

CSE 112: Computer Organization (Section A)

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Lecture 3



INDRAPRASTHA INSTITUTE *of*
INFORMATION TECHNOLOGY
DELHI



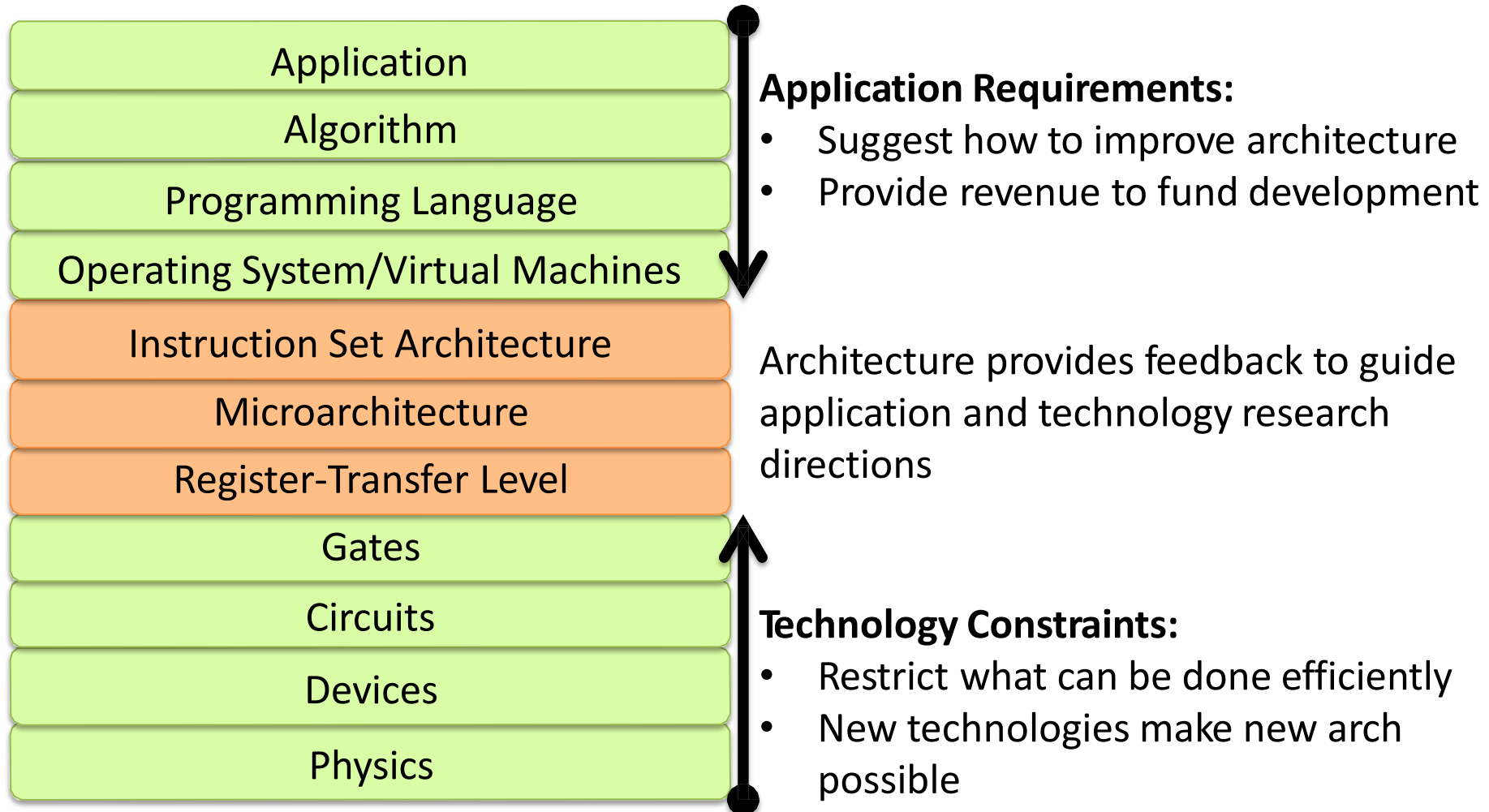
Agenda



- What is Computer Architecture?
- Evolution of Computing Devices
- Moore's Law
- Architecture vs Organization



Abstractions in Modern Computing Systems



Moore's Law



VISUALIZING PROGRESS

If transistors were people

If the transistors in a microprocessor were represented by people, the following timeline gives an idea of the pace of Moore's Law.



2,300

Average music hall capacity



134,000

Large stadium capacity



32 Million

Population of Tokyo



1.3 Billion

Population of China

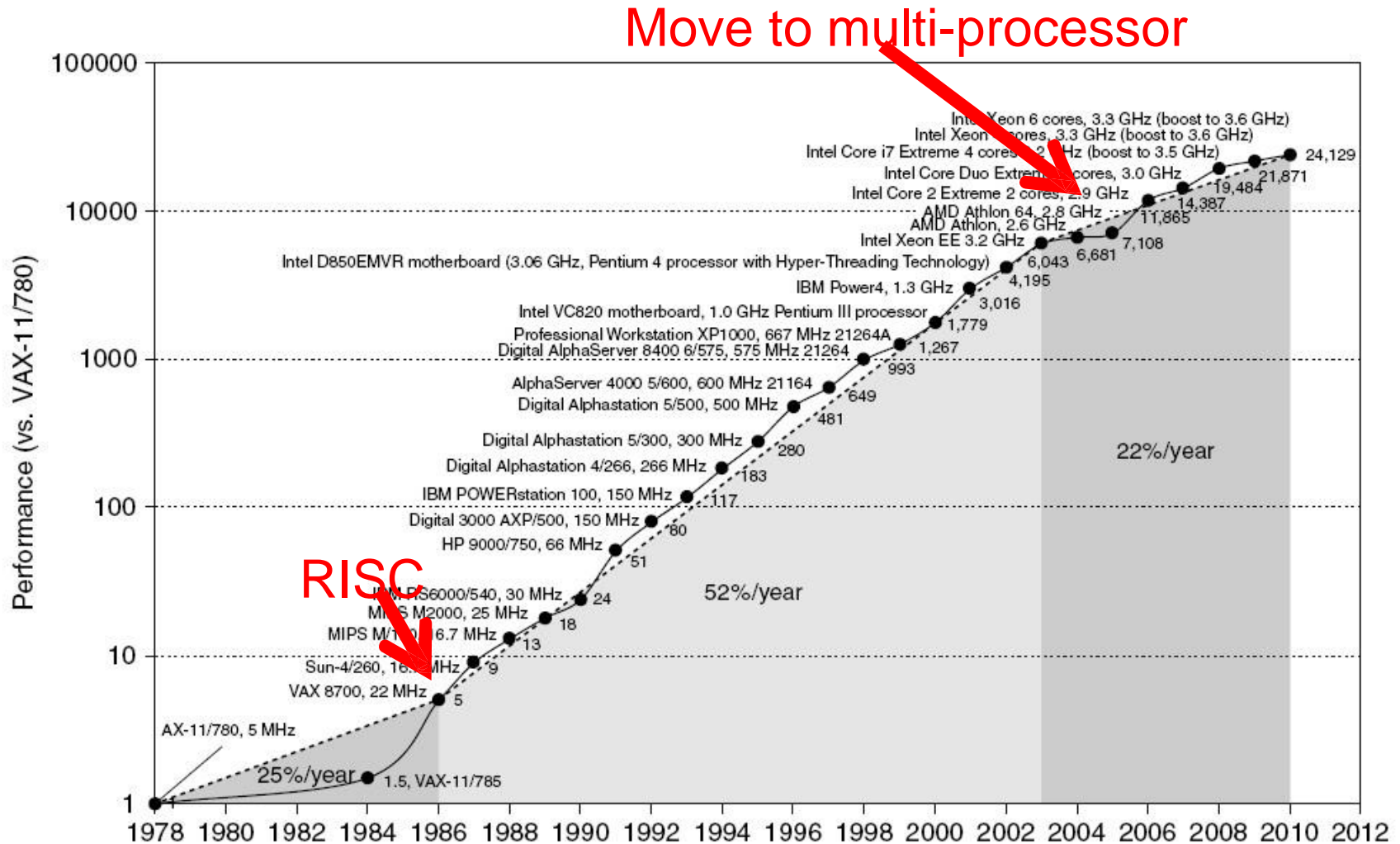


Now imagine that those 1.3 billion people could fit onstage in the original music hall. That's the scale of Moore's Law.

Courtesy:

<http://www.intel.com/content/www/us/en/silicon-innovations/moores-law-technology.html>

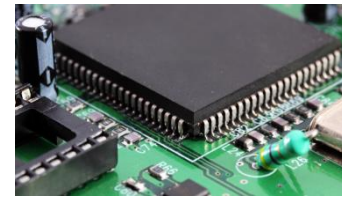
Sequential Processor Performance



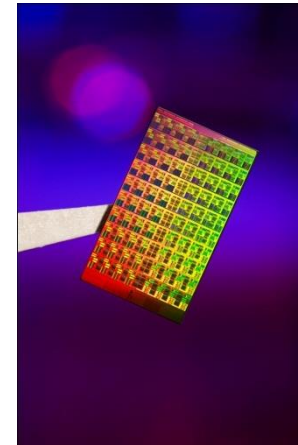
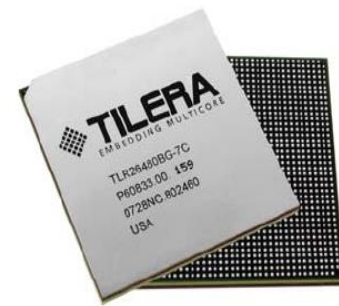
The era of Many-Core systems



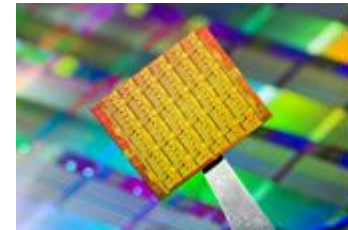
- How to keep up with demands on computational power?
 - Can not scale clock frequency
 - Solution: Increase number of cores - parallelism
 - Mass Market production of Intel, AMD dual-core and quad-core CPUs
 - Custom Systems-on-Chip (SoCs)
- Many Core chips from Tiler for networking, cloud computing and multimedia applications.



**Adapteva's
Epiphany**



**Intel 80 core
processor**



**Single-chip
Cloud
Computer**

'Number of cores will double every 18 months'

- Prof. A. Agarwal, MIT, founder of Tiler Corporation

The era of Many-Core systems



- We are at the early stage of Many-core Processor evolution
 - Many-core is going to be ubiquitous
- Immense possibilities:
 - Server-type performance on handheld devices



ASCI Red: 1TF

1997 First System 1 TF Sustained

9298 Pentium II Xeon

OS: Cougar

72 Cabinets



Knights Corner: 1TF

2011 First Chip 1 TF Sustained

1 22nm Chip

OS: Linux

1 PCI express slot

Architecture vs. Organization



“Architecture”/ Instruction Set Architecture:

- Programmer visible state (Memory & Register)
- Operations (Instructions and how they work)
- Execution Semantics (interrupts)
- Input/Output
- Data Types/Sizes

Microarchitecture/ Organization:

- Tradeoffs on how to implement ISA for some metric (Speed, Energy, Cost)
- Examples: Pipeline depth, number of pipelines, cache size, silicon area, peak power, execution ordering, bus widths, ALU widths

Same Architecture Different Microarchitecture



AMD Phenom X4

- X86 Instruction Set
- Quad Core
- 125W
- Decode 3 Instructions/Cycle/Core
- 64KB L1 I Cache, 64KB L1 D Cache
- 512KB L2 Cache
- Out-of-order
- 2.6GHz

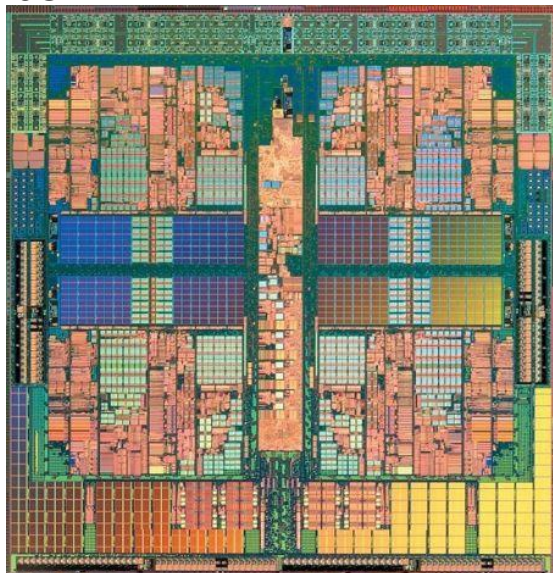


Image Credit: AMD

Intel Atom

- X86 Instruction Set
- Single Core
- 2W
- Decode 2 Instructions/Cycle/Core
- 32KB L1 I Cache, 24KB L1 D Cache
- 512KB L2 Cache
- In-order
- 1.6GHz

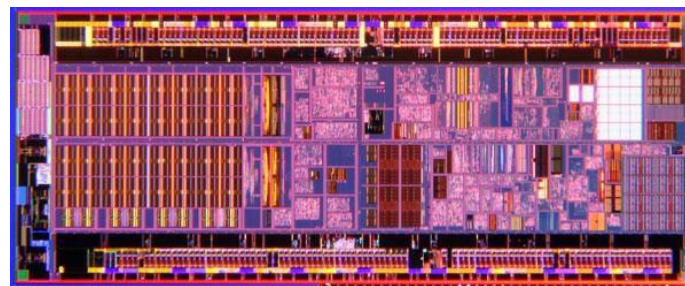


Image Credit: Intel

Different Architecture

Different Microarchitecture



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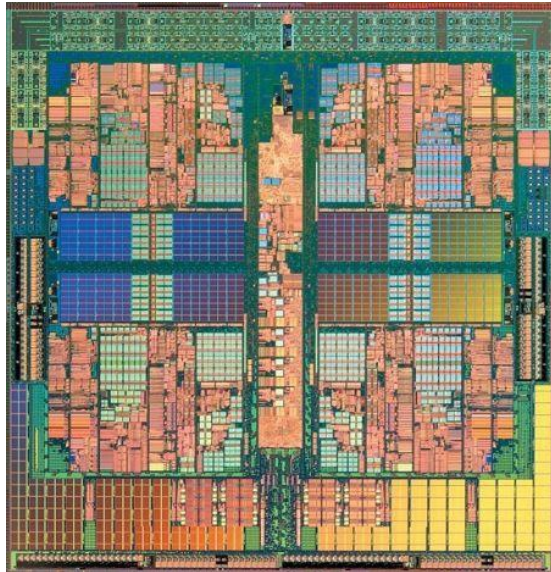


Image Credit: AMD

IBM POWER7

- Power Instruction Set
- Eight Core
- 200W
- Decode 6 Instructions/Cycle/Core
- 32KB L1 I Cache, 32KB L1 D Cache
- 256KB L2 Cache
- Out-of-order
- 4.25GHz

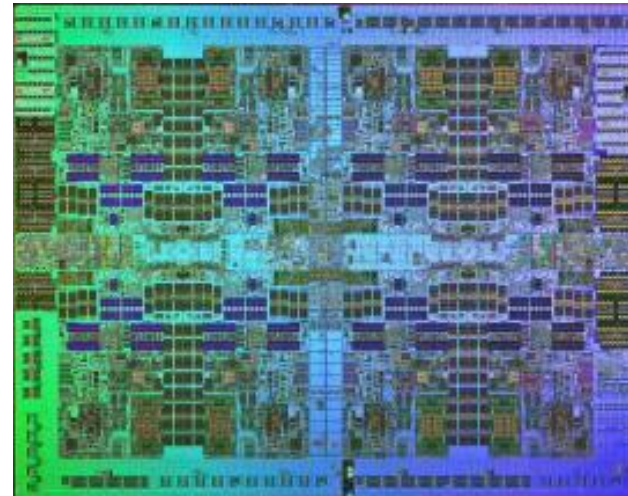


Image Credit: IBM

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Recap



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- Evolution of Computing Devices
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