

Chapter 1

Computer Abstractions and Technology (Part 1)

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Computer Organization and Architecture, Fall 2010

Outline

- ⊕ **Introduction**
- ⊕ Computer Software & Hardware
- ⊕ Processor Trends
- ⊕ IC Design and Manufacture

What is a computer?

⊕ Components:

- Input (mouse, keyboard)
- Output (display, printer)
- Memory (disk drives, DRAM, SRAM, CD)
- Network



⊕ Our primary focus : the processor (datapath and control)

- Learn instruction set design for RISC processor
- Learn the basic hardware that can implement these instructions
- Learn the different ways that control the processor
- Learn the performance enhancing techniques
- Learn the system concept you need in an SoC system

Computer markets

⊕ Desktop computers

- Cost/performance tradeoff



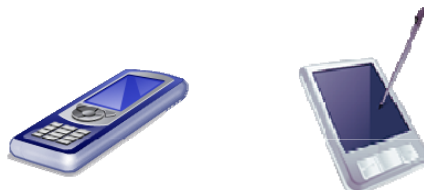
⊕ Servers

- Availability
- Scalability
- Efficient throughput

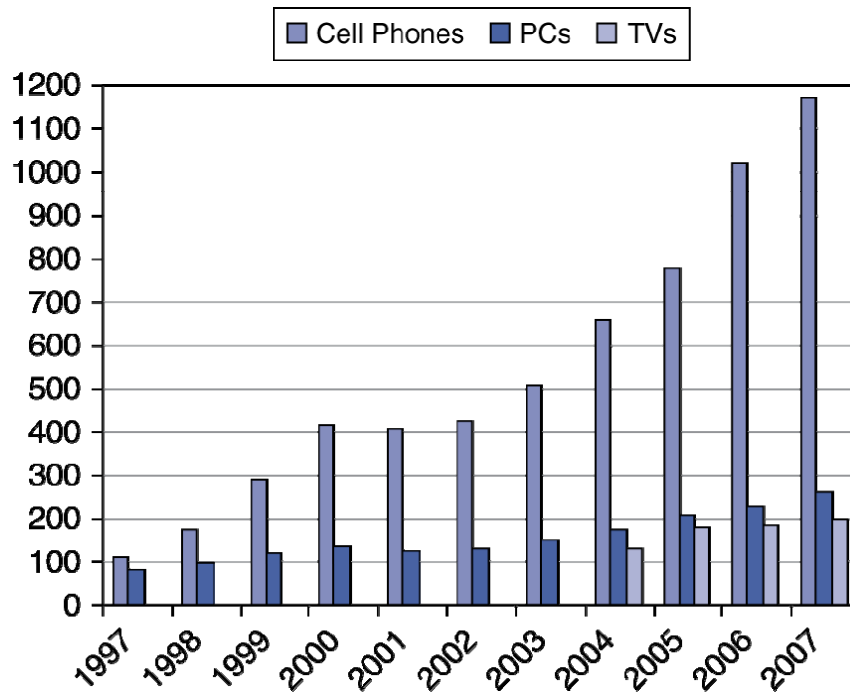


⊕ Embedded computers

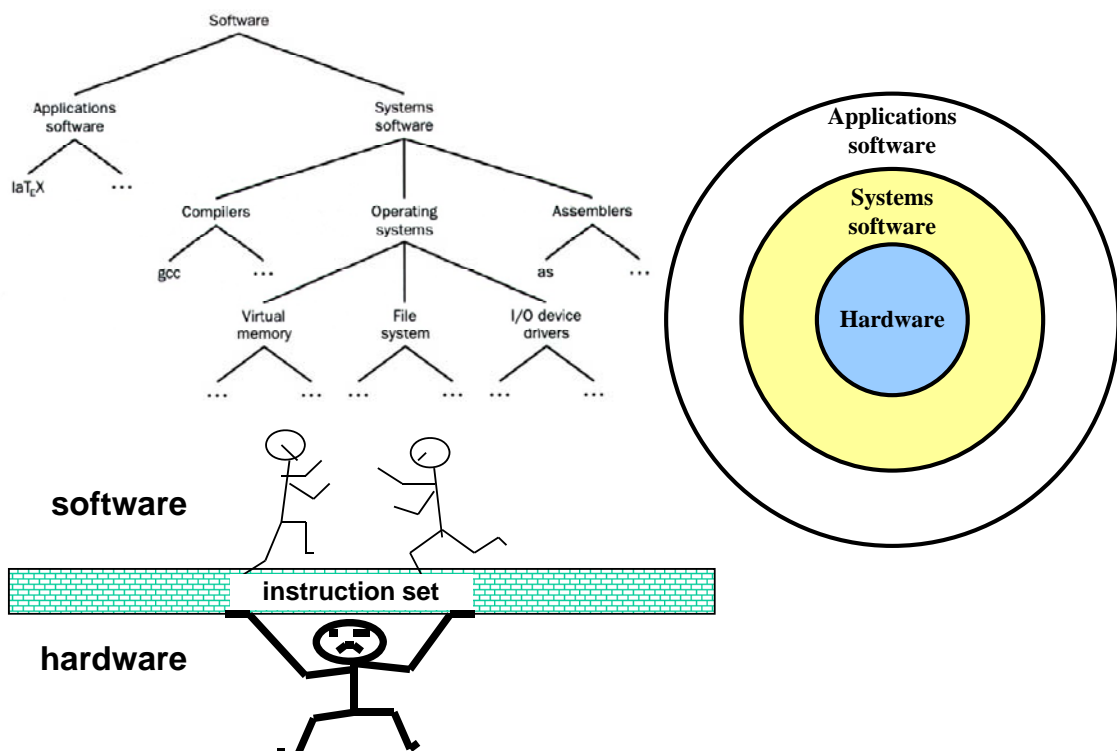
- Real time performance (soft deadline and hard deadline)
- Minimize power and minimize memory size



The Processor Market



Abstraction of layers

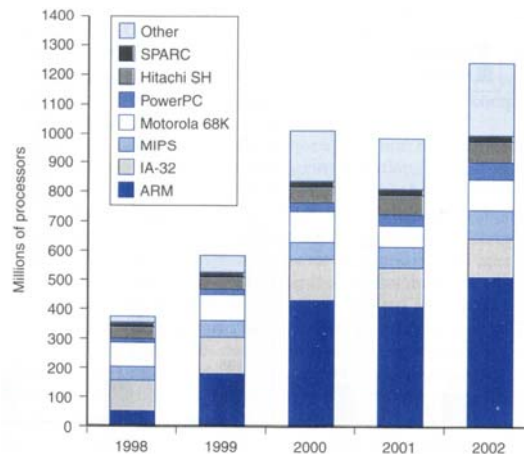


Instruction Set Architecture (ISA)

- ✦ A very important abstraction
 - Interface between hardware and low-level software
 - Standardizes instructions, machine language bit patterns, etc.
 - Advantage: *different implementations of the same architecture*
 - Disadvantage: *sometimes prevents using new innovations*

- ✦ Modern instruction set architectures:

- ARM
- IA-32 (x86)
- MIPS
- PowerPC
- SPARC
- Others



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Architecture vs. Organization

- ✦ Computer Architecture

- Instruction set architecture
 - Programmer-visible instruction set
- Organization
- Hardware
 - VLSI circuit, Packaging, Power etc.



- ✦ Computer Organization

- Operational units and their interconnections
 - Memory system, bus, ALU, pipeline...
- Same instruction but different organization



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High-level language program (in C)

```

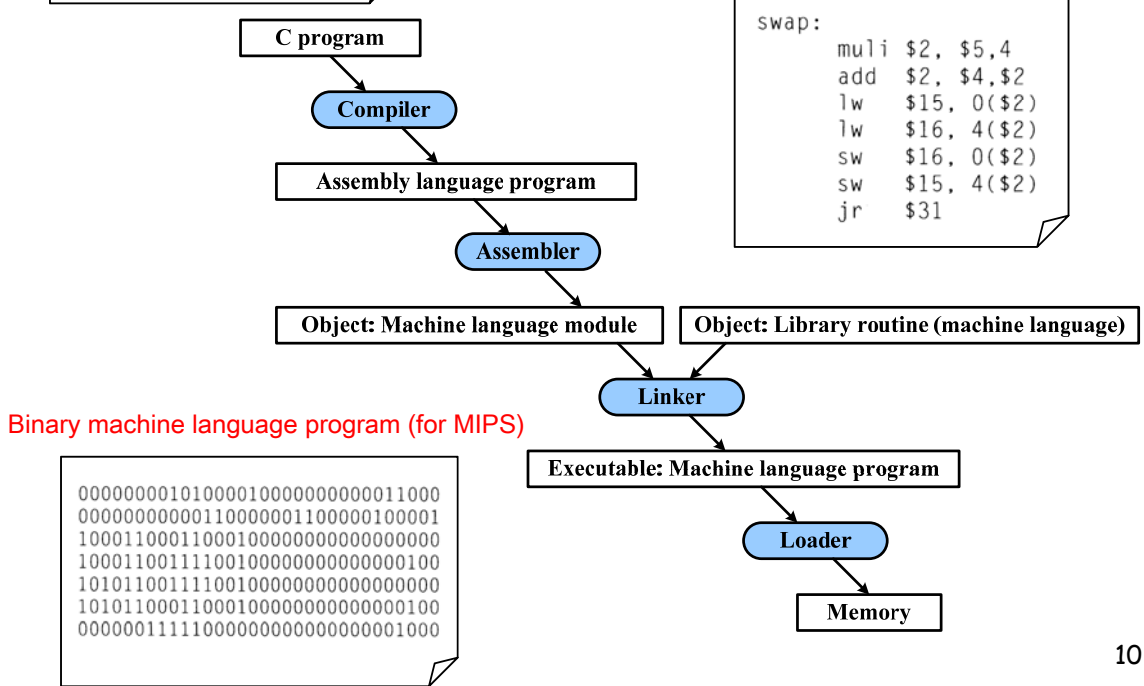
swap(int v[], int k)
{int temp;
  temp = v[k];
  v[k] = v[k+1];
  v[k+1] = temp;
}
    
```

An abstraction omits unneeded detail, helps us cope with complexity

Assembly language program (for MIPS)

```

swap:
  muli $2, $5,4
  add  $2, $4,$2
  lw   $15, 0($2)
  lw   $16, 4($2)
  sw   $16, 0($2)
  sw   $15, 4($2)
  jr   $31
    
```

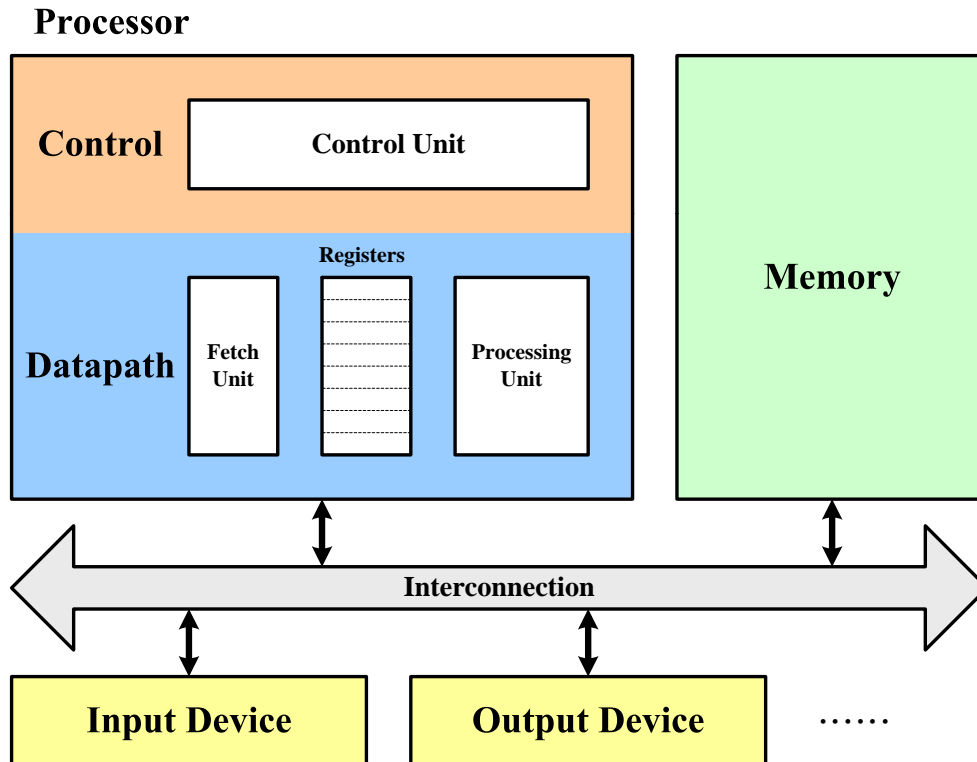


Binary machine language program (for MIPS)

```

000000001010000100000000000011000
000000000000110000001100000100001
10001100011000100000000000000000
10001100111100100000000000000100
10101100111100100000000000000000
10101100011000100000000000000100
0000001111100000000000000001000
    
```

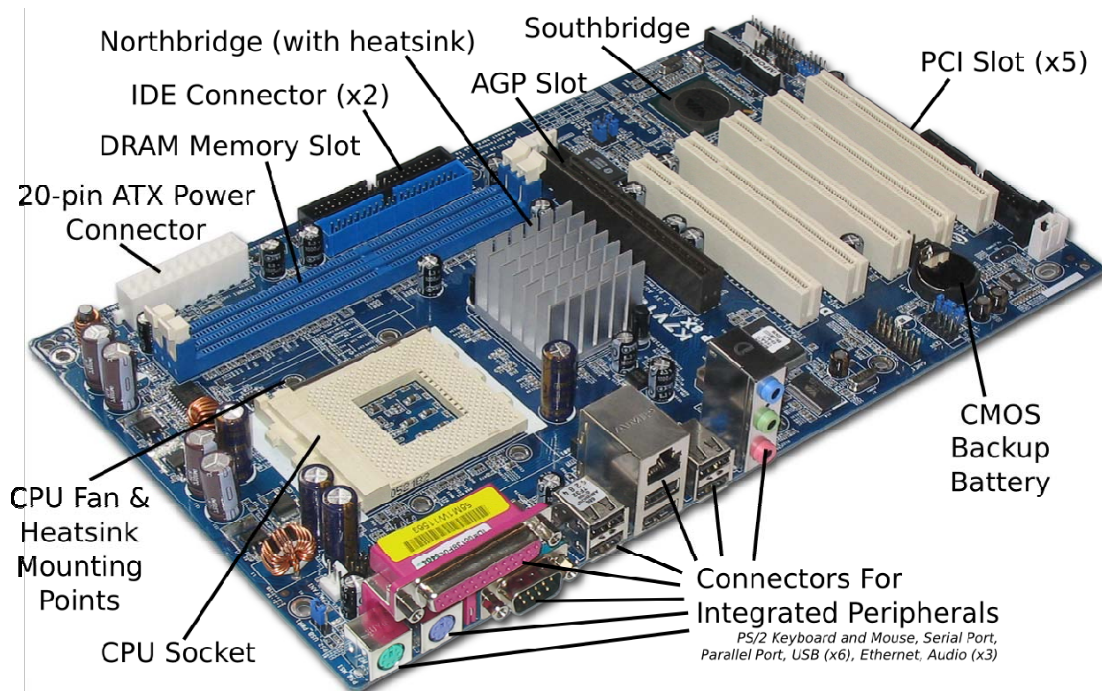
The 5 classic components of a computer



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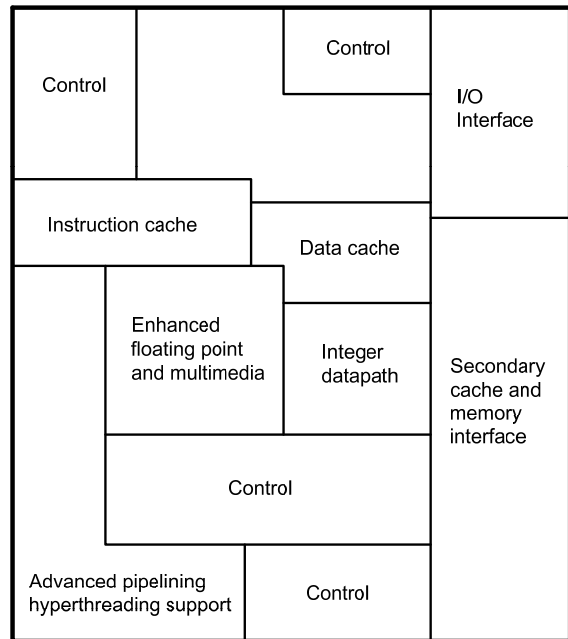
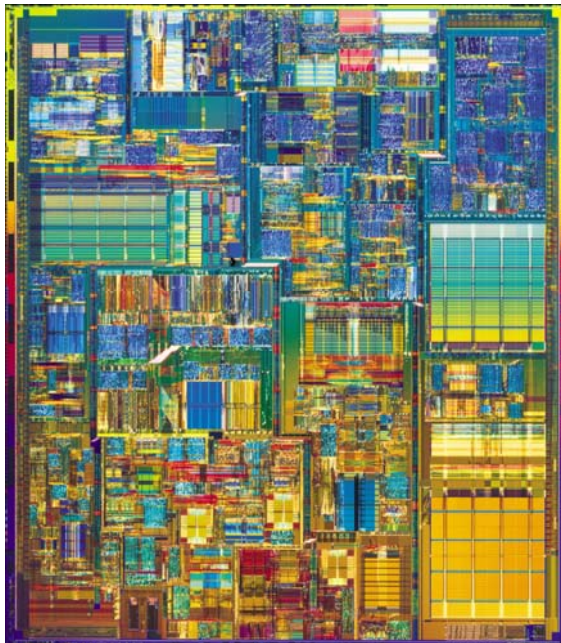
Motherboard

Source : <http://en.wikipedia.org/wiki/Motherboard>

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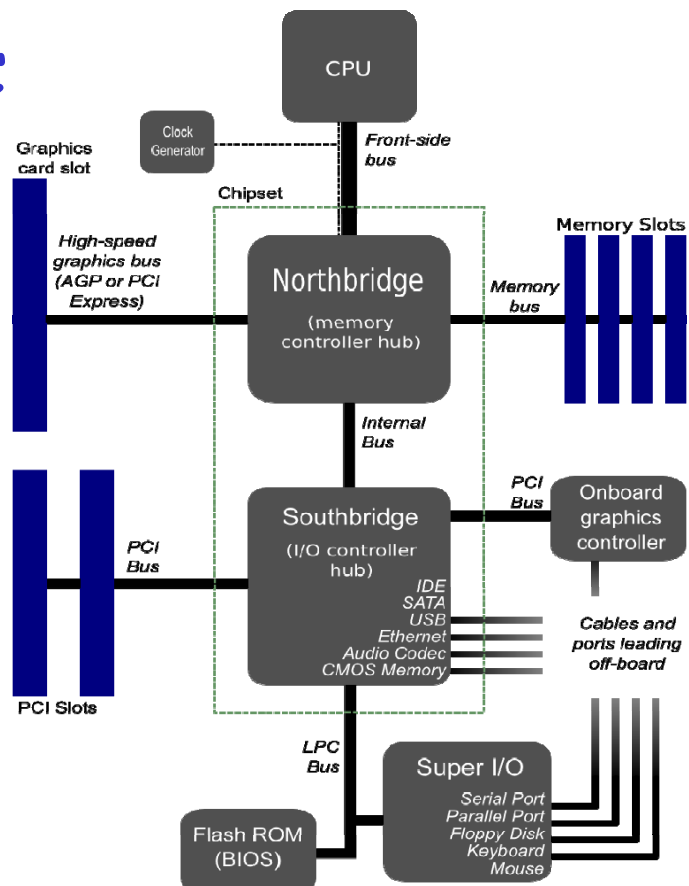
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Processor Chip



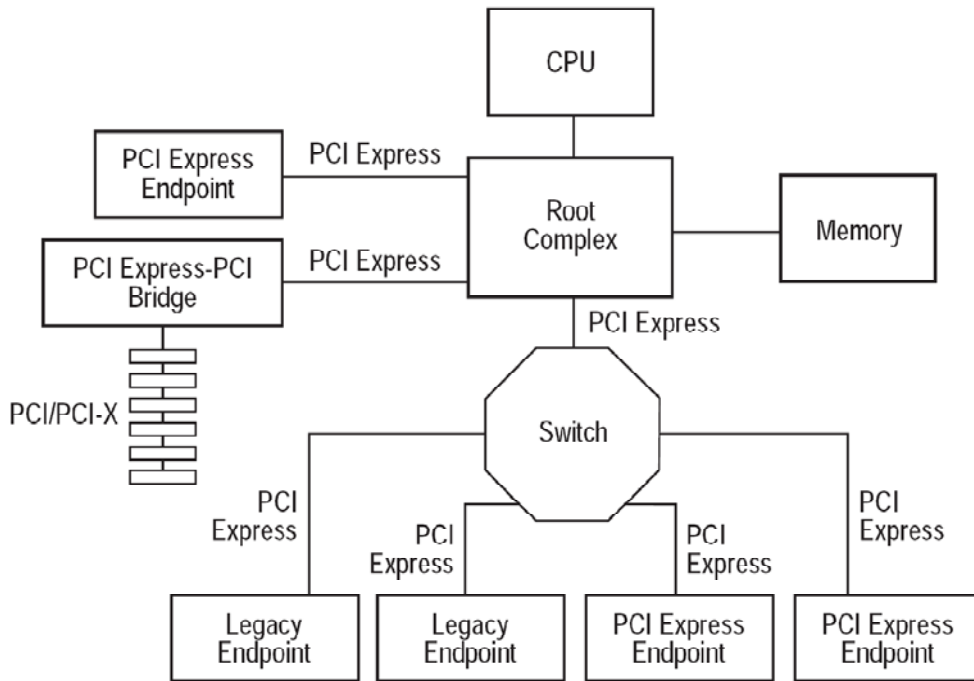
Source : <http://www.tayloredege.com/museum/processor/processorhistory.html>

Desktop PC



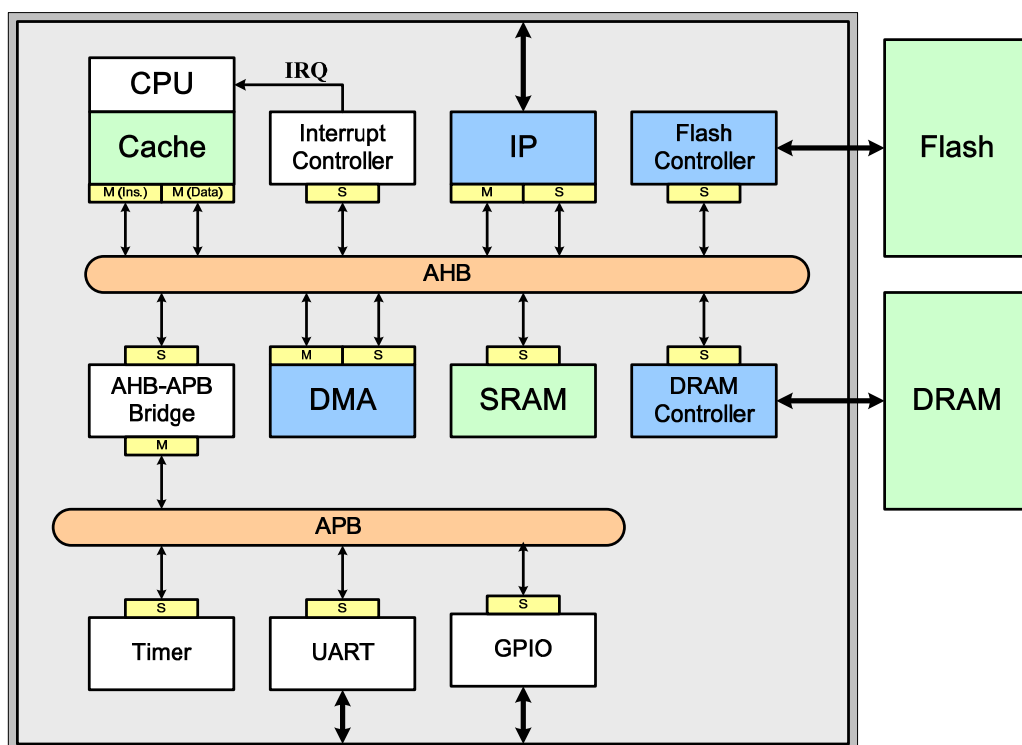
Source : http://en.wikipedia.org/wiki/Front_side_bus

PCI Express System



Source : PCI Express™ Base Specification Revision 1.0a

System on a Chip (SoC)



A Safe Place for Data

- ⊕ Volatile main memory
 - Loses instructions and data when power off
- ⊕ Non-volatile secondary memory
 - Magnetic disk
 - Flash memory
 - Optical disk (CDROM, DVD)



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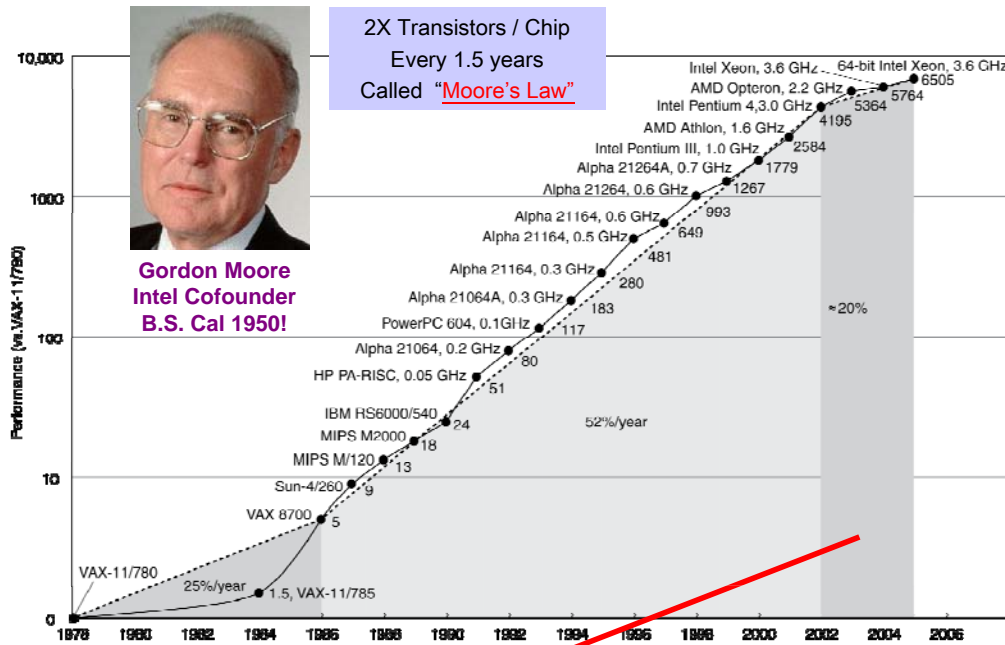
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Uniprocessor Performance

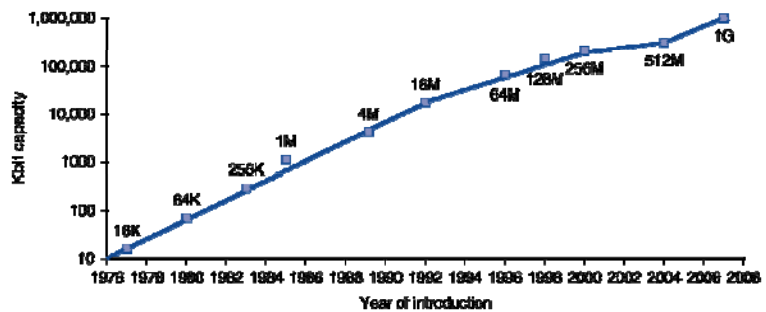


⊕ Constrained by power, instruction-level parallelism, memory latency

Technology Trends

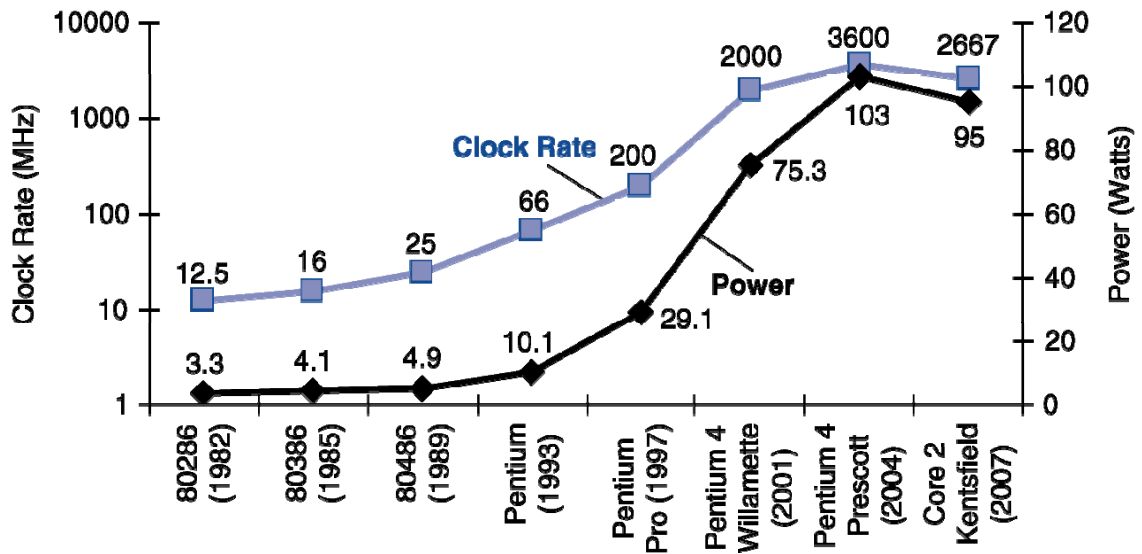
- ⊕ Electronics technology continues to evolve
 - Increased capacity and performance
 - Reduced cost

DRAM capacity



Year	Technology	Relative performance/cost
1951	Vacuum tube	1
1965	Transistor	35
1975	Integrated circuit (IC)	900
1995	Very large scale IC (VLSI)	2,400,000
2005	Ultra large scale IC (ULSI)	6,200,000,000

Power Trends

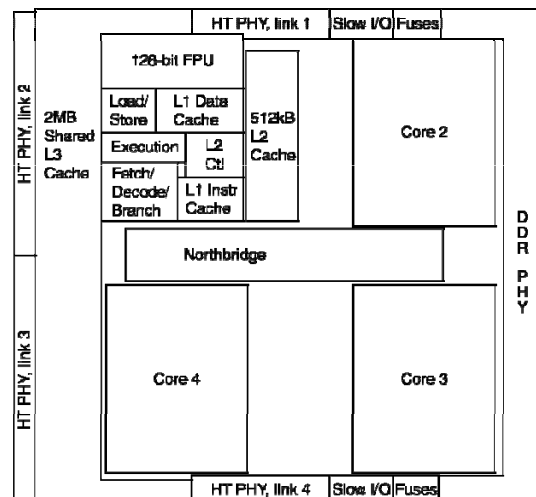
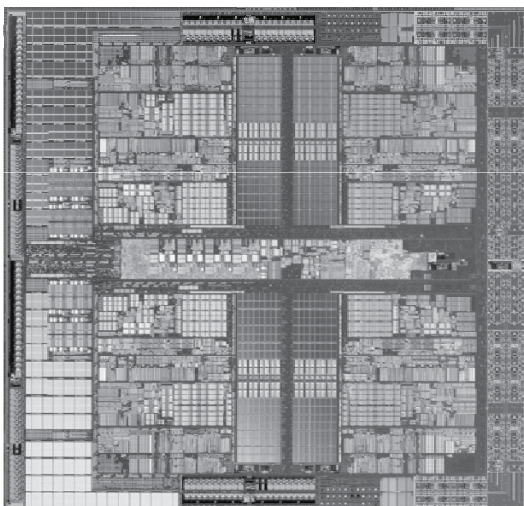


⊕ In CMOS IC technology

$$\text{Power} = \text{Capacitive load} \times \text{Voltage}^2 \times \text{Frequency}$$

Inside the Processor

⊕ AMD Barcelona: 4 processor cores



Multiprocessors

- ⊕ Multicore microprocessors
 - More than one processor per chip
- ⊕ Requires explicitly parallel programming
 - Compare with instruction level parallelism
 - Hardware executes multiple instructions at once
 - Hidden from the programmer
 - Hard to do
 - Programming for performance
 - Load balancing
 - Optimizing communication and synchronization

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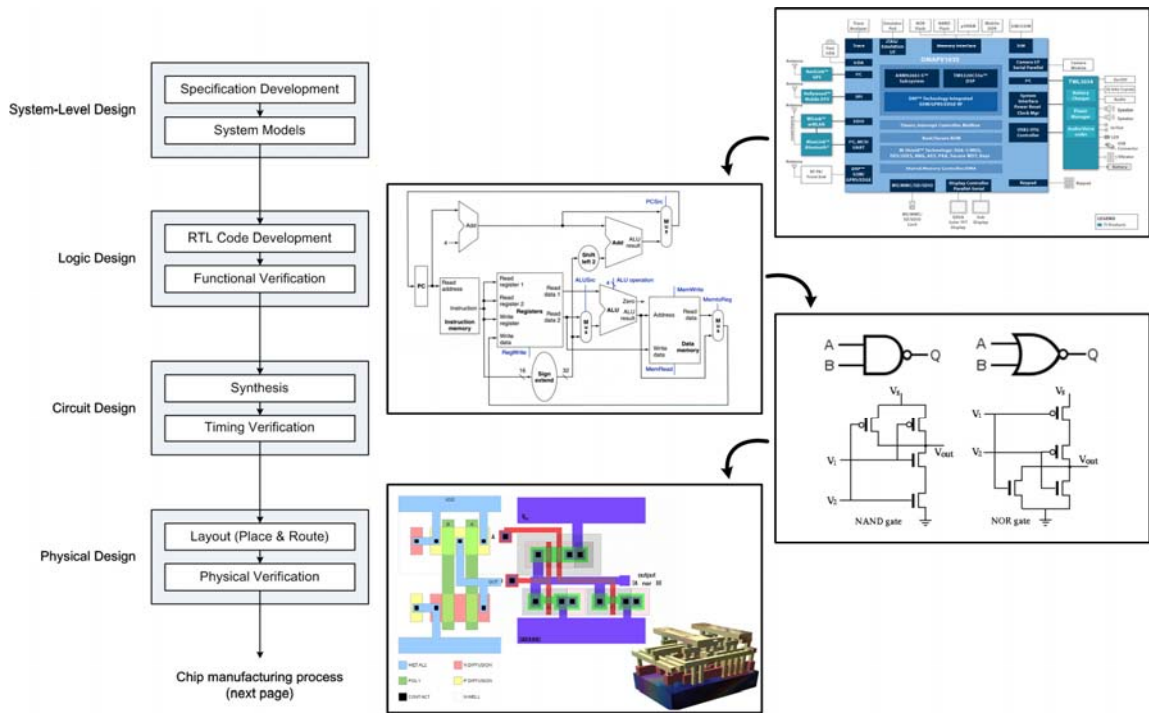
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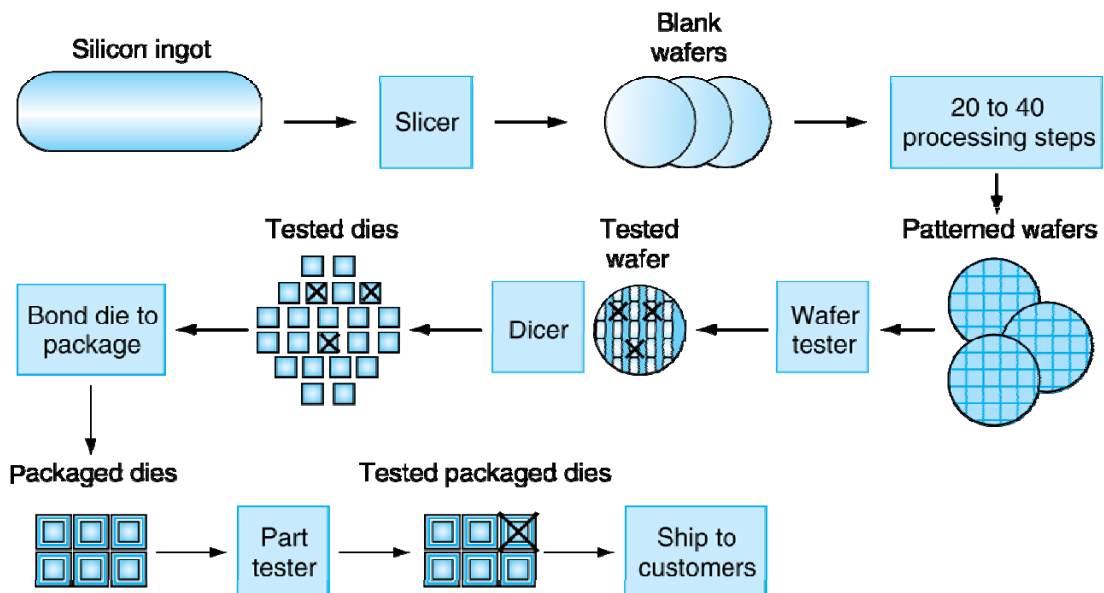
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Cell-based IC design flow

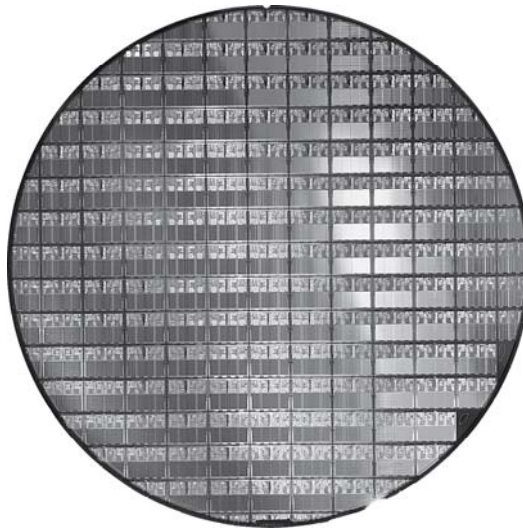


Chip manufacturing process

✦ $\text{Cost of IC} = (\text{die} + \text{testing} + \text{packaging}) / \text{final test yield}$



AMD Opteron X2 Wafer



- ⊕ X2: 300mm wafer, 117 chips, 90nm technology
- ⊕ X4: 45nm technology

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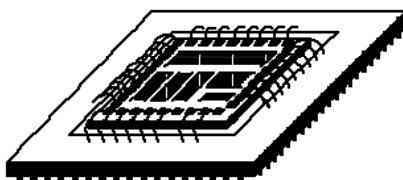
Integrated Circuits (2007 state-of-the-art)

Bare Die



- ⊕ Primarily Crystalline Silicon
- ⊕ 1mm - 25mm on a side
- ⊕ 2007 feature size ~ 65 nm = 65×10^{-9} m (then 45, 32, 22, and 16 [by yr 2013])
- ⊕ 100 - 1000M transistors
- ⊕ (25 - 100M "logic gates")
- ⊕ 3 - 10 conductive layers
- ⊕ "CMOS" (complementary metal oxide semiconductor) - most common.

Chip in Package



- ⊕ Package provides:
 - spreading of chip-level signal paths to board-level
 - heat dissipation.
- ⊕ Ceramic or plastic with gold wires.

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Source : <http://inst.eecs.berkeley.edu/~cs61c>

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