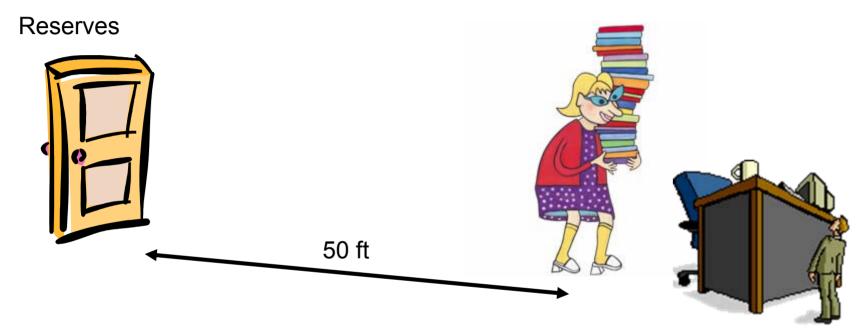
# How to streamline your life (lessons from computer architecture).

**COS 116** 

4/3/2006

Instructor: Sanjeev Arora

### The Tired Librarian



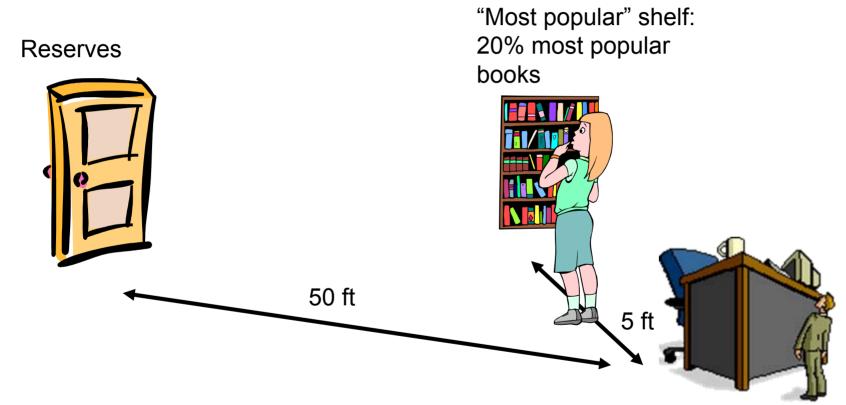
- 1000 checkouts/returns per day
- Distance covered = 50 x 2 x 1000 = 100,000 feet~ 20 miles
- Please help!!!

### 80-20 "Rule"

Pareto [1906]: 20% of the people own 80% of the wealth

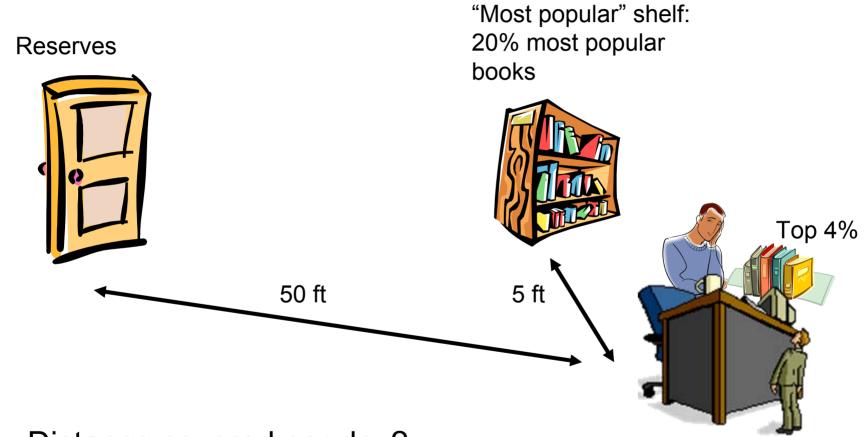
Juran [1930's]: 20% of the organization does 80% of the work

### Better Arrangement



Distance covered per day?

### Even better arrangement?



Distance covered per day?

### Class Discussion

■ Is problem solved?

# How to predict the 20% most popular books for next day?

In general, no easy solution

- In practice, use rules of thumb
  - □ Example: "Least Recently Used". When you need to create space on the desk (or shelf), move out the book that was used least recently
  - ☐ Many others (LRU is computationally expensive)

### New and improved



- SPECIAL OFFERS
- Processor Intel® Pentium® 4 Processor 640 with HT (3,20GHz, 800 FSIL 2MB L2 cache) ip to Pentium® Extreme Edition Dual Core
- Operating System Genuine Windows® XP Media Center Edition 2005



Х

TI

**XPS 200** Small, But Mighty

Processor

#### SPECIAL OFFERS

### Intel® Pentium® 4 Processor with Hyper-Threading Technology - 600 Sequence -

up to 850 (3.48CHz, 800MHz FSB, 2MB Cache).

Operating System

Genuine Windows® XP Media Center Edition 2005

# Connection to Computer Organization

Speed vs cost of various memories

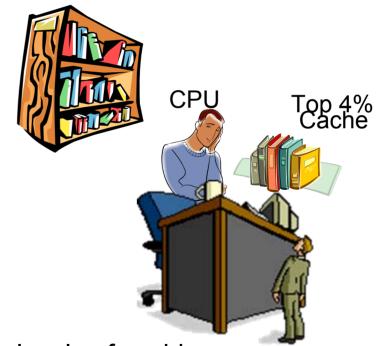
|                                         | Cost: \$ / GB | Speed: GB/s |
|-----------------------------------------|---------------|-------------|
| Hard drive                              | < 1           | .2          |
| RAM                                     | 200           | 5           |
| On-chip memory<br>for CPU (L2<br>Cache) | 80000         | 15          |

## Computer <del>Librarian</del> arrangement

Resignives



"Most popular" shelf: 20% most popular books Memory



Often, today's computers have even more levels of caching

### Moral

- Performance:
  - Speed is close to that of fastest memory (cache)
  - Overall capacity is that of largest memory (disk)





- How does the same program (.exe file) run on different PCs with different memory configurations?
- Answer: "Virtual Memory"
  - □ All programs live a fiction: allowed to pretend it has 2<sup>64</sup> bytes of memory
  - ☐ Illusion is preserved by hardware

### Goodbye Lenin

"The German Democratic Republic lives on – in 79 m<sup>2</sup>!"

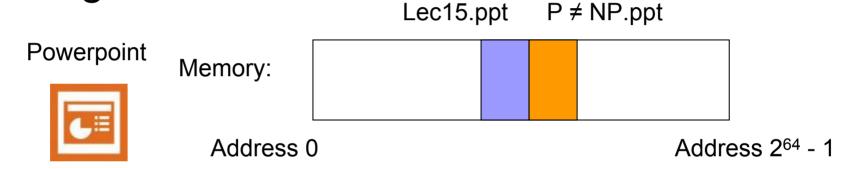
(Die DDR lebt weiter – auf 79 qm!)



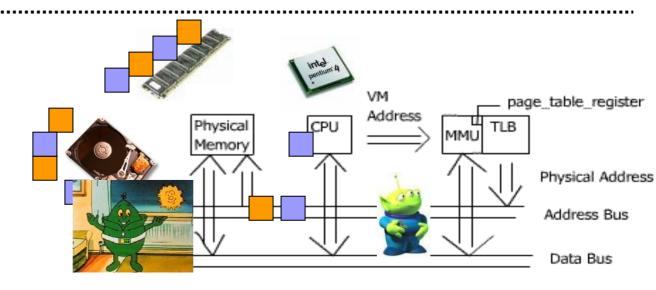


### Virtual Memory

Program's view:



Underlying truth:



### Multitasking

"The Multitasking Generation"



### An Evening's Tasks for a Gen-M'er

- ☐ Homework
- ☐ Listen to music
- □ Instant Messaging
- □ Call Mom (goes to bed by 11 PM!)
- □ Answer phone
- □ Read a bit more of Joyce's *Ulysses*
- Watch the Daily Show
- How do you do it all?



### Scheduler's objectives

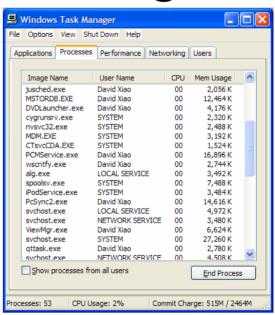
- Fairness
- Timeliness
- Critical tasks processed promptly
- Low overhead

Class Discussion: How can one achieve these (often conflicting) goals?

### Tasks done by my PC last night

- Word processing
- Play CD
- Download news updates
- Download email
- Run clock
- Hidden tasks: handle network traffic, manage disk and RAM traffic, scheduler, etc.

Managed by "Operating System" (WinXP, Linux, MacOS, etc.)



#### UNITED STATES DISTRICT COURT FOR THE DISTRICT OF COLUMBIA

UNITED STATES OF AMERICA,

Plaintiff

٧.

MICROSOFT CORPORATION,

Defendant.

Civil Action No. 98-1232 (CKK)

FINAL JUDGMENT

(November 12, 2002)

WHEREAS, plaintiffs United States of America ("United States") and the States of New York, Ohio, Illinois, Kentucky, Louisiana, Maryland, Michigan, North Carolina and Wisconsin and defendant Microsoft Corporation ("Microsoft"), by their respective attorneys, have consented to the entry of this Final Judgment;

One main point studied by the judge:

What is an OS?