Computer Organization and Design: The Hardware/Software Interface (RISC-V Edition)

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First Edition

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CHAPTER 1

COMPUTER ABSTRACTION AND TECHNOLOGY

1 Introduction

1.1 Traditional Classes of Computing Applications and Their Characteristics

Personal computers (PCs) are possibly the best-known form of computing.

Servers are the modern form of what were once much larger computers, and are usually accessed only via a network.

Servers span the widest range in cost and capability. At the low end, a server may be little more than a desktop computer without a screen or keyboard and cost a thousand dollars. At the other extreme are **supercomputers**, which at the present consist of tens of thousands of processors and many **terabytes** of memory, and cost tens to hundreds of millions of dollars.

Definition 1.1: terabyte (TB)

To reduce confusion, we now use the term **tebibyte** (TiB) for 2^{40} bytes, defining terabyte (TB) to mean 10^{12} bytes.

Embedded computers are the largest class of computers and span the widest range of applications and performance.

Definition 1.2: Elaboration

Many embedded processors are designed using *processor cores*, a version of a processor written in a hardware description language.

Welcome to the Post-PC Era

Replacing the PC is the **personal mobile device** (PMD).

Taking over from the conventional server is **Cloud Computing**, which relies upon giant datacenters that are now known as *Warehouse Scale Computers* (WSCs). Indeed,

Software as a Service (SaaS) deployed via the Cloud is revolutionizing the software industry just as PMDs and WSCs are revolutionizing the hardware industry.

What You Can Learn in This Book