

Course number: CSC.T433
School of Computing,
Graduate major in Computer Science

Advanced Computer Architecture

1. Design and Analysis of Computer Systems

www.arch.cs.titech.ac.jp/lecture/ACA/
Room No.W834, Lecture (Face-to-face)
Mon 13:30-15:10, Thr 13:30-15:10

Kenji Kise, Department of Computer Science
kise_at_c.titech.ac.jp



Syllabus (1/3)



Course description and aims

This course aims to provide students with cutting-edge technologies and future trends of computer architecture with focusing on a microprocessor which plays an important role in the downsizing, personalization, and improvement of performance and power consumption of computer systems such as PCs, personal mobile devices, and embedded systems.

In this course, first, along with important concepts of computer architecture, students will learn from instruction set architectures to mechanisms for extracting instruction level parallelism used in out-of-order superscalar processors. After that, students will learn mechanisms for exploiting thread level parallelism adopted in multi-processors and multi-core processors.

Student learning outcomes

By taking this course, students will learn:

- (1) Basic principles for building today's high-performance computer systems
- (2) Mechanisms for extracting instruction level parallelism used in high-performance microprocessors
- (3) Methods for exploiting thread level parallelism adopted in multi-processors and multi-core processors
- (4) New inter-relationship between software and hardware

Keywords

Computer Architecture, Processor, Embedded System, multi-processor, multi-core processor

Competencies that will be developed

<input checked="" type="checkbox"/> Specialist skills	Intercultural skills	Communication skills	Critical thinking skills	Practical and/or problem-solving skills
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Class flow

Before coming to class, students should read the course schedule and check what topics will be covered. Required learning should be completed outside of the classroom for preparation and review purposes.

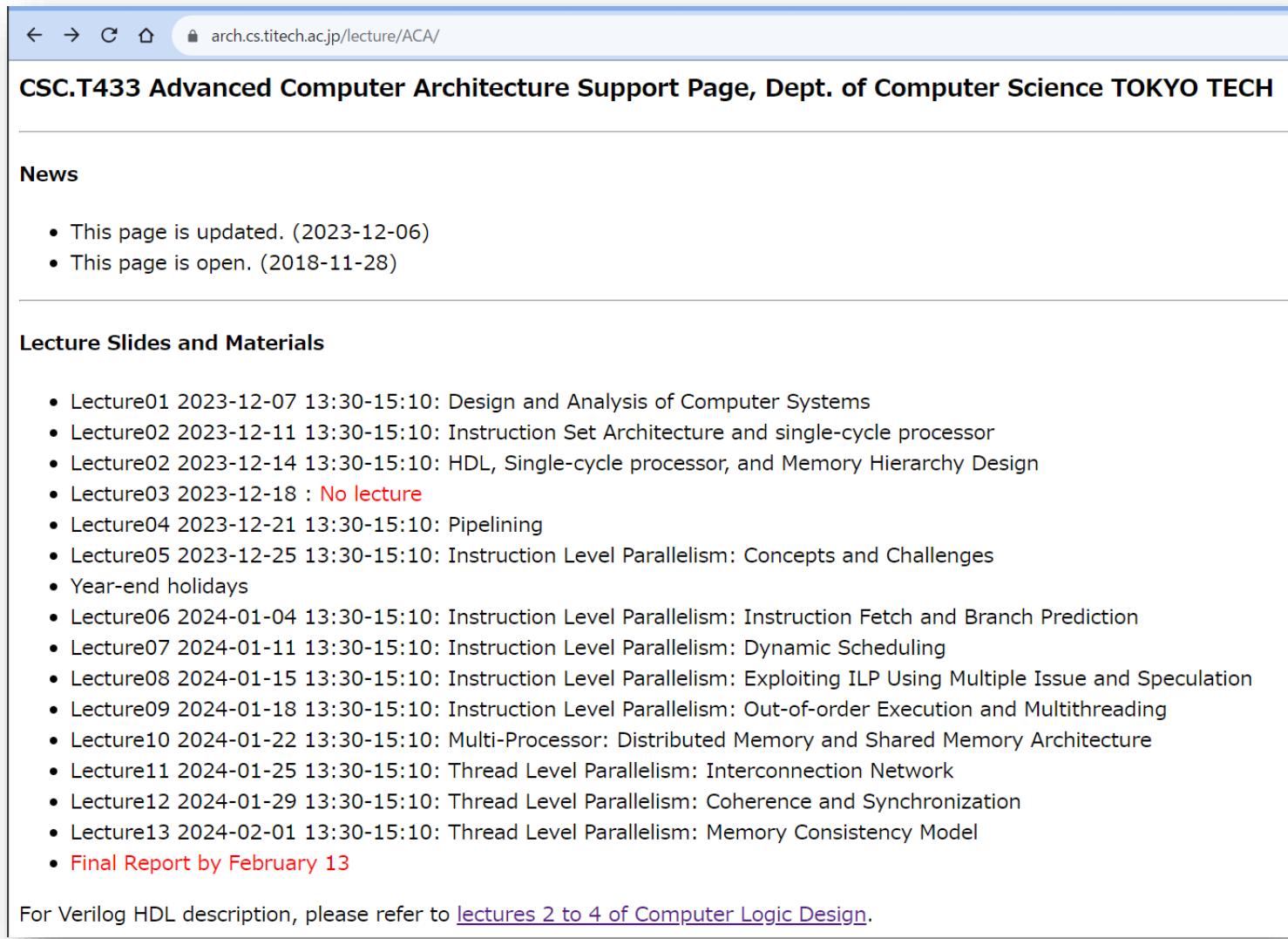


Syllabus (2/3)

Textbook(s)
John L. Hennessy, David A. Patterson. Computer Architecture A Quantitative Approach, Fifth Edition. Morgan Kaufmann Publishers Inc., 2012
Reference books, course materials, etc.
William James Dally, Brian Patrick Towles. Principles and Practices of Interconnection Networks. Morgan Kaufman Publishers Inc., 2004.
Assessment criteria and methods
Students will be assessed on their understanding of instruction level parallelism, multi-processor, and thread level parallelism. Students' course scores are based on the mid-term report and assignments (40%), and the final report (60%).
Related courses
CSC.T363 : Computer Architecture CSC.T341 : Computer Logic Design
Prerequisites (i.e., required knowledge, skills, courses, etc.)
No prerequisites are necessary, but enrollment in the related courses is desirable.
Contact information (e-mail and phone) Notice : Please replace from "[at]" to "@"(half-width character).
Kise Kenji: kise[at]c.titech.ac.jp
Office hours
Contact by e-mail in advance to schedule an appointment.



Support page <https://www.arch.cs.titech.ac.jp/lecture/ACA/>



News

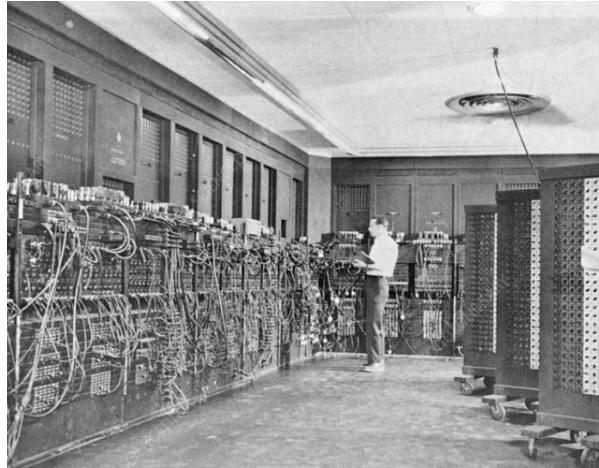
- This page is updated. (2023-12-06)
- This page is open. (2018-11-28)

Lecture Slides and Materials

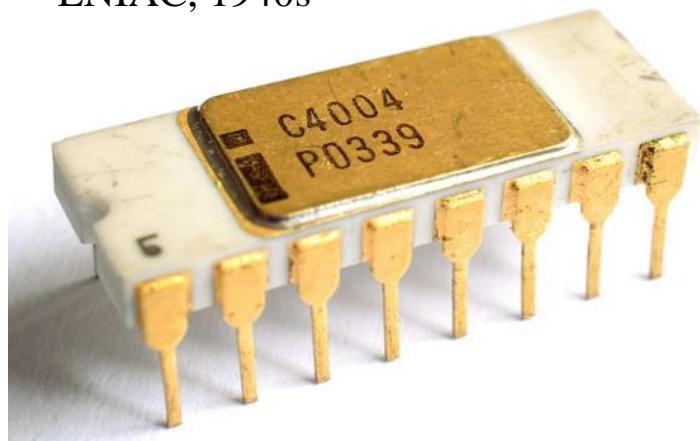
- Lecture01 2023-12-07 13:30-15:10: Design and Analysis of Computer Systems
- Lecture02 2023-12-11 13:30-15:10: Instruction Set Architecture and single-cycle processor
- Lecture02 2023-12-14 13:30-15:10: HDL, Single-cycle processor, and Memory Hierarchy Design
- Lecture03 2023-12-18 : **No lecture**
- Lecture04 2023-12-21 13:30-15:10: Pipelining
- Lecture05 2023-12-25 13:30-15:10: Instruction Level Parallelism: Concepts and Challenges
- Year-end holidays
- Lecture06 2024-01-04 13:30-15:10: Instruction Level Parallelism: Instruction Fetch and Branch Prediction
- Lecture07 2024-01-11 13:30-15:10: Instruction Level Parallelism: Dynamic Scheduling
- Lecture08 2024-01-15 13:30-15:10: Instruction Level Parallelism: Exploiting ILP Using Multiple Issue and Speculation
- Lecture09 2024-01-18 13:30-15:10: Instruction Level Parallelism: Out-of-order Execution and Multithreading
- Lecture10 2024-01-22 13:30-15:10: Multi-Processor: Distributed Memory and Shared Memory Architecture
- Lecture11 2024-01-25 13:30-15:10: Thread Level Parallelism: Interconnection Network
- Lecture12 2024-01-29 13:30-15:10: Thread Level Parallelism: Coherence and Synchronization
- Lecture13 2024-02-01 13:30-15:10: Thread Level Parallelism: Memory Consistency Model
- **Final Report by February 13**

For Verilog HDL description, please refer to [lectures 2 to 4 of Computer Logic Design](#).

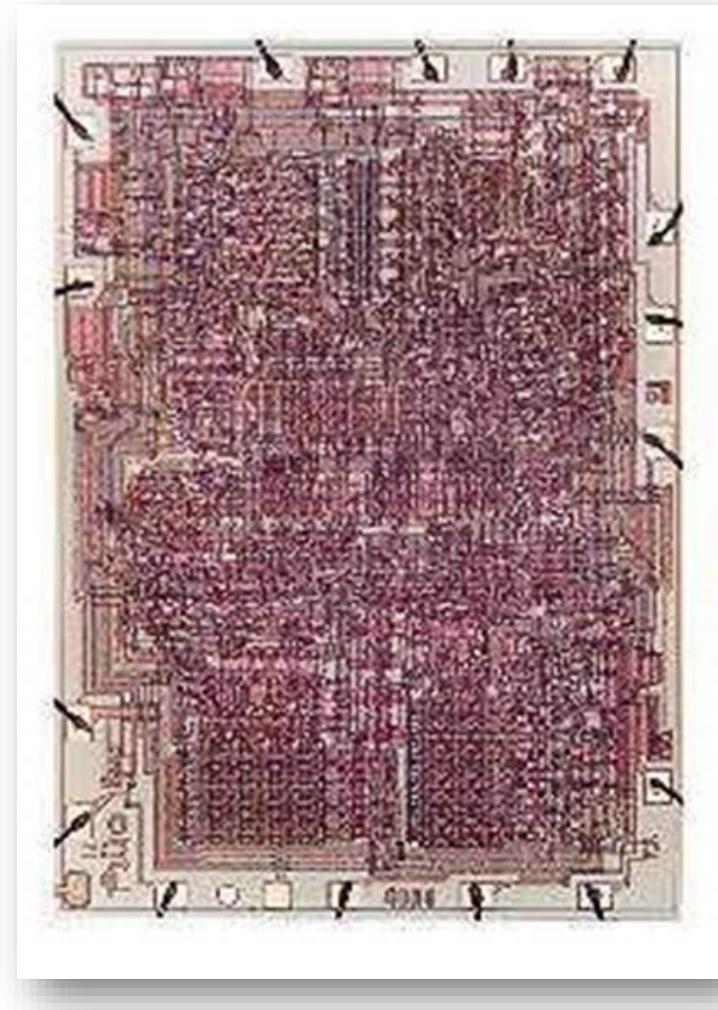
The birth of microprocessors in 1971



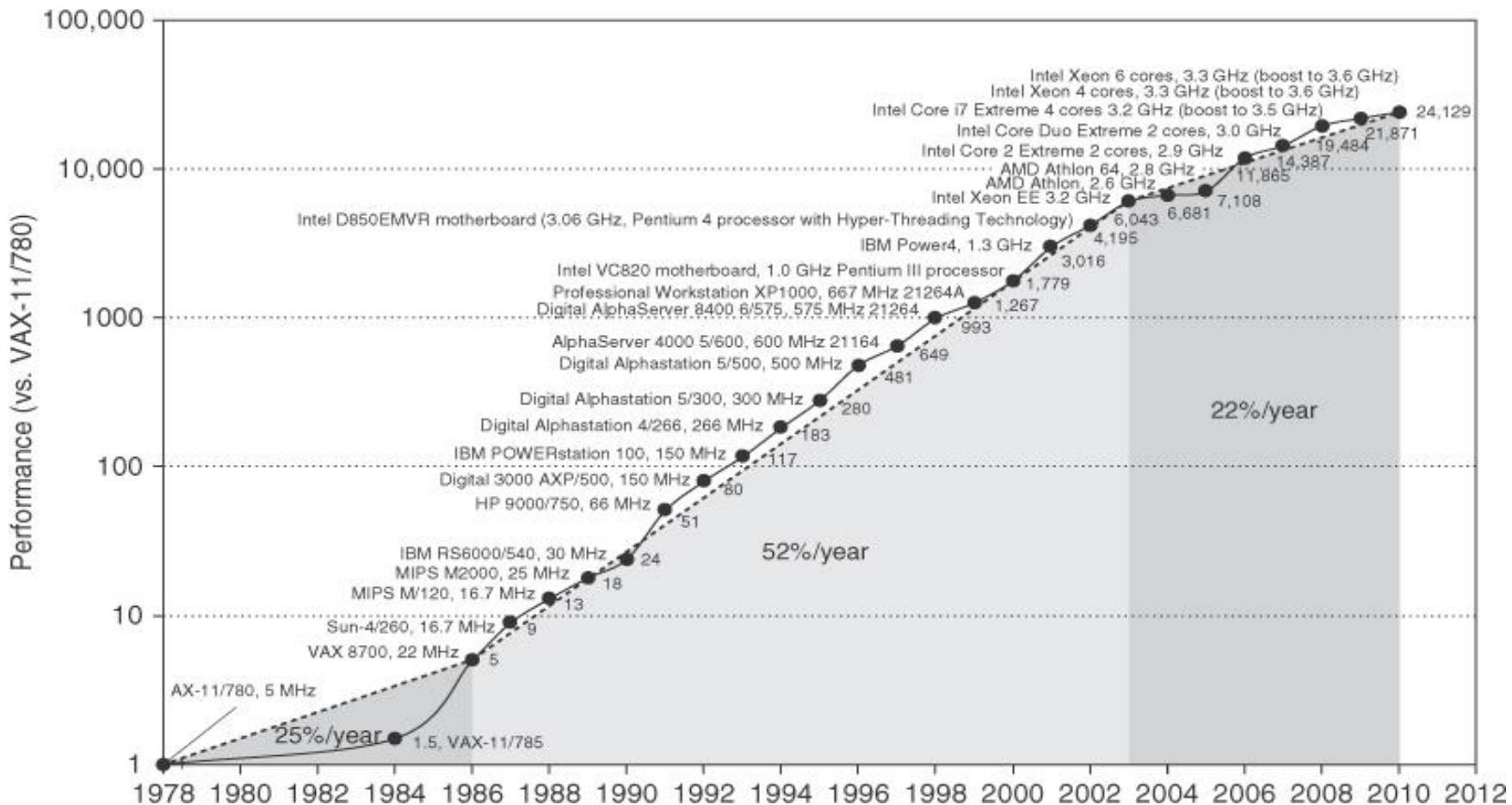
ENIAC, 1940s



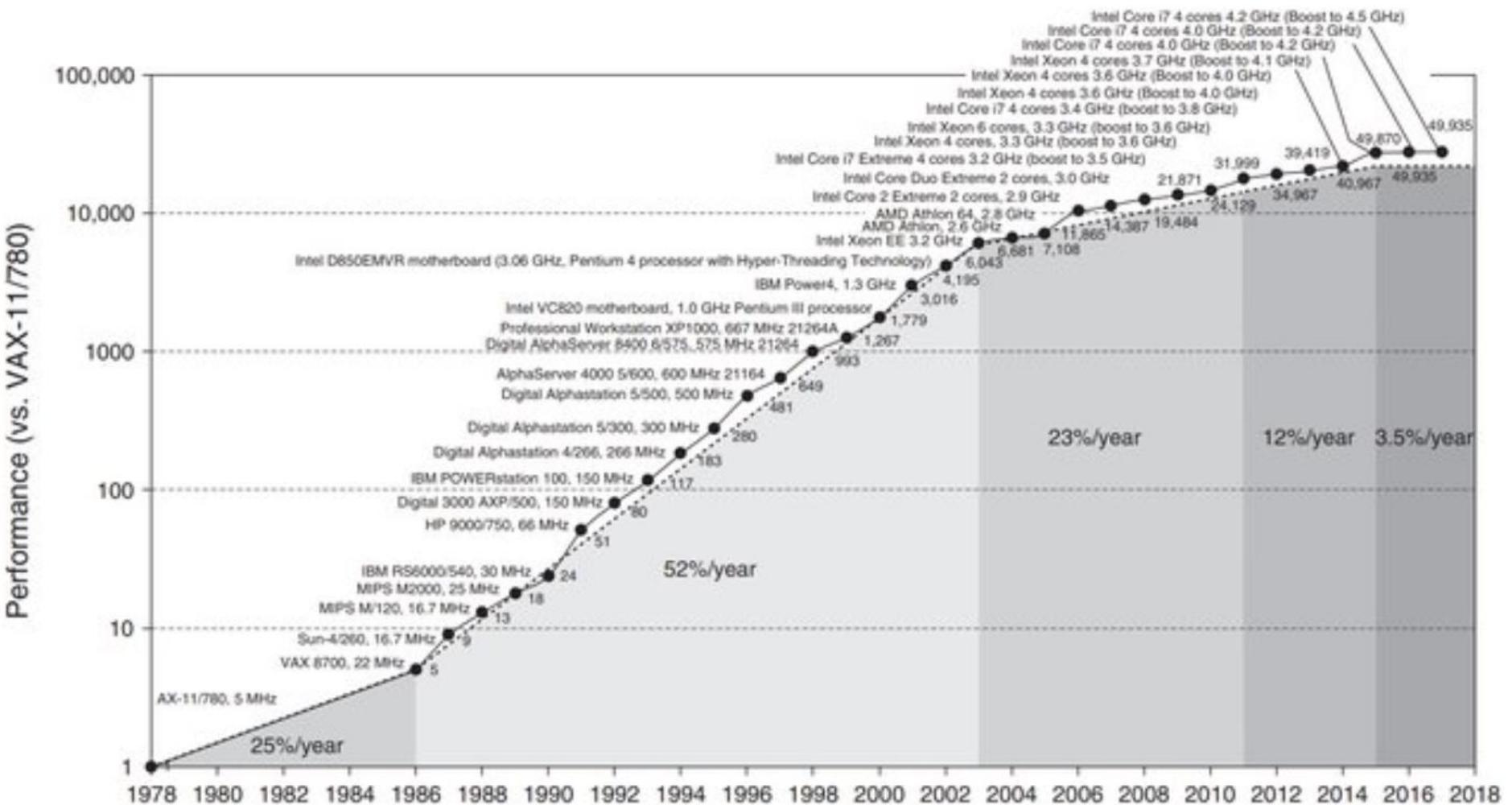
Name	Year	# of transistors
Intel 4004	1971	2,250



Growth in processor performance



Growth in processor performance



Defining performance and speedup

- Normally interested in reducing
 - Execution time (response time) – the time between the start and the completion of a program
 - Performance is the inverse of execution time.

$$\text{performance}_X = 1 / \text{execution_time}_X$$

- Thus, to maximize performance, need to minimize execution time

If X is n times faster than Y , then

$$\frac{\text{performance}_X}{\text{performance}_Y} = \frac{\text{execution_time}_Y}{\text{execution_time}_X} = n$$

Performance Factors

- Want to distinguish elapsed time and the time spent on our task
- CPU execution time (CPU time) : time the CPU spends working on a task
 - Does not include time waiting for I/O or running other programs

$$\text{CPU execution time for a program} = \frac{\# \text{ CPU clock cycles for a program}}{\text{clock cycle time}}$$

or

$$\text{CPU execution time for a program} = \frac{\# \text{ CPU clock cycles for a program}}{\text{clock rate}}$$

Clock rate is the inverse of clock cycle time



Performance Factors

$$\text{CPU execution time for a program} = \frac{\# \text{ CPU clock cycles for a program}}{\text{clock rate}}$$

Performance is the inverse of CPU execution time.

$$\text{Performance} = \text{clock rate} \times 1 / \# \text{ CPU clock cycles for a program for a program}$$

- **Performance** = $f \times \text{IPC}$
 - f : frequency (clock rate)
 - **IPC** : executed (retired) instructions per cycle
- The performance can be improved by increasing either f or **IPC**



Program in C and RISC-V assembly code

```
1 int main(){  
2     int i=0, sum=1;  
3     for(i=0; i<10; i++) sum = sum * i;  
4     return sum;  
5 }
```

main1.c

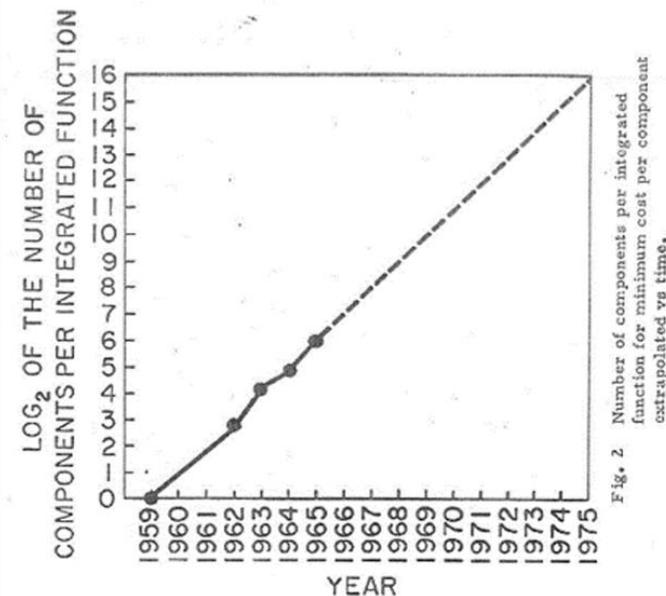
main1.s

```
1      .file    "main1.c"  
2      .option  nopic  
3      .text  
4      .section      .text.startup,"ax",@progbits  
5      .align   2  
6      .globl   main  
7      .type    main, @function  
8  main:  
9      li      a0,1  
10     li      a5,0  
11     li      a4,10  
12     .L2:  
13     mul    a0,a0,a5  
14     addi   a5,a5,1  
15     bne    a5,a4,.L2  
16     ret  
17     .size   main, .-main  
18     .ident  "GCC: (GNU) 11.1.0"  
19     .section      .note.GNU-stack,"",@progbits
```

Moore's Law

- Moore's law is the observation that the number of transistors in a dense integrated circuit doubles about every two years. The observation is named after Gordon Moore, the co-founder of Fairchild Semiconductor and Intel, whose 1965 paper described a doubling every year in the number of components per integrated circuit, and projected this rate of growth would continue for at least another decade. In 1975, looking forward to the next decade, he revised the forecast to doubling every two years. The period is often quoted as 18 months because of a prediction by Intel executive David House (being a combination of the effect of more transistors and the transistors being faster).

WIKIPEDIA



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

1970
Intel 4004

1980
Intel 286

1990

2000

Pentium III

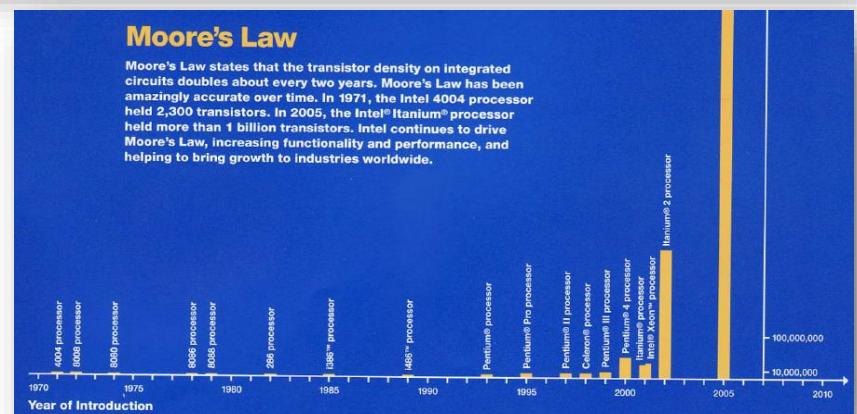
2011

Core i7 Extreme Edition

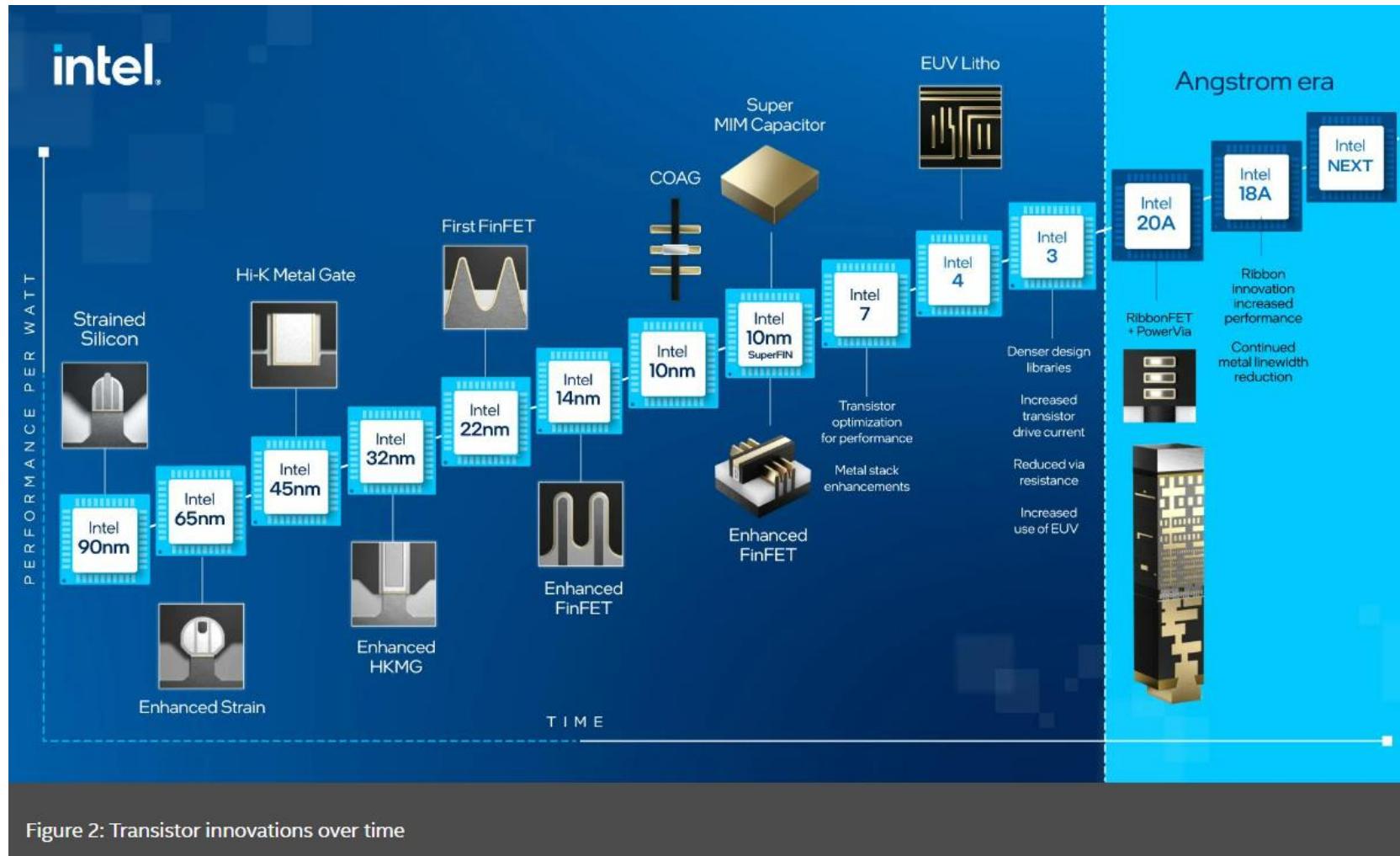
Now imagine that those 1.3 billion people could fit onstage in the original music hall. That's the scale of Moore's Law.

Moore's Law

Moore's Law states that the transistor density on integrated circuits doubles about every two years. Moore's Law has been amazingly accurate over time. In 1971, the Intel 4004 processor held 2,300 transistors. In 2005, the Intel® Itanium® processor held more than 1 billion transistors. Intel continues to drive Moore's Law, increasing functionality and performance, and helping to bring growth to industries worldwide.



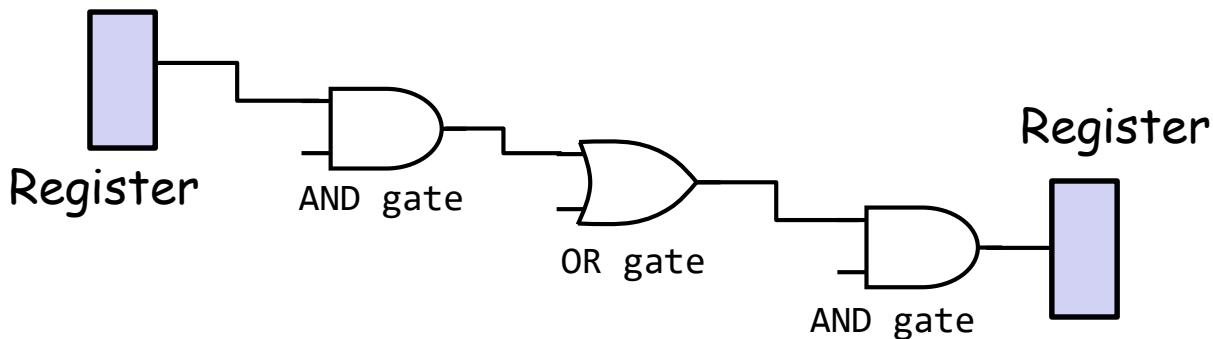
Moore's Law



<https://www.intel.com/content/www/us/en/newsroom/opinion/moore-law-now-and-in-the-future.html>

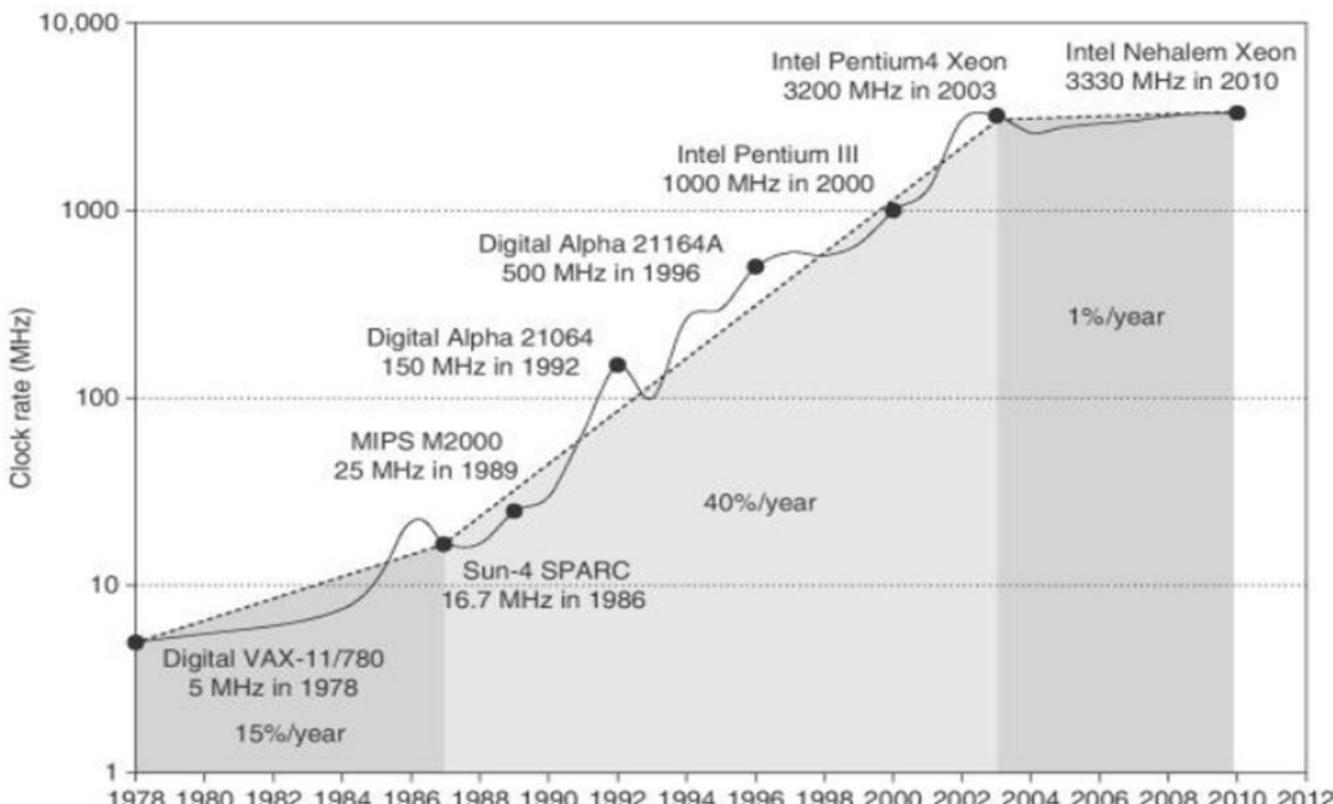
Clock rate is mainly determined by

- Switching speed of gates (transistors)
- The number of levels of gates
 - The maximum number of gates cascaded in series in any combinational logics.
 - In this example, the number of levels of gates is 3.
- Wiring delay and fanout



Growth in clock rate (frequency) of microprocessors

Intel 4004 clocked at 740KHz in 1971



From CAQA 5th edition

13th Generation Intel® Core™ i9 Processors

Products formerly Raptor Lake

Desktop

i9-13900K

Launched

Q4'22

Intel 7

\$589.00 - \$599.00

CPU Specifications

Total Cores	24
# of Performance-cores	8
# of Efficient-cores	16
Total Threads	32
Max Turbo Frequency	5.80 GHz
Intel® Thermal Velocity Boost Frequency	5.80 GHz
Intel® Turbo Boost Max Technology 3.0 Frequency	5.70 GHz
Performance-core Max Turbo Frequency	5.40 GHz
Efficient-core Max Turbo Frequency	4.30 GHz
Performance-core Base Frequency	3.00 GHz
Efficient-core Base Frequency	2.20 GHz



Syllabus (3/3)

Course schedule/Required learning		
	Course schedule	Required learning
Class 1	Design and Analysis of Computer Systems	Understand the basic of design and analysis of computer systems.
Class 2	Instruction Set Architecture	Understand the examples of instruction set architectures
Class 3	Memory Hierarchy Design	Understand the organization of memory hierarchy designs
Class 4	Pipelining	Understand the idea and organization of pipelining
Class 5	Instruction Level Parallelism: Concepts and Challenges	Understand the idea and requirements for exploiting instruction level parallelism
Class 6	Instruction Level Parallelism: Instruction Fetch and Branch Prediction	Understand the organization of instruction fetch and branch predictions to exploit instruction level parallelism
Class 7	Instruction Level Parallelism: Advanced Techniques for Branch Prediction	Understand the advanced techniques for branch prediction to exploit instruction level parallelism
Class 8	Instruction Level Parallelism: Dynamic Scheduling	Understand the dynamic scheduling to exploit instruction level parallelism
Class 9	Instruction Level Parallelism: Exploiting ILP Using Multiple Issue and Speculation	Understand the multiple issue mechanism and speculation to exploit instruction level parallelism
Class 10	Instruction Level Parallelism: Out-of-order Execution and Multithreading	Understand the out-of-order execution and multithreading to exploit instruction level parallelism

From multi-core era to many-core era

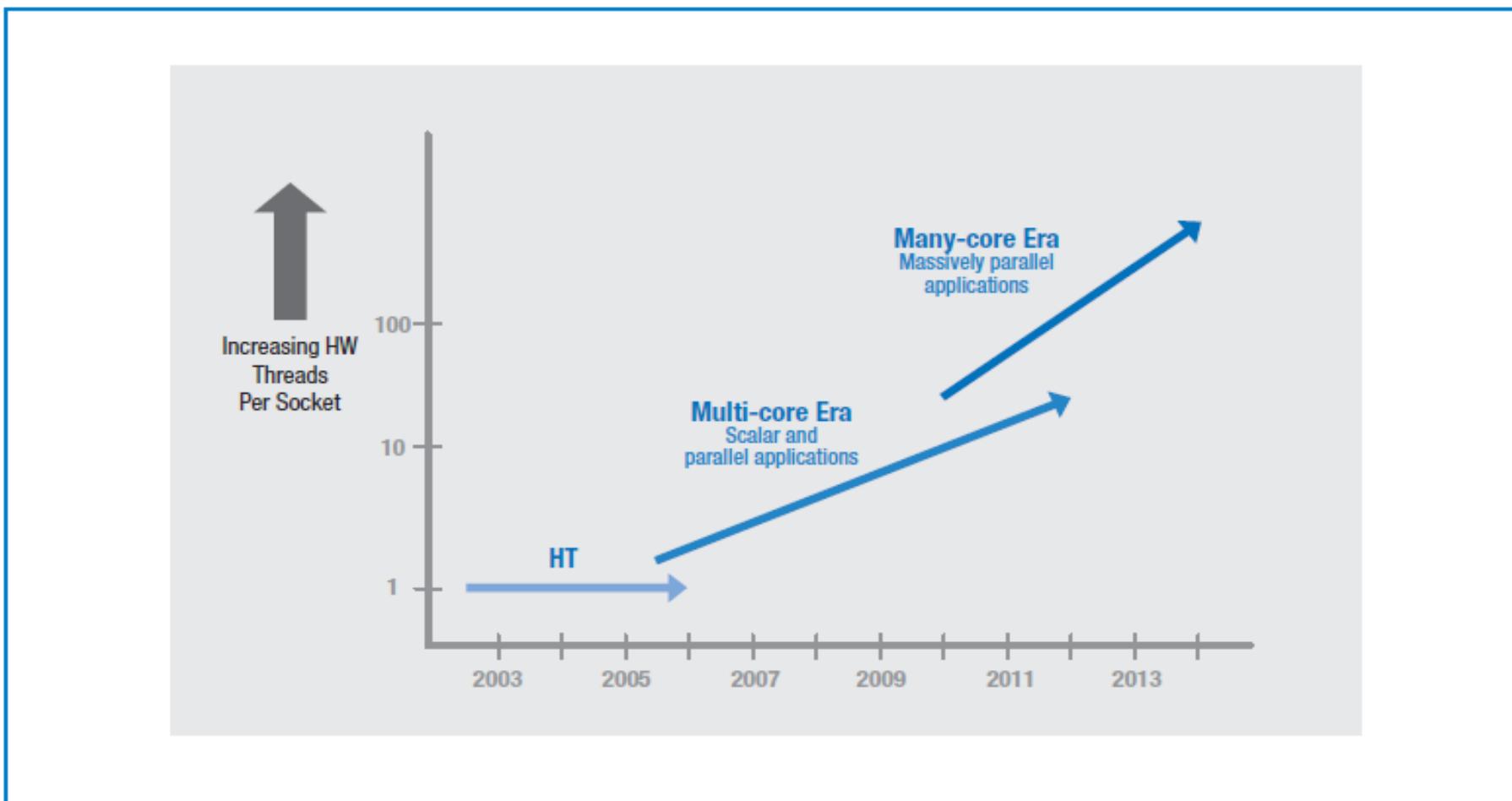


Figure 1: Current and expected eras of Intel® processor architectures

Platform 2015: Intel® Processor and Platform Evolution for the Next Decade, 2005

Pollack's Rule

- Pollack's Rule states that microprocessor performance increase due to microarchitecture advances is roughly proportional to the square root of the increase in complexity. Complexity in this context means processor logic, i.e. its area.

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From multi-core era to many-core era

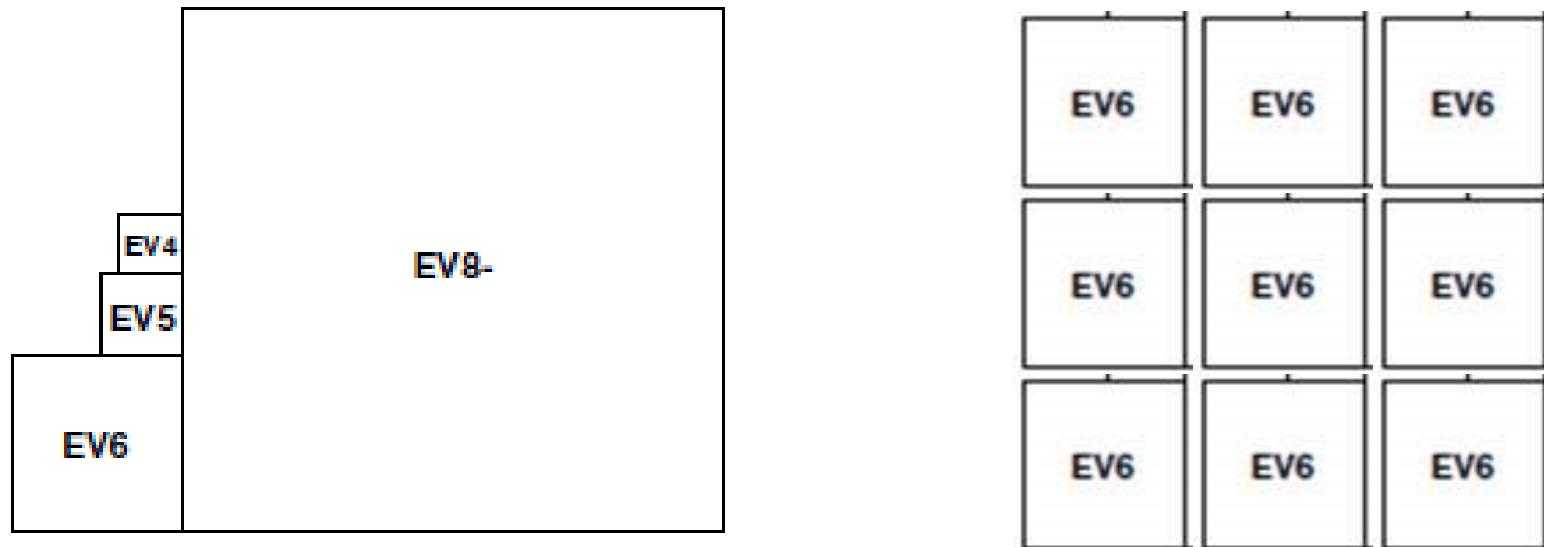
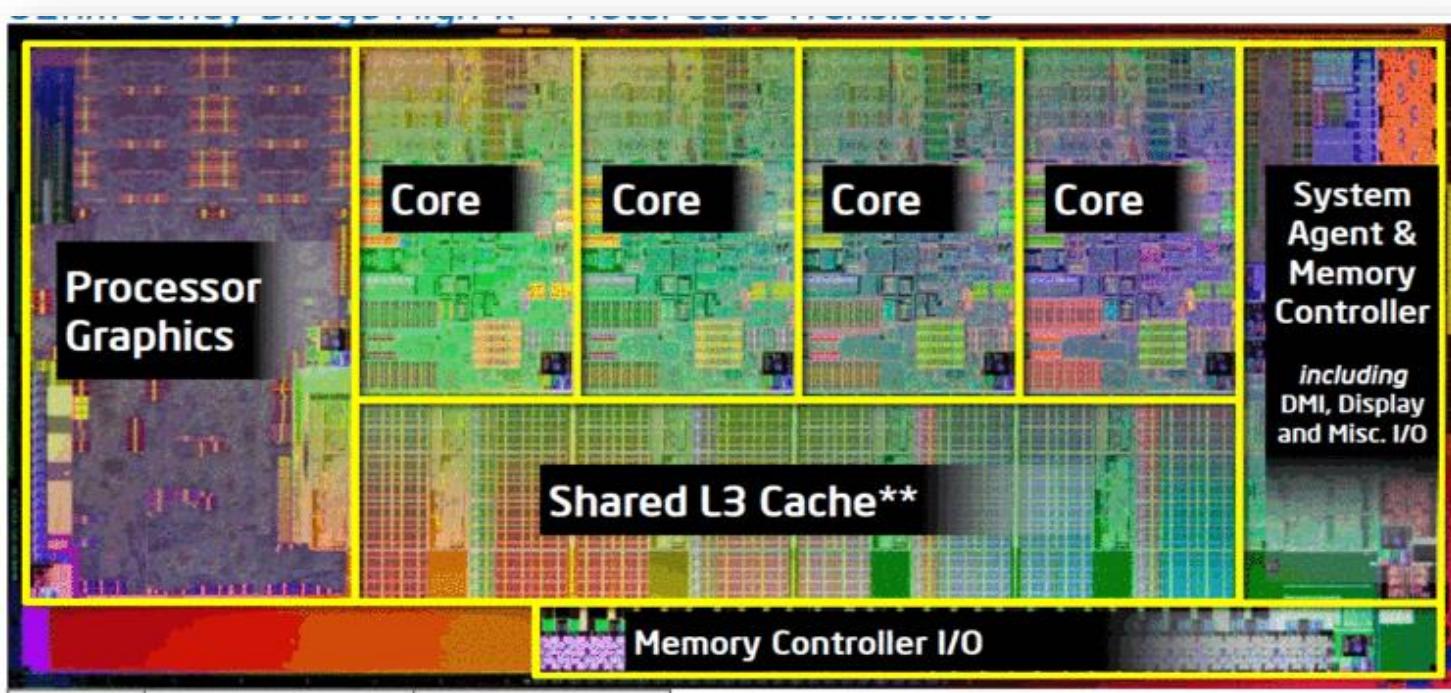


Figure 1. Relative sizes of the cores used in the study

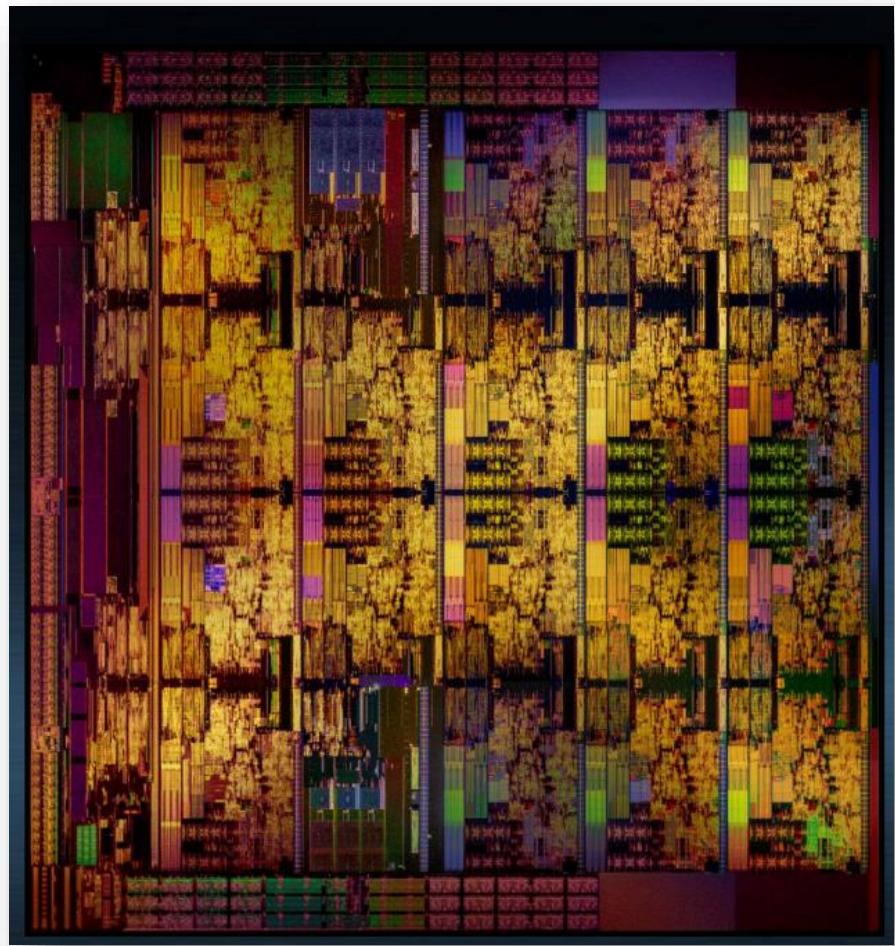
Intel Sandy Bridge, January 2011

- 4 core

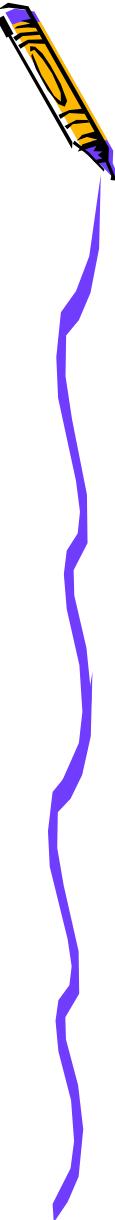


Intel Skylake-X, Core i9-7980XE, 2017

- 18 core



Syllabus (3/3)



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Class 10	Instruction Level Parallelism: Out-of-order Execution and Multithreading	Understand the out-of-order execution and multithreading to exploit instruction level parallelism
Class 11	Multi-Processor: Distributed Memory and Shared Memory Architecture	Understand the distributed memory and shared memory architecture for multi-processors
Class 12	Thread Level Parallelism: Coherence and Synchronization	Understand the coherence and synchronization for thread level parallelism
Class 13	Thread Level Parallelism: Memory Consistency Model	Understand the memory consistency model for thread level parallelism
Class 14	Thread Level Parallelism: Interconnection Network and Many-core Processors	Understand the interconnection network and many-core processors for thread level parallelism



Adaptive Computing Research Initiative (ACRI)

- The aim
 - Aiming to develop the high-performance Adaptive Computing Systems that utilize FPGAs
 - Working out to distribute the FPGA-related technologies, including our developed systems, as an outreach activity for research results
- Main research theme
 1. Development for FPGA accelerator to speed up processing of AI etc.
 2. Development for FPGA accelerators and FPGA systems for IoT.
- Activity
 - Establishment Date: April 1st 2020
 - Activity period : First period of 3 years



The Adaptive Computing Research Initiative is an organization to seek out and research ways to utilize FPGAs.



Please apply for your user account on this site today

- <https://gw.acri.c.titech.ac.jp/wp/manual/apply-for-account>

ACRI ルームのアカウント申請方法

2020.08.11 2020.06.30

□ 目次 [閉じる]

1. アカウントの申請	2. ログインおよびパスフレーズの変更
• 登録フォームへの入力	• 予約システム
• アカウント申請の受理	• ACRI のサーバ

アカウントの申請

登録フォームへの入力

申請するには、[「アカウントの申請」のリンク](#)をクリックするか、ログインが必要なページ（例えば各サーバの予約状況のページ）にアクセスしてください。後者の場合には、ログインフォームの右下にある「新規ユーザー登録」をクリックしてください。

ACRI ルームの情報

ようこそ
予約ページトップ
ニュースとメンテナンス情報
フォーラム
ギャラリーと技術情報

ログイン/ログアウト

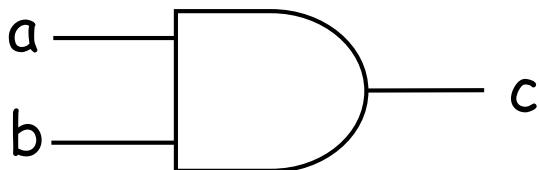
ログイン

ACRI ルームの利用説明

利用規約

Sample circuit 1 and Verilog HDL code

- AND gate

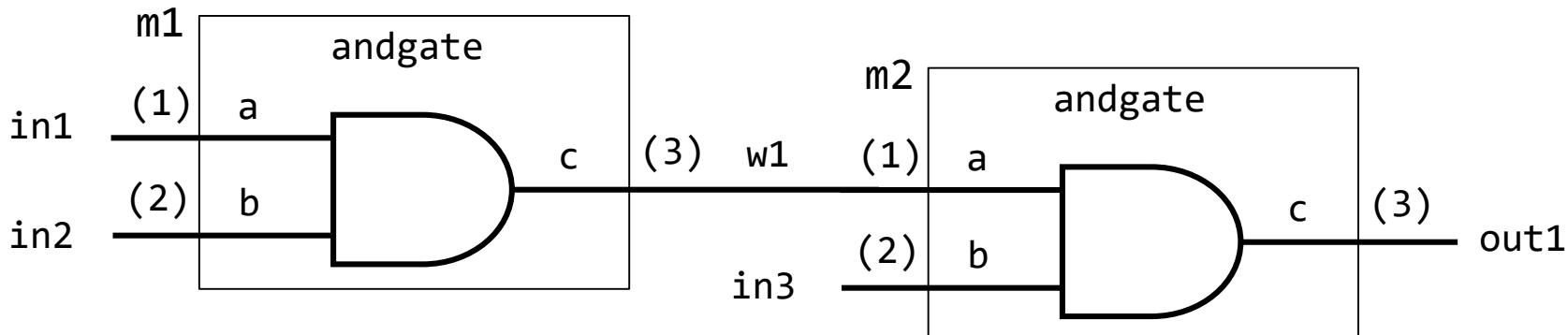


a	b	c
0	0	0
0	1	0
1	0	0
1	1	1



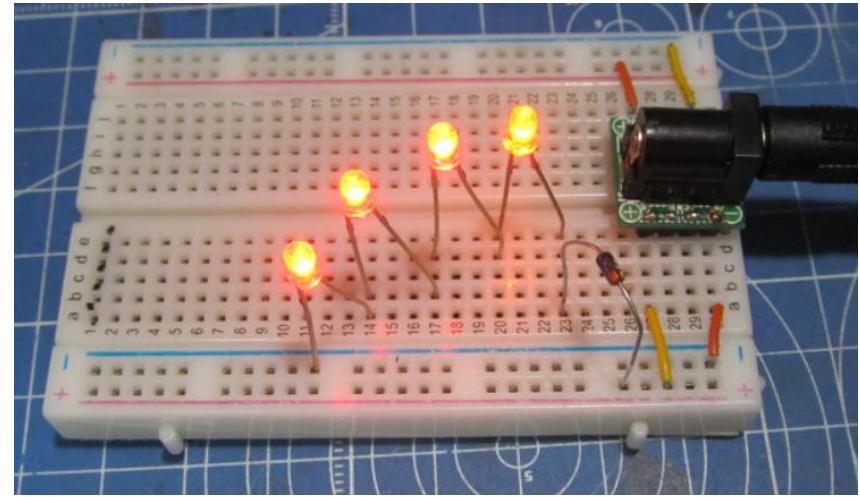
Sample circuit 2 and Verilog HDL code

- AND gates



Discussion: software and hardware

```
#include <stdio.h>
main()
{
    printf("hello, world\n");
}
```

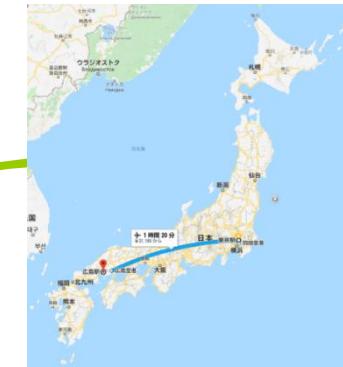


Hardware to light up some LEDs



Which is faster?

From Tokyo to Hiroshima around 820km



	Time & Cost	Max Speed (Average Speed)	Passengers	Throughput (Speed x P)
Boeing 737	1:30 (90 min) 32,000yen	830km/h (547km/h)	170	92,990 (547 x 170)
Nozomi	4:00 (240 min) 18,000yen	285km/h (205km/h)	1,300	266,500 (205 x 1,300)

- Time to run the task
 - Execution time, response time, latency
- Tasks per day, hour, week, sec, ns ...
 - Throughput, bandwidth

