An Introduction to CS61: Systems Programming and Machine Organization

Agenda for today:

- A meta-discussion about how I will be teaching this course, what I expect of you, and what you can expect of me.
- Hands-on exercises to understand what this course is about.
- Hands-on exercises to give you a idea of how this course will be taught.

Course Objectives (for the semester)

After completing this course, you should be able to:

- Write robust and efficient software.
- Use operating system interfaces effectively.
- Read and explain complex C programs.
- Read and explain simple assembly programs.
- Write programs that combine C and assembly language.
- Solve problems using computer arithmetic.
- Solve coding exercises requiring synchronization of concurrent activities.
- Analyze program performance and apply basic optimizations.

My Contract

- I expect a lot of you:
 - Come to class (always)
 - Do the reading/viewing/web-work in advance.
 - Participate in class.
 - Provide feedback.
- In return, I promise to:
 - Provide concrete reasons for why we cover material.
 - Keep preparations short and focused.
 - Take advantage of the time we have together to help you think deeply rather than reciting to you what is in the book.
 - Be available to support you in your learning the course material.
 - Be receptive and responsive to feedback.

Administrivia: Video 1

- Reciting to you details of the course is not a good use of your time.
- I have prepared a (short) video explaining the structure of the course – it's linked on the web site from the course schedule/calendar.
- It is one of several videos you should review before class on Tuesday.

What this course is about: Preconditions

- C/C++
- GDB
- Git
- CS50 Appliance
- Good news: We have prepared some supplementary materials to help you if you are not familiar with these topics.

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- Extension: Much of class time will be spent on small group work. We will hold web conferences on Tuesday and Thursday evenings to go over those exercises with you.
- College: Much of the class time will be spent on small group work. If you have one, you should:
 - Bring a laptop to every class
 - Make sure it is charged
 - Make sure you have the class tools installed
- College: If you do not have a laptop (or have only a netbook), please come talk to me or send me email.

Goals for today

- What is systems programming?
- What do we mean by efficient code?
- What do we mean by robust code?
- We'll try one exercise per objective.

Exercise 1: Systems Programming

```
    Consider the following C program:
#include <stdio.h>
int main (int argc, char *argv[]) {
    printf("Hello World!\n");
    When you run this program, you see:
```

```
% ./a.out
```

Hello World!

%

 List each program needed to get from C to execution and what task each program performs.

Exercise 2: Efficiency

- Meet my friend the fibonacci sequence:
- Fib(0) = 0
- Fib(1) = 1
- For n > 1: Fib(n) = Fib(n 1) + Fib(n-2)
- E.g.:
- 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, ...
- Question 1: What are the next three numbers?

Exercise 2: Efficiency

• Consider the following 2 functions:

```
unsigned long
                                     unsigned long
foo(unsigned long n)
                                     bar(unsigned long n)
{
                                     {
    if (n < 2)
                                          unsigned long i, last
        return (n);
                                          unsigned long sum, tmp;
                                          if (n < 2)
    return(foo(n - 1) +
                                              return (n);
        foo(n - 2));
                                          last = 0;
}
                                          sum = 1;
                                          for (i = 2; i \le n; i++) {
                                              tmp = sum;
                                              sum += last;
                                              last = tmp;
                                          }
                                          return (sum);
                                     }
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```

Exercise 2 (continued)

- Which of the functions is most efficient in *expression*?
- Which of the functions is most efficient in *speed*?
- Which of the functions is most *memory* efficient?
- For each question, explain WHY.

Exercise 3: Robustness

- Are these functions correct?
- Can you think of any conditions for which they could fail?
- Hint:
 - It is possible to produce an incorrect answer figure out how.
 - It is possible to exhaust one of your computer's resources; how?
- How might you protect against these problems?