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 (Lab Coordinator)

• Email: a.cameron@auckland.ac.nz

• Room: 413 on Level 4 of the Maths & Physics Building (Building 303)

• Phone: (09)923-4947

Pat Riddle (Course Coordinator)

• Email: p.riddle@auckland.ac.nz

• Room: 490 on Level 4 of of the Maths & Physics Building (Building 303)

• Phone: (09)373-7599 x87093

Staff Contact Information

Mike Barley

• Email: barley@cs.auckland.ac.nz

• Room: 488 on Level 4 of the Computer Science Building (Building 303S)

• Phone: (09)373-7599 x86133.

Ian Watson

• Email: ian@cs.auckland.ac.nz

• Room: 829 on Level 8 of Building 810 in Short Street.

• Phone: (09)923-8976.

Computer Science Support Network

Radu Nicolescu 303-587 Ext: 86831 E-mail: r.nicolescu@auckland.ac.nz







Pat Riddle Room: 303.490 Ext: 87093 Email: pat@cs.auckland.ac.nz

Paul Denny Room: 303S.465 Ext: 87087 Email: paul@cs.auckland.ac.nz



Need to talk to someone?

We are here to
listen and help!

Come and talk to us!



Angela Chang Room 494 Ext: 86620 Email: angela@cs.auckland.ac.nz

Adriana Ferraro Room: 303S.490 Ext: 87113 Email: adriana@cs.auckland.ac.nz



Andrew Luxton-Reilly.

Room: 303S.479

Ext: 85654

Email: andrew@cs.auckland.ac.nz



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

Exam (50%)

Test (20%) Labs (30%)

Test

- ▶ Wednesday 8th April at 6:25pm.
- ▶ Test is worth 20% of your final grade

Labs

- ▶ An opportunity to practise what you learn in lectures
 - ▶ 1 compulsory 3-hour lab each week
 - 9 labs together worth 30% 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 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/compsci111s1c
- 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



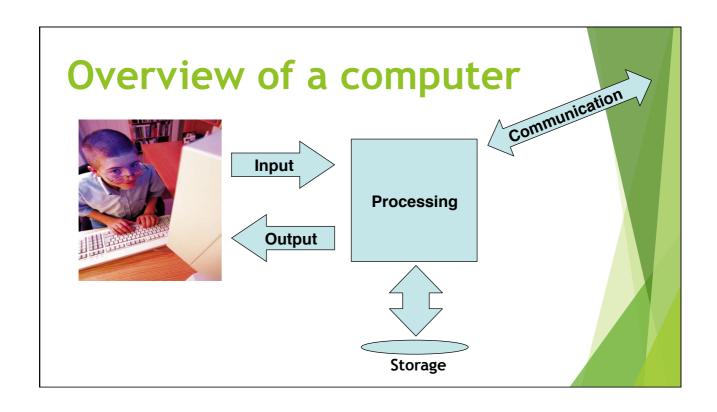
CLASS REP

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



Computer hardware

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

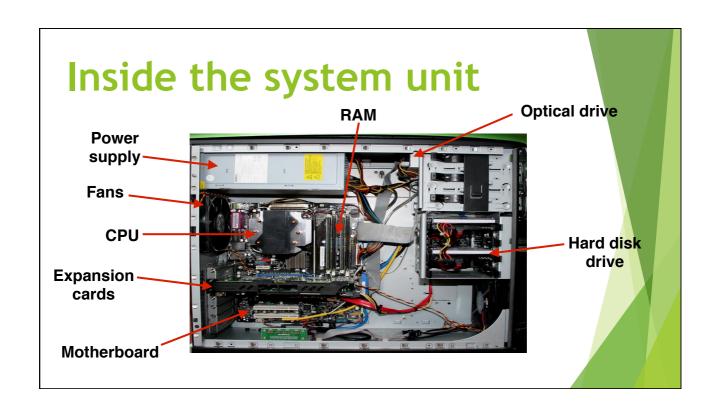


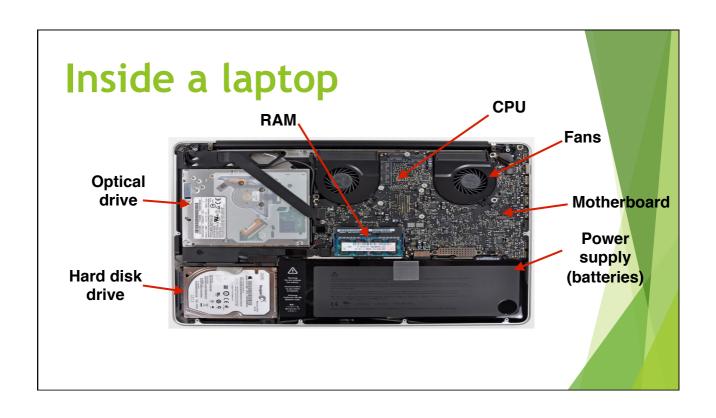
Form factors

System units come in lots of different form factors









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



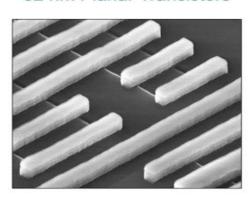
Central processing unit (CPU)

- ► 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

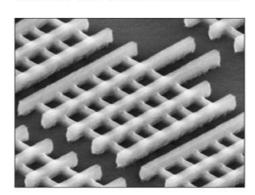


CPUs - transistors

32 nm Planar Transistors



22 nm Tri-Gate Transistors



CPUs - Moore's Law

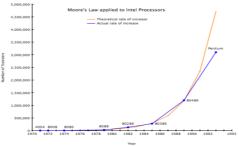
Gordon Moore (Intel co-founder) stated in a 1965 paper:

'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

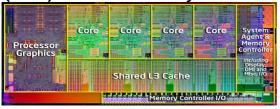
- Moore's Law has been an important guide for many parts of the tech industry, especially in CPU manufacturing
- More difficult to keep up with Moore's Law as we reach the limits of CPU fabrication technology



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





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



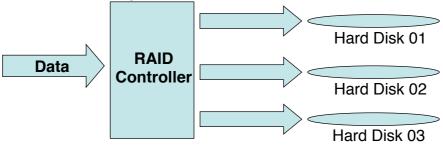
Solid State Drive (SSD)

- 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



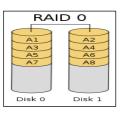
Redundant Array of Independent Disks (RAID)

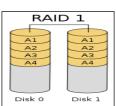
- RAID pools HDDs/SSDs together to form a larger, more reliable data storage mechanism
- ► Each RAID configuration has its own strengths and drawbacks
- RAID is commonly used in servers

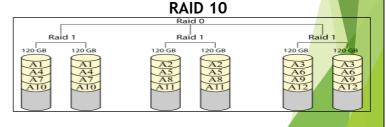


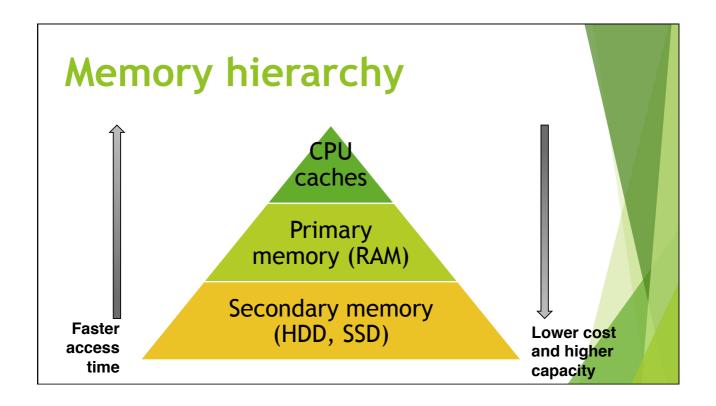
RAID configurations

- ▶ 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 capacity

Measured in bytes

Plain Text (approx.)

1 byte

— 1 KB

- 1 MB

— 1 GB

Music (approx.)

— 1 GB

DVD (approx.)

— 1 GB

 ${\bf 1}$ 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
 - 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

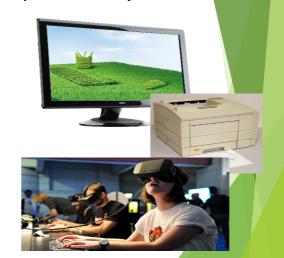
- ▶ Peripherals that allow the computer to receive input from the outside world, mainly from the user
- Common input devices:
 - Keyboard
 - Mouse
 - Webcam
- Other input devices:
 - ▶ Voice recognition
 - ▶ Biometric scanners
 - RFID tags



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™ i7 quad-core H processor
- Up to Windows 10 Pro
- **Up to 8 hours battery life with 47.5Wh
- Up to 32GB DDR4 memory
- 14" anti-glare display, up to WOHD (2560x1440) IPS
- Up to 256GB PCle SSD storage or 512GB SATA SSD storage
- 2x2 802.11 ac WiFi, Bluetooth®
- 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

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™ i7 quad-core H processor
- Up to Windows 10 Pro
- **Up to 8 hours battery life with 47.5Wh
- Up to 32GB DDR4 memory
- 14" anti-glare display, up to WQHD (2560x1440) IPS
- Up to 256GB PCle 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

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

