









## Administrivia (2/2) : Join us! • If you did well in CS3 or 61{A,B,C} (A- or above) and want to be on staff? • Usual path: Lab assistant ⇒ Reader ⇒ TA • Fill in form outside 367 Soda before first week of semester... • I (Dan) strongly encourage anyone who gets an A- or above in the class to follow this path... I'll be teaching 61C all of 2005!

## CS61C: So what's in it for me? (1st lecture)

- Learn some of the big ideas in CS & engineering:
- 5 Classic components of a Computer
- Principle of abstraction, systems built as layers
- Data can be anything (integers, floating point, characters): a program determines what it is
- Stored program concept: instructions just data
- Compilation v. interpretation thru system layers
- Principle of Locality, exploited via a memory hierarchy (cache)
- Greater performance by exploiting parallelism (pipelining)

Principles/Pitfalls of Performance Measurement

## Rapid Change AND Little Change

- Continued Rapid Improvement in Computing
  - 2X every 1.5 years (10X/5yrs, 1000X/15yrs)
  - Processor speed, Memory size: Moore's Law as enabler (2X transistors/chip/1.5 yrs); Disk capacity too (not Moore's Law)
  - Caches, Pipelining, Branch Prediction, ...

## 5 classic components of all computers

1. Control 2. Datapath 3. Memory 4. Input 5. Output

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CS61C L43















