The Hardware/Software Interface

CSE 351 Spring 2024

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Lecture Outline

- **Course Introduction**
- Course Policies
  - Syllabus
- Binary and Numerical Representation

Introductions: Course Staff

- Instructor: Elba, just Elba
  - CSE Assistant Teaching Professor
  - PhD in CS, particularly Computer Architecture
- TAs:

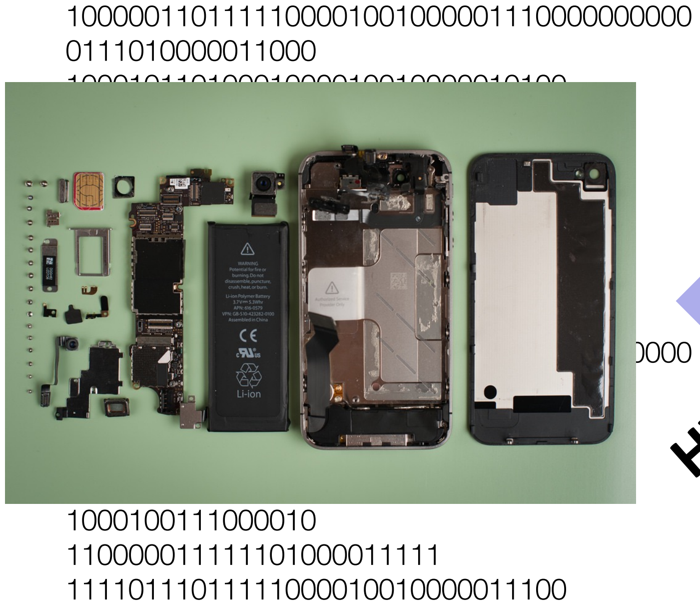
Ellis	Adithi	Aman	Brenden	Celestine	Chloe	Claire	Hamsa
Maggie	Malak	Naama	Nikolas	Shananda	Stephen	Will	

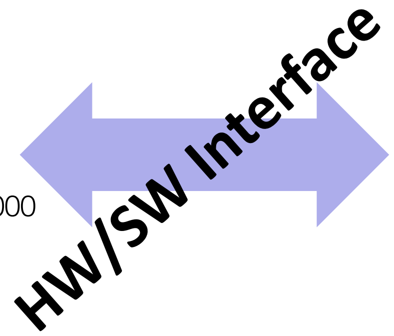
  - Available in section, office hours, and on Ed Discussion
- More than anything, we want you to feel…
  - ✓ Comfortable and welcome in this space
  - ✓ Able to learn and succeed in this course
  - ✓ Comfortable reaching out if you need help or want change

Introductions: You!

- ~250 students registered, split across two lectures
- CSE majors, ECE majors, and more
  - Most of you will find almost everything in the course new
  - Many of you are new to CSE and/or UW (and campus)!
- Get to know each other! Help each other out!
  - Science says that learning happens best in groups
  - Working well with others is a valuable life skill
  - Diversity of perspectives expands your horizons
  - Take advantage of group work, where permissible, to <u>learn</u>, not just get a grade

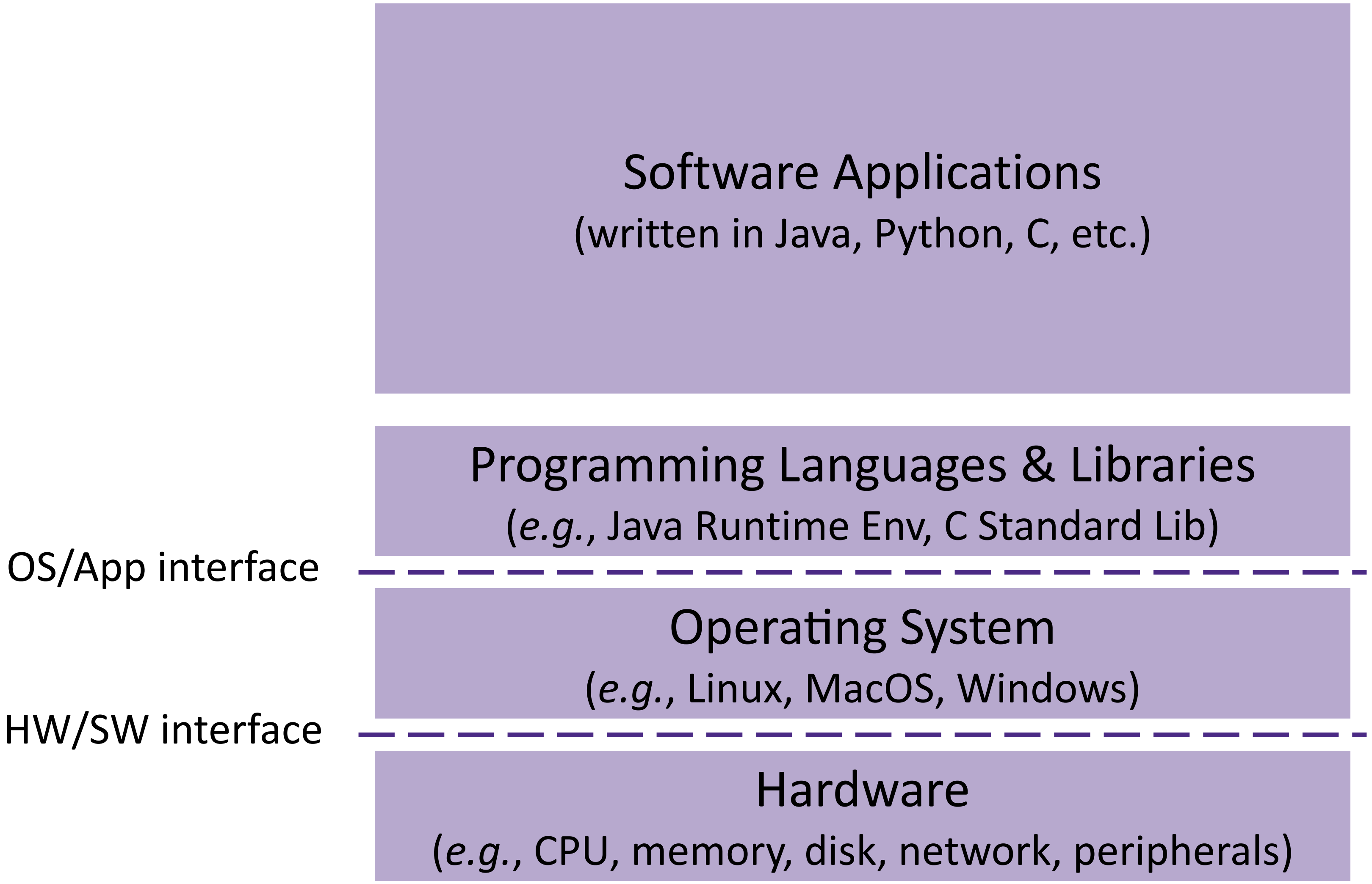
Welcome to CSE351!





- Our goal is to teach you the key abstractions "under the hood"
  - How does your source code become something that your computer understands?
  - What happens as your computer is executing one or more processes?

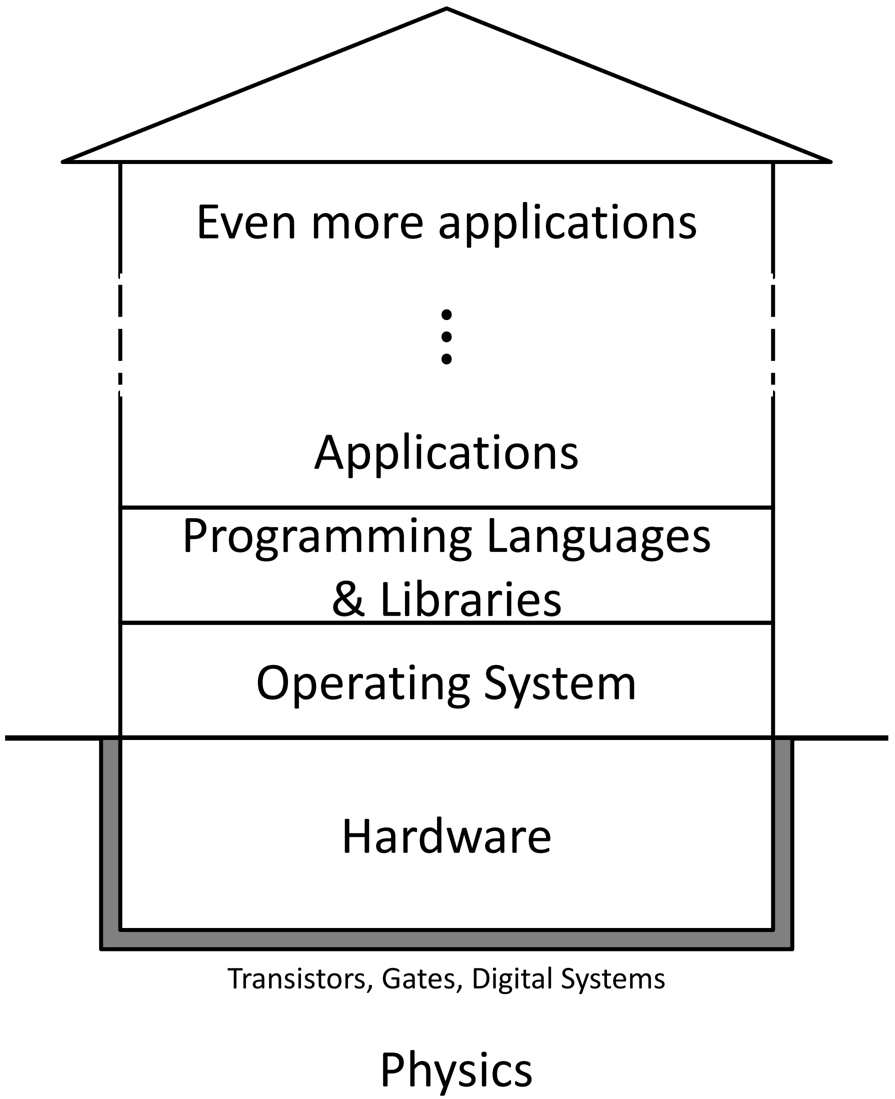
Layers of Computing Below Programming



"House" of Computing Metaphor

- We continue to build upward but everything relies on the base & foundation
  - We'll explore parts of Hardware, OS, and PL

- Built a long time ago
  - Some parts have been updated over the years, some have not
  - More remodeling necessary, but should understand *how* and *why* things are this way before demolishing anything



The Hardware/Software Interface

- Topic Group 1: **Data**
  - Memory, Data, Integers, Floating Point, Arrays, Structs
- Topic Group 2: **Programs**
  - x86-64 Assembly, Procedures, Stacks, Executables
- Topic Group 3: **Scale & Coherence**
  - Caches, Processes, Virtual Memory, Memory Allocation

- Learning in this class
  - You might miss Java, but we just ask you to keep your heart open; something unexpected might pique your interest!
  - Notice and nurture any wants to linger in some space
    - Many future classes to explore this space more

Some fun topics that we will touch on

- Which of the following seems the most interesting to you? (vote in Ed Lessons)

a) What is a GFLOP and why is it used in computer benchmarks?
b) How and why does running many programs for a long time eat into your memory (RAM)?
c) What is stack overflow and how does it happen?
d) Why does your computer slow down when you run out of *disk* space?
e) What was the flaw behind the original Internet worm, the Heartbleed bug, and the Cloudbleed bug?
f) What is the meaning behind the different CPU specifications? (*e.g.*, # of cores, size of cache)

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Bookmarks

- Website: https://courses.cs.washington.edu/courses/cse351/24sp/
  - Schedule, policies, materials, videos, assignment specs, etc.
- Ed Course: https://edstem.org/us/courses/56848/
  - Discussion: announcements, ask and answer questions
  - Lessons: readings, lecture questions, homework
  - Resources: links to other tools and information
- Linked from website and Ed
  - Canvas: surveys, grade book
  - Gradescope: lab submissions, take-home exams
  - Panopto: lecture recordings

Grading

- **Pre-lecture Readings:** 5%
  - Can reveal solution after one attempt (completion)
- **Homework:** 20% total
  - Unlimited submission attempts (autograded correctness)
- **Labs:** 40% total -ish
  - Last submission graded (correctness)
- **Exams:** Midterm (16%) and Final (16%)
  - Take-home; individual, but some discussion permitted
- **EPA:** Effort, Participation, and Altruism (3%)

Group Work in 351

- Group work will be ***emphasized*** in this class
  - Lecture and section will have built-in group work time – you will get the most out of it if you actively participate!
    - TAs will circle around the room and interact with groups
    - Raise your hand to get the attention of a staff member
  - Most assignments allow collaboration – talking to classmates will help you synthesize concepts and terminology
    - *The major takeaways for this course will be the ability to explain the major concepts verbally and/or in writing to others*
  - However, the responsibility for learning falls on **you**

Lab Collaboration and Academic Integrity

- All submissions are expected to be yours and yours alone
- You are encouraged to discuss your assignments with other students (*ideas*), but we expect that what you turn in is yours
- It is NOT acceptable to copy solutions from other students or to copy (or start your) solutions from the Web (including Github, Chegg, and similar sites)
- Our goal is that **YOU** learn the material so you will be prepared for exams, interviews, and the future

Office Hours

- Check Weekly Calendar on website for scheduled office hours.
  - Coming soon!
  - Office hours will start this week on **Wednesday, March 27th**
- Office hours will use a Google Sheets queue:
  - Fill out first 3 columns to enter queue:

Name(s)	Category	Description	Time Queued	Staff	Status
Example 1	Concept	Question about floating point encoding range.		Justin	Done
Example 2	Debugging	Lab 5: running into a segfault in mm_malloc after reaching end of the heap.		Justin	Done
Example 3	Spec	Lab 1a: confusion over within same block examples		Justin	Done
Example 4	Tools	GDB: how do I examine memory on the stack?		Justin	Done

- We encourage you to chat with other students if the TAs are busy!

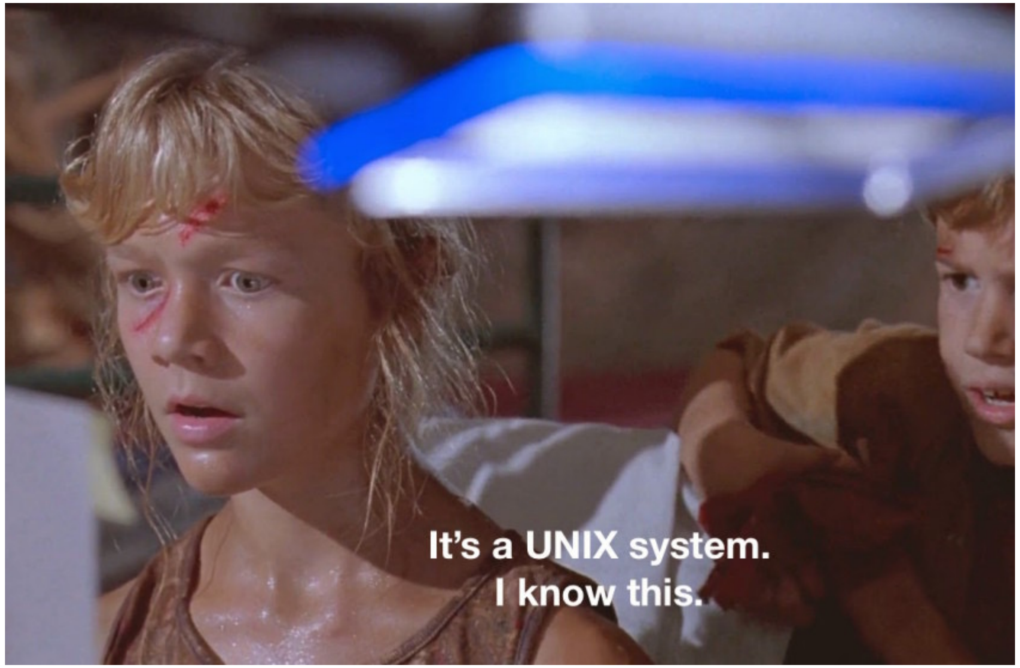
Extensions, Accommodations, Help

- Extenuating circumstances
  - Students (and staff) face an extremely varied set of environments and circumstances
  - For formal accommodations, go through Disability Resources for Students (DRS)
  - We will try to be accommodating otherwise, but the earlier you reach out, the better

- Don't suffer in silence – talk to a staff member!
  - We have a 1-on-1 meeting request form

TODO List

- Admin
  - Explore/read the course website *thoroughly*. It's a work in progress, but stuff will get there!
  - Check that you can access Ed Discussion & Lessons
  - **Get your machine set up to access the CSE Linux environment (`attu` or `calgary`) *as soon as possible!***
  - Optionally, sign up for CSE 391: System and Software Tools
- Assignments
  - Pre-Course Survey & hw0 due Wednesday (3/27)
  - hw1 due Friday (3/29) & Lab 0 due Monday (4/01)
  - Pre-lecture readings due <u>before</u> lecture @ 11 am



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- **Binary and Numerical Representation**

Reading Review

- Terminology:
  - numeral, digit, base, symbol, digit position, leading zeros
  - binary, bit, nibble, byte, hexadecimal
  - numerical representation, encoding scheme

- Questions from the reading?

Review Questions

- What is the *decimal value* of the numeral 107_8?
  A. 71
  B. 87
  C. 107
  D. 568

- What is the decimal number 108 in hex?
  A. `0x6C`
  B. `0xA8`
  C. `0x108`
  D. `0x612`

- Represent `0b100110110101101` in hex.

- Represent `0x3C9` in binary.

Base Comparison

- Why does all of this matter?
  - *Humans* think about numbers in **base 10**, but *computers* “think” about numbers in **base 2**
  - Binary encoding is what allows computers to do all of the amazing things that they do!
- You should have this table memorized by the end of the class
  - Might as well start now!

Base 10	Base 2	Base 16
0	0000	0
1	0001	1
2	0010	2
3	0011	3
4	0100	4
5	0101	5
6	0110	6
7	0111	7
8	1000	8
9	1001	9
10	1010	A
11	1011	B
12	1100	C
13	1101	D
14	1110	E
15	1111	F

Numerical Encoding

- **AMAZING FACT: You can represent <u>anything</u> countable using numbers!**
  - Need to agree on an encoding
  - Kind of like learning a new language

- <u>Examples</u>:
  - Decimal Integers: 0→`0b0`, 1→`0b1`, 2→`0b10`, etc.
  - English Letters: CSE→`0x435345`, yay→`0x796179`
  - Emoticons: 😃 `0x0`, 😞 `0x1`, 😎 `0x2`, 😇 `0x3`, 😈 `0x4`, 🙋 `0x5`

Binary Encoding

- With n binary digits, how many "things" can you represent?
  - Need n binary digits to represent N things, where $2^n \geq N$
  - Example: 5 binary digits for alphabet because $2^5 = 32 > 26$

- A binary digit is known as a bit
- A group of 4 bits (1 hex digit) is called a nibble
- A group of 8 bits (2 hex digits) is called a byte
  - 1 bit → 2 things, 1 nibble → 16 things, 1 byte → 256 things

So What's It Mean?

A sequence of bits can have many meanings!

- Consider the hex sequence `0x4E6F21`
  - Common interpretations include:
    - The decimal number 5140257
    - The real number 7.203034×10^{-39}
    - The characters "No!"
    - The horrid background color of this slide…
- It is up to the program/programmer to decide how to interpret the sequence of bits

Binary Encoding – Characters/Text

- ASCII Encoding (www.asciitable.com)
  - American Standard Code for Information Interchange, 1963

Dec	Hx	Oct	Char		Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr
0	0	000	NUL	(null)	32	20	040		Space	64	40	100	@	@	96	60	140	`	`
1	1	001	SOH	(start of heading)	33	21	041	!	!	65	41	101	A	A	97	61	141	a	a
2	2	002	STX	(start of text)	34	22	042	"	"	66	42	102	B	B	98	62	142	b	b
3	3	003	ETX	(end of text)	35	23	043	#	#	67	43	103	C	C	99	63	143	c	c
4	4	004	EOT	(end of transmission)	36	24	044	$	$	68	44	104	D	D	100	64	144	d	d
5	5	005	ENQ	(enquiry)	37	25	045	%	%	69	45	105	E	E	101	65	145	e	e
6	6	006	ACK	(acknowledge)	38	26	046	&	&	70	46	106	F	F	102	66	146	f	f
7	7	007	BEL	(bell)	39	27	047	'	'	71	47	107	G	G	103	67	147	g	g
8	8	010	BS	(backspace)	40	28	050	(	(	72	48	110	H	H	104	68	150	h	h
9	9	011	TAB	(horizontal tab)	41	29	051	)	)	73	49	111	I	I	105	69	151	i	i
10	A	012	LF	(NL line feed, new line)	42	2A	052	*	*	74	4A	112	J	J	106	6A	152	j	j
11	B	013	VT	(vertical tab)	43	2B	053	+	+	75	4B	113	K	K	107	6B	153	k	k
12	C	014	FF	(NP form feed, new page)	44	2C	054	,	,	76	4C	114	L	L	108	6C	154	l	l
13	D	015	CR	(carriage return)	45	2D	055	-	-	77	4D	115	M	M	109	6D	155	m	m
14	E	016	SO	(shift out)	46	2E	056	.	.	78	4E	116	N	N	110	6E	156	n	n
15	F	017	SI	(shift in)	47	2F	057	/	/	79	4F	117	O	O	111	6F	157	o	o
16	10	020	DLE	(data link escape)	48	30	060	0	0	80	50	120	P	P	112	70	160	p	p
17	11	021	DC1	(device control 1)	49	31	061	1	1	81	51	121	Q	Q	113	71	161	q	q
18	12	022	DC2	(device control 2)	50	32	062	2	2	82	52	122	R	R	114	72	162	r	r
19	13	023	DC3	(device control 3)	51	33	063	3	3	83	53	123	S	S	115	73	163	s	s
20	14	024	DC4	(device control 4)	52	34	064	4	4	84	54	124	T	T	116	74	164	t	t
21	15	025	NAK	(negative acknowledge)	53	35	065	5	5	85	55	125	U	U	117	75	165	u	u
22	16	026	SYN	(synchronous idle)	54	36	066	6	6	86	56	126	V	V	118	76	166	v	v
23	17	027	ETB	(end of trans. block)	55	37	067	7	7	87	57	127	W	W	119	77	167	w	w
24	18	030	CAN	(cancel)	56	38	070	8	8	88	58	130	X	X	120	78	170	x	x
25	19	031	EM	(end of medium)	57	39	071	9	9	89	59	131	Y	Y	121	79	171	y	y
26	1A	032	SUB	(substitute)	58	3A	072	:	:	90	5A	132	Z	Z	122	7A	172	z	z
27	1B	033	ESC	(escape)	59	3B	073	;	;	91	5B	133	[	[	123	7B	173	{	{
28	1C	034	FS	(file separator)	60	3C	074	<	<	92	5C	134	\	\	124	7C	174			|
29	1D	035	GS	(group separator)	61	3D	075	=	=	93	5D	135	]	]	125	7D	175	}	}
30	1E	036	RS	(record separator)	62	3E	076	>	>	94	5E	136	^	^	126	7E	176	~	~
31	1F	037	US	(unit separator)	63	3F	077	?	?	95	5F	137	_	_	127	7F	177	&#127;	DEL

Binary Encoding – Characters/Text

- ASCII Encoding (www.asciitable.com)
  - **American** Standard Code for Information Interchange
- Created in 1963
  - Memory was expensive, 32KB in brand new machines
  - *Economic incentive* to use fewer bits for encoding (7 bits, not even a byte!)
- **Design Goals:**
  - Represent everything on an *American* typewriter as *efficiently* as possible
  - Organize similar characters together
    - Numbers, uppercase, lowercase, then other stuff

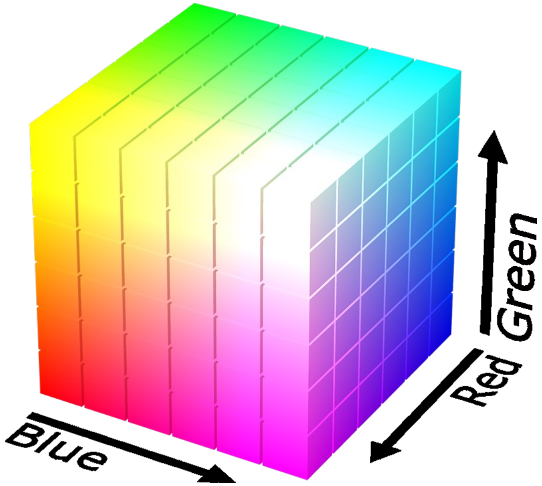
Binary Encoding – Unicode & Emoji

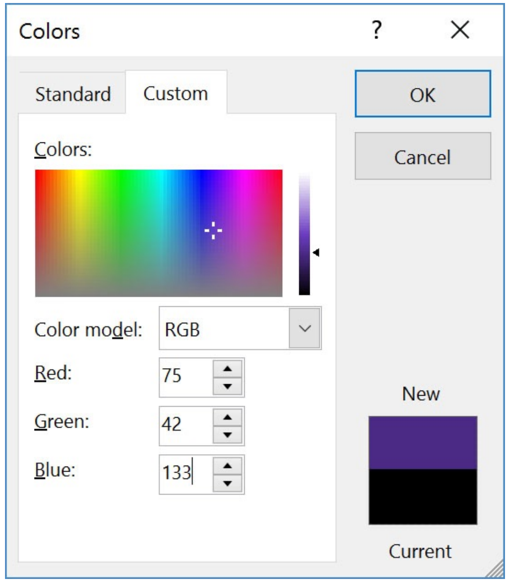
- Unicode Standard is managed by the Unicode Consortium
  - "Universal language" that uses 1-4 bytes to represent a much larger range of characters/languages, including emoji
  - Adds new emojis every year, though adoption often lags: 
    - https://emojipedia.org/new/

- Emojipedia demo: http://www.emojipedia.org
  - Desktop Computer: 
  - Code points: U+1F5A5, U+FE0F
  - Display:

Binary Encoding – Colors

- RGB – Red, Green, Blue
  - Additive color model (light): byte (8 bits) for each color
  - Commonly seen in hex (in HTML, photo editing, etc.)
  - Examples: **Blue**→0x0000FF, **Gold**→0xFFD700, **White**→0xFFFFFF, **Deep Pink**→0xFF1493





Binary Encoding – Files and Programs

- At the lowest level, all digital data is stored as bits!
- Layers of abstraction keep everything comprehensible
  - Data/files are groups of bits interpreted by program
  - Program is actually groups of bits being interpreted by your CPU

Summary

- Humans think about numbers in decimal; computers think about numbers in binary
  - Base conversion to go between them
  - Hexadecimal is more human-readable than binary

- All information on a computer is binary

- Binary encoding can represent *anything*!
  - Computer/program needs to know how to interpret the bits
  - Encodings aren't "neutral"; priorities are baked in