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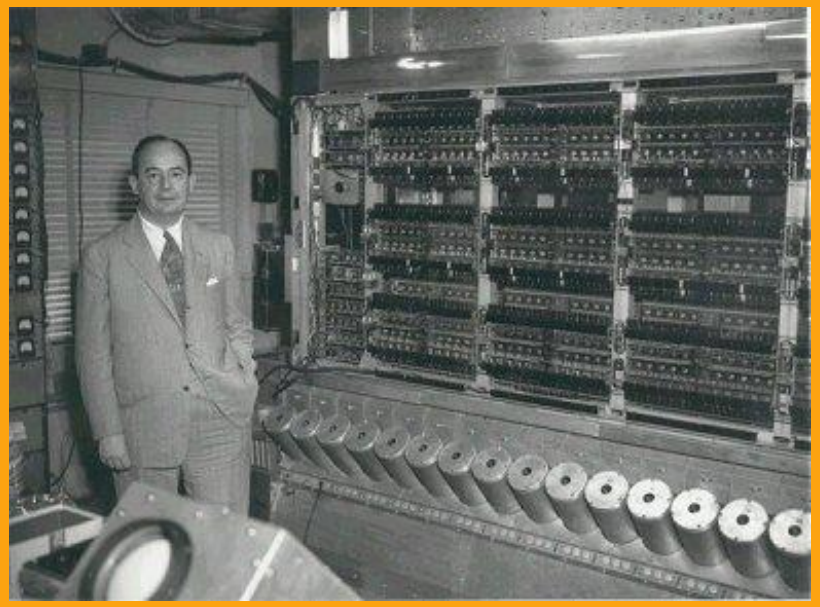
UNIVERSITY OF HELSINKI

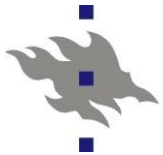
Computer systems- overview

Ch 1 - Ch 8 [Sta06]

Some material from Comp. Org I



John von Neumann and EDVAC, 1949



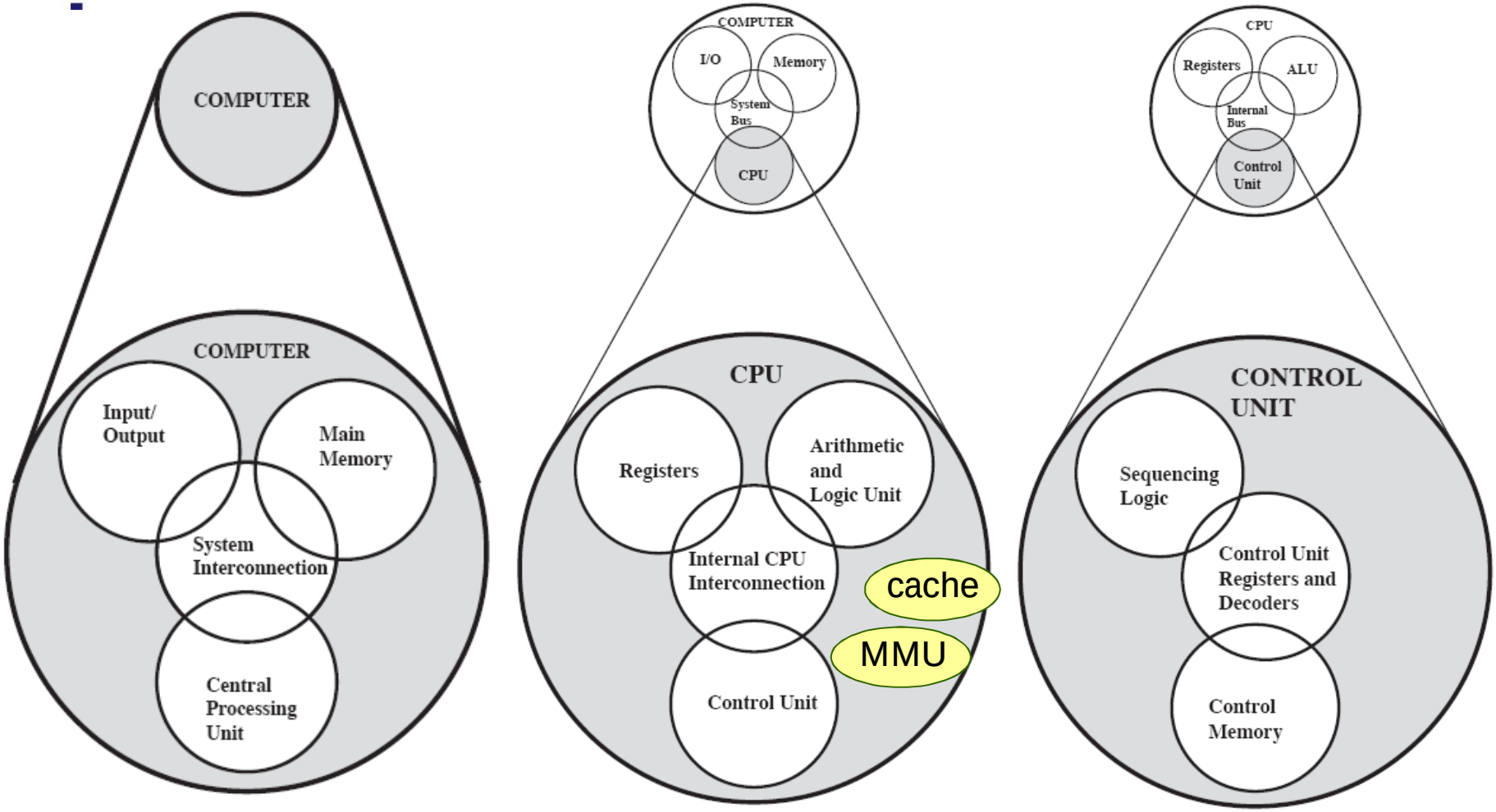
Content

- Structure
- OS view point
- Buses
- I/O-controller and memory-mapped I/O
- Memory hierarchy
- I/O layers
- Privileged mode
- Instruction cycle
- Interrupt handling

- Goal:
  - Remind what has already been covered on Comp. Org I

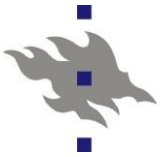
Structure of a computer (3)

Hardware vs Software



Control, Processing, Storage, Data movement

(Sta06 Fig 1.4, 1.5, 1.6)



Operating System's view point

User

Applications | Shell | System programs

System calls

OS

Process management | Resource management

protection

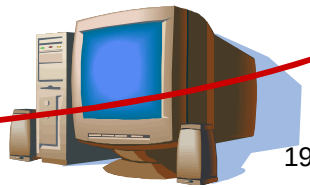
File system | Memory management

blocks

I/O management

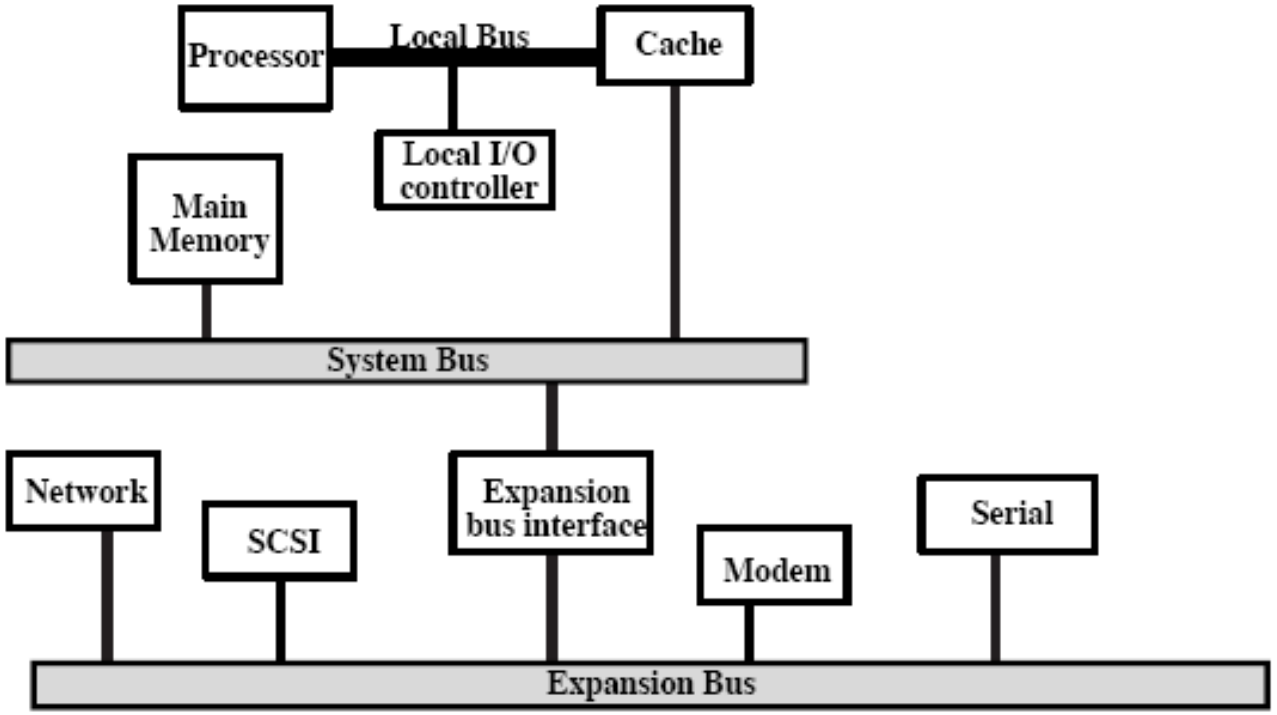
I/O module (Device controller) | Interrupt handling

Devices and device drivers



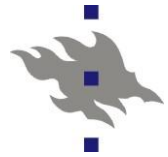
Buses

- Local (*Sisäinen*), System, I/O expansion
- Device controllers (*Laiteohjaimet*), NOTE: Sta06: I/O module



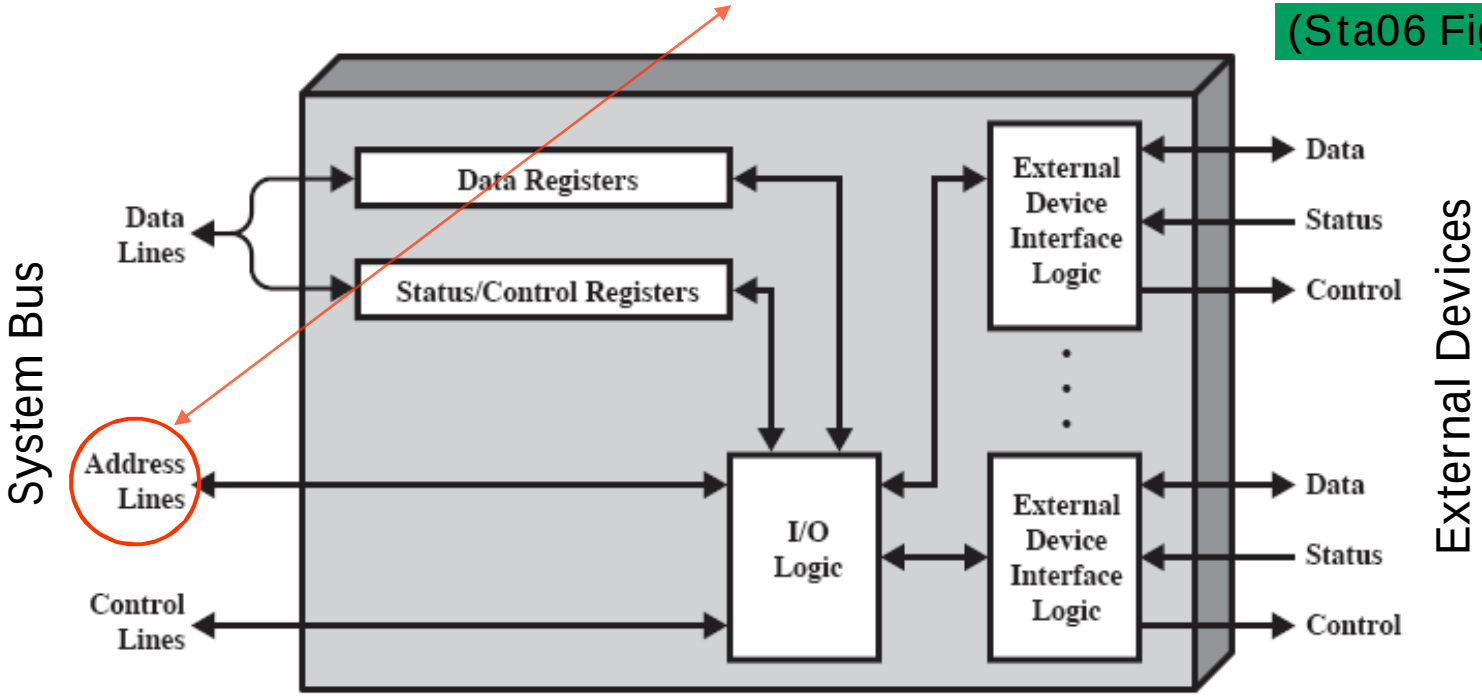
(a) Traditional Bus Architecture

(Sta06 Fig 3.18 a)



I/O controller and memory-mapped I/O

(Sta06 Fig 7.3)



- Device driver (*ajuri*) controls the device via controller's registers
- Driver refers to these registers as regular memory locations
  - Common memory references, like in load/store -instructions
  - Controller (*ohjain*) detects its own memory addresses on the bus
  - Device controller ~ 'intelligent' memory location

Memory hierarchy

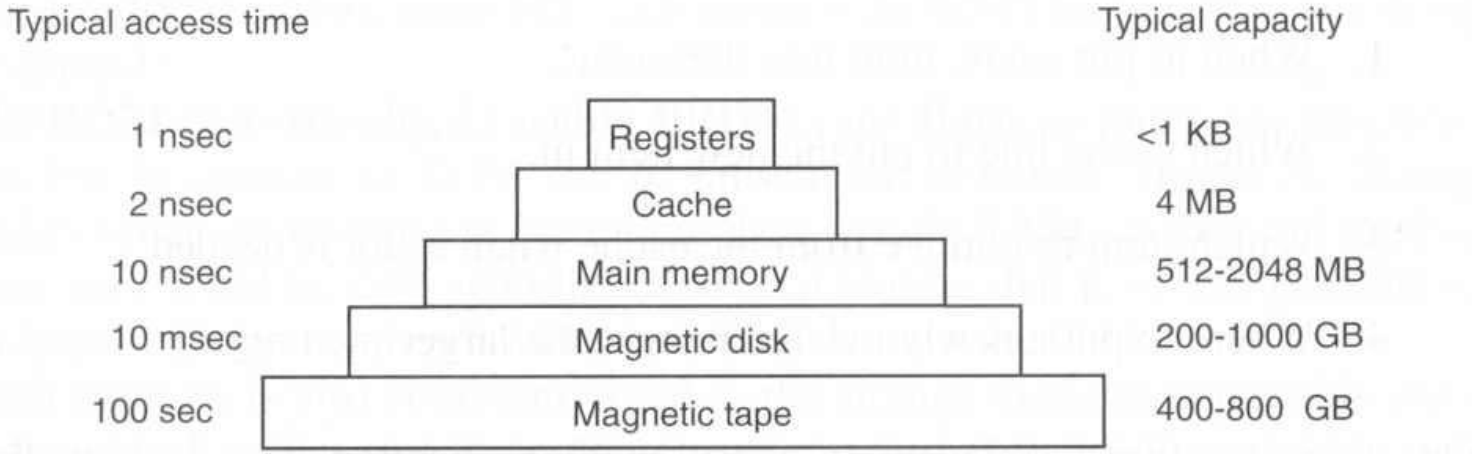


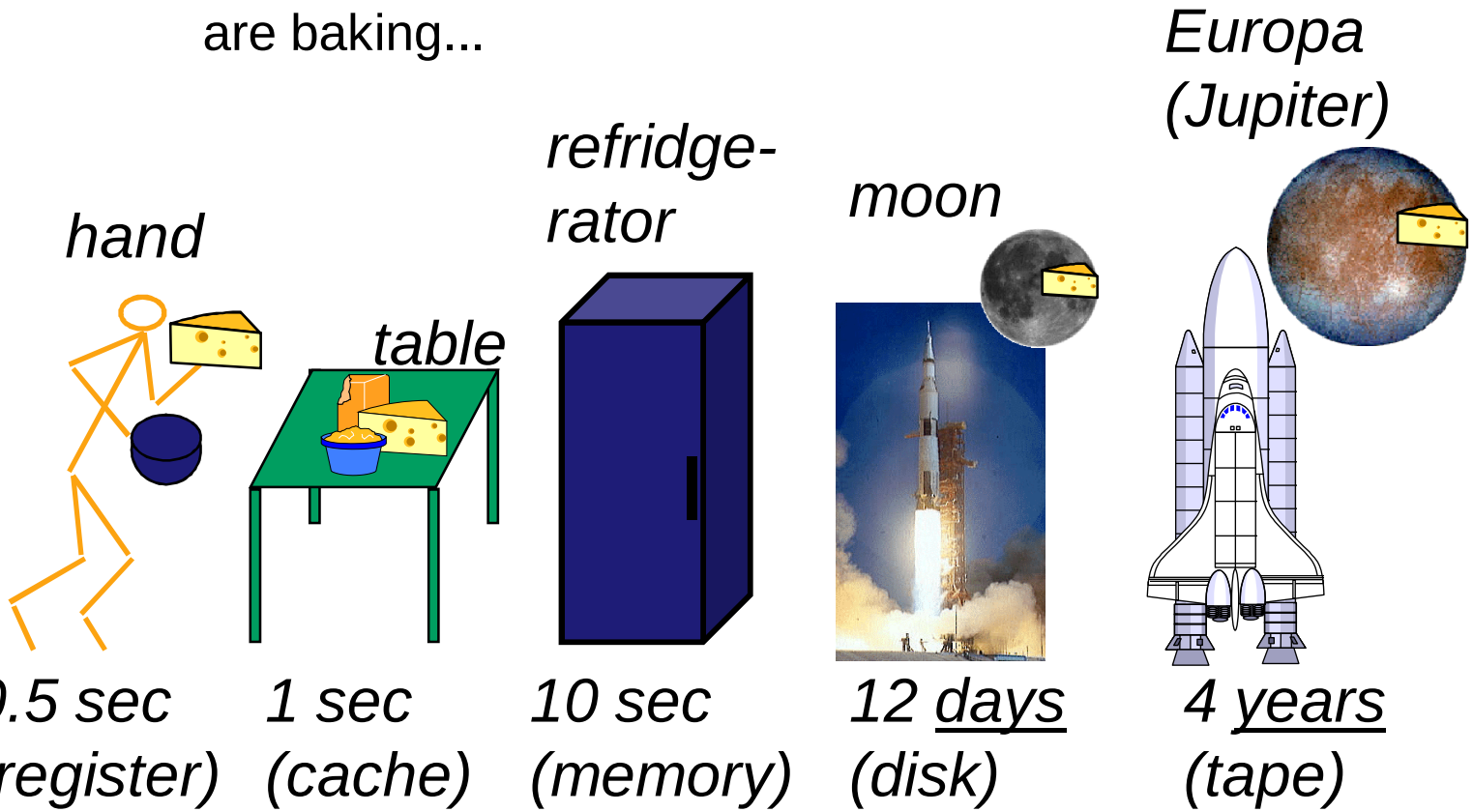
Figure 1-9. A typical memory hierarchy. The numbers are very rough approximations.

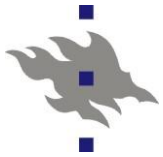
- Access time (*saantiaika*) (un?)dependent of the location
  - Registers, cache, main memory
  - Block buffering (*lohkopuskurointi)* (OS functionality!)
  - Magnetic and optical storage devices
- File servers (*tiedostopalvelimet*)
  - Network Attached Storage (NAS)
  - Storage Area Network (SAN)

Tan08 Fig 1.9

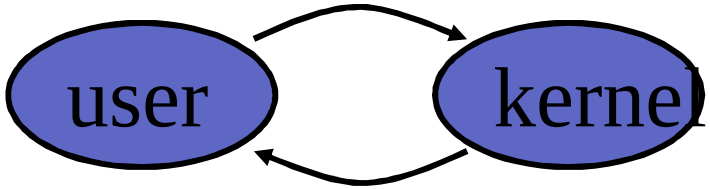
Teemu's cheese cake

- Register, on-chip cache, memory, disk, and tape speeds relative to times locating cheese for the cheese cake you are baking...





CPU execution modes



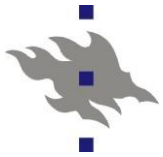
- Instruction privileges
  - Privileged (*etuoikeutetut*) and normal
- Memory protection
  - Memory area marked for a user and controlled access
- User mode *(käyttäjätila*)
  - May use only normal instructions
  - Can refer only to its own memory area
- Kernel mode (*etuoikeutettu tila*)
  - Can use all instructions, including the privileges ones
  - May refer to all memory locations, including the kernel data structures of the operating system

privileged, kernel

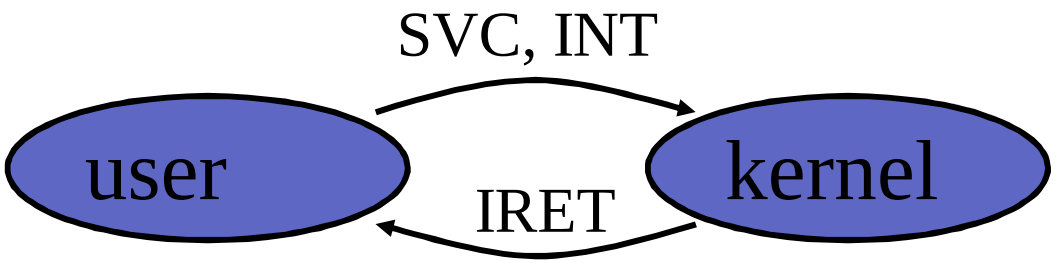
user, normal

user mode, normal mode

kernel mode, privileged mode

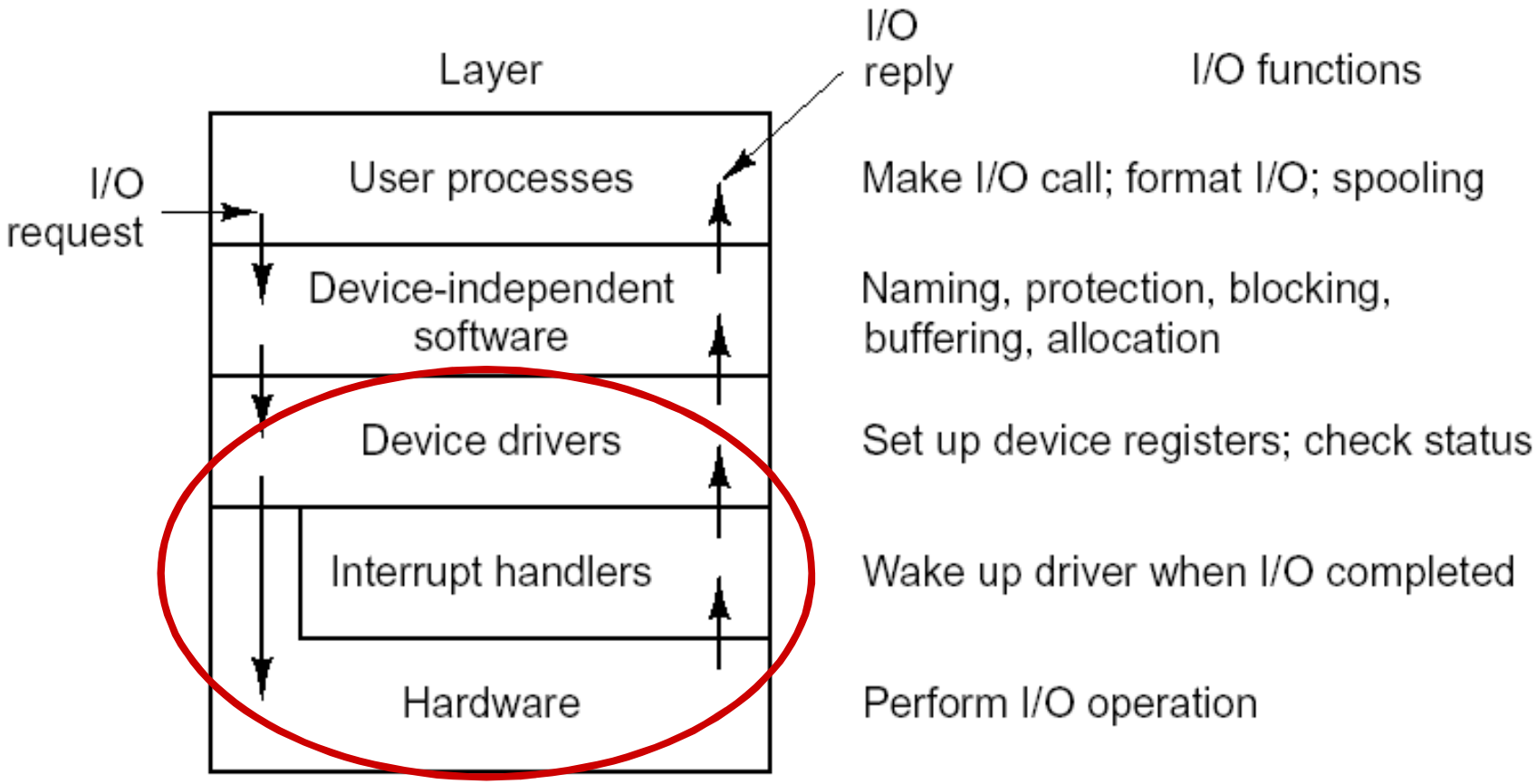


Mode change

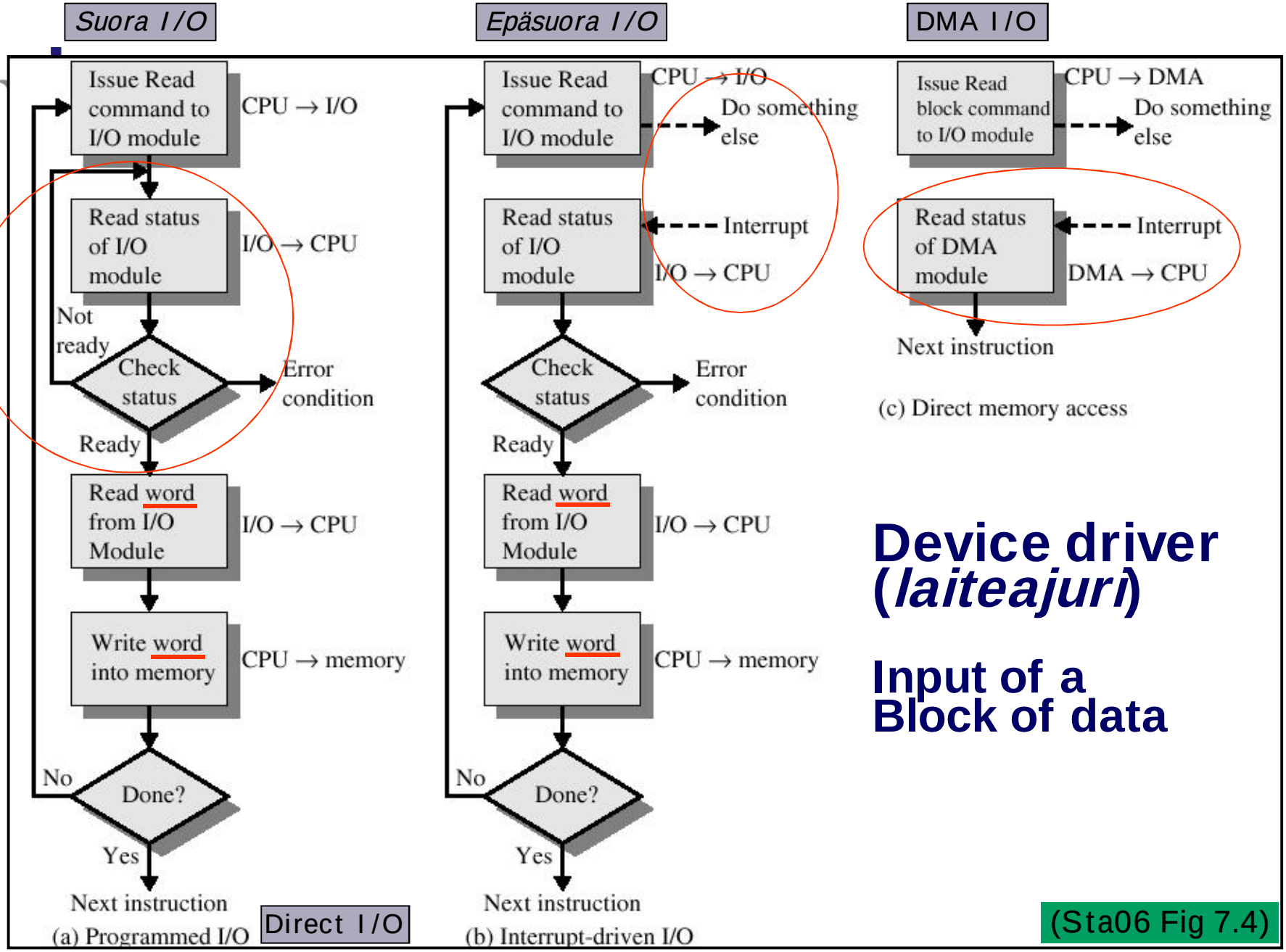


- User mode, normal mode → kernel mode, privileged mode
  - Interrupt or special SVC instructions (service request)
  - Interrupt handler checks the right for mode change
- Kernel mode → User mode
  - Privileged instuction, for example IRET (return from interrupt)
  - Returns the cotnrol and mode as they were before the mode change
    - Very similar with return from a subroutine

Layers of the I/O system



(Tan08, Modern Oper. Syst, Fig 5-17)

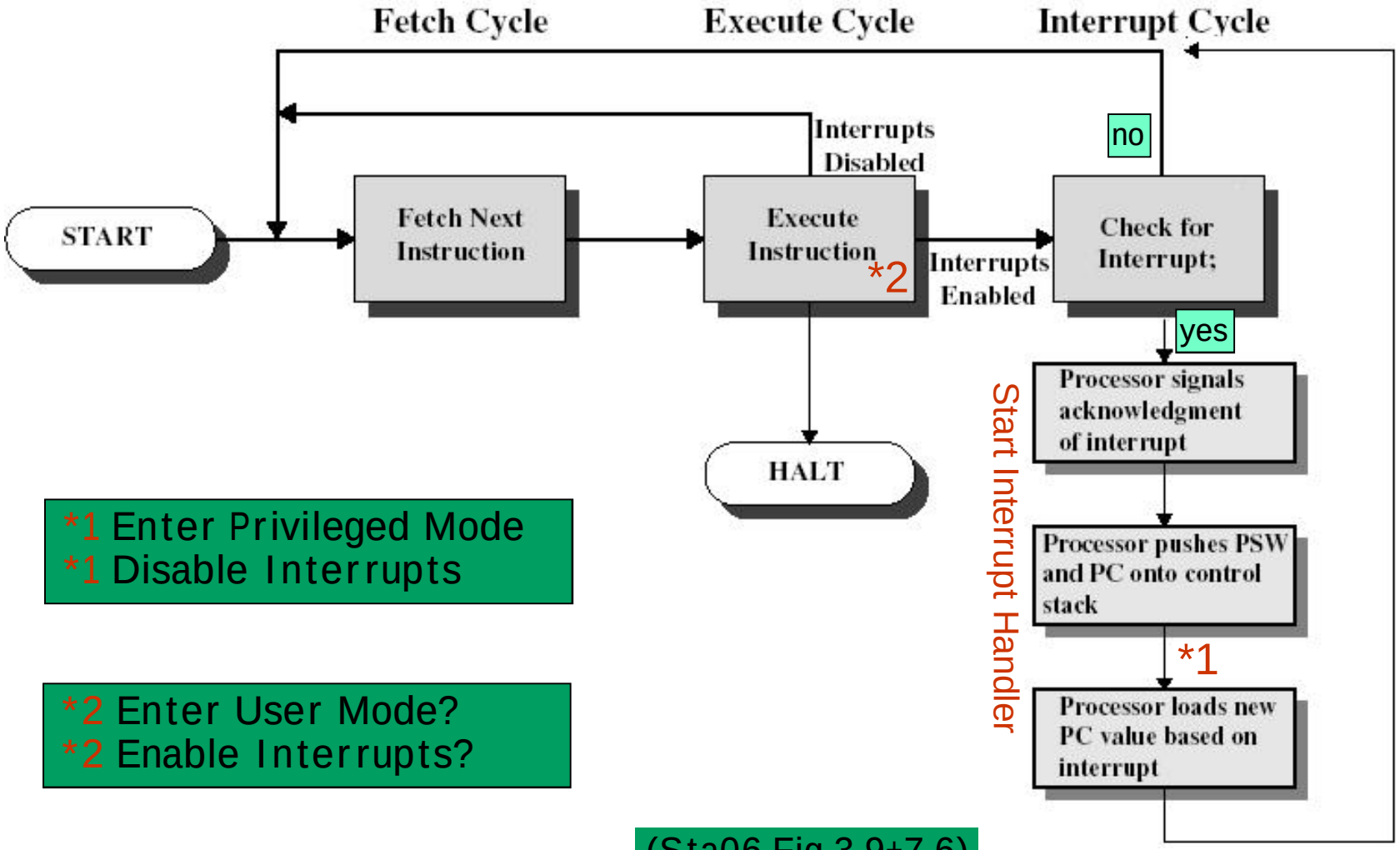


Device driver (*laiteajuri*)

Input of a Block of data

(Sta06 Fig 7.4)

CPU Instruction cycle (*käskysykli)*



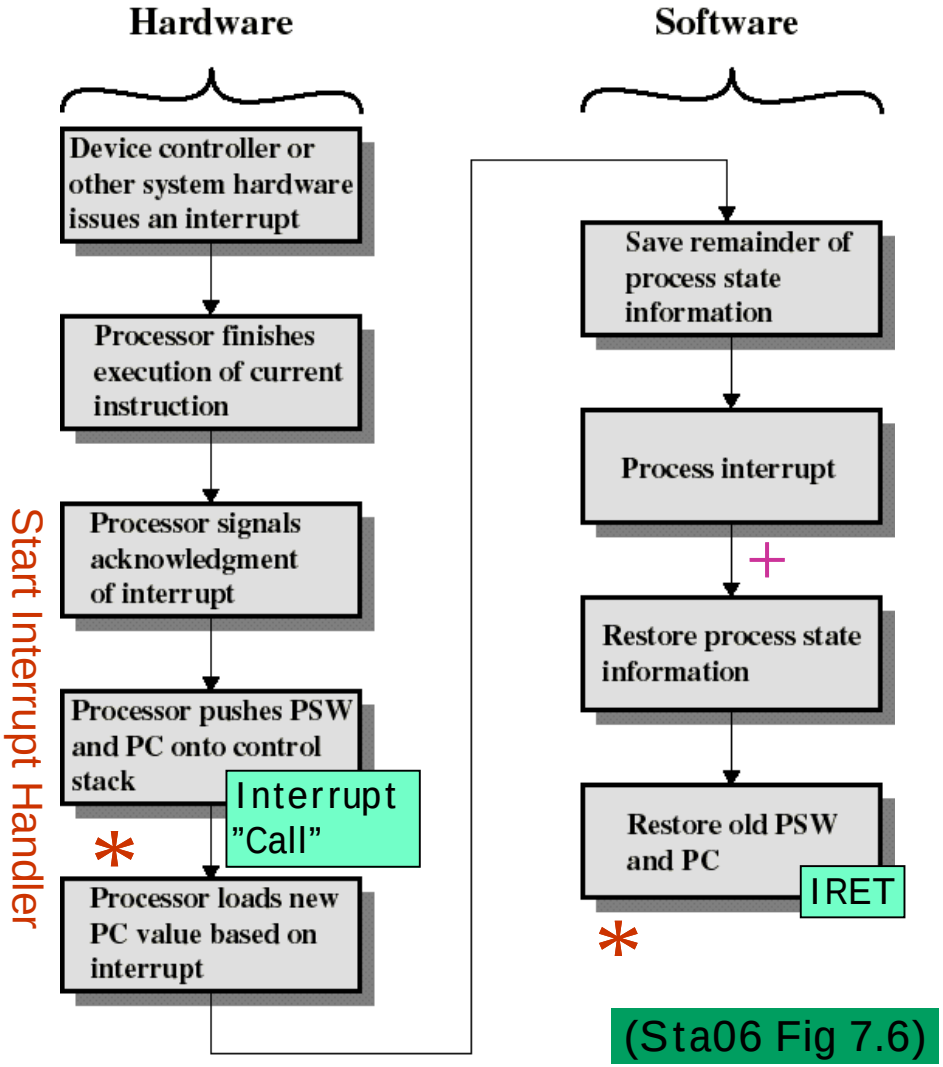
*1 Enter Privileged Mode
*1 Disable Interrupts

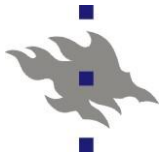
*2 Enter User Mode?
*2 Enable Interrupts?

(Sta06 Fig 3.9+7.6)

Interrupt handler (*keskeytyskäsittelijä*)

* Privileged mode vs. User mode
* Interrupt disabling vs. enabling
+ Scheduling *(vuorotus)*





Review Questions

- Course book: at the end of each chapter
  - Answers in the chapter text
- From earlier courses: (see web)
  - Mainly in Finnish, created in project in earlier courses
- Create yourself:
  - List the most difficult and/or important issues
- Think at least about these:
  - Main parts of a computing system?
  - DMA: principles and functionalites?
  - Obligatory hardware and its features?
  - How to make CPU to execute normal user program? Operating system?

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Self-study

Digital logic

Stallings:

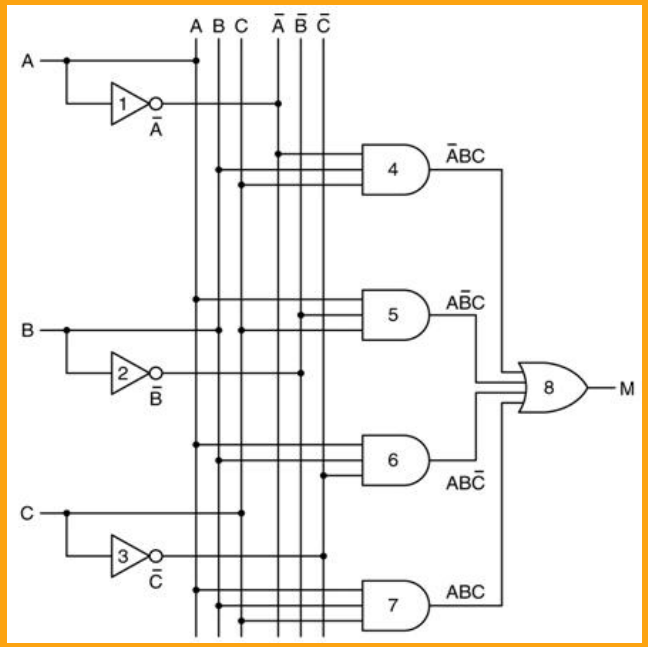
Online Chapter 20

Boolean Algebra

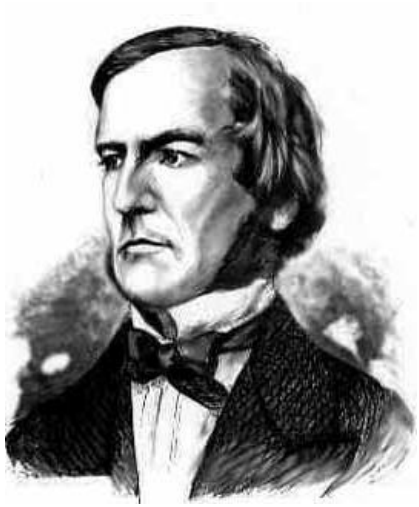
Combinational Circuits

Simplification

Sequential Circuits



Boolean Algebra

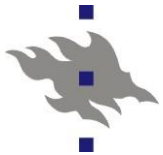


- George Boole
  - ideas 1854
- Claude Shannon (gradu)
  - apply to circuit design, 1938
  - “father of information theory”

Topics:

- Describe digital circuitry function
  - programming language?
- Optimise given circuitry
  - use algebra (Boolean algebra) to manipulate (Boolean) expressions into simpler expressions

(piirisuunnittelu)



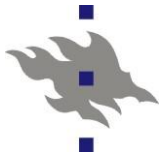
Boolean Algebra

- Variables: A, B, C
- Values: TRUE (1), FALSE (0)
- Basic logical operations:
  - binary: AND (·) $A \bullet B = AB$ — *ja* — product
    OR (+) $B + C$ — *tai* — sum
  - unary: NOT (¯) $\overline{A}$ — *ei* — negation

integer arithmetics

- Composite operations, equations
  - precedence: NOT, AND, OR
  - parenthesis

$$D = A + \overline{B} \bullet C = A + ((\overline{B})C)$$



Boolean Algebra

- Other operations
  - XOR (exclusive-or)
  - NAND
  - NOR

$$A \text{ NAND } B = \text{NOT}(A \text{ AND } B) = \overline{AB}$$

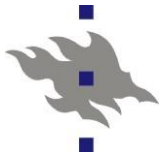
$$A \text{ NOR } B = \text{NOT}(A \text{ OR } B) = \overline{A + B}$$

- Truth tables

Boolean Operators

P	Q	NOT P	P AND Q	P OR Q	P XOR Q	P NAND Q	P NOR Q
0	0	1	0	0	0	1	1
0	1	1	0	1	1	1	0
1	0	0	0	1	1	1	0
1	1	0	1	1	0	0	0

(Sta06 Table B.1)



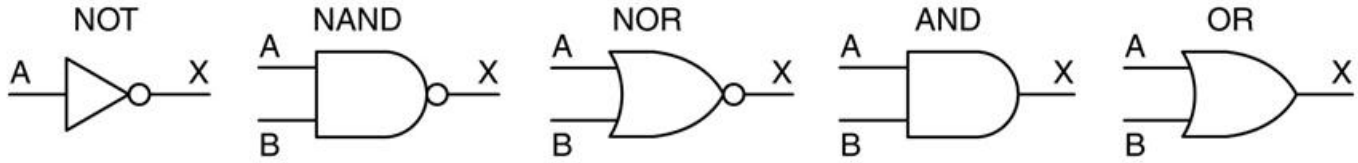
Postulates and Identities

- How can I manipulate expressions?
  - Simple set of rules?

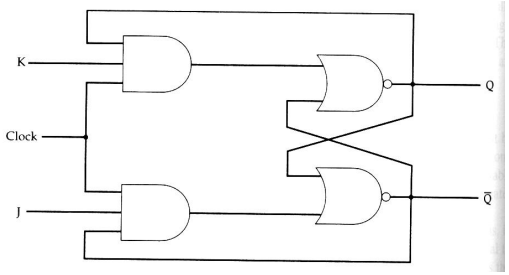
Basic Postulates		
$A \cdot B = B \cdot A$	$A + B = B + A$	Commutative Laws *vaihdantalaki*
$A \cdot (B + C) = (A \cdot B) + (A \cdot C)$	$A + (B \cdot C) = (A + B) \cdot (A + C)$	Distributive Laws *osittelulaki*
$1 \cdot A = A$	$0 + A = A$	Identity Elements *neutraalialkiot*
$A \cdot \overline{A} = 0$	$A + \overline{A} = 1$	Inverse Elements
	Other Identities	*alkion ja komplementin tulo ja summa*
$0 \cdot A = 0$	$1 + A = 1$	*tulo 0'n kanssa, summa 1'n kanssa*
$A \cdot A = A$	$A + A = A$	*tulo ja summa itsensä kanssa*
$A \cdot (B \cdot C) = (A \cdot B) \cdot C$	$A + (B + C) = (A + B) + C$	Associative Laws *liitäntälait*
$\overline{A \ B} = \overline{A} + \overline{B}$	$\overline{A + B} = \overline{A} \ \overline{B}$	DeMorgan's Theorem

(Sta06 Table B.2)

Gates (*veräjät / portit*)

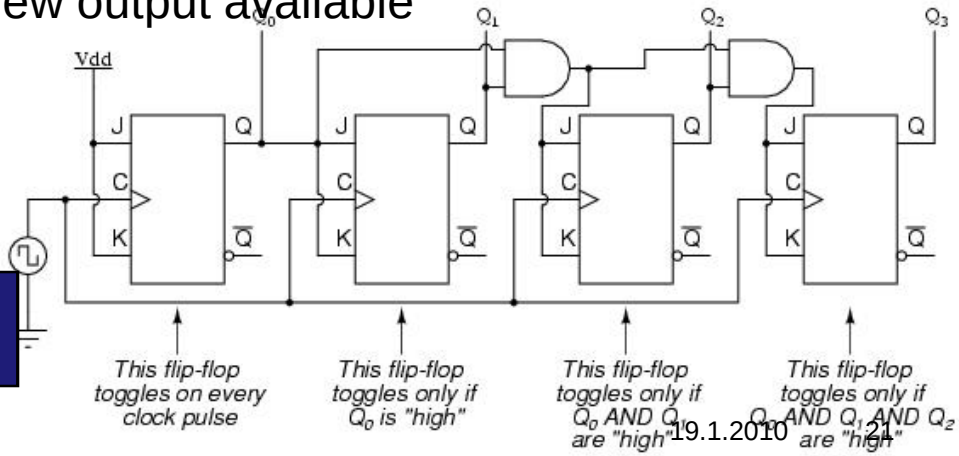


- Implement basic Boolean algebra operations
- Fundamental building blocks
  - 1 or 2 inputs, 1 output
- Combine to build more complex circuits
  - memory, adder, multiplier, …
- Gate delay
  - change inputs, after gate delay new output available
  - 1 ns? 10 ns? 0.1 ns?

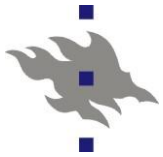


yhteenlaskupiiri, kertolaskupiiri

A four-bit synchronous "up" counter



http://tech-www.informatik.uni-hamburg.de/applets/cmos/cmosdemo.html (extra material)



Describing the Circuit

Boolean equations

$$F = \overline{A}B\overline{C} + \overline{A}BC + AB\overline{C}$$

Truth table

<---------- inputs ----------> <- output ->

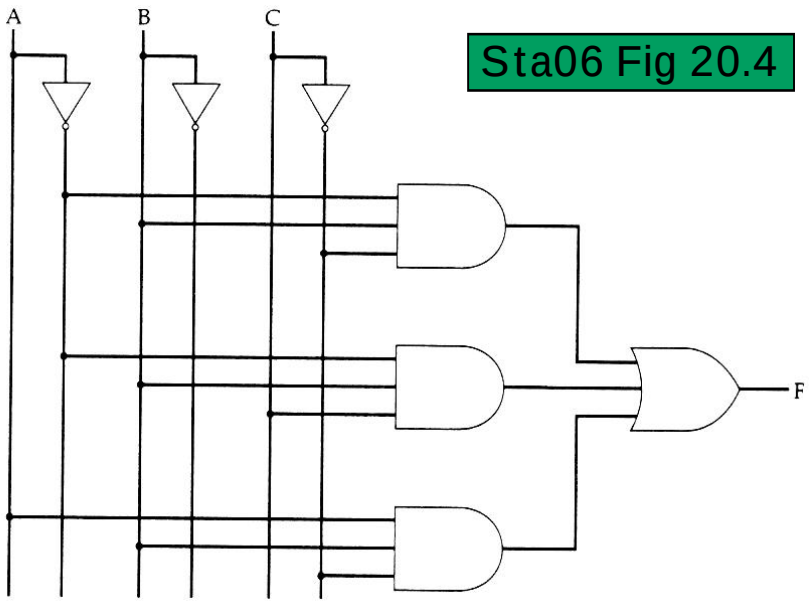
A	B	C	F
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	0

(Sta06 Table 20.3)

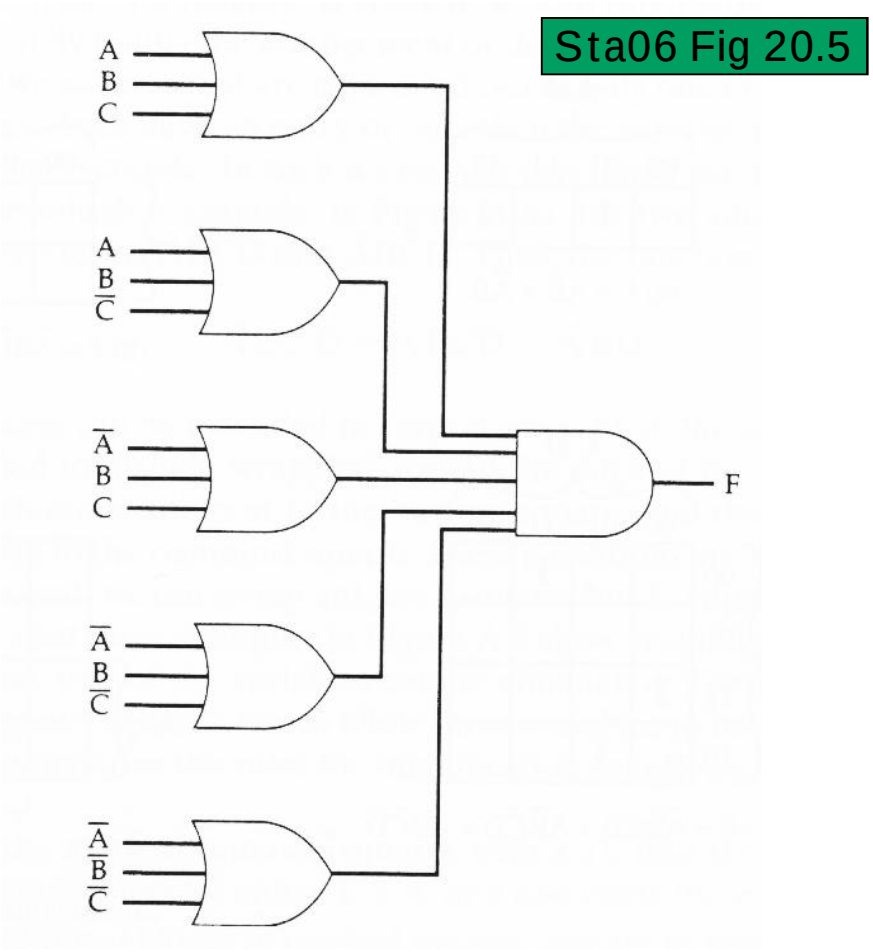
Graphical symbols

(next slide)

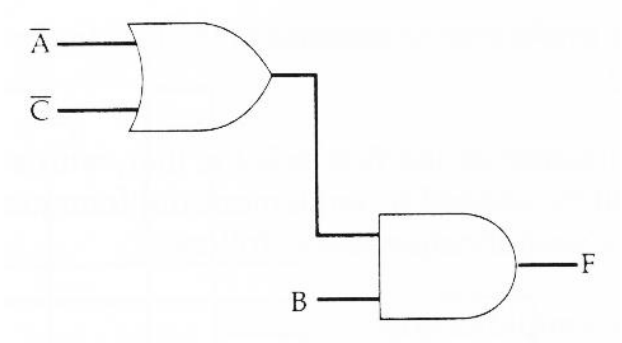
Sum-of-Products, Product-of-sums



Sta06 Fig 20.4

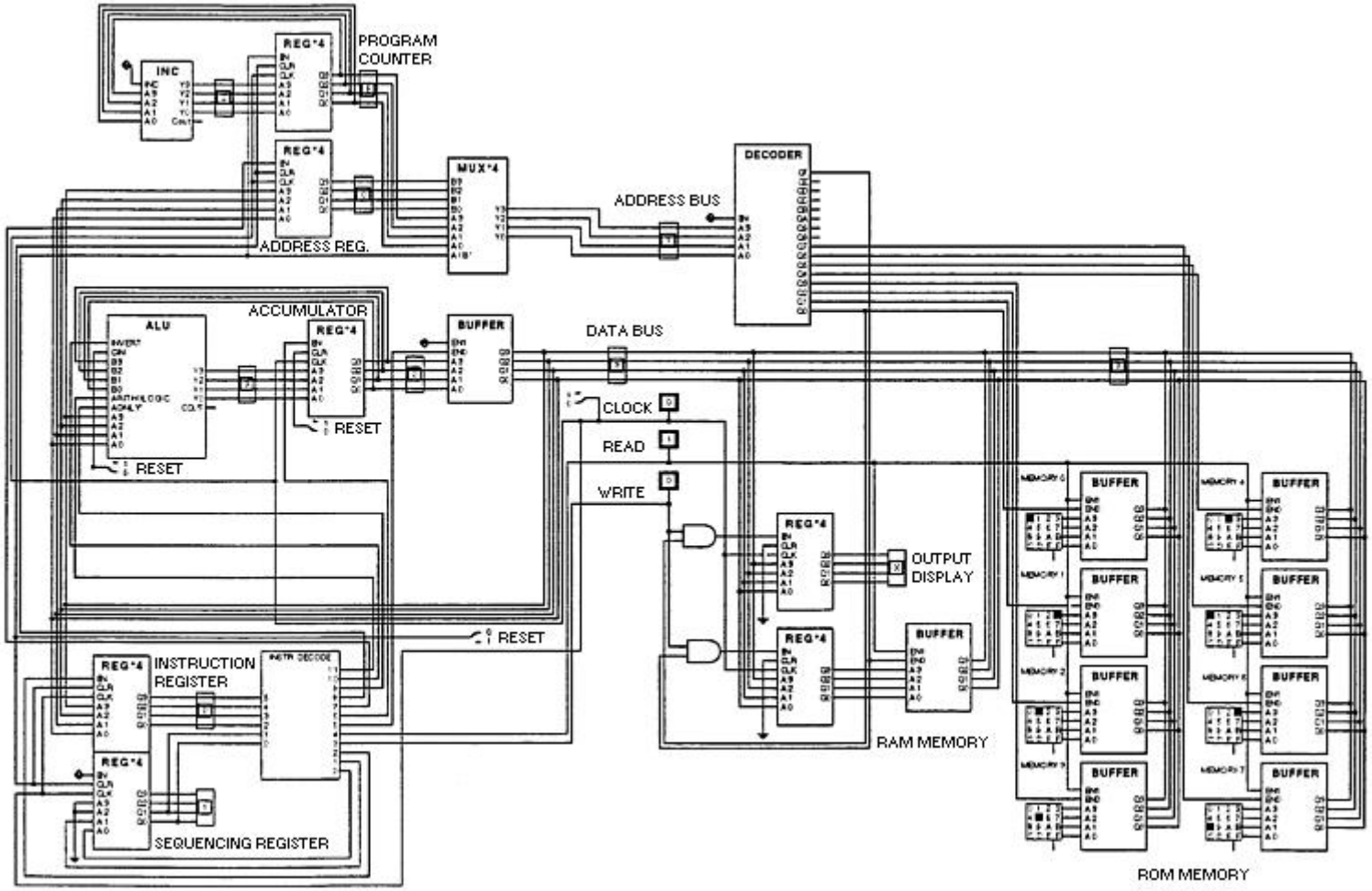


Sta06 Fig 20.5



Sta06 Fig 20.6

Simple processor



http://www.gamezero.com/team-0/articles/math_magic/micro/stage4.html