

# Components of a Computing System

## Introduction to Computer Architecture and Operating Systems

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# About Us

## Albert Cohen

Senior research scientist at INRIA Paris-Rocquencourt and DI, ENS Paris, PARKAS group  
<http://www.di.ens.fr/ParkasTeam.html>

- Automatic parallelization, optimizing compilation
- Synchronous languages, data-flow languages, parallel programming

## Vincent Pilaud

CNRS researcher at LIX, École Polytechnique, Combinatorics group

## Nhat Minh Lê

PhD student at ENS Paris, INRIA PARKAS group

# Organization

## Practical Information

- 9 lectures (in English) and 9 labs (in French)
- One term exam (principles, algorithms, programmer interface)
- INF422 is not business as usual: lots of information, most of it is out in the wild (books, web, code, experience)
- If you are lost, do not wait before asking for help
- Elect a pair of delegates before November 16
  - ▶ Have lunch once or twice with the teachers
  - ▶ Interface for course and labs (global) concerns
  - ▶ Coordinate the course feedback/evaluation report

## Prerequisites

- Attending lectures and labs
- Programming, reading code and documentation after lab hours

<http://www.enseignement.polytechnique.fr/informatique/INF422>

# Labs

## Goals

- Concrete, realistic examples
- Survey of the whole software system on a virtual machine
- Illustration of hardware principles through the study of device drivers
- Balance between principles, Java, script and system programming

## History

- INF422 was the first Android-based course on computer organization and systems: it started with the Android SDK v0.9 in August-October 2008

Note: the very first course was created by Hal Abelson and Andrew Yu at MIT, for advanced programmers:

<http://people.csail.mit.edu/hal/mobile-apps-spring-08>

- *We hope to teach the most relevant concepts, introducing standard interfaces and system architectures from the real world, without asking you to become a professional software developer*

# Outline

- 1 A Computing System, What Is It?
- 2 A Computer, What For?
- 3 Java Nuggets in a Nutshell
- 4 The Android System
- 5 Network Interface
- 6 Processes
- 7 The Shell
- 8 Files and File Systems
- 9 Application/Kernel Interface
- 10 Kernel Design Overview
- 11 System-Level Computer Architecture
- 12 Concrete Example: the BeagleBoard
- 13 References
- 14 Introduction to Compilation and Virtual Machines
- 15 Wrap-Up