Course Wrap-Up
CSE 351 Spring 2020

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Hey, turn on the news. Can't. Downloading a CD onto my phone.

Why? So I can use it to fix my computer's operating system enough that I can teach it to talk to my TV screen.

But then you'll be able to watch the news? No.

Don't you have a computer science degree? That just means I understand how everything went so wrong.

https://xkcd.com/1760/
Administrivia

- Lab 5 (on Mem Alloc) – NOW due Mon (6/08)
- Unit Summary #4 – due Wed (6/10)
- hw23 on Java and C – NOW due Thurs (6/11)
- Course evaluations now open
  - Please fill these out! Close Sunday (6/07)
  - Separate ones for Lecture and Section
- **You must log on with your @uw google account to access!!**
  - Google doc for 11:30 Lecture: https://tinyurl.com/351-06-05A
  - Google doc for 2:30 Lecture: https://tinyurl.com/351-06-05B
Today

- **End-to-end Review**
  - What happens after you write your source code?
    - How code becomes a program
    - How your computer executes your code

- **Victory lap and high-level concepts (key points)**
  - More useful for “5 years from now” than “next week’s final”
C: The Low-Level High-Level Language

- C is a “hands-off” language that “exposes” more of hardware (especially memory)
  - Weakly-typed language that stresses data as bits
    - Anything can be represented with a number!
  - Unconstrained pointers can hold address of *anything*
    - And no bounds checking – buffer overflow possible!
  - Efficient by leaving everything up to the programmer
C Data Types

- C Primitive types
  - Fixed sizes and alignments
  - Characters (char), Integers (short, int, long), Floating Point (float, double)

- C Data Structures
  - Arrays – contiguous chunks of memory
    - Multidimensional arrays = still one continuous chunk, but row-major
    - Multi-level arrays = array of pointers to other arrays
  - Structs – structured group of variables
    - Struct fields are ordered according to declaration order
    - *Internal fragmentation:* space between members to satisfy member alignment requirements (aligned for each primitive element)
    - *External fragmentation:* space after last member to satisfy overall struct alignment requirement (largest primitive member)
C and Memory

- Using C allowed us to examine how we store and access data in memory
  - Endianness (only applies to memory)
    - Is the first byte (lowest address) the least significant (little endian) or most significant (big endian) of your data?
  - Array indices and struct fields result in calculating proper addresses to access

- Consequences of your code:
  - Affects performance (locality)
  - Affects security

- But to understand these effects better, we had to dive deeper...
How Code Becomes a Program

- \textit{text} C source code
- \textit{text} Assembly files
- \textit{binary} Object files
- \textit{binary} Executable program

**Compiler**: \texttt{gcc -Og -S}

**Assembler**: \texttt{gcc -c or as}

**Linker**: \texttt{gcc or ld}

**Loader** (the OS)

**Hardware**
Instruction Set Architecture

Source code
Different applications or algorithms

Compiler
Perform optimizations, generate instructions

Architecture
Instruction set

Hardware
Different implementations

C Language

Program A

Program B

Your program

GCC

Clang

x86-64
CISC

ARMv8
(ARCh64/A64)
RISC

Intel Pentium 4

Intel Core 2

Intel Core i7

AMD Opteron

AMD Athlon

ARM Cortex-A53

Apple A7
Assembly Programmer’s View

Programmer-visible state

- **PC**: the Program Counter (\(rip\) in x86-64)
  - Address of next instruction

- Named registers
  - Together in “register file”
  - Heavily used program data

- Condition codes
  - Store status information about most recent arithmetic operation
  - Used for conditional branching

Memory

- Byte-addressable array
- Huge *virtual* address space
- *Private, all to yourself...*
Program’s View: Parts of Memory

CPU

%rip

Registers

Condition Codes

Memory

Stack

Dynamic Data (Heap)

Static Data

Literals

Instructions

$2^N - 1$

High addresses

Low addresses

0

local variables; procedure context

variables allocated with new or malloc

static variables (global variables in C)

Large constants (e.g., “example”)
Program’s View: Instructions

- **Instructions**
  - Data movement
    - mov, movz, movz
    - push, pop
  - Arithmetic
    - add, sub, imul
  - Control flow
    - cmp, test
    - jmp, je, jgt, ...
    - call, ret

- **Operand types**
  - Literal: $8
  - Register: %rdi, %al
  - Memory: D(Rb,Ri,S) = D+Rb+Ri*S
    - lea: not a memory access!
Program’s View: Procedures & the Stack

- Procedures
  - Essential abstraction
  - Recursion...
- Stack discipline
  - Stack frame per call
  - Local variables
- Calling convention
  - How to pass arguments
    - Diane’s Silk Dress Costs $89
  - How to return data
  - Return address
  - Caller-saved / callee-saved registers
Program’s View: The Heap

- **Heap data**
  - Variable size
  - Variable lifetime

- **Allocator**
  - Balance *throughput* and *memory utilization*
  - Data structures to keep track of free blocks

- **Garbage collection**
  - Must always free memory
  - Garbage collectors help by finding anything *reachable*
  - Failing to free results in *memory leaks*
But remember... it’s all an *illusion*! 😊

- **Context switches**
  - Don’t really have CPU to yourself
- **Virtual Memory**
  - Don’t really have \(2^{64}\) bytes of memory all to yourself
  - Allows for *indirection* (remap physical pages, sharing...)

Diagram:
- CPU
  - %rip
  - Registers
  - Condition Codes
- Memory
  - Stack
    - local variables; procedure context
  - Dynamic Data (Heap)
    - variables allocated with *new* or *malloc*
  - Static Data
    - *static* variables (global variables in C)
  - Literals
    - Large constants (e.g., “example”)
  - Instructions
    - Low addresses
    - High addresses
    - \(2^{N}-1\)
But remember... it’s all an **illusion!** 😊

- **fork**
  - Creates copy of the process
- **execv**
  - Replace with new program
- **wait**
  - Wait for child to die (to *reap* it and prevent *zombies*)
Virtual Memory

- **Address Translation**
  - Every memory access must first be converted from virtual to physical
  - *Indirection*: just change the address mapping when switching processes
  - Luckily, TLB (and page size) makes it pretty fast
But Memory is Also a Lie!

- **Illusion** of one flat array of bytes
  - But *caches* invisibly make accesses to physical addresses faster!

- **Caches**
  - **Associativity** tradeoff with miss rate and access time
  - **Block size** tradeoff with spatial and temporal locality
  - **Cache size** tradeoff with miss rate and cost
Memory Hierarchy

- Registers: <1 ns
- On-chip L1 cache (SRAM): 1 ns
- Off-chip L2 cache (SRAM): 5-10 ns
- Main memory (DRAM): 100 ns
- Local secondary storage (local disks): 150,000 ns
- Remote secondary storage (distributed file systems, web servers): 10,000,000 ns (10 ms)

Smaller, faster, costlier per byte

Larger, slower, cheaper per byte
Review of Course Themes

- Review course goals
  - They should make much more sense now!
Big Theme: Abstractions and Interfaces

- Computing is about abstractions
  - (but we can’t forget reality)
- What are the abstractions that we use?
- What do you need to know about them?
  - When do they break down and you have to peek under the hood?
  - What bugs can they cause and how do you find them?
- How does the hardware relate to the software?
  - Become a better programmer and begin to understand the important concepts that have evolved in building ever more complex computer systems
Little Theme 1: Representation

- All digital systems represent everything as 0s and 1s
  - The 0 and 1 are really two different voltage ranges in the wires
  - Or magnetic positions on a disc, or hole depths on a DVD, or even DNA...
- “Everything” includes:
  - Numbers – integers and floating point
  - Characters – the building blocks of strings
  - Instructions – the directives to the CPU that make up a program
  - Pointers – addresses of data objects stored away in memory
- Encodings are stored throughout a computer system
  - In registers, caches, memories, disks, etc.
- They all need addresses (a way to locate)
  - Find a new place to put a new item
  - Reclaim the place in memory when data no longer needed
Little Theme 2: Translation

- There is a big gap between how we think about programs and data and the 0s and 1s of computers
  - Need languages to describe what we mean
  - These languages need to be translated one level at a time

- We know Java as a programming language
  - Have to work our way down to the 0s and 1s of computers
  - Try not to lose anything in translation!
  - We encountered C language, assembly language, and machine code (for the x86 family of CPU architectures)
Little Theme 3: Control Flow

- How do computers orchestrate everything they are doing?
- **Within one program:**
  - How do we implement if/else, loops, switches?
  - What do we have to keep track of when we call a procedure, and then another, and then another, and so on?
  - How do we know what to do upon “return”?
- **Across programs and operating systems:**
  - Multiple user programs
  - Operating system has to orchestrate them all
    - Each gets a share of computing cycles
    - They may need to share system resources (memory, I/O, disks)
  - Yielding and taking control of the processor
    - Voluntary or “by force”?
Course Perspective

- CSE351 will make you a better programmer
  - Purpose is to show how software really works
    - Understanding of some of the abstractions that exist between programs and the hardware they run on, why they exist, and how they build upon each other
  - Understanding the underlying system makes you more effective
    - Better debugging
    - Better basis for evaluating performance
    - How multiple activities work in concert (e.g. OS and user programs)
    - “Stuff everybody learns and uses and forgets not knowing”

- CSE351 presents a world-view that will empower you
  - The intellectual and software tools to understand the trillions+ of 1s and 0s that are “flying around” when your program runs
Courses: What’s Next?

- Staying near the hardware/software interface:
  - **CSE369/EE271**: Digital Design – basic hardware design using FPGAs
  - **CSE474/EE474**: Embedded Systems – software design for microcontrollers

- Systems software (CSE majors/non-majors courses)
  - **CSE341/CSE413**: Programming Languages
  - **CSE332/CSE373**: Data Structures and Parallelism
  - **CSE333/CSE374**: Systems Programming – building well-structured systems in C/C++

- Looking ahead
  - **CSE401/CSE413**: Compilers (pre-reqs: 332)
  - **CSE451**: Operating Systems (pre-reqs: 332, 333)
  - **CSE461**: Networks (pre-reqs: 332, 333)
Thanks for a great quarter!

- Huge thanks to your awesome TAs!

- Don’t be a stranger!
  - I hope to see you in a course sometime in the future!