

Course Logistics

15-213 (15-513, 18-213): Introduction to Computer Systems

1st Lecture, May 19, 2015

Instructors:

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(With thanks to Greg Ganger, Dave O’Hallaron, and many others)

The course that gives CMU its “Zip”!

Textbooks

■ Randal E. Bryant and David R. O'Hallaron,

- *Computer Systems: A Programmer's Perspective*, Second Edition (CS:APP2e), Prentice Hall, 2011
- <http://csapp.cs.cmu.edu>
- This book really matters for the course!
 - How to solve labs
 - Practice problems typical of exam problems
- (3rd edition probably fine, if that's what you have)

■ Brian Kernighan and Dennis Ritchie,

- *The C Programming Language*, Second Edition, Prentice Hall, 1988
- Still the best book about C, from the originators

Course Components

■ Lectures

- Higher level concepts

■ Recitations

- Applied concepts, important tools and skills for labs, clarification of lectures, exam coverage

■ Labs (7)

- The heart of the course
- 1-2 weeks each
- Provide in-depth understanding of an aspect of systems
- Programming and measurement

■ Exams (midterm + final)

- Test your understanding of concepts & mathematical principles

Recitations

■ **When? Possible options:**

- Monday or Friday, same time as class
- Later on Monday
- T/W/R afternoon (I'll move office hours out of the way!)
- Others?

■ **Homeworks generally on Tues/Tues cycle, FYI.**

Getting Help

■ Class Web page: <http://www.cs.cmu.edu/~213>

- Complete schedule of lectures, exams, and assignments
- Copies of lectures, assignments, exams, solutions
- Clarifications to assignments

■ Blackboard and Piazza

- We won't be using Piazza for the course
- Blackboard just for video distribution

Getting Help

■ Staff mailing list: 15-213-staff@cs.cmu.edu

- Use this for all communication with the teaching staff
- Always CC staff mailing list during email exchanges
- Send email to individual instructors only to schedule appointments

■ My office hours (starting tomorrow):

- Usually TWR, 3:30-5:00pm, location TBA.
 - May move occasionally; will let you know if so!
- These are deliberately scheduled so that you can look at material over lunch and **then** come find me. 😊

■ 1:1 Appointments

- You can schedule 1:1 appointments with any of the teaching staff

Policies: Labs And Exams

■ Work groups

- You must work alone on all lab assignments

■ Handins

- Labs due at 11:59pm on Tues or Thurs
- Electronic handins using **Autolab** (no exceptions!)

■ Exams

- Exams will be online in network-isolated clusters
- Held over multiple days. Sign up for a slot

■ Appealing grades

- In **writing** to Prof O'Hallaron within 7 days of completion of grading
- Follow formal procedure described in syllabus

Facilities

■ Labs will use the Intel Linux Computer Systems Cluster

- AKA the “shark machines”
- Login to the any shark machine:
 - `linux> ssh -X shark.ics.cs.cmu.edu`
- Login to a particular machine:
 - `linux> ssh -X angelshark.ics.cs.cmu.edu`
- Login using your Andrew credentials
 - If you do not have Andrew credentials, **please let us know.**
- List of machines at
 - `http://www.cs.cmu.edu/~213/labmachines.html`

Shark Machines

■ 21 servers donated by Intel for 213

- 10 student machines (for student logins)
- 1 head node (for Autolab server and instructor logins)
- 10 grading machines (for autograding)

■ Each server:

- Core i7 system with 8 Nehalem cores, 32 GB DRAM, Linux
- Rack mounted in Gates machine room

■ Getting help with the cluster machines:

- Please direct questions to staff mailing list

Timeliness

■ Grace days

- **5 grace days** for the semester
- Limit of **2 grace days** per lab used **automatically**
- Covers scheduling crunch, out-of-town trips, illnesses, minor setbacks
- Save them until late in the term!

■ Lateness penalties

- Once grace day(s) used up, get penalized **15% per day**
- No handins later than **3 days after due date**

■ Catastrophic events

- Major illness, death in family, ...
- Formulate a plan (with your academic advisor) to get back on track

■ Advice

- Once you start running late, it's really hard to catch up

Cheating: Description

- **Please pay close attention, especially if this is your first semester at CMU**

- **What is cheating?**
 - Sharing code: by copying, retyping, **looking at**, or **supplying** a file
 - Describing: Verbal description of code from one person to another.
 - Coaching: helping your friend to write a lab, line by line
 - Copying code from a previous course or online solution
 - Only allowed to use code we supply, or from CS:APP website

- **What is NOT cheating?**
 - Explaining how to use systems or tools
 - Helping others with high-level design issues

- **See the course syllabus for details.**

Cheating: Consequences

■ **Penalty for cheating:**

- Removal from course with failing grade (no exceptions!)
- Permanent mark on your record

■ **Detection of cheating:**

- Last Fall, 17 students were caught cheating and failed the course.

■ **Don't do it!**

- Start early
- Ask the staff for help when you get stuck

Other Rules of the Lecture Hall

■ Laptops: permitted, but

- Please be aware of their distracting potential
 - Please do not: IM, watch movies (!), browse the web, ...
- Failing to pay attention is not good grounds to ask me to repeat material

■ Presence in lectures, recitations: voluntary, recommended

■ No recordings of ANY KIND without MY explicit permission

- If you feel that the existing recording is not working out for you, please come talk to me because it probably represents a broader need.

Policies: Grading

- **Exams (50%): midterm (20%), final (30%)**
- **Labs (50%): weighted according to effort**
- **Final grades based on a combination of straight scale and possibly a tiny amount of curving.**

Programs and Data

■ Topics

- Bits operations, arithmetic, assembly language programs
- Representation of C control and data structures
- Includes aspects of architecture and compilers

■ Assignments

- L1 (datalab): Manipulating bits
- L2 (bomblab): Defusing a binary bomb
- L3 (buflab): Hacking a buffer bomb

The Memory Hierarchy

■ Topics

- Memory technology, memory hierarchy, caches, disks, locality
- Includes aspects of architecture and OS

■ Assignments

- L4 (cachelab): Building a cache simulator and optimizing for locality.
 - Learn how to exploit locality in your programs.

Exceptional Control Flow

■ Topics

- Hardware exceptions, processes, process control, Unix signals, nonlocal jumps
- Includes aspects of compilers, OS, and architecture

■ Assignments

- L5 (tshlab): Writing your own Unix shell.
 - A first introduction to concurrency

Virtual Memory

■ Topics

- Virtual memory, address translation, dynamic storage allocation
- Includes aspects of architecture and OS

■ Assignments

- L6 (malloclab): Writing your own malloc package
 - Get a real feel for systems-level programming

Networking, and Concurrency

■ Topics

- High level and low-level I/O, network programming
- Internet services, Web servers
- concurrency, concurrent server design, threads
- I/O multiplexing with select
- Includes aspects of networking, OS, and architecture

■ Assignments

- L7 (proxylab): Writing your own Web proxy
 - Learn network programming and more about concurrency and synchronization.

Lab Rationale

- **Each lab has a well-defined goal such as solving a puzzle or winning a contest**
- **Doing the lab should result in new skills and concepts**
- **We try to use competition in a fun and healthy way**
 - Set a reasonable threshold for full credit
 - Post intermediate results (anonymized) on Autolab scoreboard for glory!

Autolab (<https://autolab.cs.cmu.edu>)

■ Labs are provided by the CMU Autolab system

- Project page: <http://autolab.cs.cmu.edu>
- Developed by CMU faculty and students
- Key ideas: Autograding and Scoreboards
 - **Autograding:** Using VMs on-demand to evaluate untrusted code.
 - **Scoreboards:** Real-time, rank-ordered, and anonymous summary.
- Used by over 2,500 CMU students each semester, since Fall, 2010

■ With Autolab you can use your Web browser to:

- Download the lab materials
- Handin your code for autograding by the Autolab server
- View the class scoreboard
- View the complete history of your code handins, autograded results, instructor's evaluations, and gradebook.
- View the TA annotations of your code for Style points.

Autolab accounts

- **Everyone should have Autolab accounts**
- **You must be enrolled to get an account**
 - Autolab is not tied in to the Hub's rosters
 - If you add in, contact 15-213-staff@cs.cmu.edu for an account
- **For those who are waiting to add in, the first lab (datalab) will be available on the Schedule page of the course Web site.**

Waitlist or enrollment questions

- 15-213: Catherine Fichtner (cathyf@cs.cmu.edu)
- 18-213: Chelsea Mastilak (cmastila@andrew.cmu.edu)
- Please don't contact the instructors with waitlist questions.

*Welcome
and Enjoy!*