

Summer School 2018

#### Lecturers

CAN'T YOU DO

- ▶ Damir Azhar
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  - ▶ 303, Level 4, room 411
- ► Angela Chang
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  - ▶ 303, Level 4, room 414
- We all have an open door policy, visit anytime or email for an appointment

# Today's class

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

# Course coordinator and lab supervisor

- Ann Cameron
  - ▶ 303, Level 4, room 413
  - ► <u>a.cameron@auckland.ac.nz</u>
  - Open door policy, visit anytime or email for an appointment
- Contact Ann if you have questions about the course or labs



#### Computer Science Support Network





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



Paul Denny Room: 303S.465

Email: paul@cs.auckland.ac.nz

Ext: 87087







# Test

- Wednesday 24th January, 2018 from 6:30pm -7:30pm
- Location: Fisher & Paykel Appliances Auditorium in the Owen G. Glenn Building (RM 260-115)
- ▶ Test is worth 20% of your final grade

# Marks for COMPSCI111/111G

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

Exam (60%)	Test (20%)	Labs (20%)

#### Labs

- An opportunity to practise what you learn in lectures
  - > 2 compulsory 3-hour labs each week
  - ▶ 9 labs together worth 20% of final mark
  - 10% of each lab's mark is given for arriving on time and completing a certain portion of the lab
  - Hand in lab assignment before start of next lab
  - Definitely worth staying for the full 3 hours
- Before labs start next Monday (8<sup>th</sup> January) 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: <u>www.cs.auckland.ac.nz/courses/compsci111ssc</u>
- Coursebook: available on the home page of the course website
- The Computer Science student forum: <u>http://forums.cs.auckland.ac.nz</u>
- Any of the COMPSCI111/111G teaching staff 
   Please use your University email account when emailing us

#### **Class representative**



# **CLASS REP**



"Yes, I did say I wanted to change the wallpaper on my desktop. But not that type. You don't know much about computers, do you?"

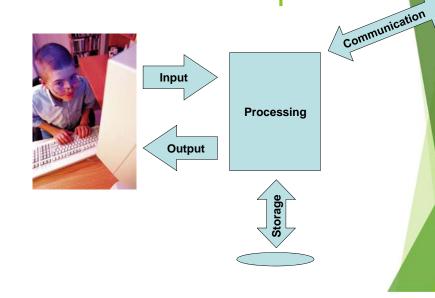
#### **Computer Hardware**

Lecture 1 - COMPSCI111/111G SS 2017

# Today's lecture

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

#### **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

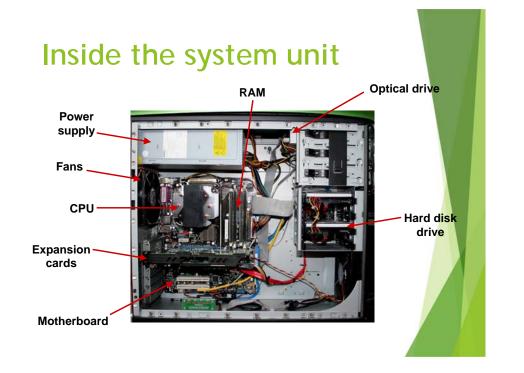
System units come in lots of different form factors



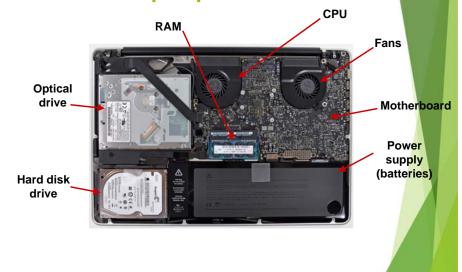


All-in-one PC

Desktop SFF USFF Small Form Ultra Small Factor Form Factor



#### 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)

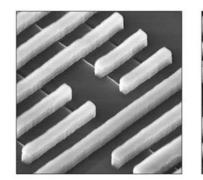
- The 'brain' of a computer. Processes data in a computer using its instruction set
- > Performance can be measured in:
  - Instructions per second
  - Clock speed (Hertz Hz)
- CPUs must be kept cool, generally using a heatsink and fan

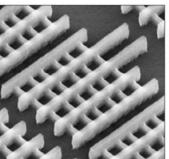


#### **CPUs - transistors**

32 nm Planar Transistors

#### 22 nm Tri-Gate Transistors





#### CPUs - Moore's Law

Gordon Moore (Intel co-founder) stated in a 1965 paper:

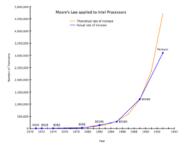
' The number of transistors on a single integrated circuit doubles approximately every 18 months, while the price remains the same.'

▶ So...

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

#### **CPUs - Moore's Law**

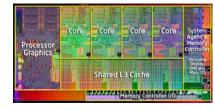
- Moore's Law has been an important guide for many parts of the tech industry, especially in CPU manufacturing
- More difficult to keep up with Moore's Law as we reach the limits of CPU fabrication technology





### **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



### 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

### Secondary memory

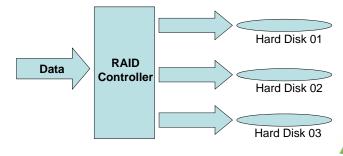
- Used to store files for repeated access over time
- Also known as non-volatile storage; the storage medium retains its contents without needing a supply of electricity
- Many forms of secondary storage:
  - Hard disk drive (HDD)
  - Solid state drive (SSD)
  - CDs, DVDs, Blu-ray
  - USB drives, external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

# 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

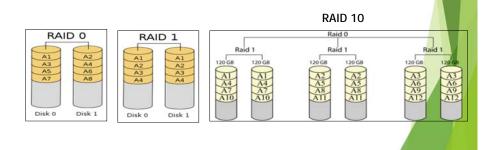
#### Redundant Array of Independent Disks (RAID)

- 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

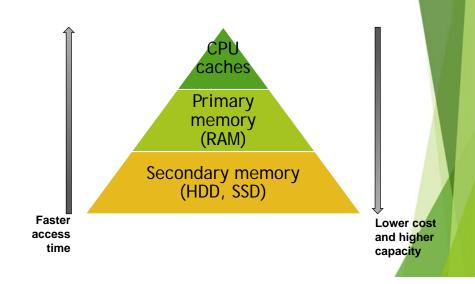


### **RAID** configurations

- 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 KB
- 1 MB
- 1 GB
- Music (approx.)
  - 1 GB
- DVD (approx.)
  - 1 GB

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

2 hours

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





### **Graphics card**

- Used to perform graphics processing and run the computer's monitors
- ► 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
- 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?

#### ThinkPad T460p 14" High Performance Laptop

This 14" laptop is enhanced with performance-boosting processors, memory, and graphics, to give you superior productivity from a device that's still thin and light enough for travel.

- Up to 6th Generation Intel® Core<sup>™</sup> i7 quad-core H processor
- Up to Windows 10 Pro
   \*\*\*Up to 8 hours battery life with
- Op to 8 hours battery me
  47.5Wh
  Up to 32GB DDR4 memory
- 14" anti-glare display, up to WOHD (2560x1440) IPS
- Up to 256GB PCIe SSD storage or 512GB SATA SSD storage
   2x2 802.11 ac WiFi, Bluetooth®
- 4.1 • Up to NVIDIA GeForce 940MX
- 2GB discrete graphics • Starting at 1.81 kg (4 lbs) / 24.4mm
- Ports: 3 USB 3.0 (one powered), HDMI, miniDP, 4-in-1 card reader. optional Smart Card

### **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

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# 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

