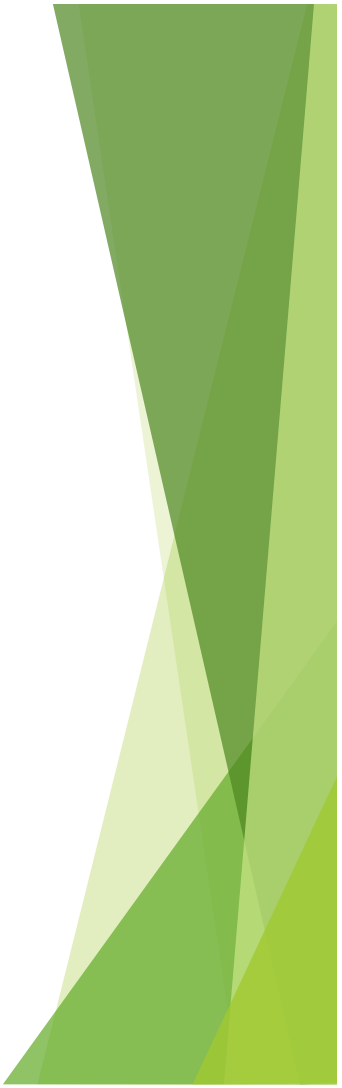
Welcome to COMPSCI.111

Today's class

- Introduction to COMPSCI111/111G
  - People
  - Assessment
  - Labs
  - Test and exam
- Introduction to computer hardware



Staff Contact Information

Ann Cameron (Course Coordinator)

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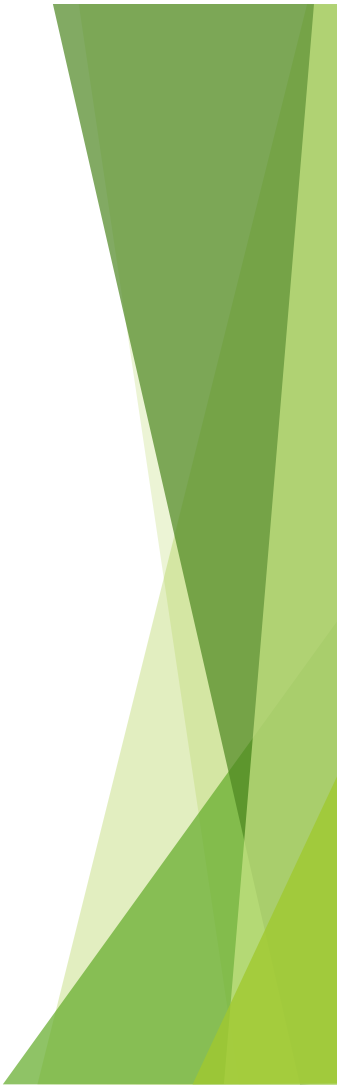

Staff Contact Information

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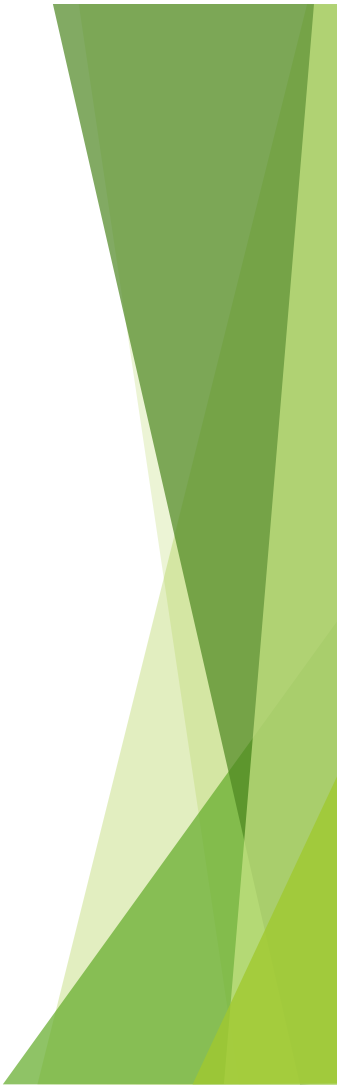

Computer Science Support Network

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Need to talk to someone?
We are here to listen and help!
Come and talk to us!

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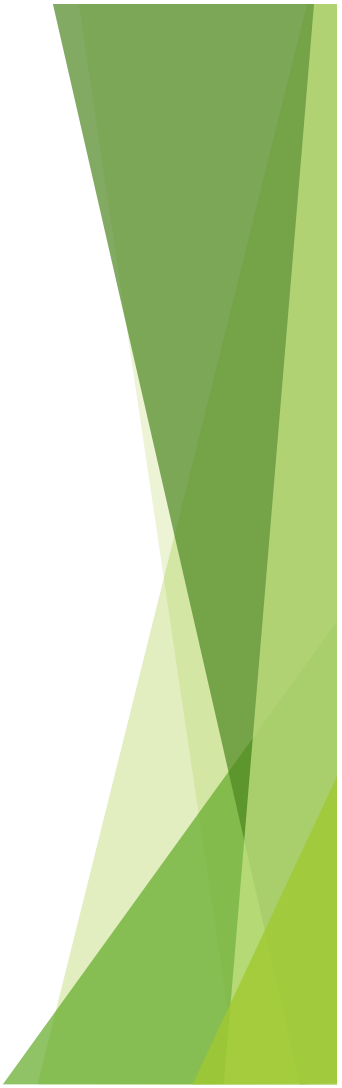
Marks for COMPSCI111

- Theory: exam and test
- Practical: labs
- **Need to pass half of the theory and half of the practical in order to pass the course**

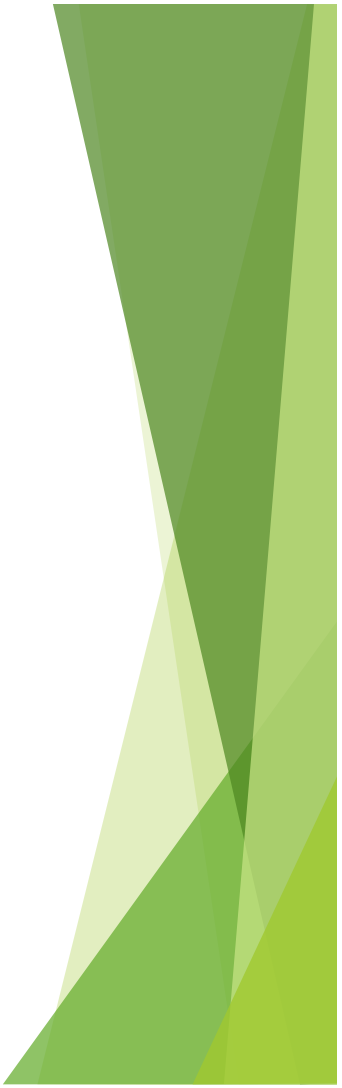
Test

- Test is worth 20% of your final grade
- Wednesday 2nd September, 2020 from 6:30pm - 7:30pm
- The test is closed book, and calculators are not permitted
- If you have a test timetable clash, please contact the course coordinator, Ann Cameron, as soon as possible.



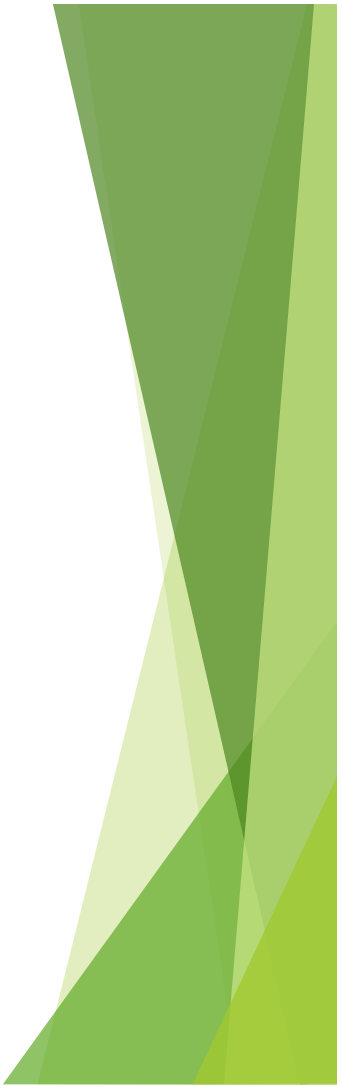
Labs

- An opportunity to practise what you learn in lectures
  - 1 three-hour lab each week
  - 9 labs together worth 30% of final mark
  - Submit lab assignment to Canvas no later than 10am Monday of the following week
  - Definitely worth staying for the full 3 hours
- Before labs start next Monday please:
  - Find the First Floor Teaching Lab (FTL - 303S-175)
  - Make sure you have a USB drive



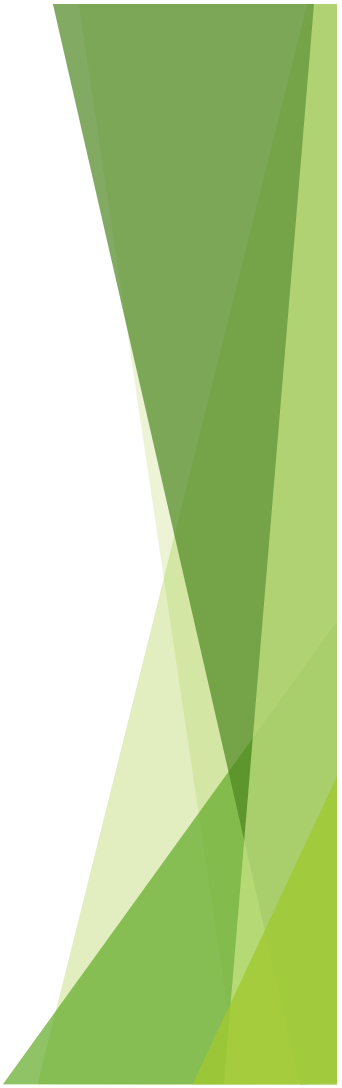
Exam

- Date and location will be announced by the Examinations Office



Places to find information

- Canvas announcements
- The course website: www.cs.auckland.ac.nz/courses/compsci111s2c
- Online course reference manual, available on the home page of the course website
- Piazza
- Any of the COMPSCI.111 teaching staff
  - Please use your University email account when emailing us
  - Please include CS.111 in the subject



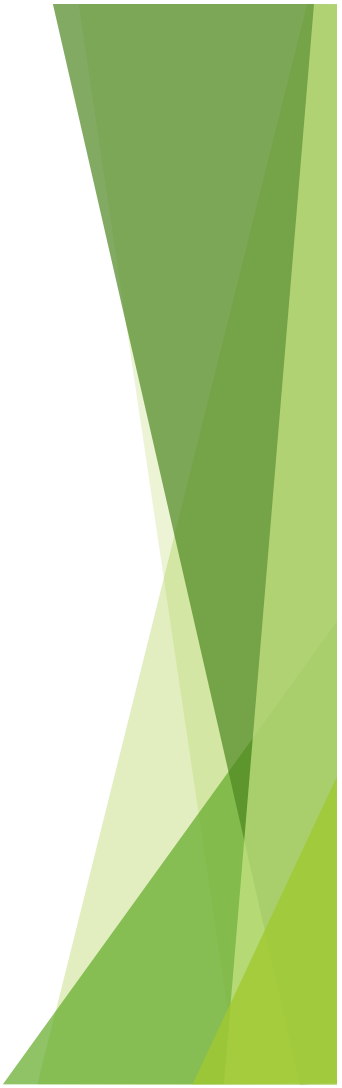
Class representative

AUSA REPRESENTATION

CLASS REP

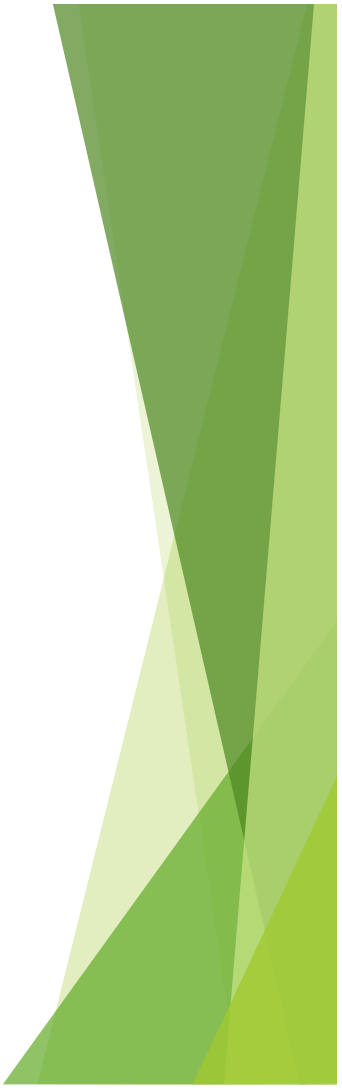
Computer Hardware

Lecture 1 – COMPSCI111

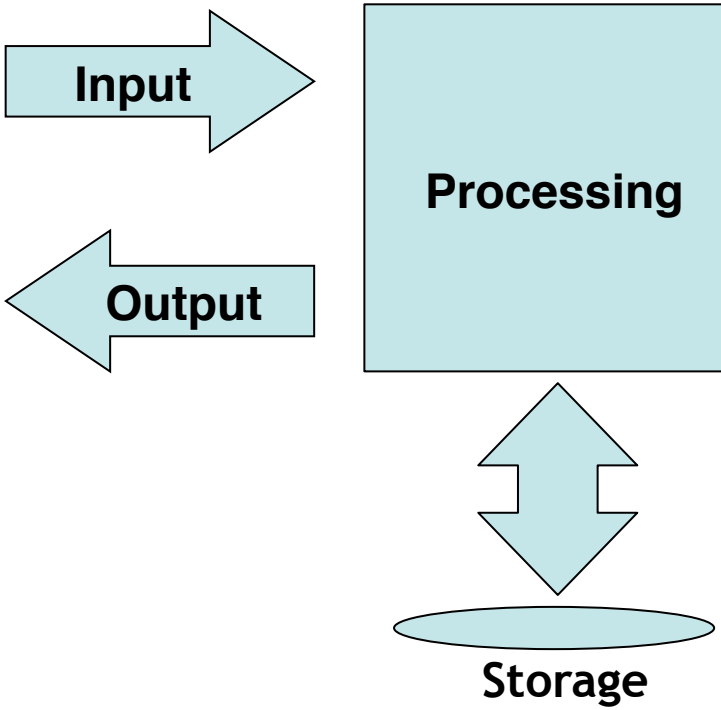


Today's lecture

- Identifying the key components in a computer
- Understanding how these components work
- Using this knowledge to understand computer specifications



Overview of a computer



Computer hardware

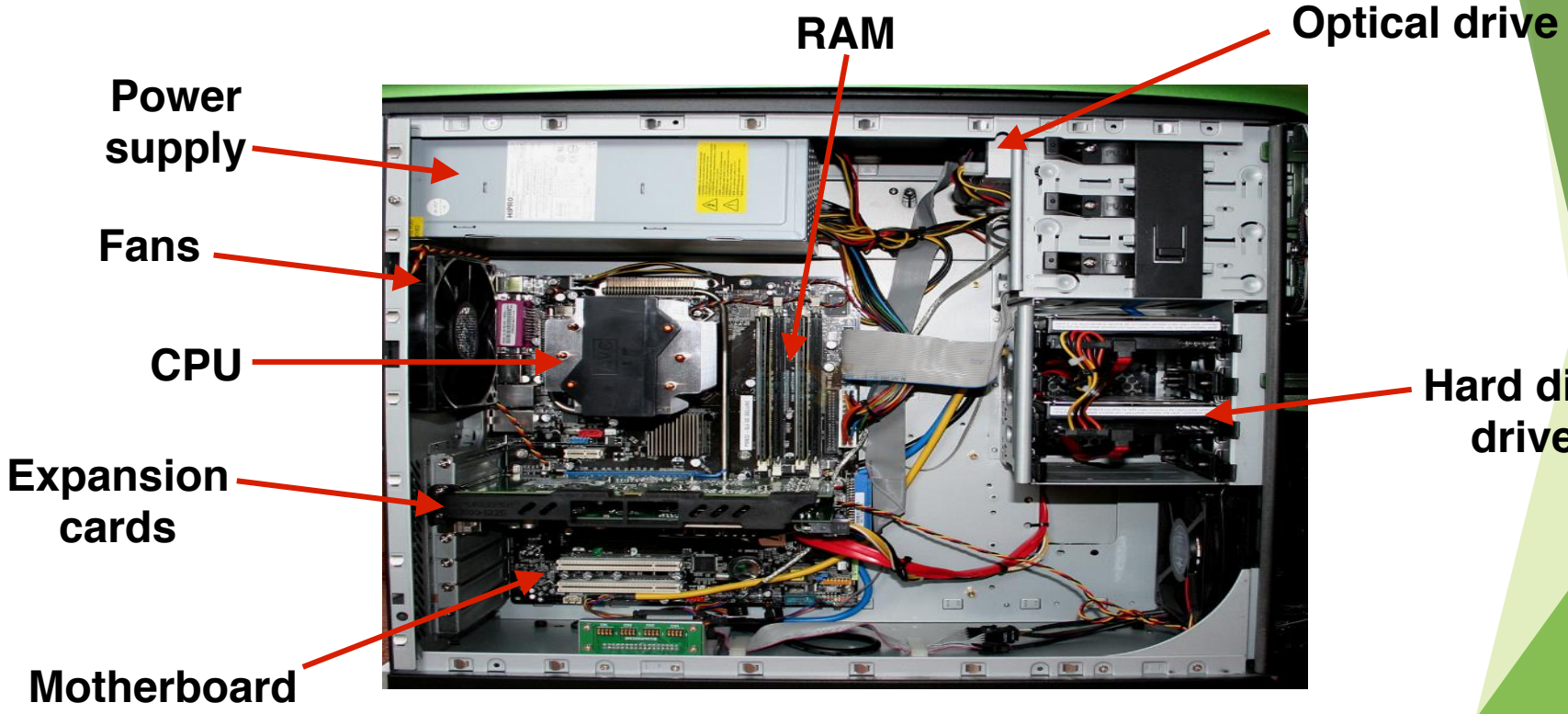
- "Those parts of the system that you can hit with a hammer (not advised) are called hardware"
- Key design principle of **modularity**

Form factors

- System units come in lots of different **form factors**

All-in-one PC

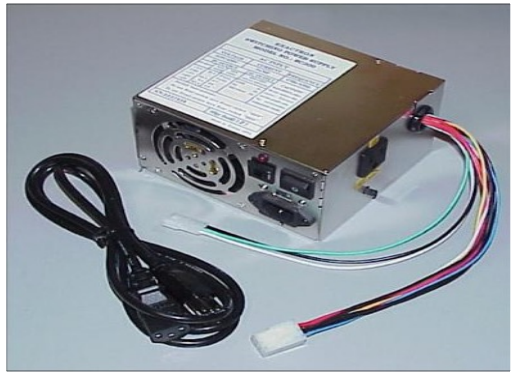
Inside the system unit



Inside a laptop

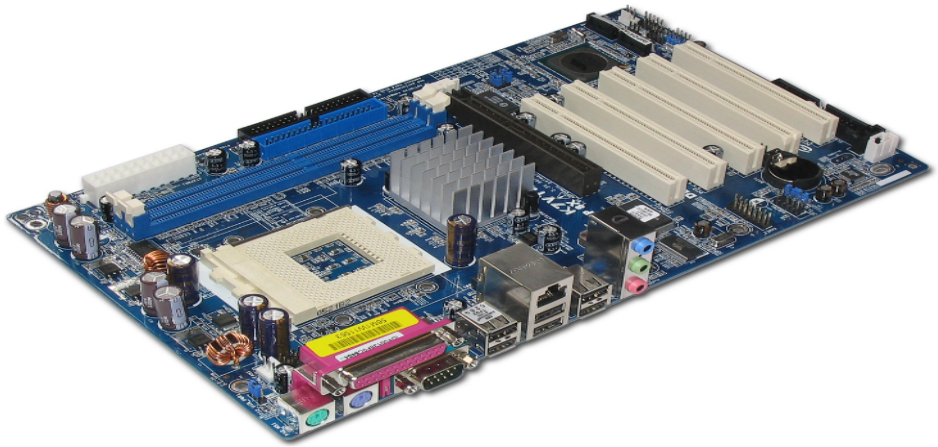
Power supply unit

- Converts AC voltage to DC voltage for use within the computer



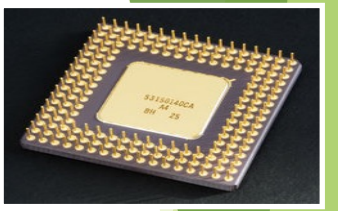
Motherboard

- The main circuit board to which all components are connected, allowing them to communicate with each other



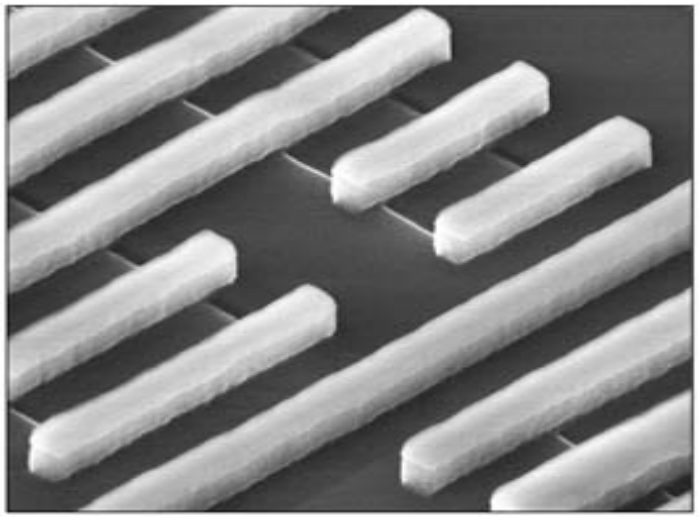
Central processing unit (CPU)

- The ‘brain’ of a computer. Processes data in a computer using its **instruction set**
- Performance can be measured in:
  - Instructions per second
  - Clock speed (Hertz – Hz)
- CPUs must be kept cool, generally using a heatsink and fan

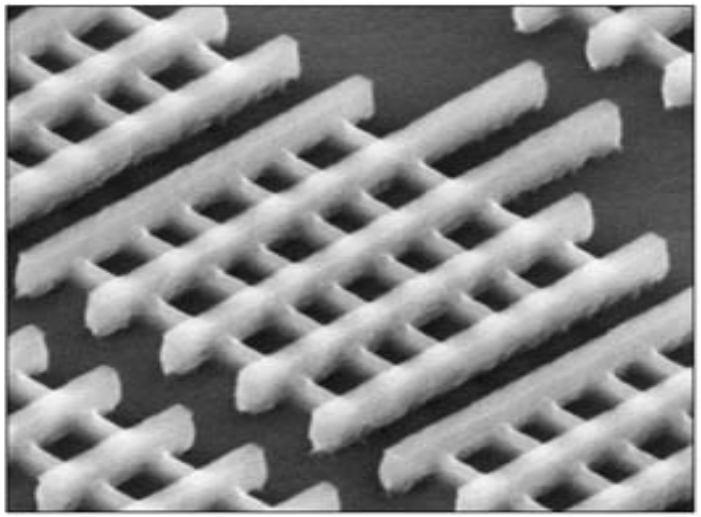


CPUs - transistors

32 nm Planar Transistors



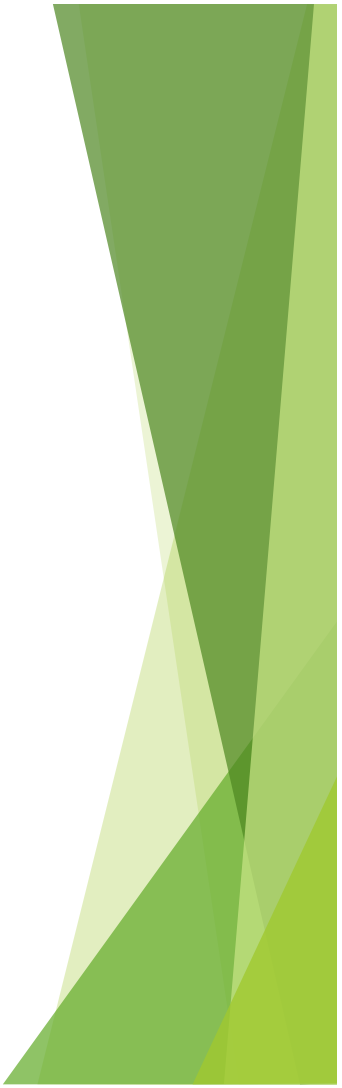
22 nm Tri-Gate Transistors



CPUs – Moore's Law

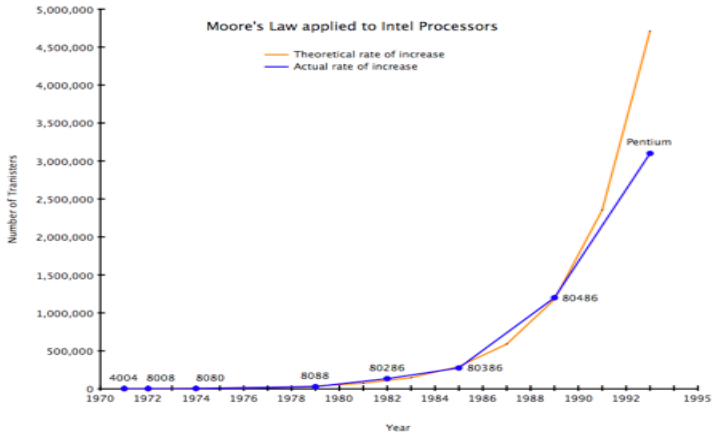
- Gordon Moore (Intel co-founder) stated in a 1965 paper:
  '*The number of transistors on a single integrated circuit doubles approximately every 18 months, while the price remains the same.*'

- So…
  - In 3 years, CPUs will be 4 times faster
  - In 15 years, CPUs will be 1000 times faster



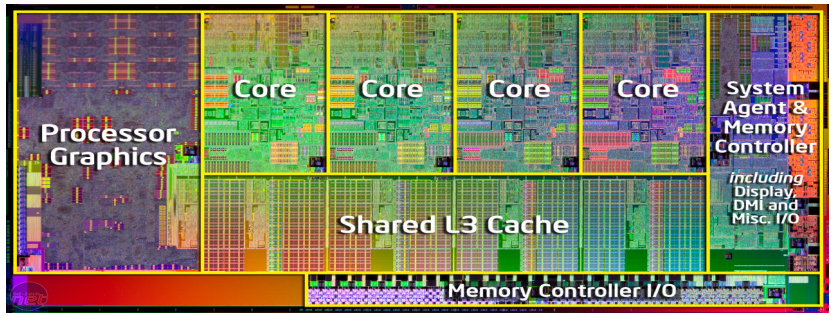
CPUs - Moore's Law

- Moore's Law has been an important guide for many parts of the tech industry, especially in CPU manufacturing
- More difficult to keep up with Moore's Law as we reach the limits of CPU fabrication technology



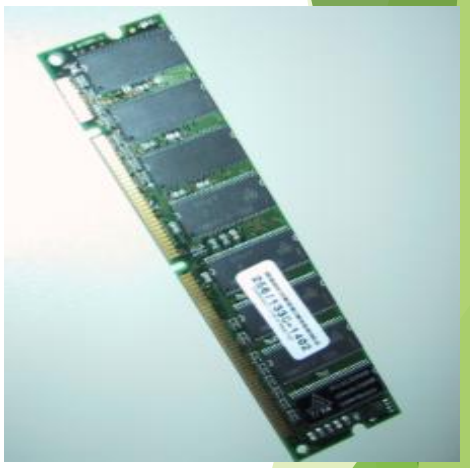
CPUs – other measures

- Power efficiency and heat are just as important as clock speed
- Modern CPUs have multiple cores, increasing their processing capacity
- New kinds of processors, such as **system on chip (SoC)** are commonly used in mobile and embedded devices



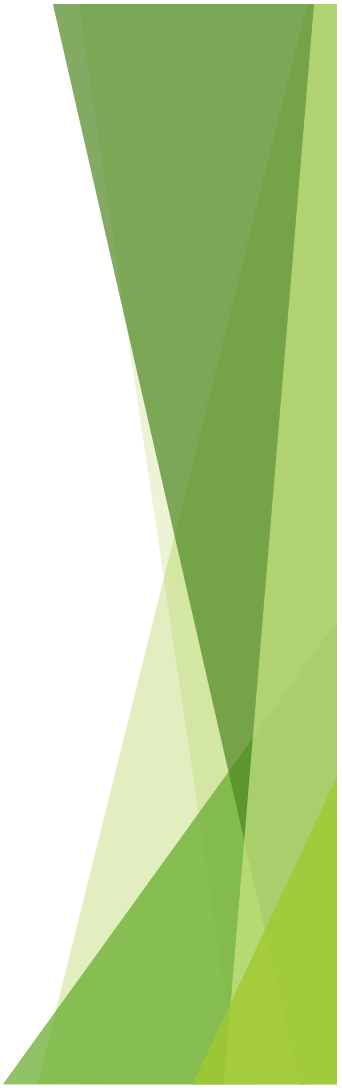
Primary memory

- Used to store data for quick access by CPU
- Main form of primary memory is **Random Access Memory (RAM)**
- RAM is **volatile memory**
- More RAM improves a computer's speed by providing more quick access memory
- Capacity is measured in bytes, clock speed measured in Hz
- Many types of RAM; common type is DDR3 SDRAM



Secondary memory

- Used to store files for repeated access over time
- Also known as **non-volatile storage**; the storage medium retains its contents without needing a supply of electricity
- Many forms of secondary storage:
  - Hard disk drive (HDD)
  - Solid state drive (SSD)
  - CDs, DVDs, Blu-ray
  - USB drives, external HDDs



Hard Disk Drive (HDD)

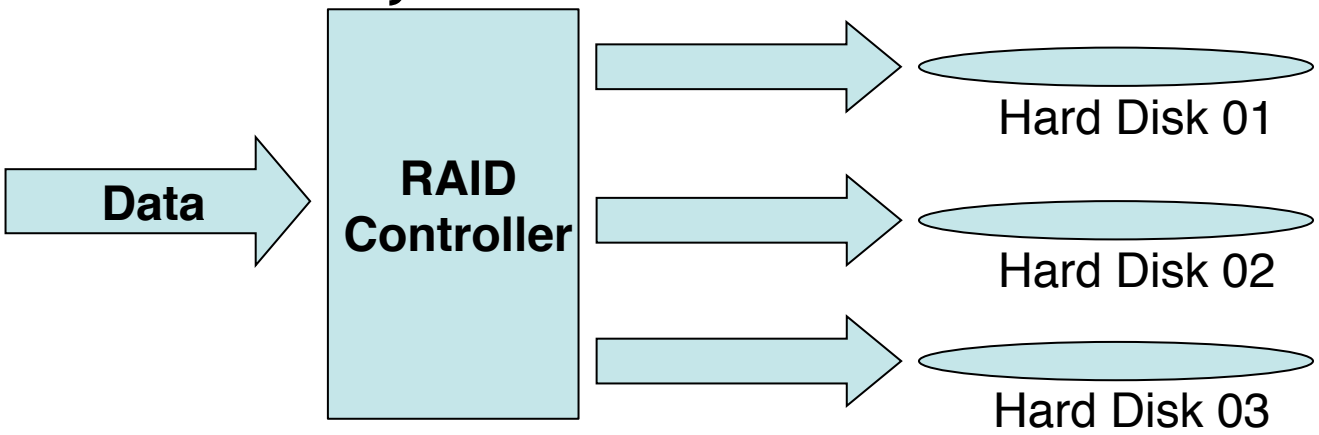
- Stores data on spinning magnetic disks. Data is read and written by moving heads
- Advantages:
  - Cheap storage medium
  - Widely used and supported
  - Can have very large capacity drives
  - Long operating life
- Disadvantages:
  - Noisy operation
  - Can consume more power than SSDs
  - Fragile, needs to be handled carefully

Solid State Drive (SSD)

- Stores data on flash memory, the same technology used by USB drives
- Advantages:
  - Silent operation
  - Higher read/write speeds when compared to HDDs
  - Low power usage
  - More durable
  - Use less space
- Disadvantages:
  - Costlier than HDDs
  - Can wear out faster than HDDs

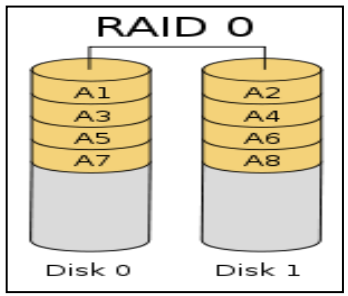
Redundant Array of Independent Disks (RAID)

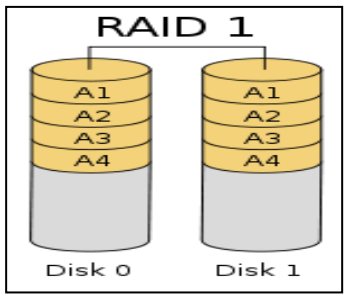
- RAID pools HDDs/SSDs together to form a larger, more reliable data storage mechanism
- Each RAID configuration has its own strengths and drawbacks
- RAID is commonly used in servers

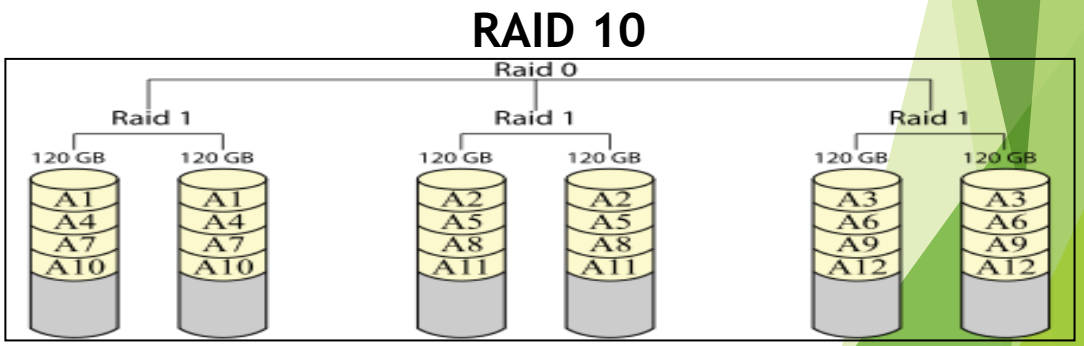


RAID configurations

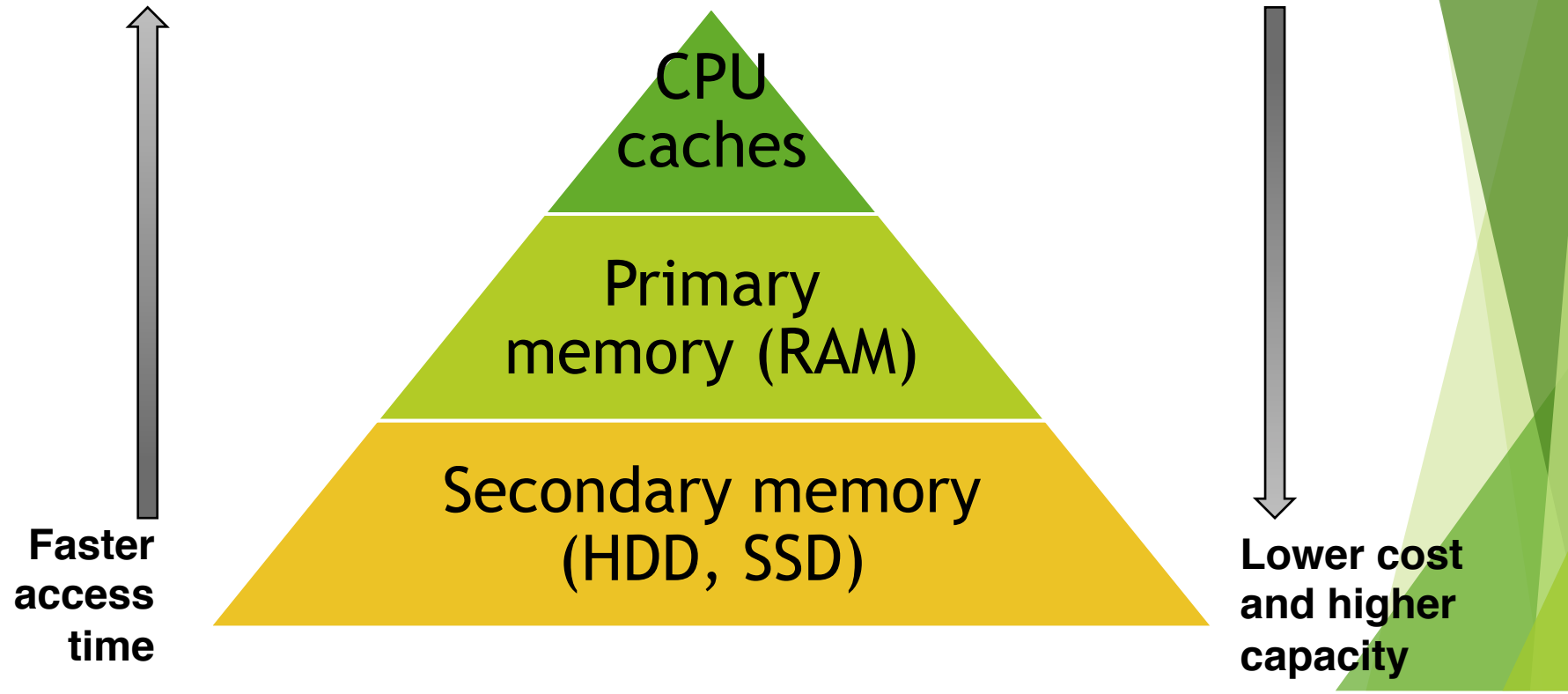
- Numerous configurations, we're focusing on two:
  - RAID 0 – data stripes used to increase speed
  - RAID 1 – data redundancy used to increase reliability
- RAID 10 combines RAID 0 and RAID 1 together







Memory hierarchy



Memory capacity

Measured in bytes

Plain Text (approx.)

– 1 byte	1 character - using ASCII standard for encoding
– 1 KB	13 lines/1000 characters in our course notes
– 1 MB	300 pages
– 1 GB	175 phone books

Music (approx.)

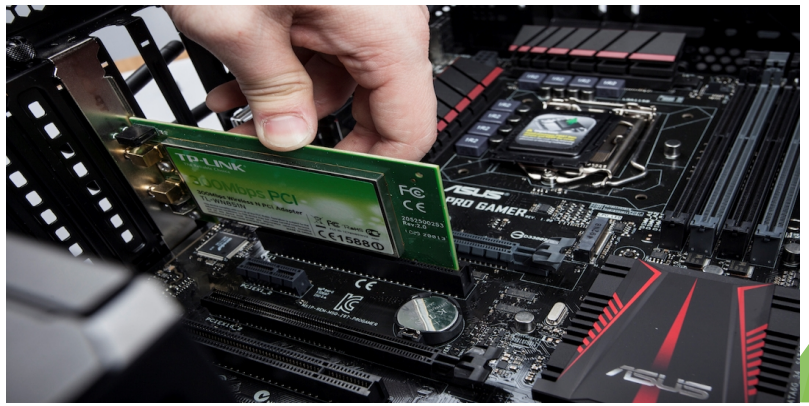
– 1 GB	2 hours

DVD (approx.)

– 1 GB	20 minutes

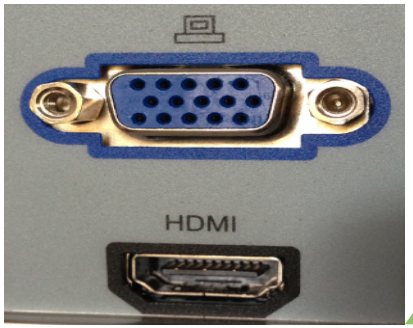
Expansion cards

- Additional circuit board that provides extra functionality
- Examples: sound card, graphics card, network card
- Plugged into motherboard using slots that follow certain standards:
  - ISA
  - PCI-E
  - AGP



Graphics card

- Used to perform graphics processing and run the computer's monitors (also now used for ML)
- Consists of:
  - GPU (either part of CPU or separate graphics card)
  - Video memory
  - Heatsink and fan
  - Ports



Input devices

- Peripherals that allow the computer to receive input from the outside world, mainly from the user

- Common input devices:
  - Keyboard
  - Mouse
  - Webcam
  - Touchscreen

- Other input devices:
  - Voice recognition
  - Biometric scanners
  - RFID tags

Output devices

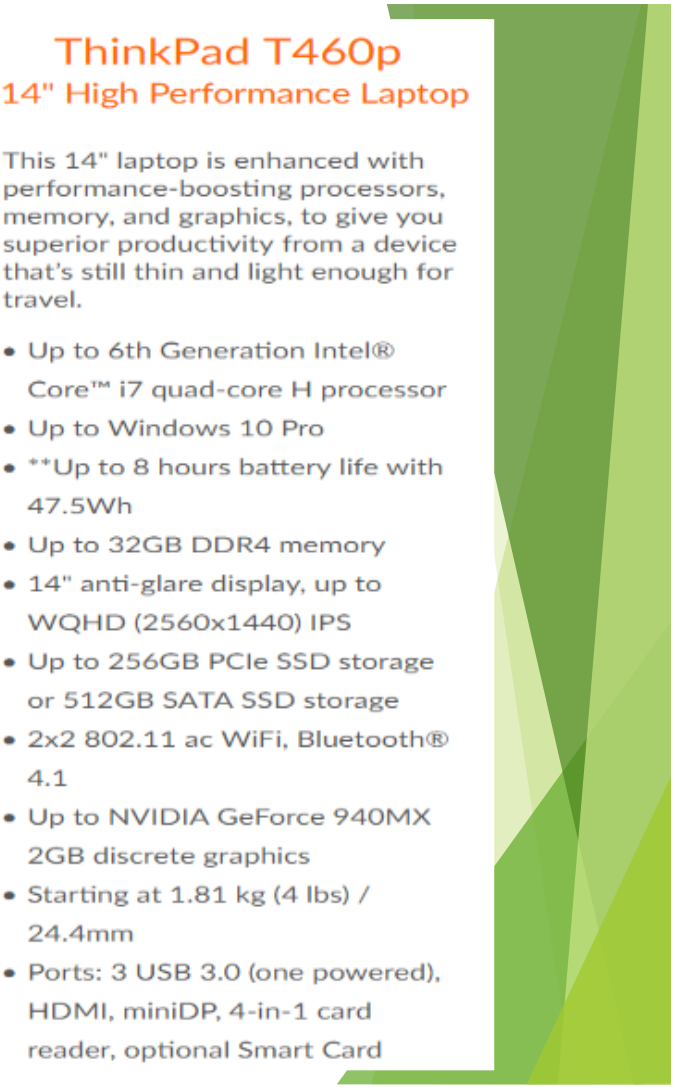
- Peripherals that present information processed by the computer to the user
- Output devices include:
  - Computer monitor
  - Printer
  - Speakers
  - Touchscreens
- New forms of output include:
  - Virtual reality
  - Augmented reality

Connectors and buses

- All peripherals are connected to the motherboard via ports
- Ports form part of a **bus**
- Wired connections:
  - USB (Universal Serial Bus)
  - Thunderbolt high speed connector
  - Ethernet
  - VGA, DVI and HDMI for monitors
- Wireless connections:
  - Wi-Fi
  - Bluetooth

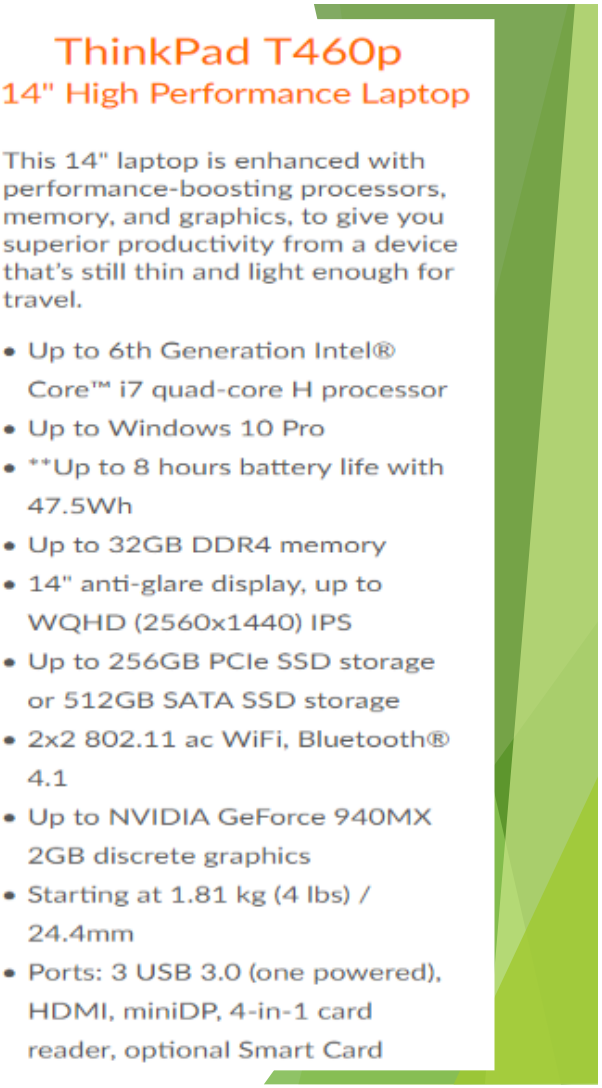
Computer specs

- How much primary memory does this computer have?
- How many cores does the processor have?
- Does this computer have a motherboard?
- What kind of graphics card does this computer have?



Computer specs

- How much primary memory does this computer have?
  - 32GB of DDR4 RAM
- How many cores does the processor have?
  - Quad = 4 cores
- Does this computer have a motherboard?
  - Yes, all computers have a motherboard which connects everything together
- What kind of graphics card does this computer have?
  - Discrete NVIDIA graphics card



Summary

- Computers process input from the user and other sources and provide output
- Computer systems are designed using the principle of modularity
- System units are made up of a number of components working together:
  - Power supply
  - Motherboard
  - CPU
  - Primary and secondary memory
  - Connectors and buses