

CS184: Computer Architecture (Structure and Organization)

Day 24: March 9, 2005
Wrapup



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Today

- Review
- Next Quarter
- Admin
- Questions

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This Course

- How to organize computations
- Requirements
- Design space (Parameterization)
- Characteristics of computations
 - Structure
- Building blocks
 - compute, interconnect, retiming, instructions, control
- Costs
- Comparisons, limits, tradeoffs

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Content Overview

- This quarter:
 - building blocks and organization
 - raw components and their consequences
- Next quarter:
 - abstractions, models, techniques, systems

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Design Space

- Mindset
- Methodology
- Decomposition
 - fundamental building blocks
 - basis set
- Build Intuition on Space
 - grounded in quantifiable instances

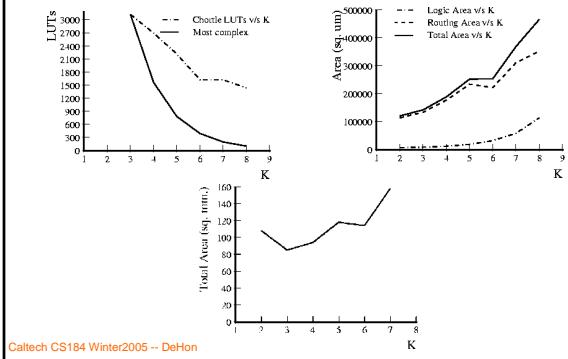
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Methodology

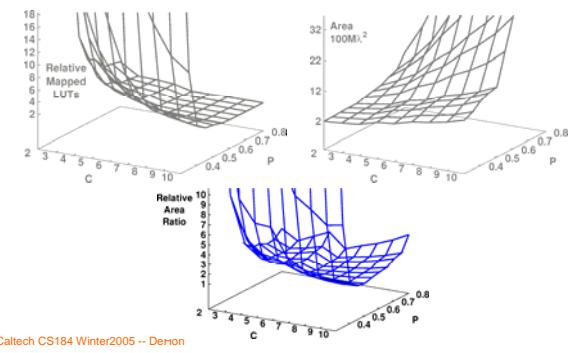
- Architecture model (parameterized)
- Cost model
- Important task characteristics
- Mapping Algorithm
 - Map to determine resources
- Apply cost model
- Digest results
 - find optimum (multiple?)
 - understand conflicts (avoidable?)

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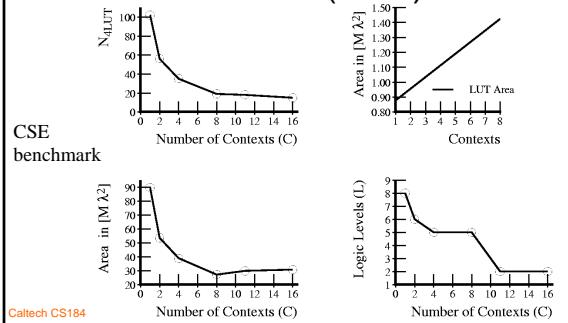
Mapped LUT Area



Resources \times Area Model \Rightarrow Area



Control: Partitioning versus Contexts (Area)



Course Big Ideas

- Matter Computes
- Efficiency of architectures varies widely
- Computation design is an engineering discipline
 - Design space
- Costs change \Rightarrow Best solutions (architectures) change
- Learn to cut through hype
 - analyze, think, critique, synthesize

Next Quarter

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CS184 Sequence

- A - structure and organization
 - raw components, building blocks
 - design space
- B – architectural abstractions and optimization
 - emphasis on abstractions and optimizations including quantification
 - single and multiple threads

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Spring Quarter (1 of 2)

- “Architecture”
- Instruction-Set Architecture (ISA)
 - including pipeline parallelism
- Instruction-Level Parallelism (ILP)
- Memory Architecture and Optimization
 - Caching and Virtual Memory
- Binary Translation

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Spring Quarter Topics (2 of 2)

- Dataflow
- Multithreaded
- Message Passing
- Shared Memory
- Vector/SIMD
- Multiprocessor Interface/Interconnect
- Defect and Fault Tolerance

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- Turnin feedback forms
- Final exercise
 - Wed. 3/16, 5pm, electronic turnin

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Questions

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