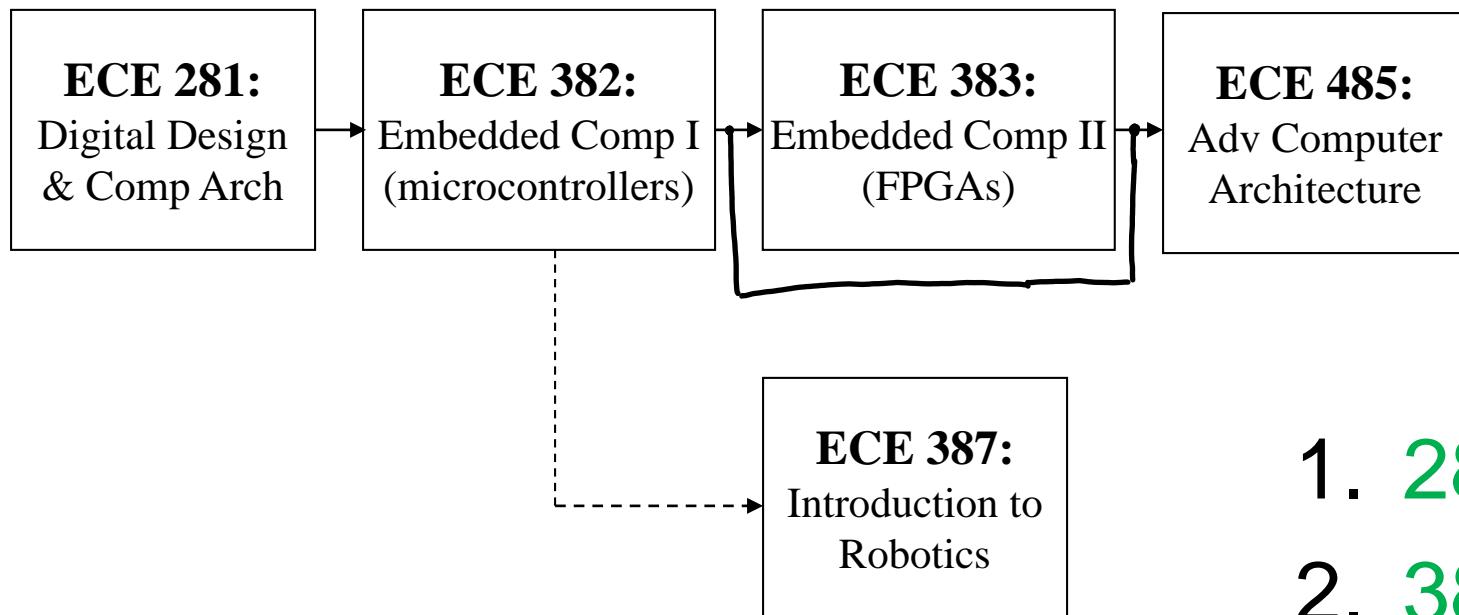

ECE485 Computer Architecture

Lesson 1

Computer Systems Courses



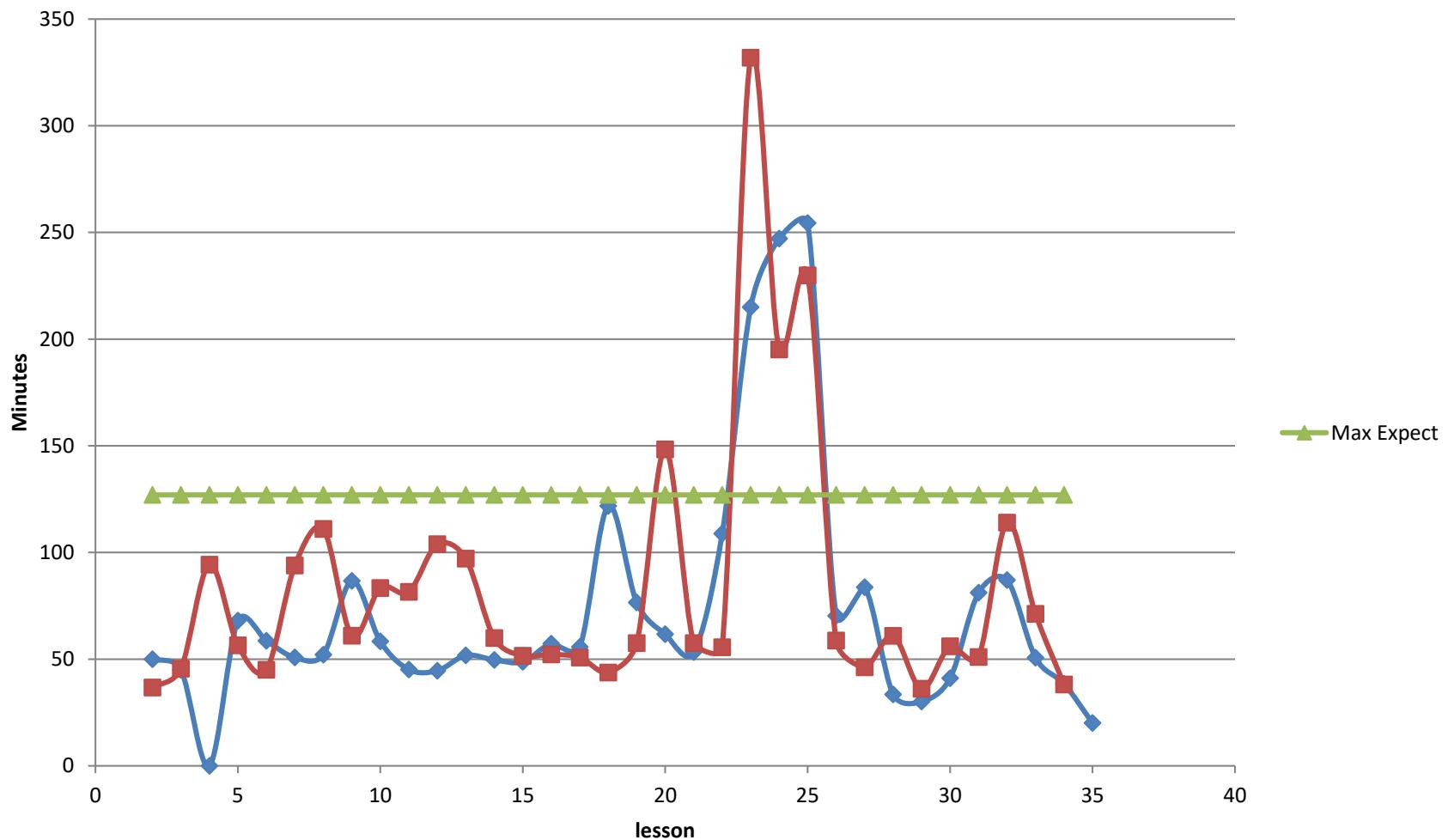
Which is the Best ECE CompE class?

1. 281
2. 382
3. 383
4. 387
5. 485

Course Overview

- Assess Architectures of Various Computers and their Subsystems
- Evaluate Architecture Performance Quantitatively
- Transition to Graduate Level Work
 - Resolve ill-Defined Problems
 - ~~Research paper~~
 - ~~Oral Presentation~~

Timelogs--ECE485

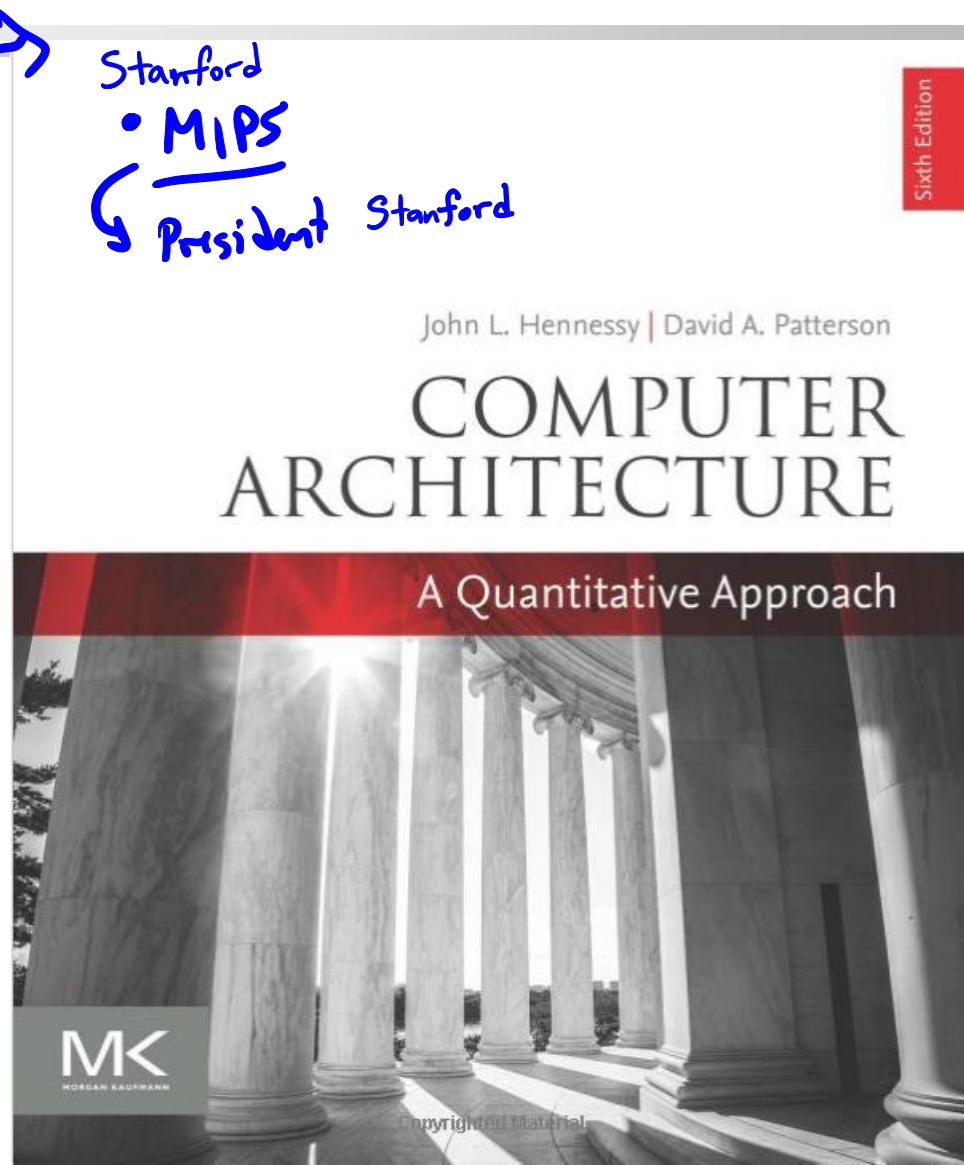


What is the textbook for this course?

1. *Computer Architecture and Organization*
2. *Computer Architecture: From Microprocessors to Supercomputers*
3. *Computer Architecture: A Quantitative Approach*

Course Overview

- Textbook
 - *Computer Architecture: A Quantitative Approach, Sixth Edition, 2019*
 - The **Definitive Text** on computer architecture
- Berkley
- SPARC → SUN
 - RAID



I have my textbook already?

1. yes
2. no
3. It is in the mail
4. I do not plan on getting the textbook

Course Website and Syllabus

- usafa-ece.github.io/ece485/intro.html
- <https://usafa.blackboard.com>

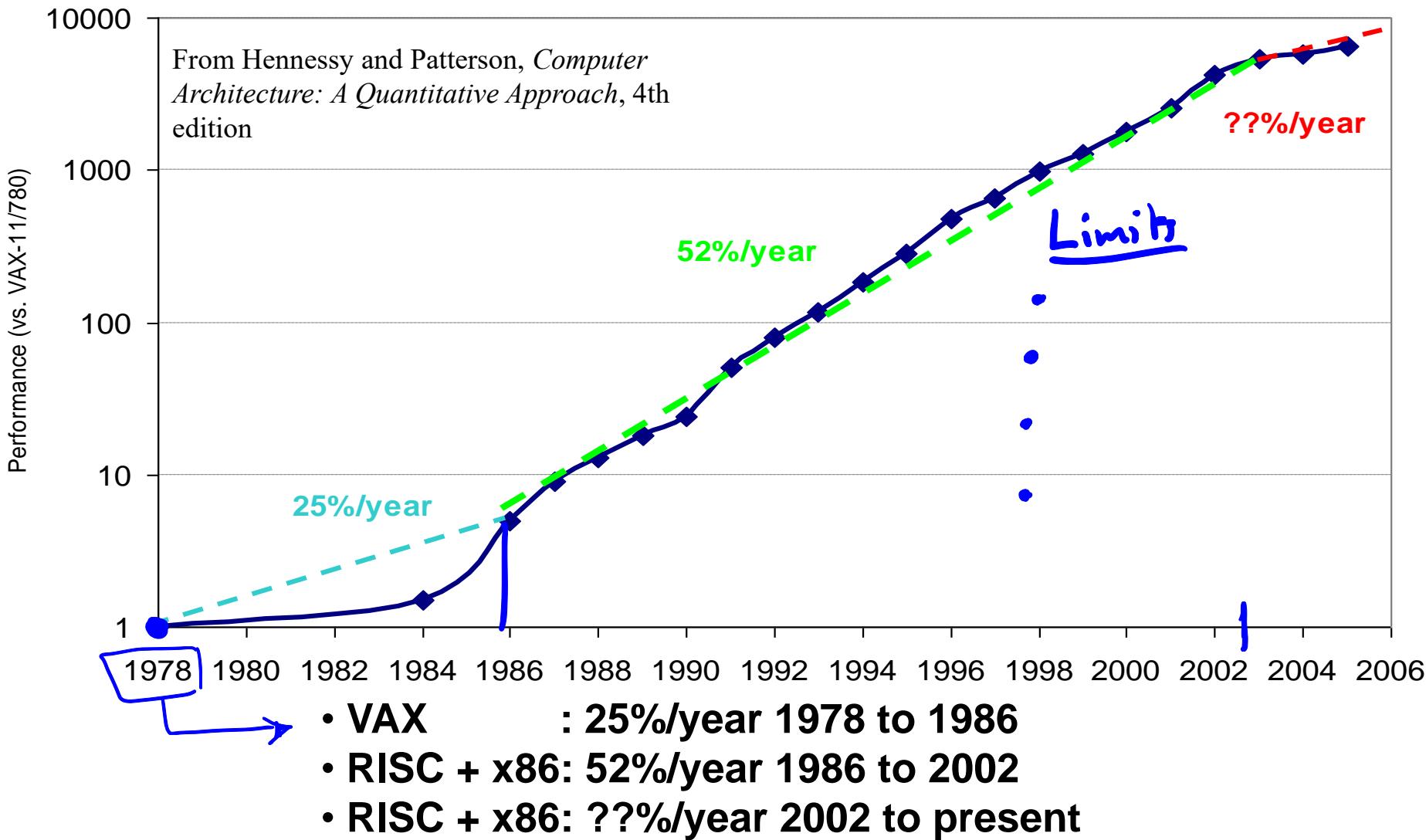
202630-G-DFEC-ECE485-M2A : ADVANCED COMPUTER ARCHITECTURE

- Skills Review (due BOC M4)
- CPH (CPH1 due BOC M2)
- No extensions (like for TDYs) for assignment deadlines
 - Vivado → not need until lesson 19
 - Teams
 - Gradescope

Computer Generations

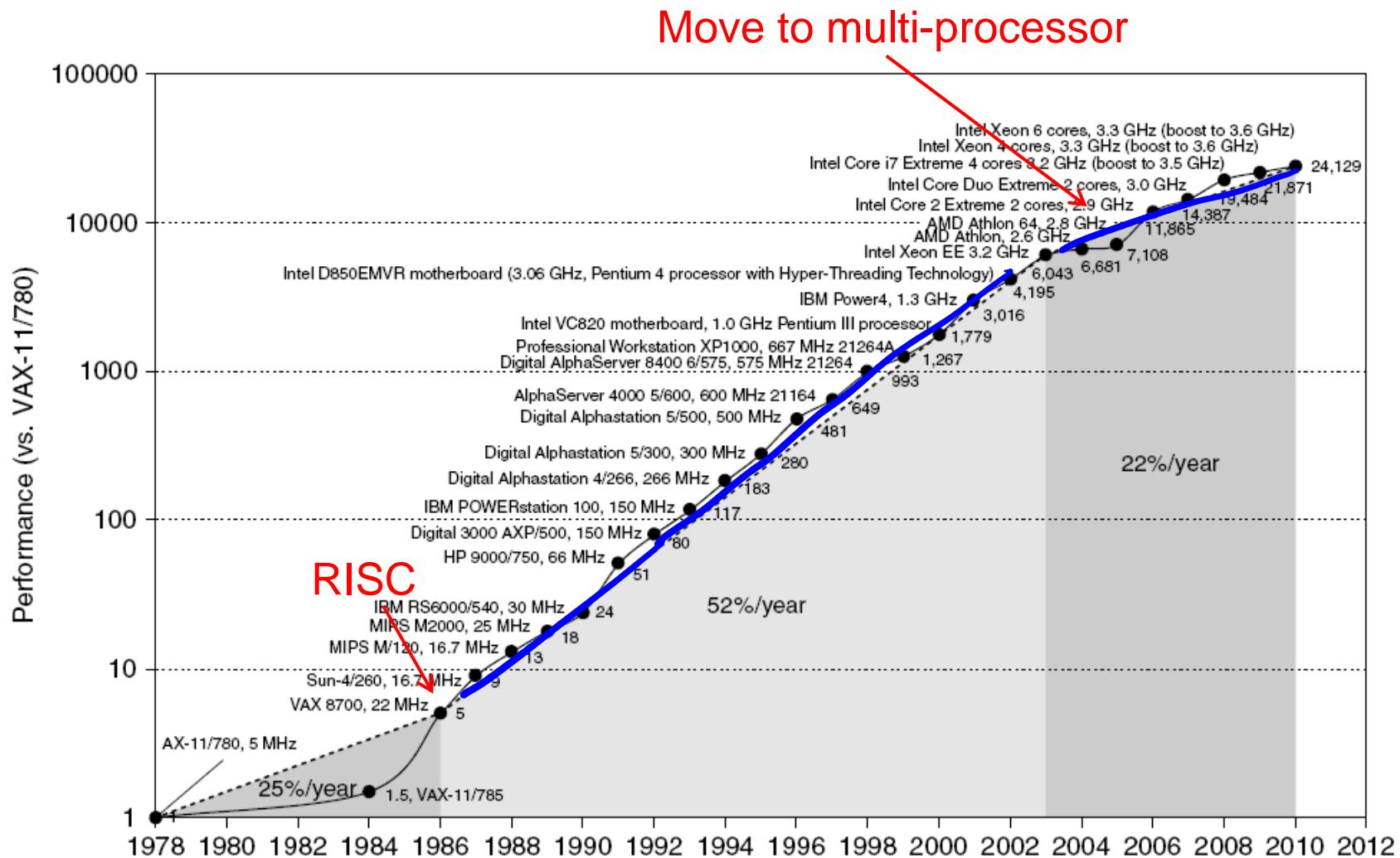
- 1st gen: vacuum tubes
- 2nd gen: transistors
- 3rd gen: MSI, LSI devices
SSI
- 4th gen: packing as many transistors onto one chip
- 5th gen: multiple cores
VLSI

Crossroads: Uniprocessor Performance (2006 textbook)



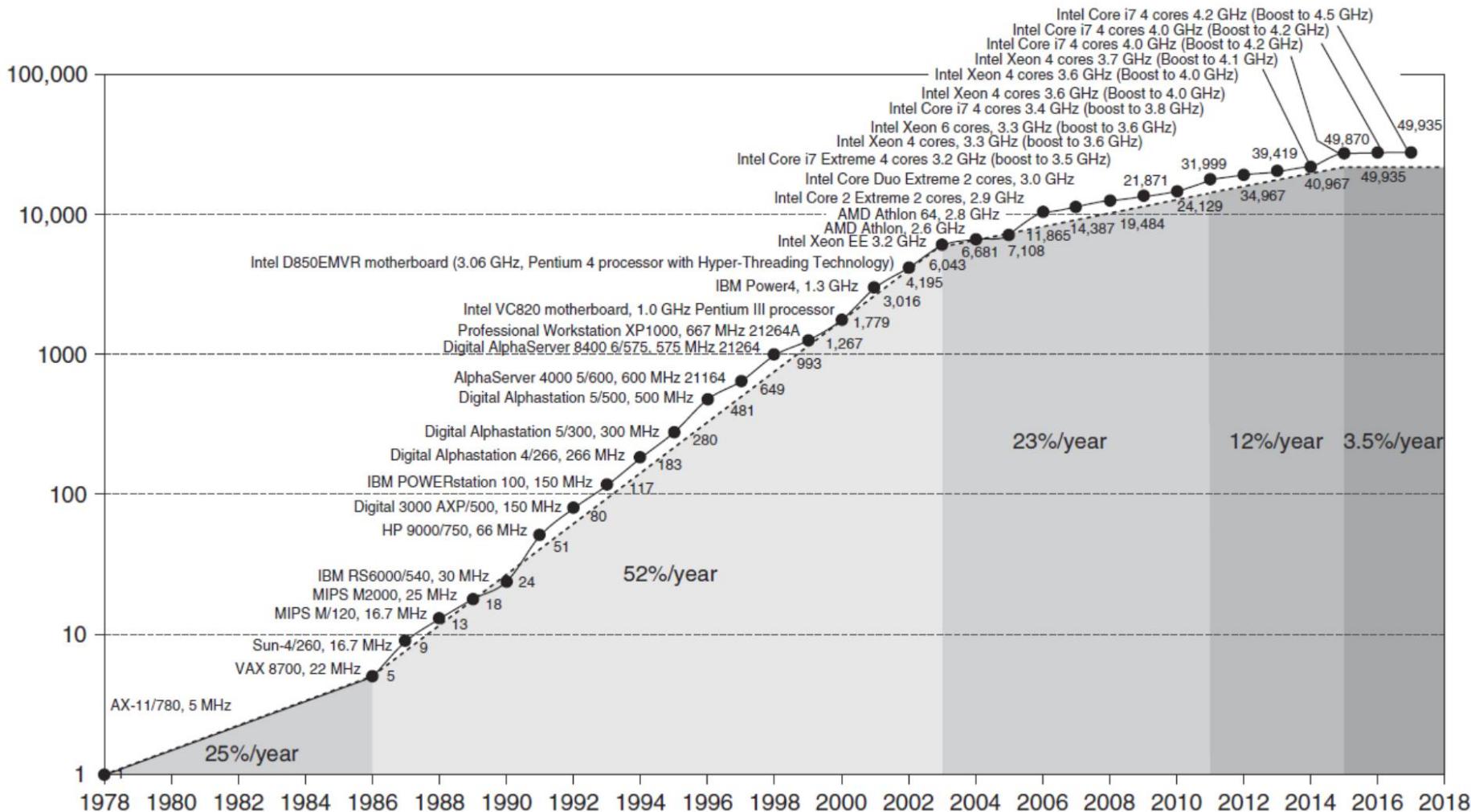
Single Processor Performance

2012 textbook



Single Processor Performance

2019 textbook



Bandwidth versus Latency?

1. Latency is the time it takes from the beginning to the end of an individual task
2. Bandwidth is the average throughput for all the tasks
3. If you increase the bandwidth, you also decrease the latency
4. 1 and 2 above
5. All the above

Trends in Hardware

Log-log plot of bandwidth and latency milestones

Which is easier to improve?

1. Bandwidth
2. Latency

