

The Future (past) of Computer Architecture

Sanjay Rajopadhye
Colorado State University

Outline

- CS270 recap: what's still a black box?
- Moore's law for ever
- The "walls" and surmounting them
 - Go for Speed
 - Bandwidth/Memory Wall
 - The decade of ILP and frequency
 - Power & Energy wall & the rise of multi-core
 - Utilization wall – next level or game over?

What was brushed under the carpet in CS 270

- Combinational circuits are instantaneous
- Minimalist vs Efficient
 - LC-3 can execute any program
 - But does it do it efficiently?
- How fast can the machine go?
- How much power does it consume?
- What is the manufacturing cost?
 - Economies of scale

Moore's Law

- Originally "formulated" by Gordon Moore (~1965) but other earlier observations too
 - The number of transistors that can be inexpensively placed on an integrated circuit is increasing exponentially, doubling approximately every year [later amended to 2 years]
 - http://en.wikipedia.org/wiki/Moore's_law
- It has held true till now and is **expected to hold for about 10 more years**

Moore's Law corollaries

- For chip designers:
 - "we had better ensure that the exponential growth is maintained"
 - or else the competition will ☹
 - Main reason why the law is being sustained
- Other features of semiconductors & computing technology are also growing exponentially (but at different rates):
 - Frequency
 - Die size
 - Memory: density, and speed (bandwidth and latency)
 - Hard drive and I/O devices (both capacity and speed)
 - Networks
 - Power
 - Manufacturing cost

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Moore's law of expectations

- Better, faster, cheaper, lighter, ...
- We as computer scientists are providing the technology that is changing the world exponentially
- Hard challenges
- Exciting potential
- Always room to innovate – if you stop learning you stagnate

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Exponential growth implies ...

- When two quantities grow exponentially, but at different rates, their ratio also grows exponentially. Consider,

$$y_1 = a^x,$$

$$\text{and } y_2 = b^x \quad \text{for } a \geq b \geq 1$$

$$y = \frac{y_1}{y_2} = \left(\frac{a}{b}\right)^x = \alpha^x \text{ for } \alpha \geq 1$$

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Moore's law walls

- Memory gap/wall:
 - Memory bandwidth grows much more slowly than processor speeds (since mid 80s, this was addressed by ever increasing on-chip caches).
- ILP (instruction level parallelism) wall
 - One way to exploit increased clock frequency was to increase the instruction-level parallelism on chip (deeply pipelined, out-of-order, VLIW, etc.) leading to complicated control logic.
- Power wall
 - Power dissipation ability is also increasing exponentially, but at such a slow rate that it has effectively peaked.
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- Utilization wall
 - Multi- and many-core trend cannot be sustained: **there is no way to keep all the transistors on future chips active at all times, and this "dark silicon" will also be increasing (exponentially)**

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Improving the speed

- Increasing the frequency
 - Simply riding More's law
- Better architecture through **instruction level parallelism** (ILP)
 - Pipelining
 - Super-scalar
 - Out-of-order execution

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Tackling the memory wall

- Caches (since mid eighties)
 - If access to memory is slow, then build a faster (smaller) memory on-chip
- Need to exploit
 - Locality of reference
 - Reuse of data
 - Collaboration between architecture, compiler and operating system

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Tackling the power wall

- Increasing the frequency implies increasing the heat generated
 - And that has to be dissipated (or else the chip will melt)
- If you can't increase the frequency (raw speed)
 - Add more processors (cores)
 - **"The processor is the new transistor"** in Moore's law

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The Utilization Wall

- Even if (regardless of how) the power/energy wall is tackled
 - Heat dissipated by a chip is bounded
 - Even if density is (exponentially) increasing
- Something has to give
- Some parts of the silicon must be turned off – made "dark"
 - **This fraction is increasing exponentially**

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