

Calculator System

This class is about a system in the computers. This class is strongly related with a informational experiment, which is held Tuesday and Friday.

Impression

- I didn't know about the inside of the computer, so this class gave me a lot of information
- The latter half is more difficult. The idea of thread and virtual memory is hard to understand. I can't imagine the thread easily, but pictures that google search engine gave me was really helpful.
- I want to learn the OS and network. Can't wait 3S and 3A semester.

Memo

1. Data in a computer

Computers recognize data in a different way from our recognition.

- How numbers are recognized
 - numbers as a binary
 - negative number
 - floating-point
- How characteres are recognized
 - character code
 - redundant code
 - some problems in a character code

2. Inside Computers

- How data is saved in the memory

- The variation of registers and how it is used.
 - The flow and the effect of operations
3. Instruction
- operand and opcode
 - stack
 - addressing mode
 - the variations of instruction
 - shift, control, privilege, etc.
 - function call
 - how local variable is stored in a stack.
4. Interrupt
- flow of interrupt
 - mask
 - Two ways to process input and output
 - polling
 - interrupt
 - PIO
 - DMA
5. CPU and Cache
6. OS
- Why OS is needed
 - The construction of OS
7. Virtual Memory
- use page mapping table (PMT), to store the mapping between virtual addresses and physical addresses. If page table lookup is failed, some operating systems cause the segmentation fault.
 - Advantages
 - enable to use more memory (ram) rather than originally has
 - enable to load processes faster because of Demand Paging
 -
8. System Call
- provide an interface between a process and the operating system
9. Process

- it is made up of multiple threads of execution that execute instructions concurrently
- variation of process
 - user process and super user process
 - system process and server process
- multi programming and multi tasking
- process and thread
- variation of threads
 - kernel thread
 - * light weight process
 - user thread
- scheduling
- Signal
 - to notify it of an event that occurred
 - process to process (same user) or kernel to process
 - when process receives a signal, it goes to a signal process routine
- creation of processes
 - environment
 - pid
- Link
- File System
 - controls of the file access
- device driver
 - special file
 - * The interface of the device driver is treated as it was a file system
 - * exists in /dev
- Communication between processes
 - pipe
 - socket
 - shared memory
 - message queue

10. Network

- Basic words for Network

- Protocol
- IP address
- IP packet
 - compare network portion of IP address
 - same subnet → search L2 address
 - different subnet → send it to the router
- DNS
- TCP
- UDP
- Ethernet