

# CS60003: High Performance Computer Architecture

## Introduction and Current Trends in Computer Architecture



IIT KHARAGPUR

### Instructor:

Prof. Rajat Subhra Chakraborty

Professor

Dept. of Computer Science and Engineering

Indian Institute of Technology Kharagpur

Kharagpur, West Bengal, India 721302

E-mail: [rschakraborty@cse.iitkgp.ac.in](mailto:rschakraborty@cse.iitkgp.ac.in)

# What is a Digital Computer?

- **(Modern) Definition:** a programmable electronic device capable of storing and processing (digitized) information



However, computers were not always “programmable”, nor “electronic”, nor “digital”!

<https://unsplash.com/s/photos/desktop-computer>

# Computers Since Ancient Age

- **Abacus (China, ~3000 BC), still in use**
- **Pascaline (France, 1642), still usable**

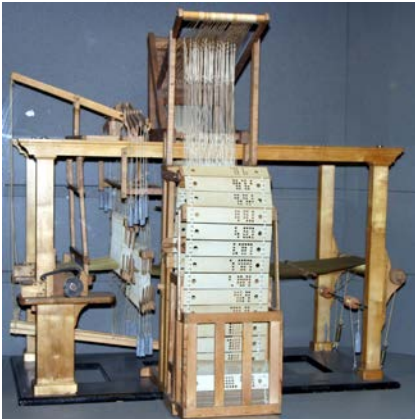


<https://supermaths.co.uk/abacus-tool/>

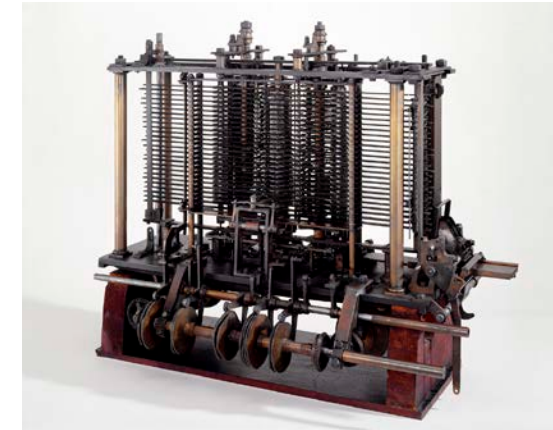


[https://commons.wikimedia.org/wiki/File:Pascaline-CnAM\\_823-1-IMG\\_1506-black.jpg](https://commons.wikimedia.org/wiki/File:Pascaline-CnAM_823-1-IMG_1506-black.jpg)

- **Jacquard's Loom (Jacquard, France, 1801)**
- **Analytical Engine (Babbage, Britain, 1837)**



<https://addiator.blogspot.com/2011/10/jacquards-loom-and-stored-programme.html>



[https://commons.wikimedia.org/wiki/File:Babbages\\_Analytical\\_Engine,\\_1834-1871.\\_\(9660574685\).jpg](https://commons.wikimedia.org/wiki/File:Babbages_Analytical_Engine,_1834-1871._(9660574685).jpg)

# Computing in the 21<sup>st</sup> Century

- **Computers come in a bewildering variety....**



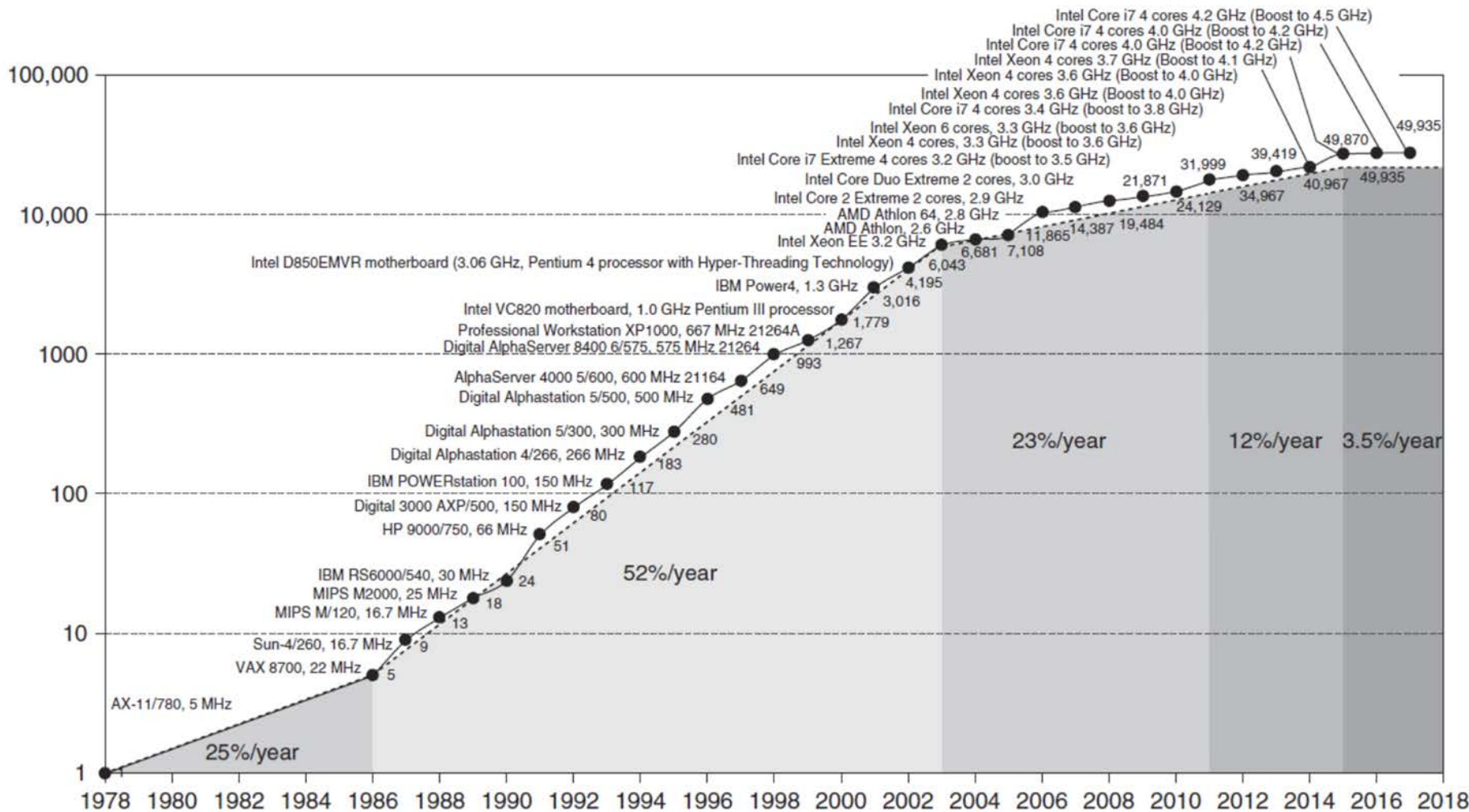
- **The traditional role of a computer as an accelerator for “mathematical computations” is limited nowadays**
- **A vast majority of computers are used nowadays to access information on the information, multimedia and entertainment**
- **The exponential growth on the Internet and fast pace of VLSI development has helped**

# Computer Technology

- **Performance improvements caused by:**
  - Improvements in semiconductor technology
    - Transistor size decrease, clock speed increase, .....
- **Improvements in Computer Architecture**
  - Enabled by platform-independent OSes (e.g. UNIX, Linux, ....)
  - Adoption of RISC architectures (explicit/implicit, e.g. x86)
- **Together have enabled:**
  - Lightweight computers
  - Productivity-based managed/interpreted programming languages



# Improvement to Single Processor Performance



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# Parallelism

- **Parallelism in Computer Architecture**
  - **Instruction-Level Parallelism (ILP)**
    - exploited by almost all modern processors
  - **Thread-Level Parallelism**
    - exploited by multi-core processors
  - **Data-level Parallelism**
    - exploited by Vector architectures, Graphic Processor Units (GPUs), multimedia extensions of instruction sets
  - **Request-Level Parallelism**
    - exploited by clusters and warehouse-scale computers
- We will cover the first two types of parallelism in class
- For **data-level parallelism**: CS60104 (High Perf. Para. Prog.)

# Flynn's Taxonomy (1966)

- **Single instruction stream, single data stream (SISD)**
  - Basic approach till ~2004
  - Exploited by almost all modern processors
  - Uses ILP techniques for high performance
- **Single instruction stream, multiple data streams (SIMD)**
  - Vector architectures
  - Multimedia extensions
  - Graphics processor units
- **Multiple instruction streams, single data stream (MISD)**
  - No commercial implementation
- **Multiple instruction streams, multiple data streams (MIMD)**
  - Tightly-coupled MIMD (e.g. multi-core processors)
  - Loosely-coupled MIMD



# RISC-V Instruction Set Architecture (ISA)

- RISC-V introduced at UC Berkeley (Prof. Patterson and his team)
  - Classic RISC design
  - Load-Store design
  - Plenty of general-purpose registers
  - Novelty: extensible for advanced features
- RISC-V Registers (32 g.p., 32 f.p.)

Register	Name	Use	Saver
x0	zero	constant 0	n/a
x1	ra	return addr	caller
x2	sp	stack ptr	callee
x3	gp	gbl ptr	
x4	tp	thread ptr	
x5-x7	t0-t2	temporaries	caller
x8	s0/fp	saved/ frame ptr	callee

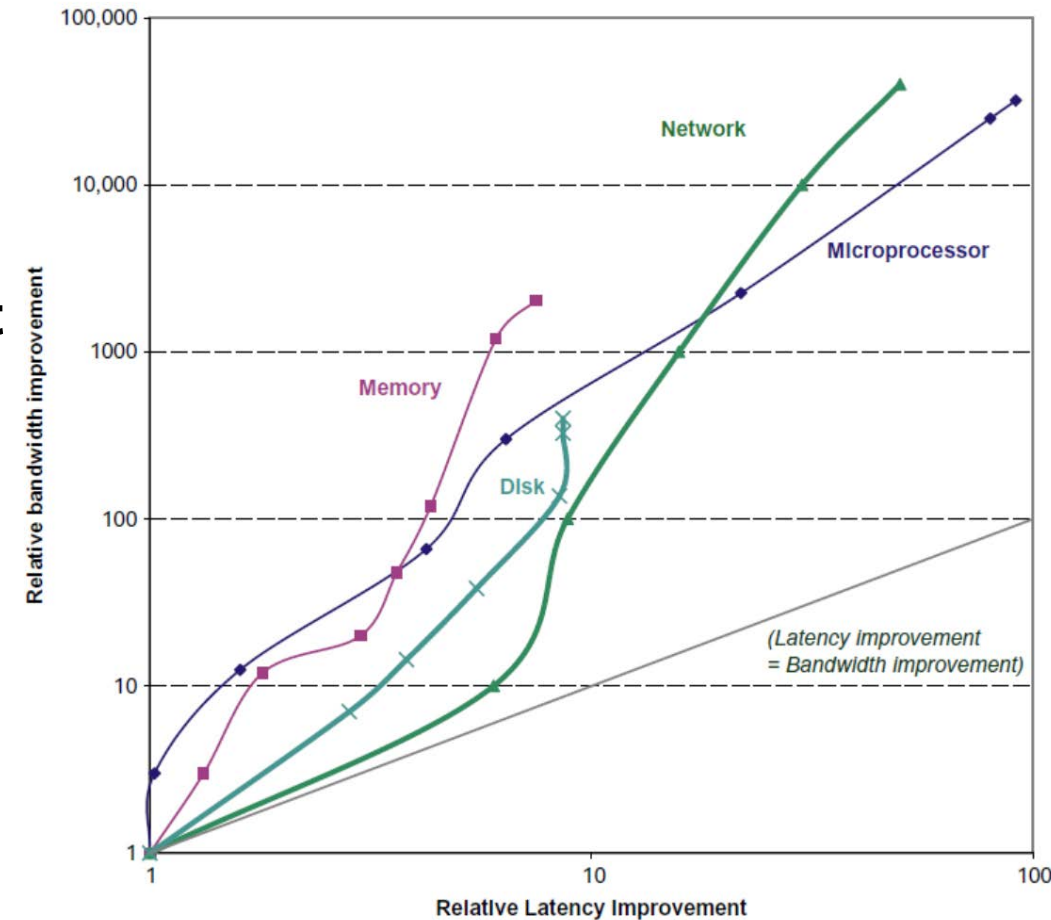
Register	Name	Use	Saver
x9	s1	saved	callee
x10-x17	a0-a7	arguments	caller
x18-x27	s2-s11	saved	callee
x28-x31	t3-t6	temporaries	caller
f0-f7	ft0-ft7	FP temps	caller
f8-f9	fs0-fs1	FP saved	callee
f10-f17	fa0-fa7	FP arguments	callee
f18-f27	fs2-fs21	FP saved	callee
f28-f31	ft8-ft11	FP temps	caller

# Trends in Technology

- **Integrated circuit technology (Moore's Law)**
  - Transistor density: 35%/year
  - Die size: 10-20%/year
  - Integration overall: 40-55%/year
- **DRAM capacity: 25-40%/year (slowing)**
  - 8 Gb (2014), 16 Gb (2019), possibly no 32 Gb
- **Flash capacity: 50-60%/year (most promising!)**
  - 8-10X cheaper/bit than DRAM
- **Magnetic disk capacity: recently slowed to less than 5%/year**
  - 8-10X cheaper/bit than Flash
  - 200-300X cheaper/bit than DRAM

# Bandwidth and Latency

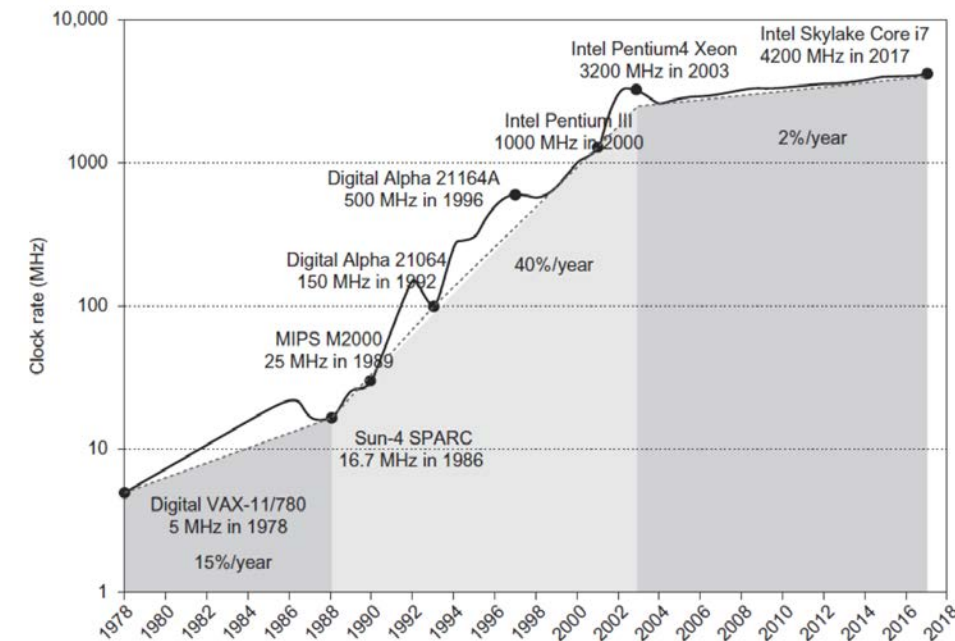
- **“Bandwidth”/“Throughput”**
  - Total work done in a given time
  - 32,000-40,000X improvement for processors
  - 300-1200X improvement for memory and disks
- **“Latency”/“Response Time”**
  - Time between start and completion of an event
  - 50-90X improvement for processors
  - 6-8X improvement for memory and disks



# Dynamic Energy and Power

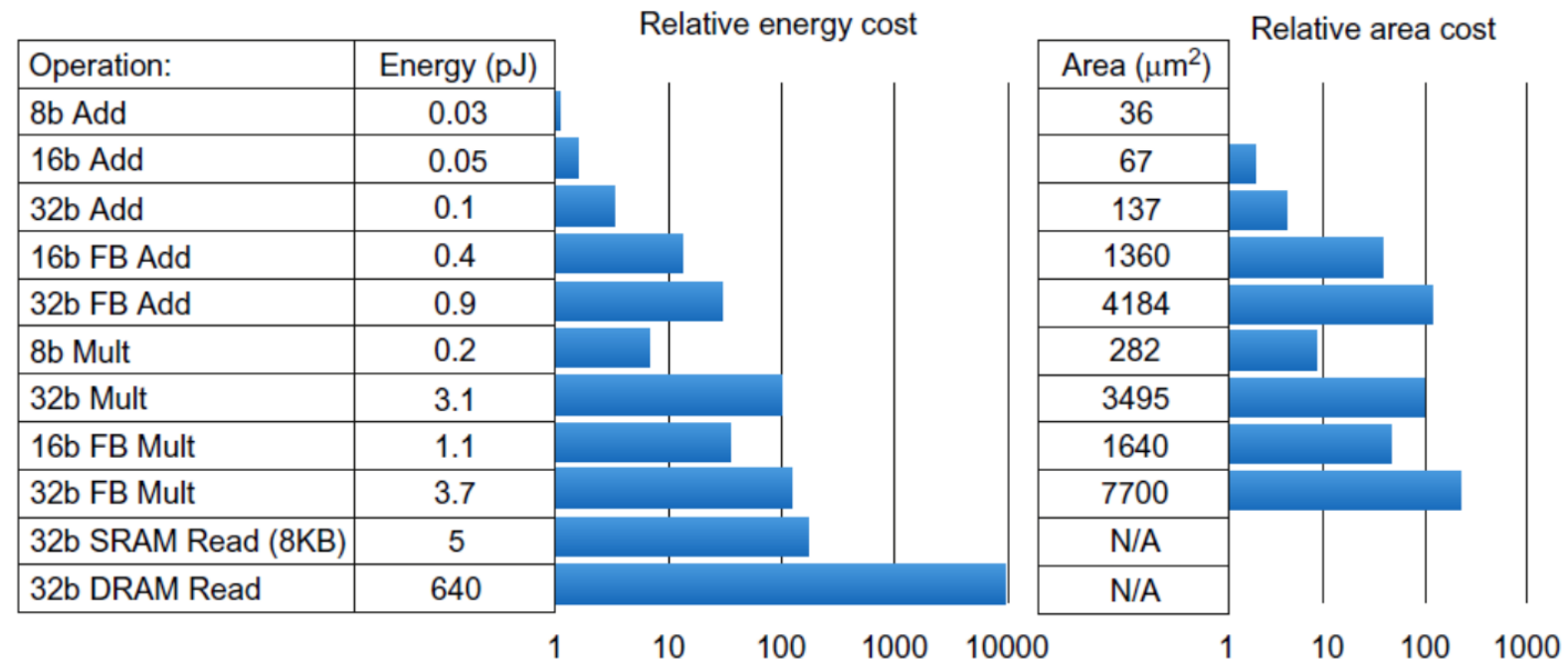
- **Dynamic energy**
  - Transistor switch from  $0 \rightarrow 1$  or  $1 \rightarrow 0$
  - $\frac{1}{2} \times \text{Capacitive load} \times \text{Voltage}^2$
- **Dynamic power**
  - $\frac{1}{2} \times \text{Capacitive load} \times \text{Voltage}^2 \times \text{Frequency switched}$
- **Reducing clock rate reduces power, not energy**

- **Intel 80386 consumed ~2 W**
- **3.3 GHz Intel Core i7 consumes 130 W**
- **Heat must be dissipated from 1.5 x 1.5 cm chip**
- **This is the limit of what can be cooled by air**



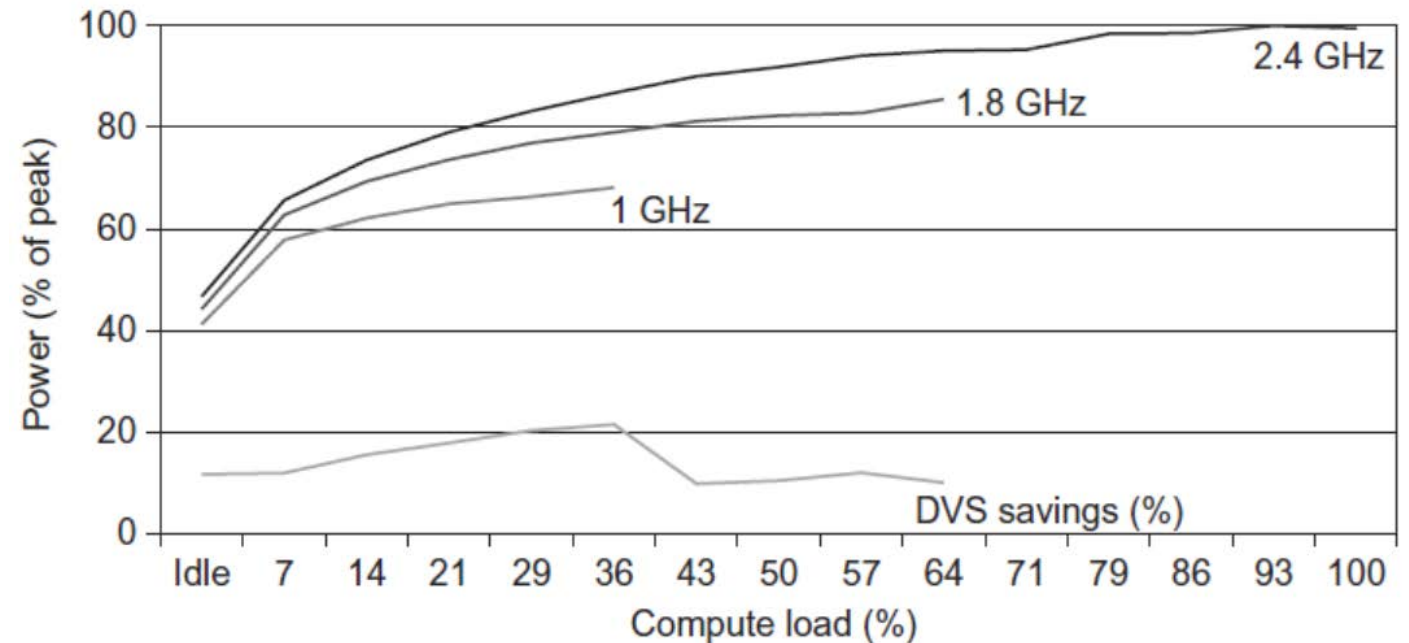
# Static Power

- Static power consumption
  - 25-50% of total power
  - $\text{Current}_{\text{static}} \times \text{Voltage}$
  - Scales with number of transistors
  - To reduce: power gating



# Reducing Power

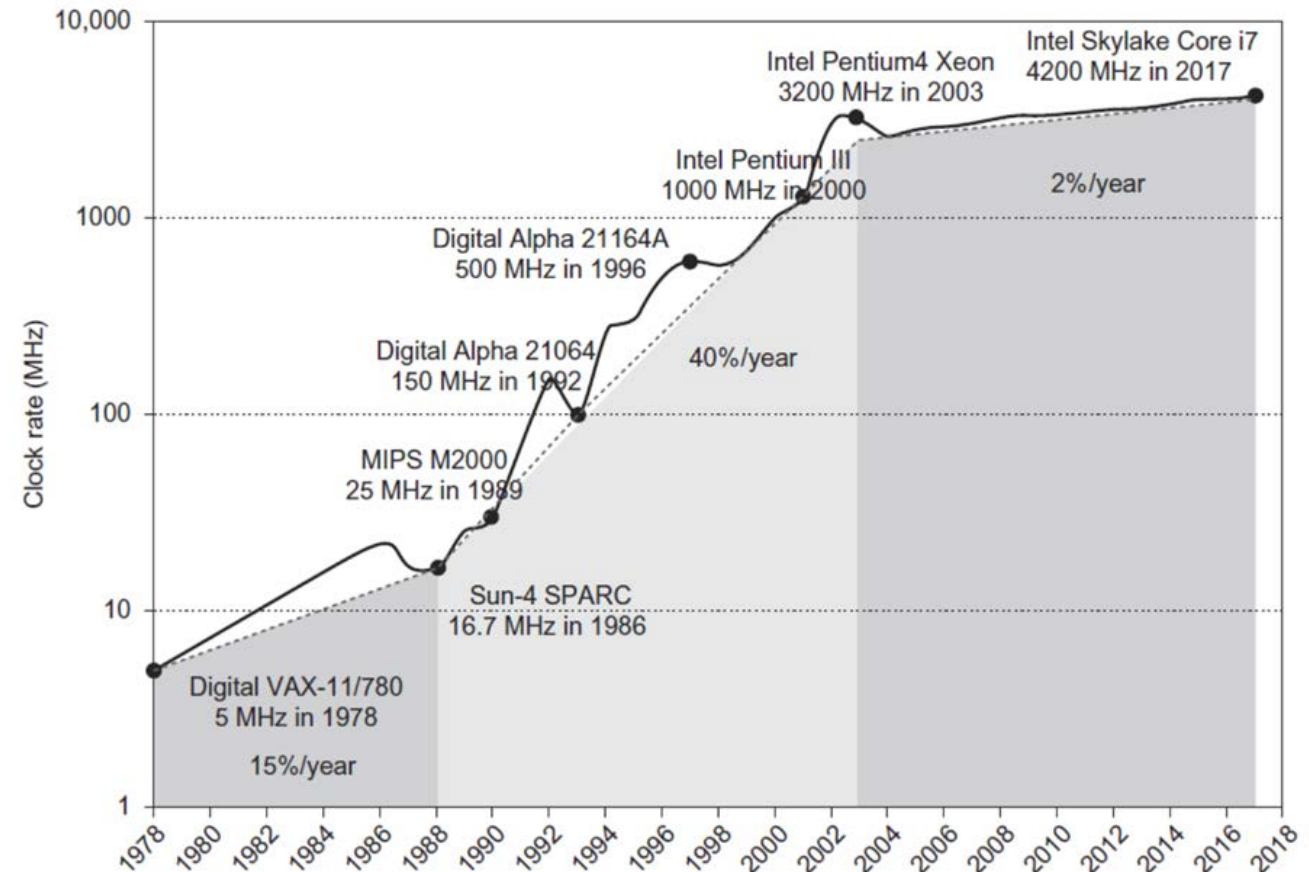
- **Techniques for reducing power:**
  - Do nothing well
  - **Dynamic Voltage-Frequency Scaling**
  - Low power state for DRAM, disks
  - Overclocking, turning off cores





# CPU Clock Frequency Trends (dictated by Power)

- Intel 80386 consumed ~2 W
- 3.3 GHz Intel Core i7 consumes ~130 W
- Heat must be dissipated from 1.5 x 1.5 cm chip
- This is the limit of what can be cooled by air



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# What will We Learn in This Course?

- Principles and techniques of high-level design (“architecture”) and some low-level hardware details (“microarchitecture”) of modern CPUs
- This is PG level course that assumes you have already been exposed to basics of digital logic, computer organization, Instruction Set, etc.
  - e.g. you understand what is a register, an ALU, assembly language programs, etc.
- Quantitative analysis would be emphasized throughout the course
  - Always keep a calculator handy 😊
- Analysis would be primarily based on experimental/simulation data
- Focus on understanding how processor design has evolved to improve performance

# Course Logistics

- 4 hours of lecture every week
- Each major topic will be followed by a class-test during regular class hour
  - Class-test would be announced 7-10 days in advance
- Programming assignments: 1-2 weeks deadline
  - **gem5** simulator (possibly)
- Teacher's assessment: 30 marks
  - Class-tests, programming assignments, class participation, etc.
- Mid-semester Exam: 30 marks (after scaling down)
- End-semester Exam: 40 marks (after scaling down)
  - End-semester exam will cover entire syllabus

# Textbook and Pre-requisite

- **Required Textbook:**  
*Computer Architecture: A Quantitative Approach* (6<sup>th</sup> ed.) [Indian edition]  
by John L. Hennessy and David A. Patterson  
Publisher: Morgan Kaufman
- **Example Architecture:** RISC-V
- **Other study materials:**
  - Class notes
  - Handouts
  - Online resources for simulators, etc.
- **Pre-requisite:** Appendix-A to Appendix-C of the textbook
- **Don't worry if you do not have all the pre-requisite knowledge, we will cover the background as needed!**

Thank  
you

