lectures, assignments, exams, solutions
  - Clarifications to assignments
- Message Board
  - http://autolab.cs.cmu.edu
  - Clarifications to assignments, general discussion
  - The only board your instructors will be monitoring (No blackboard or Andrew)



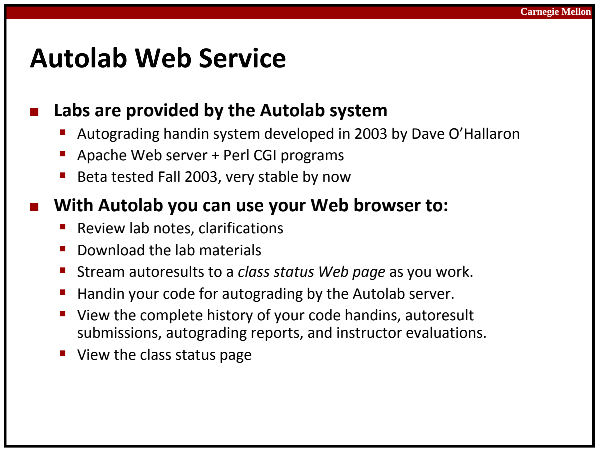
Getting Help

- Staff mailing list
  - 15-213-staff@cs.cmu.edu
  - "The autolab server is down!"
  - "Who should I talk to about ..."
  - "This code {...}, which I don't want to post to the bboard, causes my computer to melt into slag."
- Teaching assistants
  - I don't get "associativity"...
  - Office hours, e-mail, by appointment
    - Please send mail to 15-213-staff, *not a randomly-selected TA*
- Professors
  - Office hours or appointment
  - "Should I drop the class?" "A TA said ... but ..."



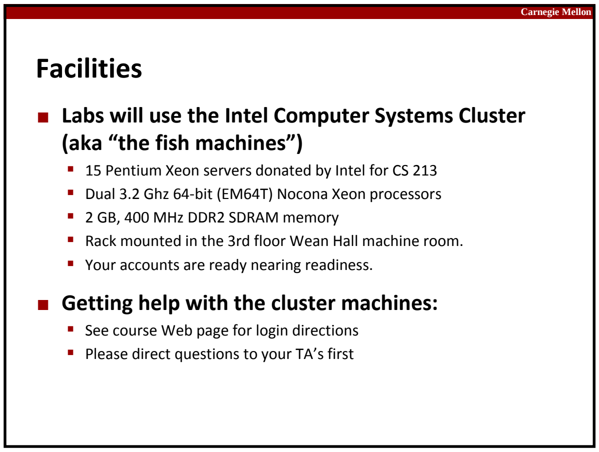
Policies: Assignments (Labs) And Exams

- Work groups
  - You must work alone on all but final lab (see Syllabus!)
- Handins
  - Assignments due at 11:59pm on Tues or Thurs evening
  - Electronic handins using Autolab (no exceptions!).
- Conflict exams, other irreducible conflicts
  - OK, but must make PRIOR arrangements with Prof. Dannenberg/Ganger
- Appealing grades
  - Within 7 days of completion of grading.
    - Following procedure described in syllabus



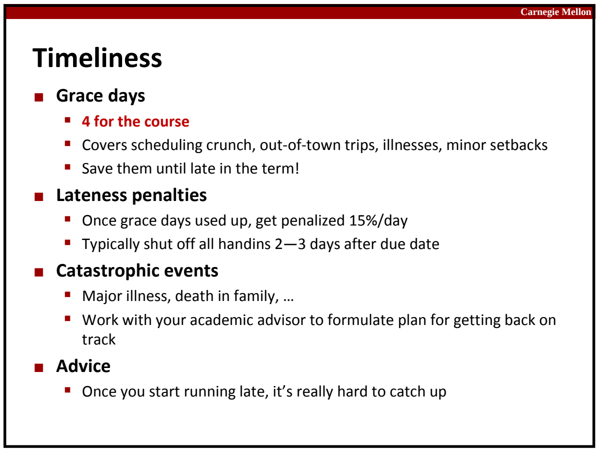
Autolab Web Service

- Labs are provided by the Autolab system
  - Autograding handin system developed in 2003 by Dave O'Hallaron
  - Apache Web server + Perl CGI programs
  - Beta tested Fall 2003, very stable by now
- With Autolab you can use your Web browser to:
  - Review lab notes, clarifications
  - Download the lab materials
  - Stream autoresults to a *class status Web page* as you work.
  - Handin your code for autograding by the Autolab server.
  - View the complete history of your code handins, autoresult submissions, autograding reports, and instructor evaluations.
  - View the class status page



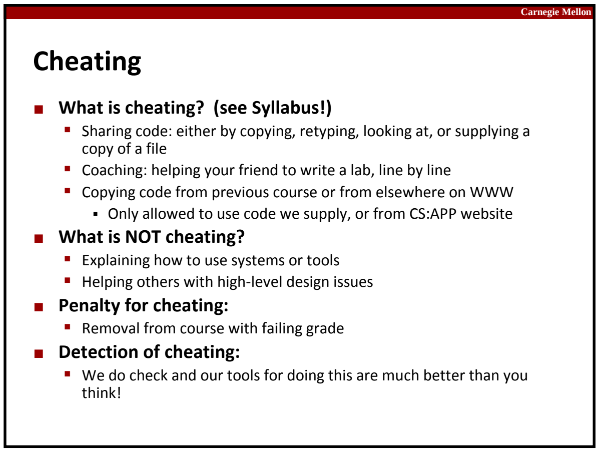
Facilities

- **Labs will use the Intel Computer Systems Cluster (aka “the fish machines”)**
  - 15 Pentium Xeon servers donated by Intel for CS 213
  - Dual 3.2 Ghz 64-bit (EM64T) Nocona Xeon processors
  - 2 GB, 400 MHz DDR2 SDRAM memory
  - Rack mounted in the 3rd floor Wean Hall machine room.
  - Your accounts are ready nearing readiness.
- **Getting help with the cluster machines:**
  - See course Web page for login directions
  - Please direct questions to your TA’s first



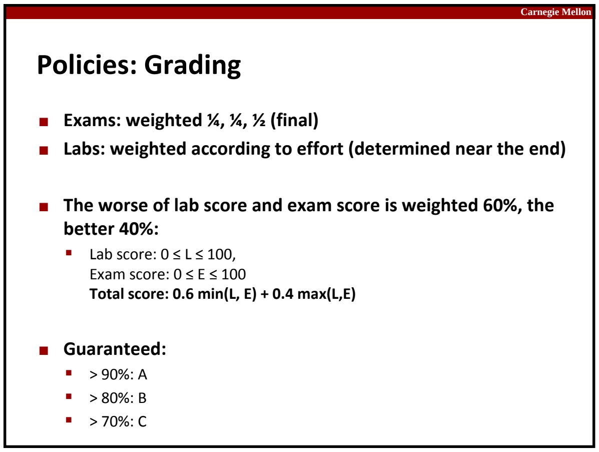
Timeliness

- **Grace days**
  - **4 for the course**
  - Covers scheduling crunch, out-of-town trips, illnesses, minor setbacks
  - Save them until late in the term!
- **Lateness penalties**
  - Once grace days used up, get penalized 15%/day
  - Typically shut off all handins 2—3 days after due date
- **Catastrophic events**
  - Major illness, death in family, …
  - Work with your academic advisor to formulate plan for getting back on track
- **Advice**
  - Once you start running late, it’s really hard to catch up



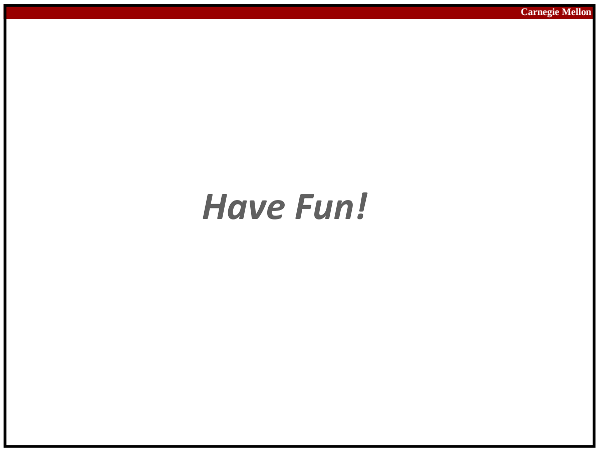
Cheating

- **What is cheating? (see Syllabus!)**
  - Sharing code: either by copying, retyping, looking at, or supplying a copy of a file
  - Coaching: helping your friend to write a lab, line by line
  - Copying code from previous course or from elsewhere on WWW
    - Only allowed to use code we supply, or from CS:APP website
- **What is NOT cheating?**
  - Explaining how to use systems or tools
  - Helping others with high-level design issues
- **Penalty for cheating:**
  - Removal from course with failing grade
- **Detection of cheating:**
  - We do check and our tools for doing this are much better than you think!



Policies: Grading

- **Exams: weighted ¼, ¼, ½ (final)**
- **Labs: weighted according to effort (determined near the end)**
- **The worse of lab score and exam score is weighted 60%, the better 40%:**
  - Lab score: $0 \le L \le 100$,
Exam score: $0 \le E \le 100$
Total score: 0.6 min(L, E) + 0.4 max(L,E)
- **Guaranteed:**
  - > 90%: A
  - > 80%: B
  - > 70%: C



Have Fun!