

# L3 CompArch

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## Why?

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- Design better programs, including system software such as compilers, Operating Systems, and device drivers
- Optimize Program behavior
- Evaluate (benchmark) computer system performance
- Understand time, space and price tradeoff
  - ▮ you don't need a server for a Hello world program

## Comparch or comp organisation

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### Organisation

- physical aspects of computer systems
- Circuit designs, control signals, memory types etc.
- How does a computer work

### Computer Architecture

- Logical aspects of system as seen by the programmer
- Instruction sets, formats, data types, addressing modes
- How do I design a computer

Both go Hand-in-hand, and both are needed for requirements

### Instruction set design

Class of ISAs

- Register - memory (x86)
- Load-Store ISAs (ARM/MIPS) [all operands have to be in the register]
  - ▮ aka register- register arch
- PMD = Personal Mobile device
  - E.g.: PMD: Real-time performance for a range of tasks, including interactive performance for graphics, video, and audio; energy efficiency.

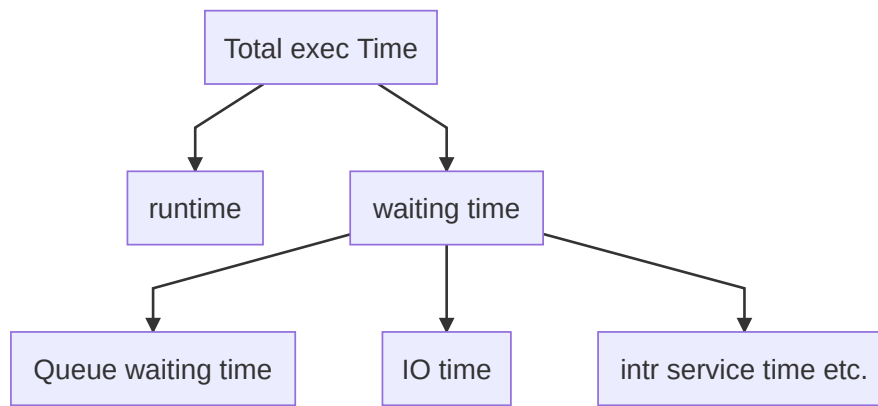
Computer arch - deals with functional architecture

- Comparch = ISA + Machine Organization

Introduction - Performance

- understand Underlying motivation for hw and its organization
- Measure report and summarize performance
  - make intelligent choices
  - see through marketing hype
- Depends on user requirements

- How can we measure our performance and arrive with data?



We focus only on runtime for now, i.e. once the job is submitted to the CPU.

