

GMU CS695 Advanced Computer Architecture
Spring 2023

Course Project

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Course Project

- 3/27: Project proposal presentation
- 5/1: Final project presentation
- 5/8: Written report due
- Group size: 1~4 students
- It is your responsibility to find reliable teammates. Students in the same group share the same grade of the course project.
 - In rare cases, please talk to the instructor
- (We will talk about how to do the presentation later in the semester)

Course Project

- 1. Find your teammate and topic
- 2. Start to work on the project and try to see if it is doable
 - > Hardware requirement? Coding load? Too easy? Too difficult?
- 3. Proposal presentation
 - > What's the problem? What's your goal? What's your plan?
- 4. Continue working on the project...
 - More debugging, discussion, ...
- 5. Final presentation
 - > What did you accomplish? What's your conclusion?
- 6. Written report

Office hours!
Discuss with
the instructor
and students

Course Project

- Written report:
 - It is a paper (We will talk about how to write it later in the semester)

Group size	Paper Length
1	6
2	7
3	8
4	9

Some suggestions

- Get started early
- Communication! Regular meeting
 - Split your work and responsibility
 - Always summarize the next steps at the end of the meeting
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The code and experiments of your project needs to be submitted with Github history

Course Project: Decide the problem

- Bad problems (as a course project for CS695)
 - Build an Intel Xeon CPU from scratch
 - Build an A100 GPU from scratch
 - •
 - Check the size of Cache for a CPU
 - Check the DRAM size of a GPU
 - •
- Possible problems (these still need further clarification):
 - Evaluate a memory system, find out the bottle neck, and improve it
 - Evaluate the reliability of different hardware structures and improve system reliability
 - Which scheduling mechanism works the best? Under what condition?

Example

 Evaluate the reliability of different hardware structures and improve system reliability

An Architecture Project

- > Is this an architecture project?
- When discussing the project idea, ask yourself: Is it related to architecture?
 - An easy way is to change the underlying hardware.
 - Saying, We are working on a CPU project. If I move the whole design to the GPU, and nothing changes, everything is working, then *likely* this is not an architecture project. Because the whole thing is independent to the underlying architecture.
 - Your problem and the solution should be related to the underlying architecture.

This is an open project.

It is okay to have negative results:)

But you have to work on it, learn something, and get your hands dirty.

Instrumentation

A technique that inserts code into a program to collect run-time information

```
..some code
                                                 ..some code
                                                       ecx, [rax+0x2]
                                                 ..some code
                                                 ..some code
      ecx, [rax+0x2]
                                                       0x77ef7870
                                                call
call
       0x77ef7870
                                                 ..some code
       rax, rdx
                                                 ..some code
       0x77f1eac9
                                                       rax, rdx
                                                 ..some code
                                                 ..some code
                                                       0x77f1eac9
```

Reference: Intel Pin Tutorial at CGO2013

https://www.intel.com/content/dam/develop/external/us/en/documents/cgo2013-256675.pdf

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Instrumentation Types

- Different usages
 - Program analysis:
 - performance profiling
 - Error detection
 - Capture & replay
 - Architectural study:
 - Processor and cache simulation
 - trace collection
 - Binary translation:
 - Modify program behaviour
 - emulate unsupported instructions

- Different types
 - Source code instrumentation
 - Static binary instrumentation
 - Dynamic binary instrumentation

Reference: Intel Pin Tutorial at CGO2013

Dynamic Binary Instrumentation

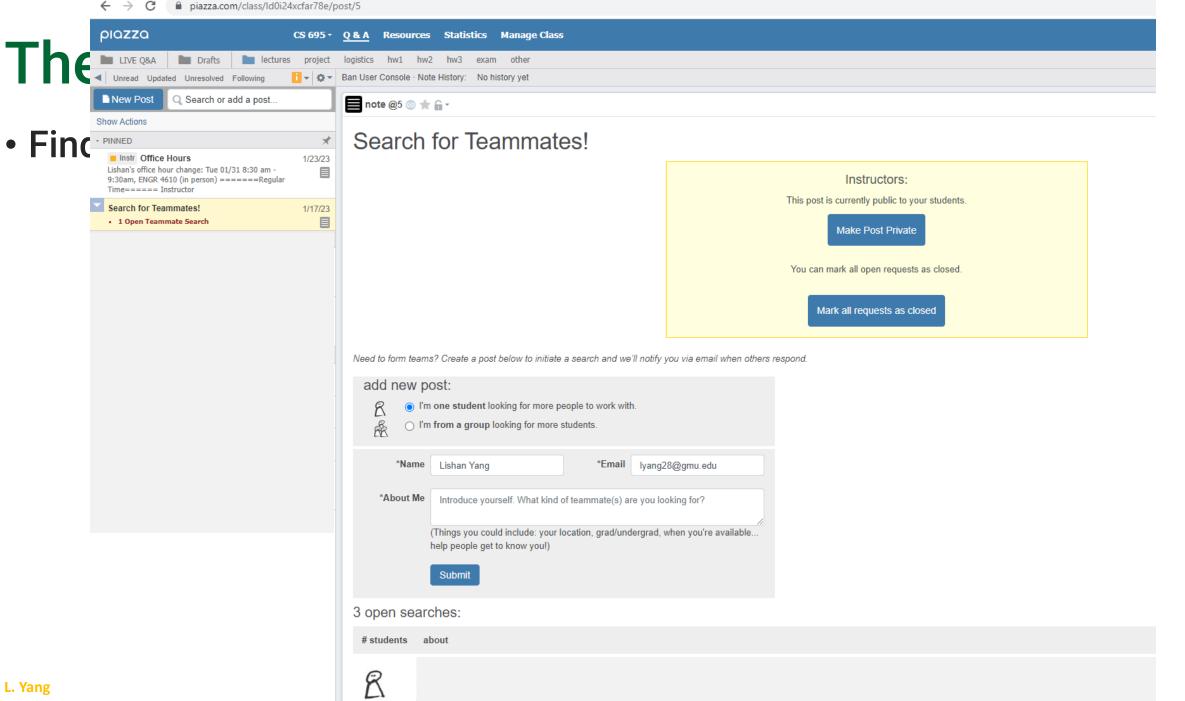
- Instrument binary code right before it runs
 - a.k.a. Just in time, or JIT
- Benefits
 - No need to recompile or re-link
 - Discover code at runtime
 - Handle dynamically generated code
 - Attach to running processes

Instrumentation

- Example: (CPU) Intel Pin
 - https://www.intel.com/content/www/us/en/developer/articles/tool/pin-a-dynamic-binary-instrumentation-tool.html
 - User's Manual: <u>https://software.intel.com/sites/landingpage/pintool/docs/98690/Pin/doc/html/index.html</u>
 - Can run on Zeus
- Exampe: (GPU) NVIDIA NVBit
 - https://github.com/NVlabs/NVBit
 - Requires an ORC account (please discuss with me before requesting the account)

The first step

Find your teammates



The first step

- Find your teammates
 - What topic?
 - CPU? GPU? Memory? Cache? Instructions?
 - Reliability? Security? Performance?
 - Characterization? Optimization?
 - Simulator? Instrumentation?
 - Your working style
 - Start early? Postpone till last minute? Stay up late at night?
 - In-person meetings? Zoom preferred?
 - Your anticipated grade? A/B/C?
 - Your strength & weakness?
 - Good at writing? Presentation? Linux? C?
- The course project grading is independent of the posts you wrote.
- You can also work alone, if you want.

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Second step

Come to Lishan's office hours & brainstorm the ideas