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# CSC104 winter 2013

Why and how of computing  
week 8

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BA4270 (behind elevators)

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Text: **Picturing Programs**

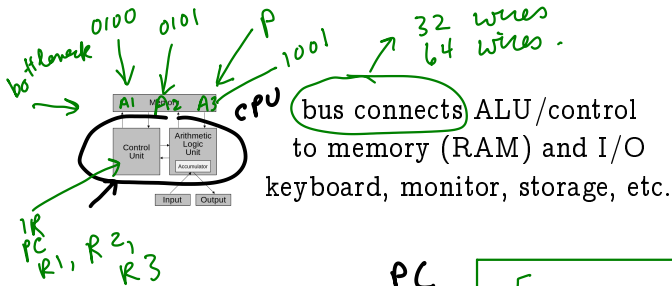
# Outline

Modern hardware architecture

operators and operating systems

Notes

# what Von Neumann looks like



1. LOAD A1 R1
2. LOAD A2 R2
3. ADD R1 R2 R3
4. STORE R3 A3
5. HALT

PC 5

IR HALT

R1 0100

R2 0101

R3 1001

(define A3 (+ A1 A2))



# where Von Neuman's going

There are some issues



- ▶ Von Neumann bottleneck

increasing memory speed, CPU speed, all commensurate through same.

- ▶ mortality of Moore's Law

wavelength of light too close to space between wires!

empirically, size computer memory halves  $\approx$  18 months, and speed increases proportionately.

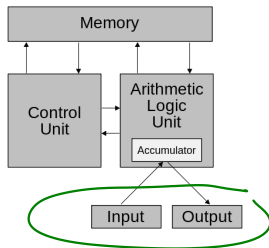
limit to miniaturization

- heat dissipation
- resolution of circuit photographs

# input, output

for geezers

*Computer  
waits for  
user input --  
waits for  
output.*



*→ much larger than smartphone*



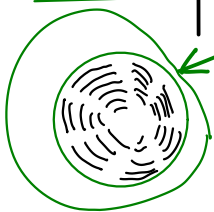
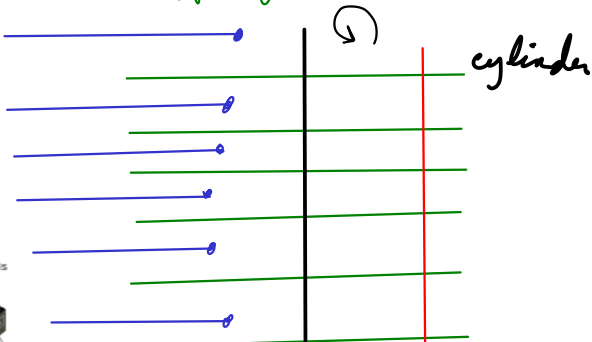
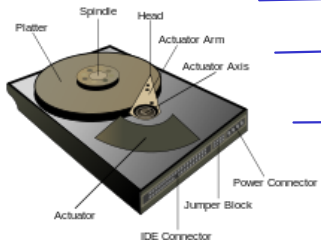
lots of real estate  
to get ideas in, out  
doesn't fit in pocket



storage  
hard drive

When power's off, your info is  
here.

MTBF  
~ 5 years.



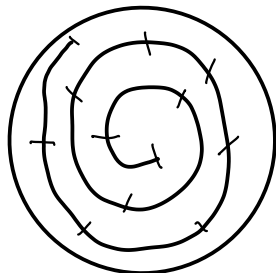
sectors ~ 1024  
bytes, byte ~ 8 bits  
track.

# storage

## compact disc

laser lights create "pits" in inner later read pattern of pits back.

sector, eg 1024 bytes



5 1/4" hard drive (CAV) MiniDisc (CAV) 8" floppy disk (CAV)



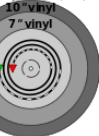
Omega Zip (CAV)



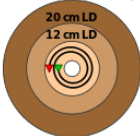
audio Compact Disc (CLV\*) Digital Versatile Disc (CLV\*)



12" vinyl record (CAV)



LaserDisc (CLV/CAA/CAV)



storage  
flash drive

- stores electrons in silicon dioxide chambers
- persists when power is removed
- no macroscopic moving parts.





bits, files, buffers

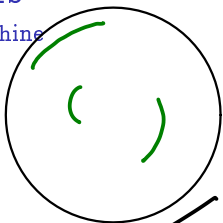
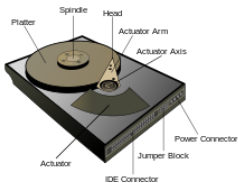
protect us from the machine

sector 5

sector 32

sector 27

computer (OS)  
reads all into from

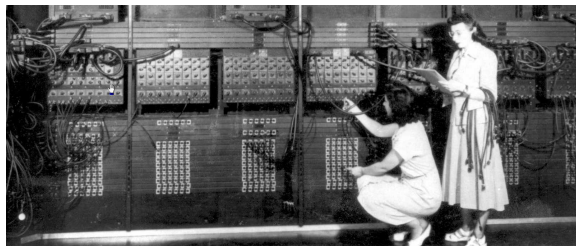


our creation  
into main  
memory +  
presents it as a single 'piece'

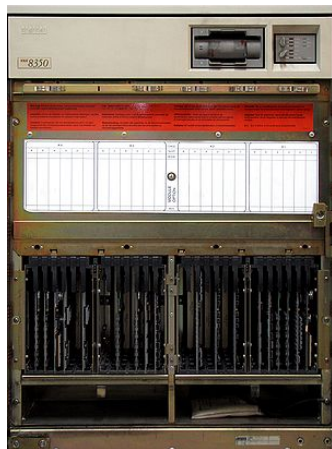


## machines take over in batches

Machines began to take over setting the program counter to a new job, collecting the output, fetching memory... but it was still one job at a time.



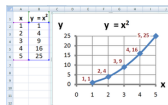
# time sharing, version 0.1



one user, one program, one computer



# task-switching to time-splitting, v 1.0



Does one task stop, or only appear to stop, for the other?

# unix (mostly) to the desktop

GUIs, time-sharing, networking, flame-wars



## an operating system should have

- ▶ kernel (shell, shielded access to hardware, referee sharing)
  
- ▶ utilities

# Notes