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Computer Organization and Architecture
8th Edition

Chapter 2
Computer Evolution and Performance

ENIAC - background

- Electronic Numerical Integrator And Computer
- Eckert and Mauchly
- University of Pennsylvania
- Trajectory tables for weapons
- Started 1943
- Finished 1946
    - Too late for war effort
- Used until 1955

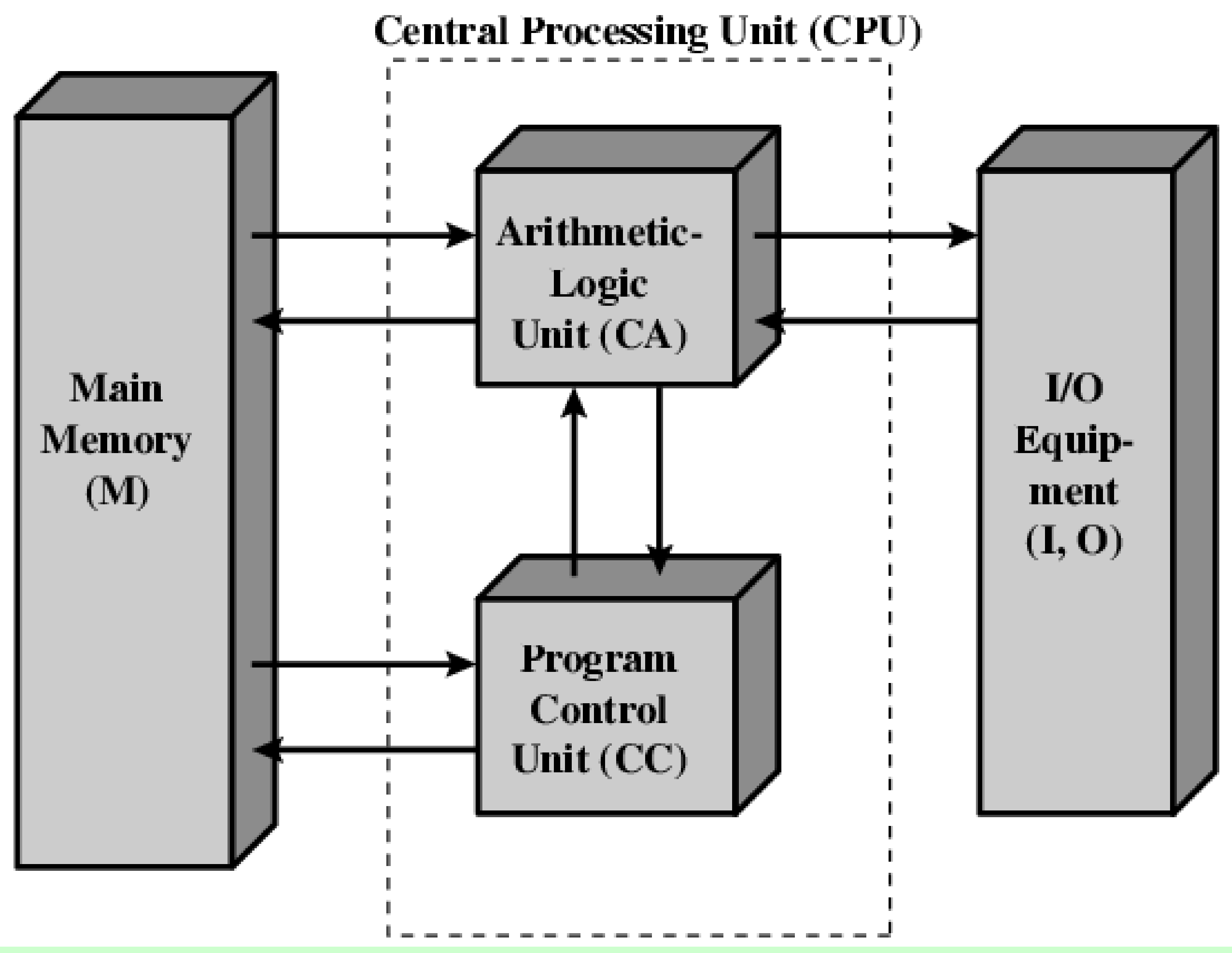
ENIAC - details

- Decimal (not binary)
- 20 accumulators of 10 digits
- Programmed manually by switches
- 18,000 vacuum tubes
- 30 tons
- 15,000 square feet
- 140 kW power consumption
- 5,000 additions per second

von Neumann/Turing

- Stored Program concept
- Main memory storing programs and data
- ALU operating on binary data
- Control unit interpreting instructions from memory and executing
- Input and output equipment operated by control unit
- Princeton Institute for Advanced Studies
  - IAS
- Completed 1952

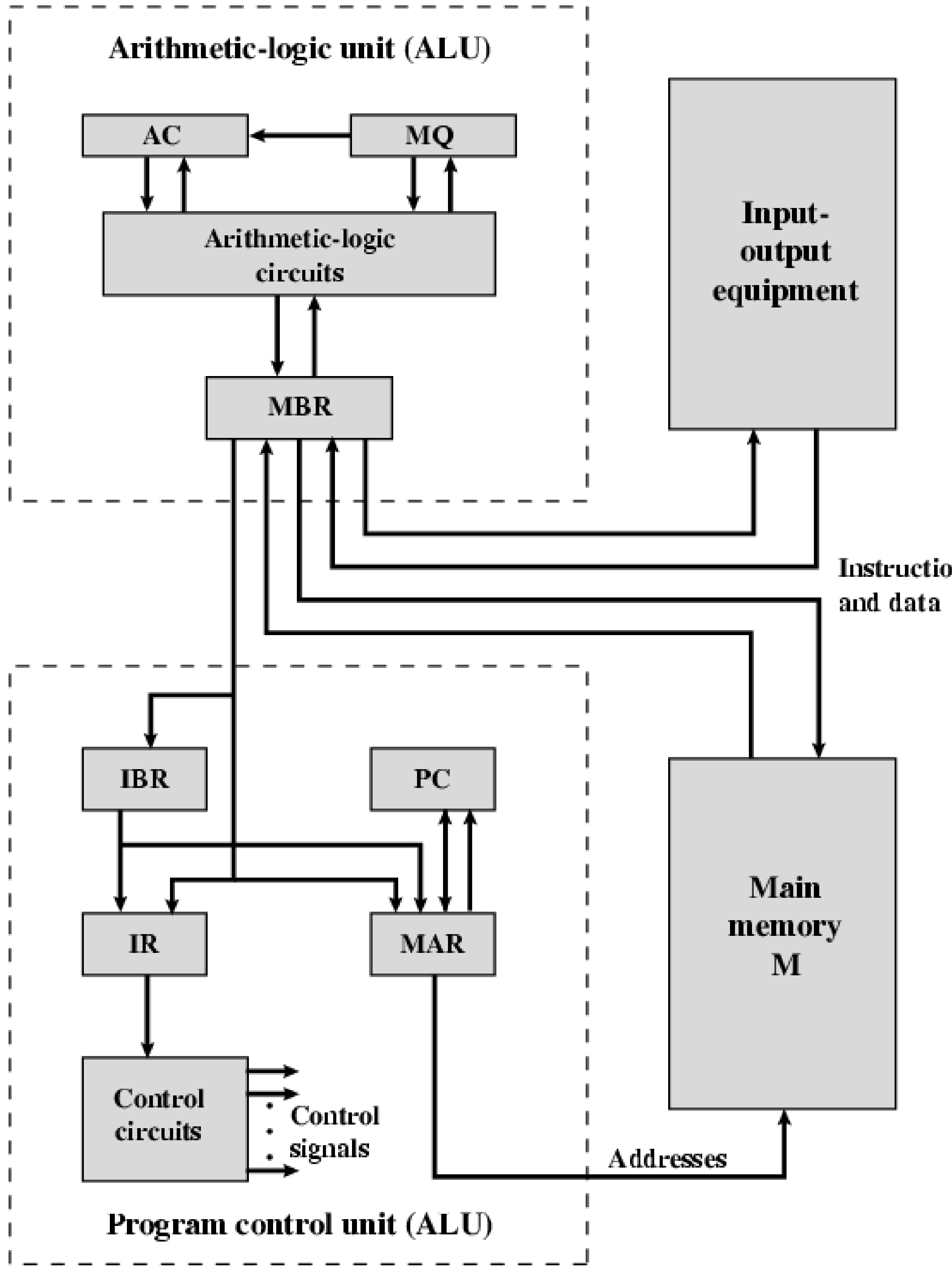
Structure of von Neumann machine



IAS - details

- 1000 x 40 bit words
  - Binary number
  - 2 x 20 bit instructions
- Set of registers (storage in CPU)
  - Memory Buffer Register
  - Memory Address Register
  - Instruction Register
  - Instruction Buffer Register
  - Program Counter
  - Accumulator
  - Multiplier Quotient

Structure of IAS – detail



Commercial Computers

- 1947 - Eckert-Mauchly Computer Corporation
- UNIVAC I (Universal Automatic Computer)
- US Bureau of Census 1950 calculations
- Became part of Sperry-Rand Corporation
- Late 1950s - UNIVAC II
  - Faster
  - More memory

IBM

- Punched-card processing equipment
- 1953 - the 701
  - IBM's first stored program computer
  - Scientific calculations
- 1955 - the 702
  - Business applications
- Lead to 700/7000 series

Transistors

- Replaced vacuum tubes
- Smaller
- Cheaper
- Less heat dissipation
- Solid State device
- Made from Silicon (Sand)
- Invented 1947 at Bell Labs
- William Shockley et al.

Transistor Based Computers

- Second generation machines
- NCR & RCA produced small transistor machines
- IBM 7000
- DEC - 1957
  - Produced PDP-1

Microelectronics

- Literally - “small electronics”
- A computer is made up of gates, memory cells and interconnections
- These can be manufactured on a semiconductor
- e.g. silicon wafer

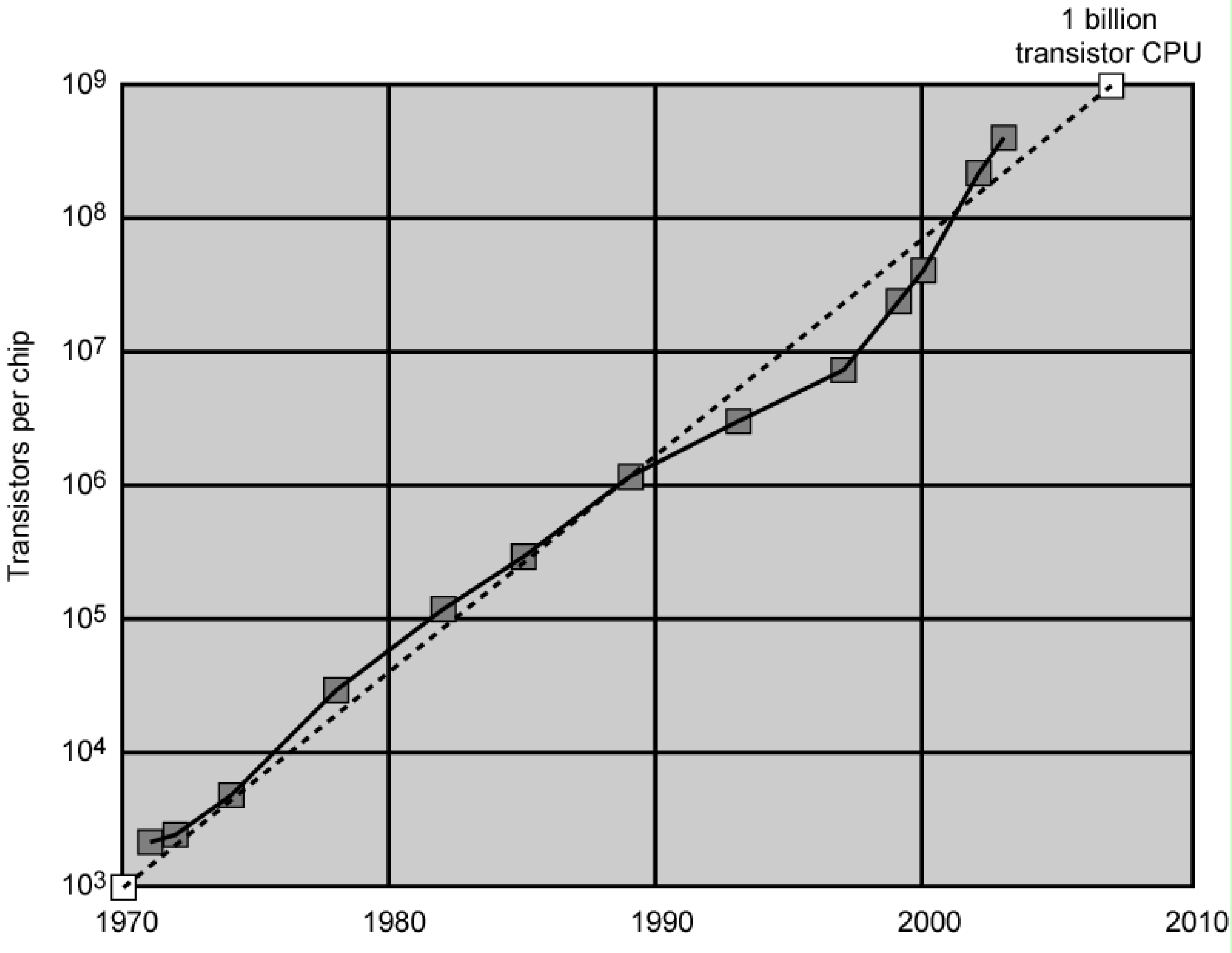
Generations of Computer

- Vacuum tube - 1946-1957
- Transistor - 1958-1964
- Small scale integration - 1965 on
  - Up to 100 devices on a chip
- Medium scale integration - to 1971
  - 100-3,000 devices on a chip
- Large scale integration - 1971-1977
  - 3,000 - 100,000 devices on a chip
- Very large scale integration - 1978 -1991
  - 100,000 - 100,000,000 devices on a chip
- Ultra large scale integration – 1991 -
  - Over 100,000,000 devices on a chip

Moore’s Law

- Increased density of components on chip
- Gordon Moore – co-founder of Intel
- Number of transistors on a chip will double every year
- Since 1970’s development has slowed a little
  - Number of transistors doubles every 18 months
- Cost of a chip has remained almost unchanged
- Higher packing density means shorter electrical paths, giving higher performance
- Smaller size gives increased flexibility
- Reduced power and cooling requirements
- Fewer interconnections increases reliability

Growth in CPU Transistor Count



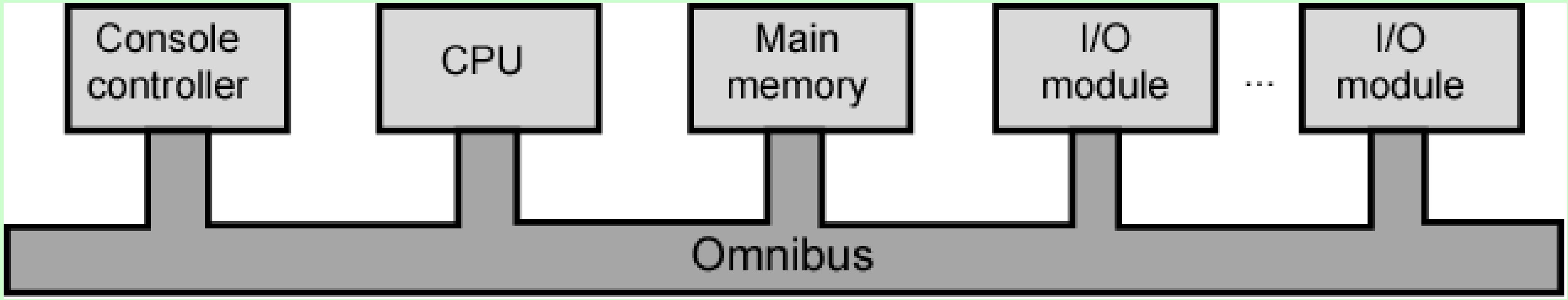
IBM 360 series

- 1964
- Replaced (& not compatible with) 7000 series
- First planned “family” of computers
  - Similar or identical instruction sets
  - Similar or identical O/S
  - Increasing speed
  - Increasing number of I/O ports (i.e. more terminals)
  - Increased memory size
  - Increased cost
- Multiplexed switch structure

DEC PDP-8

- 1964
- First minicomputer (after miniskirt!)
- Did not need air conditioned room
- Small enough to sit on a lab bench
- $16,000
  - $100k+ for IBM 360
- Embedded applications & OEM
- BUS STRUCTURE

DEC - PDP-8 Bus Structure



Semiconductor Memory

- 1970
- Fairchild
- Size of a single core
  - i.e. 1 bit of magnetic core storage
- Holds 256 bits
- Non-destructive read
- Much faster than core
- Capacity approximately doubles each year

Intel

- 1971 - 4004
  - First microprocessor
  - All CPU components on a single chip
  - 4 bit
- Followed in 1972 by 8008
  - 8 bit
  - Both designed for specific applications
- 1974 - 8080
  - Intel’s first general purpose microprocessor

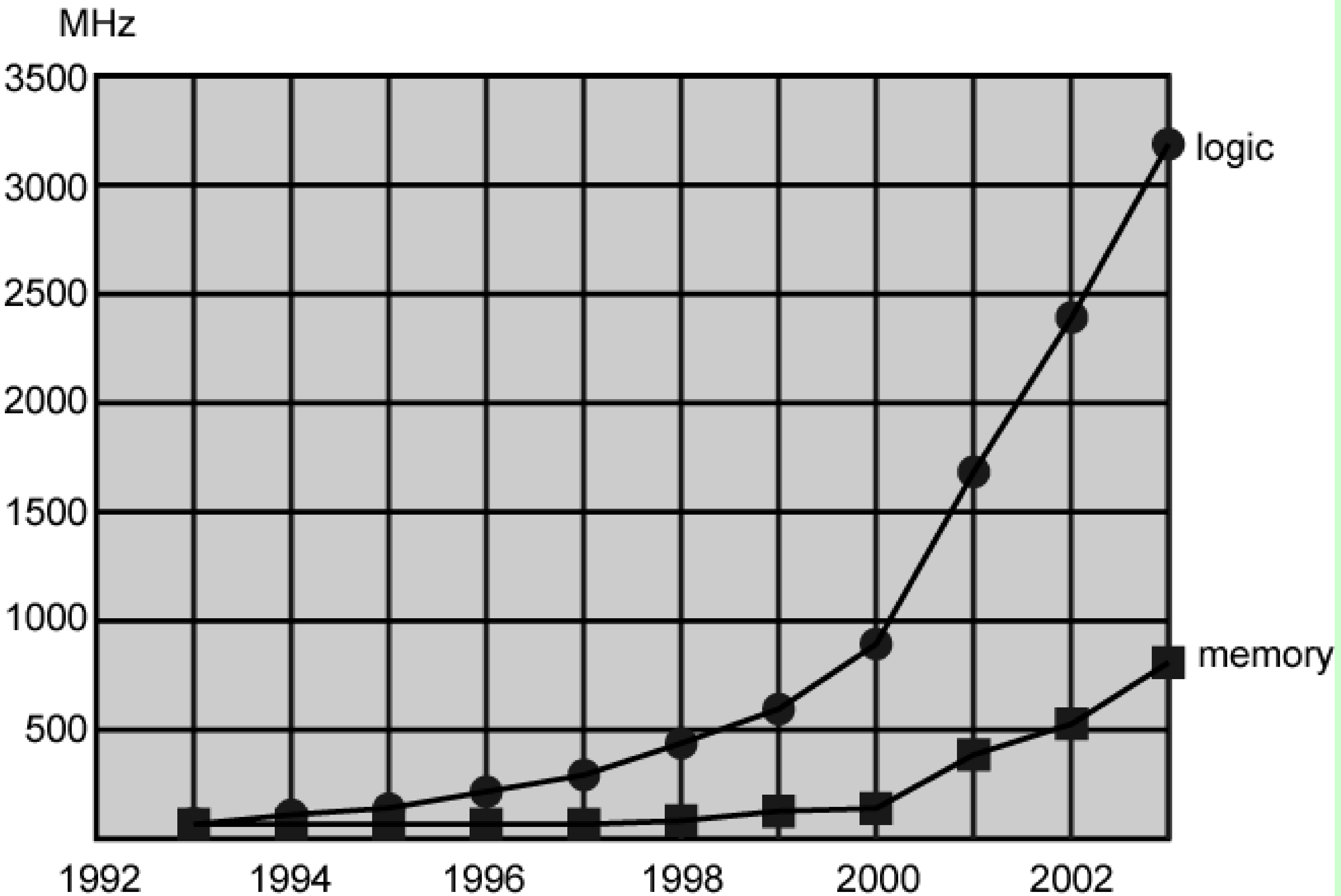
Speeding it up

- Pipelining
- On board cache
- On board L1 & L2 cache
- Branch prediction
- Data flow analysis
- Speculative execution

Performance Balance

- Processor speed increased
- Memory capacity increased
- Memory speed lags behind processor speed

Login and Memory Performance Gap



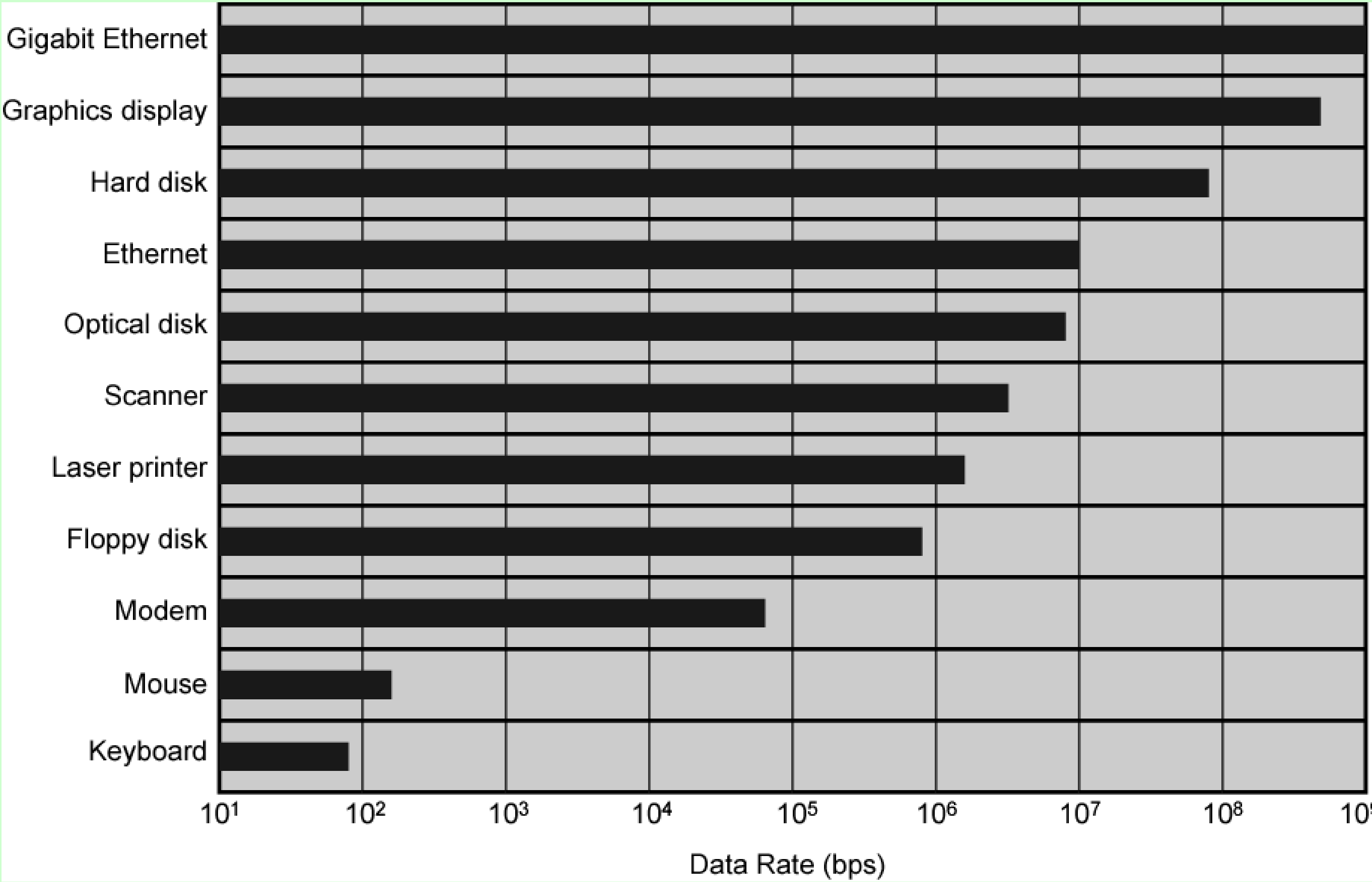
Solutions

- Increase number of bits retrieved at one time
  - Make DRAM “wider” rather than “deeper”
- Change DRAM interface
  - Cache
- Reduce frequency of memory access
  - More complex cache and cache on chip
- Increase interconnection bandwidth
  - High speed buses
  - Hierarchy of buses

I/O Devices

- Peripherals with intensive I/O demands
- Large data throughput demands
- Processors can handle this
- Problem moving data
- Solutions:
  - Caching
  - Buffering
  - Higher-speed interconnection buses
  - More elaborate bus structures
  - Multiple-processor configurations

Typical I/O Device Data Rates



Key is Balance

- Processor components
- Main memory
- I/O devices
- Interconnection structures

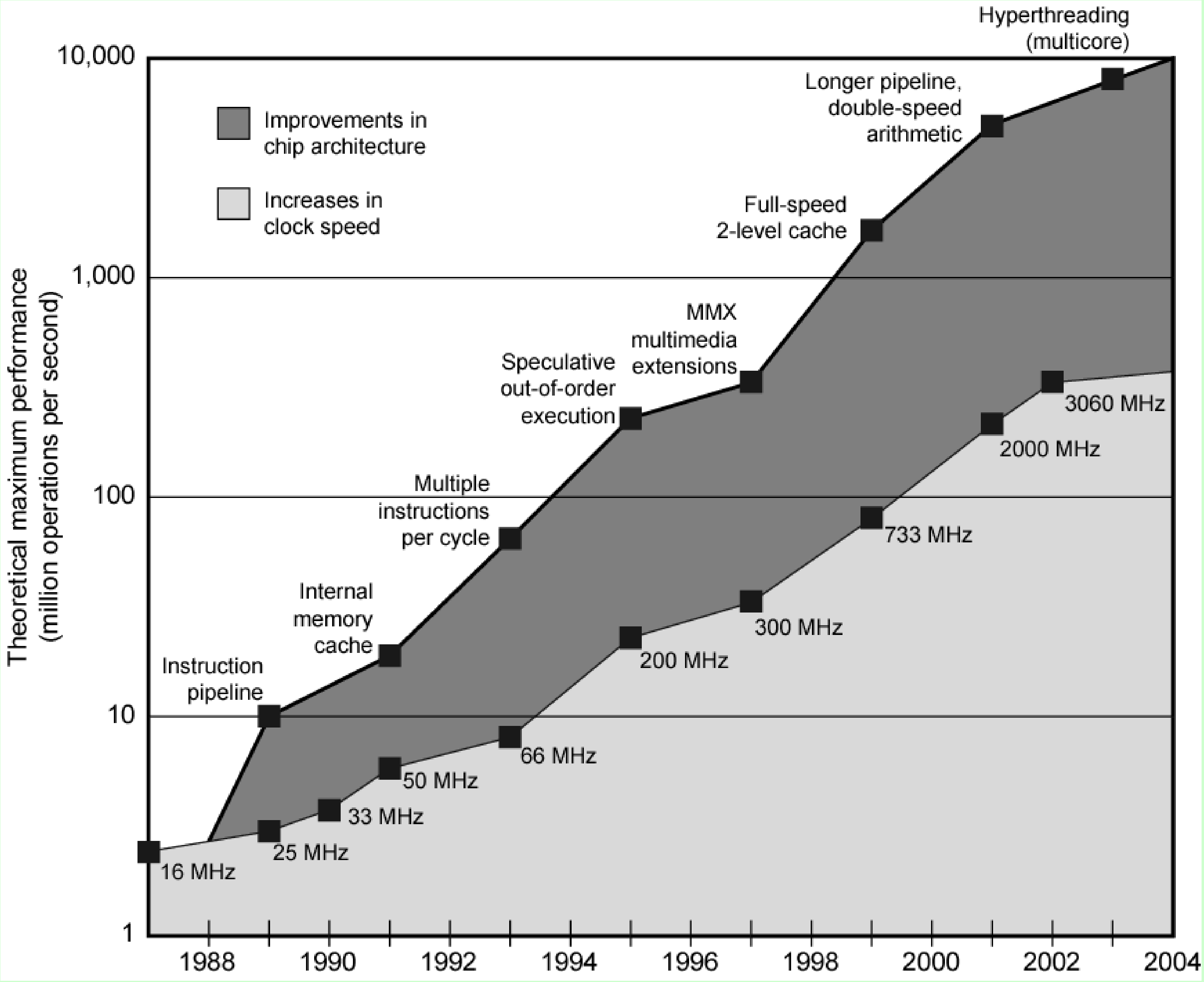
Improvements in Chip Organization and Architecture

- Increase hardware speed of processor
  - Fundamentally due to shrinking logic gate size
    - More gates, packed more tightly, increasing clock rate
    - Propagation time for signals reduced
- Increase size and speed of caches
  - Dedicating part of processor chip
    - Cache access times drop significantly
- Change processor organization and architecture
  - Increase effective speed of execution
  - Parallelism

Problems with Clock Speed and Login Density

- Power
  - Power density increases with density of logic and clock speed
  - Dissipating heat
- RC delay
  - Speed at which electrons flow limited by resistance and capacitance of metal wires connecting them
  - Delay increases as RC product increases
  - Wire interconnects thinner, increasing resistance
  - Wires closer together, increasing capacitance
- Memory latency
  - Memory speeds lag processor speeds
- Solution:
  - More emphasis on organizational and architectural approaches

Intel Microprocessor Performance



Increased Cache Capacity

- Typically two or three levels of cache between processor and main memory
- Chip density increased
  - More cache memory on chip
    - Faster cache access
- Pentium chip devoted about 10% of chip area to cache
- Pentium 4 devotes about 50%

More Complex Execution Logic

- Enable parallel execution of instructions
- Pipeline works like assembly line
  - Different stages of execution of different instructions at same time along pipeline
- Superscalar allows multiple pipelines within single processor
  - Instructions that do not depend on one another can be executed in parallel

Diminishing Returns

- Internal organization of processors complex
  - Can get a great deal of parallelism
  - Further significant increases likely to be relatively modest
- Benefits from cache are reaching limit
- Increasing clock rate runs into power dissipation problem
  - Some fundamental physical limits are being reached

New Approach – Multiple Cores

- Multiple processors on single chip
  - Large shared cache
- Within a processor, increase in performance proportional to square root of increase in complexity
- If software can use multiple processors, doubling number of processors almost doubles performance
- So, use two simpler processors on the chip rather than one more complex processor
- With two processors, larger caches are justified
  - Power consumption of memory logic less than processing logic

x86 Evolution (1)

- 8080
  - first general purpose microprocessor
  - 8 bit data path
  - Used in first personal computer – Altair
- 8086 – 5MHz – 29,000 transistors
  - much more powerful
  - 16 bit
  - instruction cache, prefetch few instructions
  - 8088 (8 bit external bus) used in first IBM PC
- 80286
  - 16 Mbyte memory addressable
  - up from 1Mb
- 80386
  - 32 bit
  - Support for multitasking
- 80486
  - sophisticated powerful cache and instruction pipelining
  - built in maths co-processor

x86 Evolution (2)

- Pentium
  - Superscalar
  - Multiple instructions executed in parallel
- Pentium Pro
  - Increased superscalar organization
  - Aggressive register renaming
  - branch prediction
  - data flow analysis
  - speculative execution
- Pentium II
  - MMX technology
  - graphics, video & audio processing
- Pentium III
  - Additional floating point instructions for 3D graphics

x86 Evolution (3)

- Pentium 4
  - Note Arabic rather than Roman numerals
  - Further floating point and multimedia enhancements
- Core
  - First x86 with dual core
- Core 2
  - 64 bit architecture
- Core 2 Quad – 3GHz – 820 million transistors
  - Four processors on chip

- x86 architecture dominant outside embedded systems
- Organization and technology changed dramatically
- Instruction set architecture evolved with backwards compatibility
- ~1 instruction per month added
- 500 instructions available
- See Intel web pages for detailed information on processors

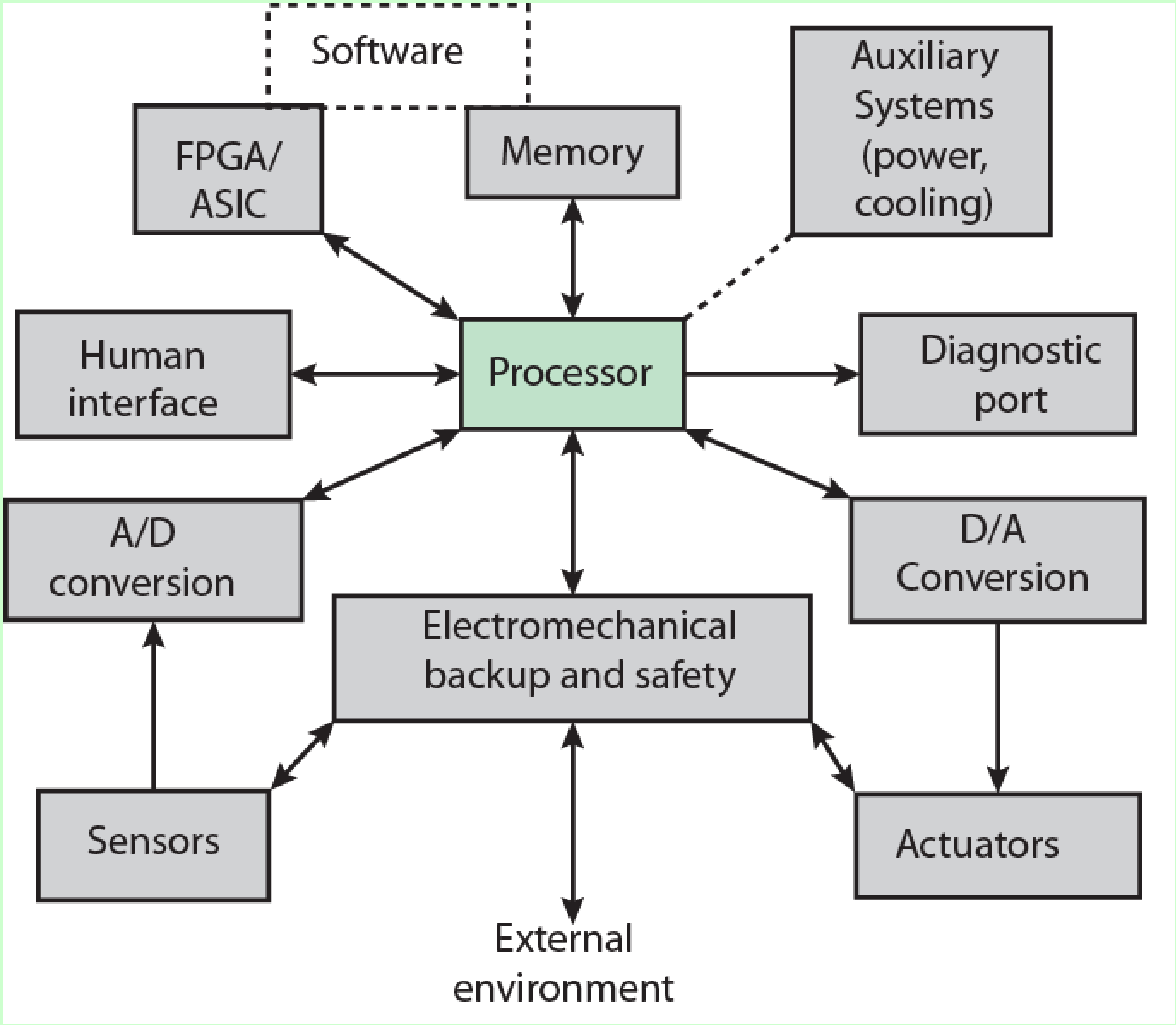
Embedded Systems
ARM

- ARM evolved from RISC design
- Used mainly in embedded systems
  - Used within product
  - Not general purpose computer
  - Dedicated function
  - E.g. Anti-lock brakes in car

Embedded Systems Requirements

- Different sizes
  - Different constraints, optimization, reuse
- Different requirements
  - Safety, reliability, real-time, flexibility, legislation
  - Lifespan
  - Environmental conditions
  - Static v dynamic loads
  - Slow to fast speeds
  - Computation v I/O intensive
  - Descrete event v continuous dynamics

Possible Organization of an Embedded System



ARM Evolution

- Designed by ARM Inc., Cambridge, England
- Licensed to manufacturers
- High speed, small die, low power consumption
- PDAs, hand held games, phones
  - E.g. iPod, iPhone
- Acorn produced ARM1 & ARM2 in 1985 and ARM3 in 1989
- Acorn, VLSI and Apple Computer founded ARM Ltd.

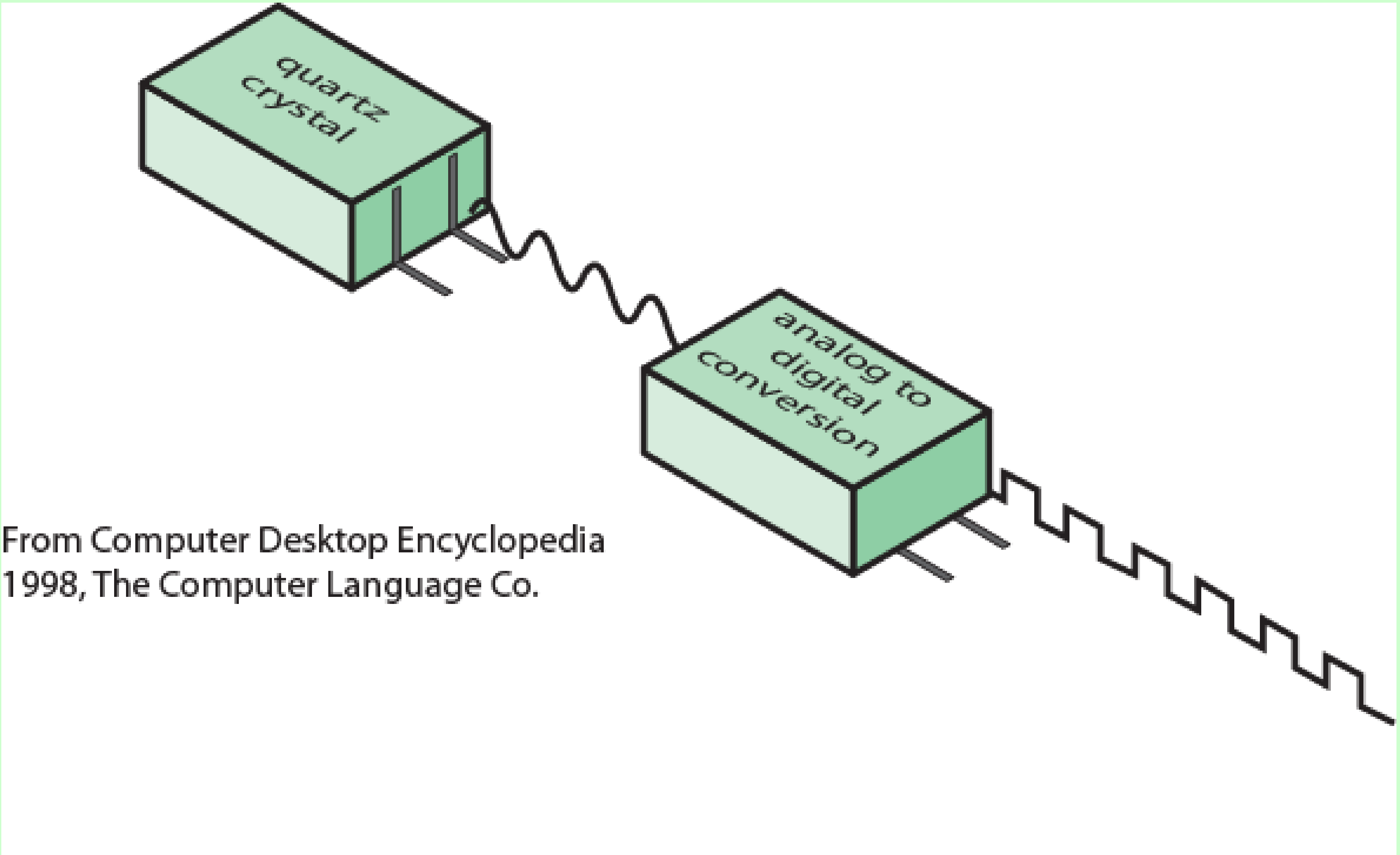
ARM Systems Categories

- Embedded real time
- Application platform
  - Linux, Palm OS, Symbian OS, Windows mobile
- Secure applications

Performance Assessment
Clock Speed

- Key parameters
  - Performance, cost, size, security, reliability, power consumption
- System clock speed
  - In Hz or multiples of
  - Clock rate, clock cycle, clock tick, cycle time
- Signals in CPU take time to settle down to 1 or 0
- Signals may change at different speeds
- Operations need to be synchronised
- Instruction execution in discrete steps
  - Fetch, decode, load and store, arithmetic or logical
  - Usually require multiple clock cycles per instruction
- Pipelining gives simultaneous execution of instructions
- So, clock speed is not the whole story

System Clock



From Computer Desktop Encyclopedia
1998, The Computer Language Co.

Instruction Execution Rate

- Millions of instructions per second (MIPS)
- Millions of floating point instructions per second (MFLOPS)
- Heavily dependent on instruction set, compiler design, processor implementation, cache & memory hierarchy

Benchmarks

- Programs designed to test performance
- Written in high level language
  - Portable
- Represents style of task
  - Systems, numerical, commercial
- Easily measured
- Widely distributed
- E.g. System Performance Evaluation Corporation (SPEC)
  - CPU2006 for computation bound
    - 17 floating point programs in C, C++, Fortran
    - 12 integer programs in C, C++
    - 3 million lines of code
  - Speed and rate metrics
    - Single task and throughput

SPEC Speed Metric

- Single task
- Base runtime defined for each benchmark using reference machine
- Results are reported as ratio of reference time to system run time
  - $Tref_i$ execution time for benchmark i on reference machine
  - $Tsut_i$ execution time of benchmark i on test system

$$r_i = \frac{Tref_i}{Tsut_i}$$

- Overall performance calculated by averaging ratios for all 12 integer benchmarks
  - Use geometric mean
    - Appropriate for normalized numbers such as ratios

$$r_G = \left(\prod_{i=1}^{n} r_i \right)^{1/n}$$

SPEC Rate Metric

- Measures throughput or rate of a machine carrying out a number of tasks
- Multiple copies of benchmarks run simultaneously
  - Typically, same as number of processors
- Ratio is calculated as follows:
  - $Tref_i$ reference execution time for benchmark i
  - N number of copies run simultaneously
  - Tsuti elapsed time from start of execution of program on all N processors until completion of all copies of program
  - Again, a geometric mean is calculated

$$r_i = \frac{N \times Tref_i}{Tsut_i}$$

Amdahl’s Law

- Gene Amdahl [AMDA67]
- Potential speed up of program using multiple processors
- Concluded that:
  - Code needs to be parallelizable
  - Speed up is bound, giving diminishing returns for more processors
- Task dependent
  - Servers gain by maintaining multiple connections on multiple processors
  - Databases can be split into parallel tasks

Amdahl’s Law Formula

- For program running on single processor
  - Fraction *f* of code infinitely parallelizable with no scheduling overhead
  - Fraction (1-*f*) of code inherently serial
  - T is total execution time for program on single processor
  - N is number of processors that fully exploit parralle portions of code

$$Speedup = \frac{\text{time to execute program on a single processor}}{\text{time to execute program on } N \text{ parallel processors}} = \frac{T(1-f)+Tf}{T(1-f)+\frac{Tf}{N}} = \frac{1}{(1-f)+\frac{f}{N}}$$

- Conclusions
  - *f* small, parallel processors has little effect
  - *N* ->∞, speedup bound by 1/(1 – *f*)
    - Diminishing returns for using more processors

Internet Resources

- http://www.intel.com/
  - Search for the Intel Museum
- http://www.ibm.com
- http://www.dec.com
- Charles Babbage Institute
- PowerPC
- Intel Developer Home

References

- AMDA67 Amdahl, G. “Validity of the Single-Processor Approach to Achieving Large-Scale Computing Capability”, *Proceedings of the AFIPS Conference, 1967.*