Learning Goals

- To understand basic features of a computer system, from the point of view of the executing program
- To understand, how a computer systems executes the program given to it
- To understand the storage methods and locations of the program code and data
- To understand the execution time program presentation
- To understand the role and basic functionalities of the operating system

- The goal is learning, not credit units, or passing
  - Start preparing for the course exam now!

What good is it for?

- Program execution speed is based on machine instructions executed by the processor (CPU), and not in the program presentation in high level language (C, Pascal, Java)
- Understanding higher level topics is easier, once one first understands what happens at lower levels of the system

Why should one compile Java programs (byte code)?

Why should one compile Java programs (byte code)?

- What does it mean to compile Java programs?
- What does it mean to execute Java programs?
- What does it mean to execute C programs?
- Why does one need operating systems (OS)?
- Why does the OS do? How is it structured?

Topic Dependencies

<table>
<thead>
<tr>
<th>Programming Languages</th>
<th>Applications</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Programming</strong></td>
<td></td>
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<tr>
<td>Computer Organization I</td>
<td></td>
</tr>
<tr>
<td>Operating Systems</td>
<td>Data Communications</td>
</tr>
<tr>
<td>Computation Theory</td>
<td>Concurrency Control</td>
</tr>
</tbody>
</table>

Dependencies Between Courses

<table>
<thead>
<tr>
<th>Compulsory basic and intermediate studies</th>
<th>Computer Organization I</th>
</tr>
</thead>
<tbody>
<tr>
<td>concurrent programming</td>
<td>Introd. to DataComm.</td>
</tr>
<tr>
<td>Introd. to DataSec. Systems</td>
<td>Introd. Spec. &amp; Verif.</td>
</tr>
<tr>
<td>Distributed Systems</td>
<td>Internet Protocols</td>
</tr>
<tr>
<td>Comp. Org. II</td>
<td></td>
</tr>
<tr>
<td>Advanced studies (in distr syst and data comm)</td>
<td></td>
</tr>
</tbody>
</table>
CO-I (4 op), Credit options

- Web course based on study circles
  - starting lecture, summary lecture
  - Web lectures, text books, practice problems
  - Titokone, TitoTrainer
  - In study circles:
    - Homework, discussion problems, projects
    - Group meetings (with instructors and others)
    - Web-discussions, chats (peer students, instructors)
  - Course exam
    - Makeup exam
  - 1st final exam after the course exam

- Final exam
  - Text books [Stal10 ja Tane10]
  - Programming with tk-91 symbolic assembly language
    - Titokone, TitoTrainer
  - Based on material used in previous course

Study circles

- Group work, team work
  - It is better to study in a team than alone
    - Peer student support
    - Study circles formed in the first group meeting
  - Student centred learning
    - The student has responsibility on learning
    - Instructor facilitate learning
    - Instructors give good environment for learning
  - Different types of team work
    - Solving homework problems independently and then discussing them in study circles
    - Projects
    - Any other co-operative work for this course

Creation of Study Circles

- Possibly the largest problem in study circle courses
  - "Jack promised, but did not do and he was not accessible. And then Mary did most of it. This is not right! Boohoo!"

- Study circles are formed in the 1st group meeting
  - Goals should be similar
    - Easy in real life: "you will finish it or …"
  - Think about your goals before the 1st group meeting
    - Do I want to make the extra project?
    - Do I want to learn a lot, or just pass the course?
  - Discuss and agree on common goals before agreeing on forming a study circle
    - Finally, sign the "Study Circle Contract"
  - Keep up with your agreement
    - Inform the study circle immediately, if you will not continue
    - Get quickly rid of students who do not work as agreed on

Web course

- Significant part of the course is in web
  - Web lectures, practice problems, TitoTrainer problems
  - Information, slide copies, problems, results
  - Web course ≠ distance learning
  - Starting lecture and final lecture in lecture hall
  - Weekly group meetings at the CS dept
  - Other study circle meetings at the CS dept
  - Some learning modules can be done remotely via web

Web lectures

- Self-study material in web, just for learning
  - Like a lecture, but own pace
  - Like a book, but with sound and animations
  - No bookkeeping on material use
  - No direct credit for course grade
  - Lectures 1-4 also in English
    - Lectures 5-11 only in Finnish

  - Material production
    - Teemu Kerola 2004-2005
  - Macromedia Authorware software
  - Use
    - http://www.cs.helsinki.fi/u/kerola/tito/verkkoluennot/lu01e/lu01e.htm
    - Browser plug-in in Windows
    - CS dept, home
    - Windows-server in Linux environments at CS dept

Summary and discussion lectures

- Only in Finnish, sorry!
- Summary of topics for previous week
- Group discussions on some topics
Practice Problems

- Practice problems
  - Self evaluation
    - Do it only after you think you know the material
    - Do I understand it now?
    - Check only some part of the material, no guarantees!
  - Use of it does not directly affect your grade
    - No bookkeeping on material use
    - No credit toward course grade

Practice Session

- Students are split into "tables"
  - Each table should have for each problem at least one student who has solved it
- Discuss all homeworks in tables
  - There are no common presentations for all
  - You may assume that each student has familiarized themselves to the problems and at least tried to solve them
  - Assistant helps when needed
- Model solutions are available later in the meeting
  - Including extra discussion items
- Everybody is present until the end
- In the English speaking practice session all students may end up in an English speaking table
  - Some of the tables may still be in Finnish

Ttk-91 Example Computer

- Auvo Häkkinen, 1991
- Simple computer architecture
  - Specification level just perfect for this course
- Simple (symbolic) assembly language
  - Easy to learn, not too many machine instructions
  - Good for the course goals
- Goals
  - Understand, what type of code the processor uses
  - Understand, how the system executes programs

Titokone

- Java program, that simulates the ttk-91 computer and its operating system
  - Works the same way as a real hardware implementation of a ttk-91 architecture and its operating system
  - Original design and implementation
- Contains
  - Ttk-91 symbolic assembly language assembler (compiler)
  - Ttk-91 emulator, that can execute assembled ttk-91 programs
  - Integrated software debugger
  - Animator that visualizes ttk-91 instruction execution
  - Graphical user interface

TitoTrainer

- Software built "on top" of Titokone
- Implement ttk-91 programs or parts of them
  - Same programs run also directly in Titokone
- Program correctness is checked automatically
- Affects your grade
  - You get points toward your grade for completed problems
  - A few problems as homeworks
  - More problems in project pr1
Project pr1 (12 pp)

• Solve as many TitoTrainer problems as you can
  – Solve some problems each week
• Problems at the same level as in homeworks?
• Grading
  • 1 pp, when 22 problems solved
    – Includes problems solved as homeworks
  • 7 pp, when 40 problems solved
  • 12 pp, when 50 problems solved


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Project pr2 (16 pp)

• Come up with a new practice problems
  – In two parts, each with one practice problem (8 pp)
• Goal is deeper understanding on some topics
  – Other course components may be needed as background knowledge
  • Web lectures, text books, homeworks, discussion problems
• Grading
  – Instructor evaluates based on the report and functionality
  – You get project points (pp, e.g. 8 pp) in three parts
    • Basic points (2 pp) for just completing the project
    • Grade (0-6 pp) depending on the quality of work
    • Participation points (max. ± 2 pp) based on your participation
      – Study circle determines this part!


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Univ of Helsinki Moodle

• Common
  – Shared discussion groups
  – A discussion group to coordinate doing homeworks (and other studies) together
• Study Circle Groups
  – Own closed discussion group
  – Wiki?
  – What else?

http://moodle.helsinki.fi/

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Completing a web course based on study circles

• Study weekly topics
  – Self study with web lectures
    • Learn the basics well from lectures
    – Read the text book the same topics, with different approach
    – Deepen your knowledge with summary lectures
  – Check your learning with self evaluation
    • Do practice problems, homeworks, TitoTrainer problems
  – Participate in study circle
    – Discuss homeworks
    – Weekly group meeting
    – Continue projects
    – Study circle meet face-to-face or in the web
  – Take course exam

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Evaluation

• Self evaluation
  – Practice problem after each topic
    • Do not affect your grade
  – Homeworks and TitoTrainer problems every week
    • Do I understand or not?
    • What is there still to learn and how do I do it??
    • Affect your grade
• Course exam
  – Gives a fixed time goal for learning
    • Covers all topics given in course description
    • Topics learned in independent study as well as in study circle work using various learning methods
    • Evaluates learning
      • Most of the grade based on this
      • Must reach certain level (50%) to pass the course

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Grading

• Good work is awarded
• Diligence and knowledge is awarded
• Course component maximum grade points


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Learning material

- Lectures
  - Lecture notes pdf’s
- Web lectures and 1-4 in English (in web)
- Text books
  - Stallings: Computer Org. and Architecture, 9th Ed., 2010
  - Tanenbaum: Structured Computer Organization, 5th Ed, 2010
- Practice problems (in web)
- Titokone simulator (in web)
- TitoTrainer (in web)
- Homeworks and projects (in web)
- Moodle
- Schedule page (in web)
- Course exam (results in web)

WWW Information

- Course home page  
  http://www.cs.helsinki.fi/u/kerola/tito/
- Course schedule  
  Everything is found linked to here
- Part of material is in CS departmental Intranet
  - Web lectures (Authorware)
  - Practice problems
  - Course statistics (lwp, pp, exam points)
  - Everyone need CS dept id’s
    - Those minor in CS must first have the UNIX-id (so called cc-id) from the University IT department, obtained from your own department

Course contents

- Lecture 0: Course contents, structure, and organization
- Web lecture 1: System structure
- Web lecture 2: Ttk-91 and the simulator for it
- Web lecture 3: Assembly language programming
- Web lecture 4: Assembly language subroutine implementation
- Web lecture 5: CPU and bus
- Web lecture 6: Data presentation
- Web lecture 7: Error recovery and internal memory
- Web lecture 8: Program implementation in the system
- Web lecture 9: External memory, I/O
- Web lecture 10: Compilation, linking and loading
- Web lecture 11: Interpretation and emulation
- Lecture 12: Summary

CO-I vs. CO-II

- Processor Implementation Hierarchy
  - Machine lang. architecture
    - ADD R1, R2
  - Modules
    - Adder, register, ALU
  - Logical gates
    - AND, OR, NOR
  - Circuit design
    - Power consumption, timing, wiring
  - Implementation device
    - Tubes, transistors, microcircuits

Program Execution Level

- Comp. Org. I
  - A := B + C;
  - high level language
  - MOV AX, B
  - ADD AX, C
  - MOV AX, AX
  - machine lang.

- Comp. Org. II
  - Logical circuits (at gate level)
Motto

- “It is not good exercise, if you do not sweat”
- However, this is not a marathon!
- Altogether some 12 h / week (?)
  + exam preparation + exam
  - Before: Total some 80 h / 2 sw course (2 work weeks)
  - Now: Total some 107 t / 4 cu course

\[
\frac{5 \text{ yrs}}{300 \text{ cu}} = \frac{1 \text{ yr}}{60 \text{ cu}} = \frac{1600 \text{ h}}{60 \text{ cu}} = \frac{26.67 \text{ h}}{1 \text{ cu}} = \frac{107 \text{ h}}{4 \text{ cu}}
\]