Personal Computer Hardware CS-150L Computing for Business Students

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Computer Tour



http://videos.howstuffworks.com/howstuffwork2 s/23-computer-tour-video.htm

CPU: Central Processing Unit

- A class of logic machines that can execute computer programs.
- UNM CS prof. just made a "CPU" with fish in Second Life®.



Intel's i486DX2 Dual Core CPU introduced in 1992

AMD CPU, Heatsink and Fan

An object that absorbs and dissipates heat from another object by using thermal contact.

- Size,
- Thermal Conductivity,
- Surface Area,
- Air
 Movement.



In computer science, a heatsink is:

- a) A sink for cleaning computer components that gets very hot.
- b) A sink for cleaning computer components that can operate under extreme heat.
- c) An object that absorbs and dissipates heat from another object by using thermal contact.
- d) An object that generates heat.
- e) An object that locates and destroys its target by following the target's heat signature.

RAM - Random Access Memory

- Random access memory (usually known by its acronym, RAM) is a type of computer data storage.
- Allow the stored data to be accessed in any order, i.e. at random. The word random thus refers to the fact that any piece of data can be returned in a constant time, regardless of its physical location and whether or not it is related to the previous piece of data.
- RAM is mostly associated with volatile types of memory where the information is lost after the power is switched off.
- However, other types of memory are RAM as well (i.e. flash memory).



RAM Disk

- A RAM disk is a software layer that enables applications to transparently use RAM, often a segment of main memory, as if it were a hard disk, USB Flash Drive or other secondary storage.
- Access time may be greatly improved to files held on RAM disks compared to data held on other secondary storage.
- The volatility of RAM means that data will be lost if power is lost.
- "What do you mean by 'RAM DISK is not an installation procedure' ?"

Quiz: RAM

Random Access Memory

- a) Is memory that is accessed randomly.
- b) Is memory that can be accessed in constant time.
- c) Uses random amounts of power.
- d) Is used for random games of chance.
- e) Is use for stock market prediction and modeling due to its random nature.

CPU: Central Processing Unit

- CPU speed is measure in megahertz.
- A 1MHz CPU can accomplish one million CPU cycles in one second.
- Does this mean that a 2MHz CPU is twice as fast as a 1Mhz CPU?
- Not necessarily. This depends on how much work each CPU accomplishes in each clock cycle.
- The 1MHz CPU might very well be faster, in practice, than the 2Mhz CPU - if it is more efficient or can process more tasks in each CPU cycle.

CPU: Front Side Bus (FSB)

- The Front Side Bus (FSB) is the connection between the CPU and system memory.
- The Front Side Bus operates at a speed which is a percentage of the CPU clock speed.

The faster the speed at which the Front Side Bus allows data transfer, the better the performance of the CPU.

CPU: System Memory

RAM has an access speed.

- Faster RAM will mean the CPU has to wait less often for data.
- This will, effectively, make the CPU faster.

RAM also has a Quantity.

The larger the RAM the less often temporary data needs to be written to the hard disk.

CPU: The Cache

- The purpose of a cache is to enable the CPU to access recently used information very quickly.
- Cache significantly affects CPU performance.
- Some caches are bigger than others. A typical L1 cache is 256Kb and a typical L2 cache is 1MB.
- Generally speaking, the larger the cache, the better the system performance boost. However, this is not always the case.
- A cache operates at a certain speed. Some caches operate at the full speed of the CPU, while others operate at half that speed or less.
- A small, full-speed cache may be much more useful than a large half-speed cache.

CPU: Single, Dual, and Quad Core

- A multi-core processor combines two or more independent units into a single package composed of a single integrated circuit (IC)
- A dual-core processor contains two cores
- A quad-core processor contains four cores.
- The amount of performance gained by the use of a multicore processor depends on the problem being solved and the algorithms used, as well as their implementation in software.
- Dual-core systems offer a significant advantage over single-core when multi-tasking.

Quiz: Cache

On a computer CPU, *cache* refers to:

- a) The cost of the CPU.
- b) A relatively small amount of extra fast memory.
- c) The place where the RAM connects to the CPU.
- d) The place where the internal hard disk connects to the CPU.
- e) The place where the dual-cores connect.

Quiz: CPU

A dual-core Central Processing Unit (CPU), or processor combines two independent cores into a single package composed of a single integrated circuit (IC). Dual-core is good for:

- a) Using your computer as a space heater.
- b) Runs most software two times faster.
- c) Doubles the clarity when playing DVDs.
- d) Doubles the computer's storage space.
- e) Is most useful for multi-tasking.

Powers of 2:

 $2^3 = 2 \times 2 \times 2 = 8$

2 ⁰ =	1
2 ¹ =	2
2 ² =	4
2 ³ =	8
24 =	16
2 ⁵ =	32
2 ⁶ =	64
2 ⁷ =	128
2 ⁸ =	256
2 ⁹ =	512

2 ¹⁰ =	1,024
211 =	2,048
2 ¹² =	4,096
2 ¹³ =	8,192
2 ¹⁴ =	16,384
2 ¹⁵ =	32,768
2 ¹⁶ =	65,536
2 ¹⁷ =	131,072
2 ¹⁸ =	262.144
2 ¹⁹ =	524,288

Decimal Numbers (Base Ten)



Binary Numbers (Base Two)

Binary with 4 bits has
$$2^4 = 16$$

Permutations :
0: 000 = $0 \times 2^2 + 0 \times 2^1 + 0 \times 2^0$
1: 001 = $0 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$
2: 010 = $0 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$
3: 011 = $0 \times 2^2 + 1 \times 2^1 + 1 \times 2^0$
4: 100 = $1 \times 2^2 + 0 \times 2^1 + 0 \times 2^0$
5: 101 = $1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$
6: 110 = $1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$
7: 111 = $1 \times 2^2 + 1 \times 2^1 + 1 \times 2^0$

There are 10 types of people: those who understand binary, and those who do not understand it.

SanDisk Flash Memory Chip



How many bytes of memory can this chip store?

ASCII Byte

With ASCII Character Codes, one, character takes 1 byte to encode

One byte = 8 bits with 2⁸ = 256 Permutations: 00000000, 00000001, 00000010,...

9	(tab)
32	(space)
33	!
34	"
35	#
36	\$
37	&

47	1
48	0
49	1
50	2
51	3
60	<
61	=

65	Α
66	В
67	С
97	а
98	b
99	С
100	d

232	è
233	é
234	ê
235	ë
241	ñ
252	ü

Extended Character Sets

- Extended Character Sets often take two bytes.
- Extended Character Sets can include colors, fonts, styles, Chinese, Japanese, and Arabic Characters
- We saw that 1 byte is 8, bits and has 256 permutations.
- How many permutations do 2 bytes have?

What is the first sign of a computer getting too old?

Memory Problems