

COMP 362 COMPUTER ARCHITECTURE

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<https://neilklingensmith.com/teaching/loyola/cs362-f2025/>

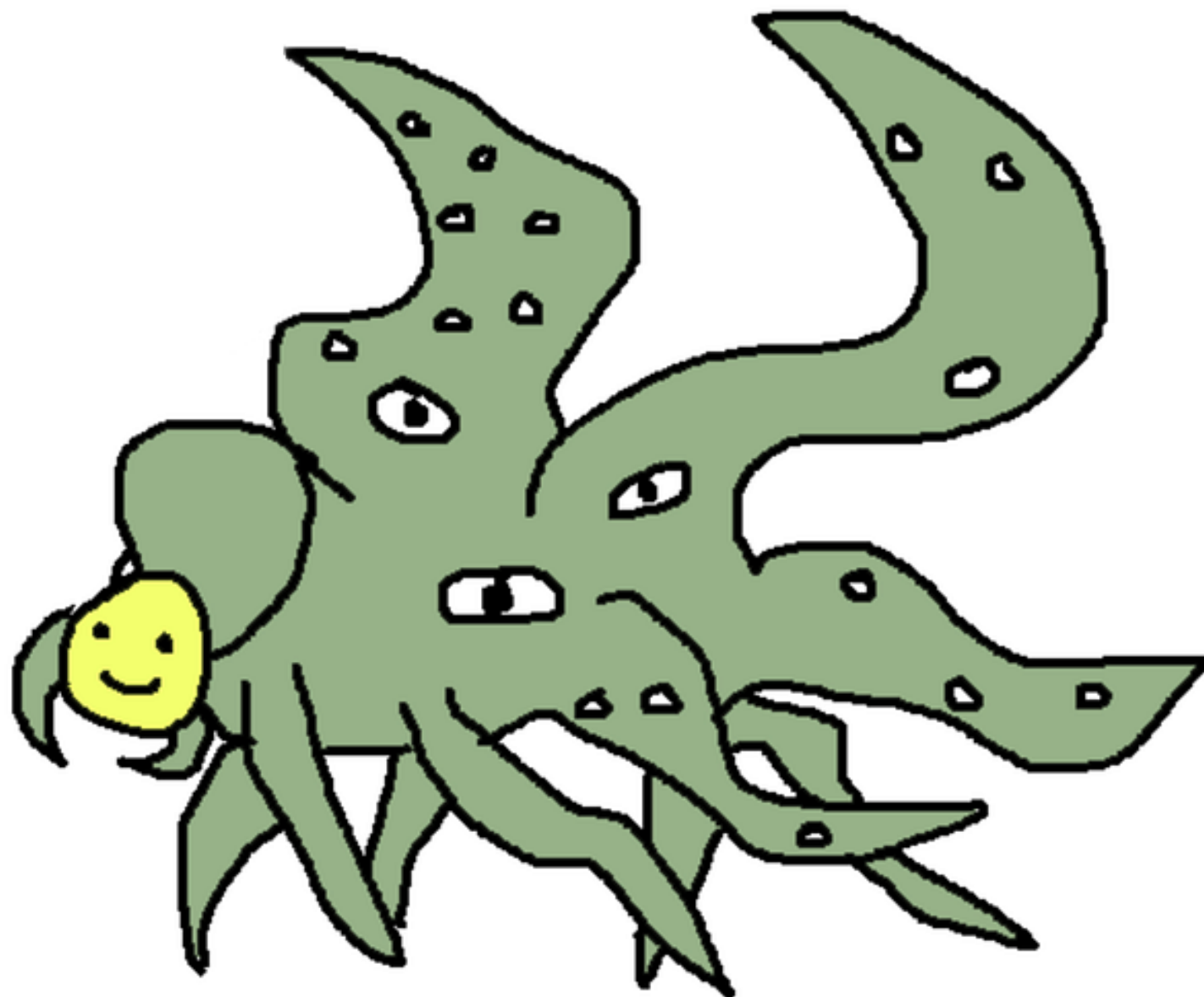


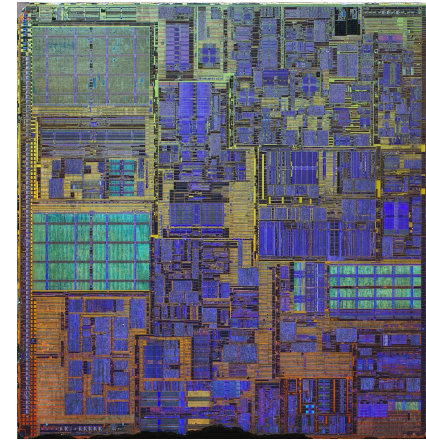
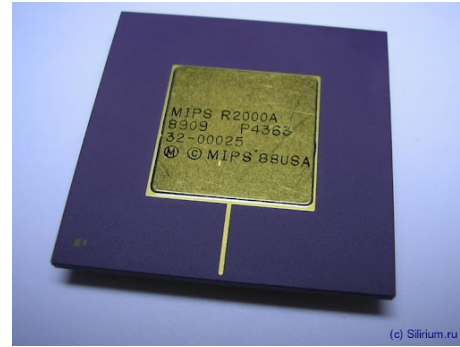
CLASS TIMING

- M/W 2:30-4PM?
- NO class Friday
- Lab Wednesday 6-8 PM in Doyle Makerspace

WHAT YOU'RE GONNA LEARN

- How the CPU works
- Design issues and tradeoffs
- Verilog
- FPGA Synthesis





1945

1958

1964

1971

1986

1997

2000

2007

2022

ENIAC

FORTTRAN

IBM 360

Intel 4004

Pentium II

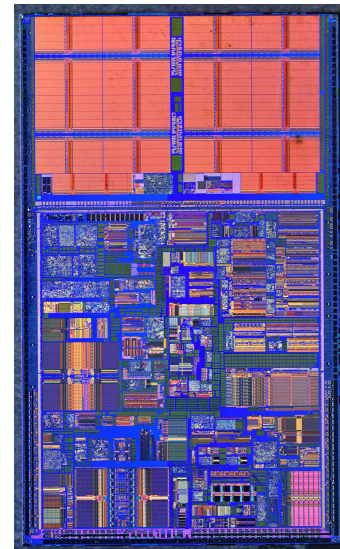
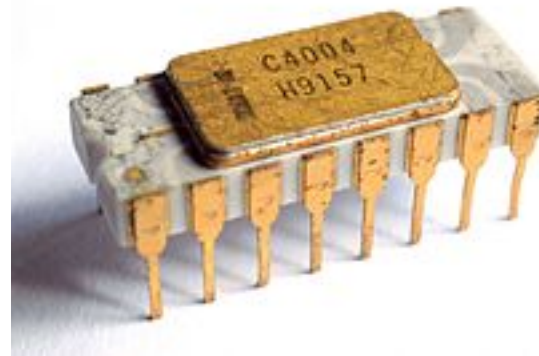
Pentium 4

CUDA

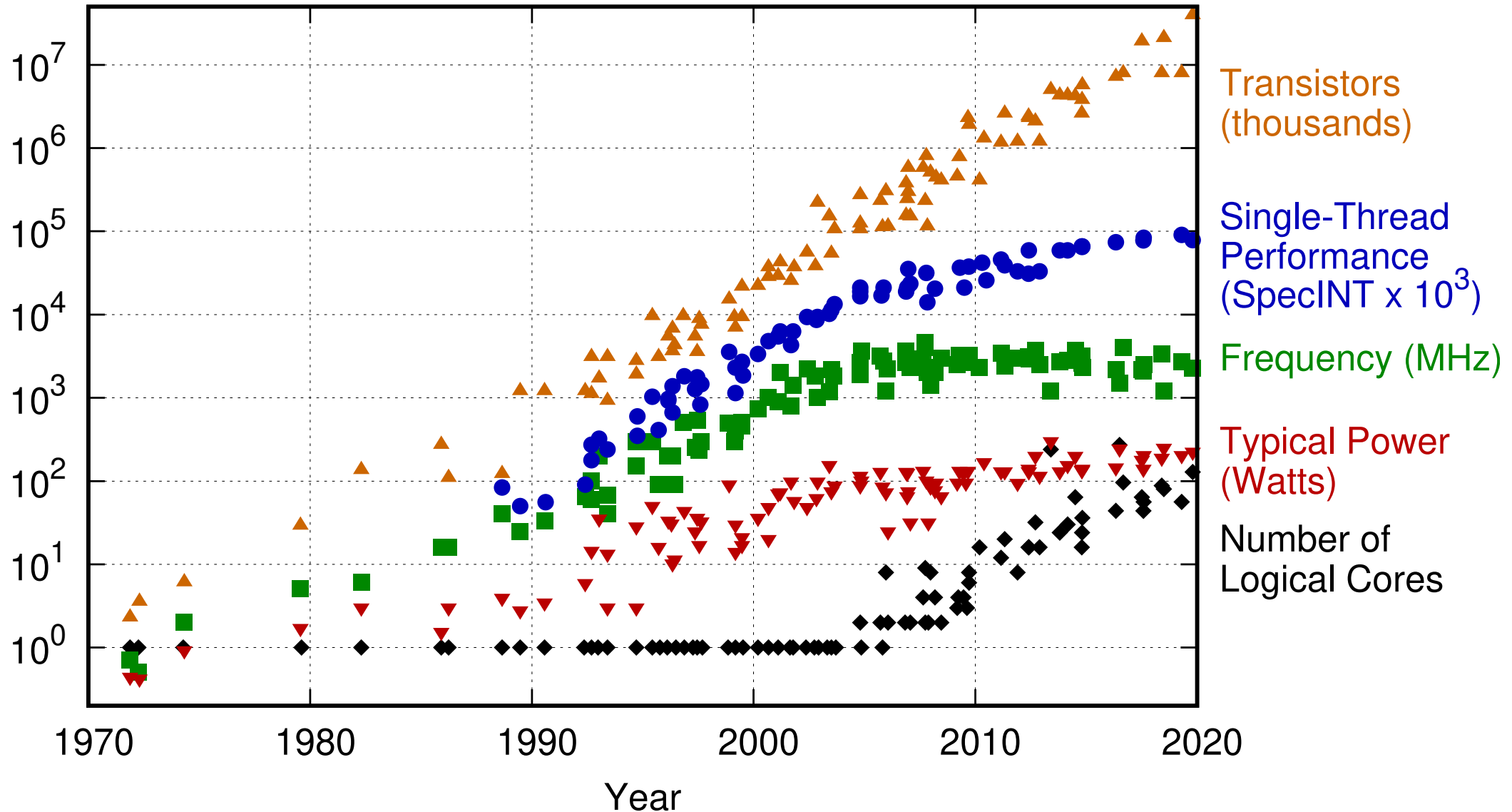
RTX 4090



MIPS R2k



48 Years of Microprocessor Trend Data

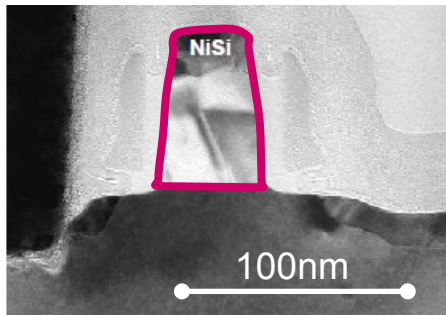


Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten
New plot and data collected for 2010-2019 by K. Rupp

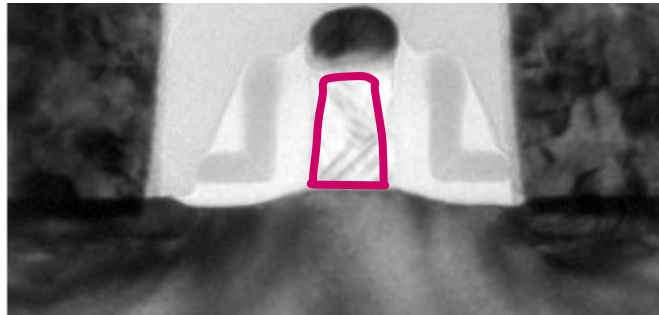
DENARD SCALING: SPEEDUP DRIVEN BY CHEMISTRY

All TEM images here have the same scale

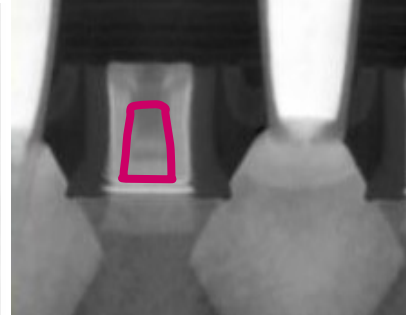
2003
90nm node



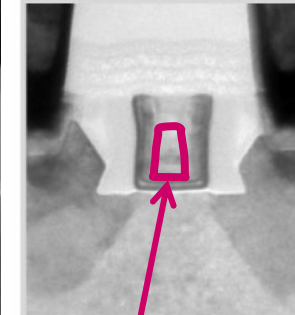
2005
65nm node



2007
45nm node

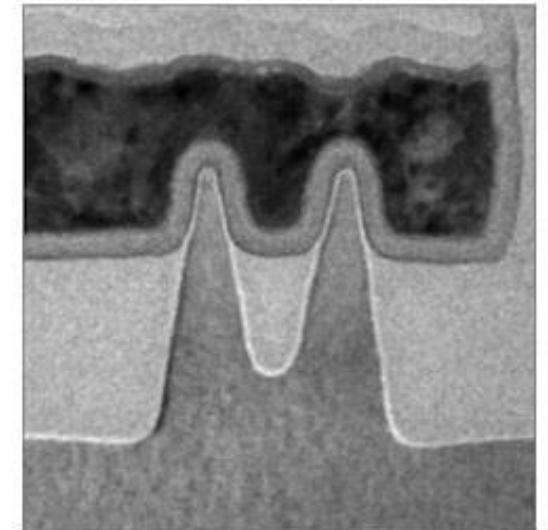


2009
32nm node



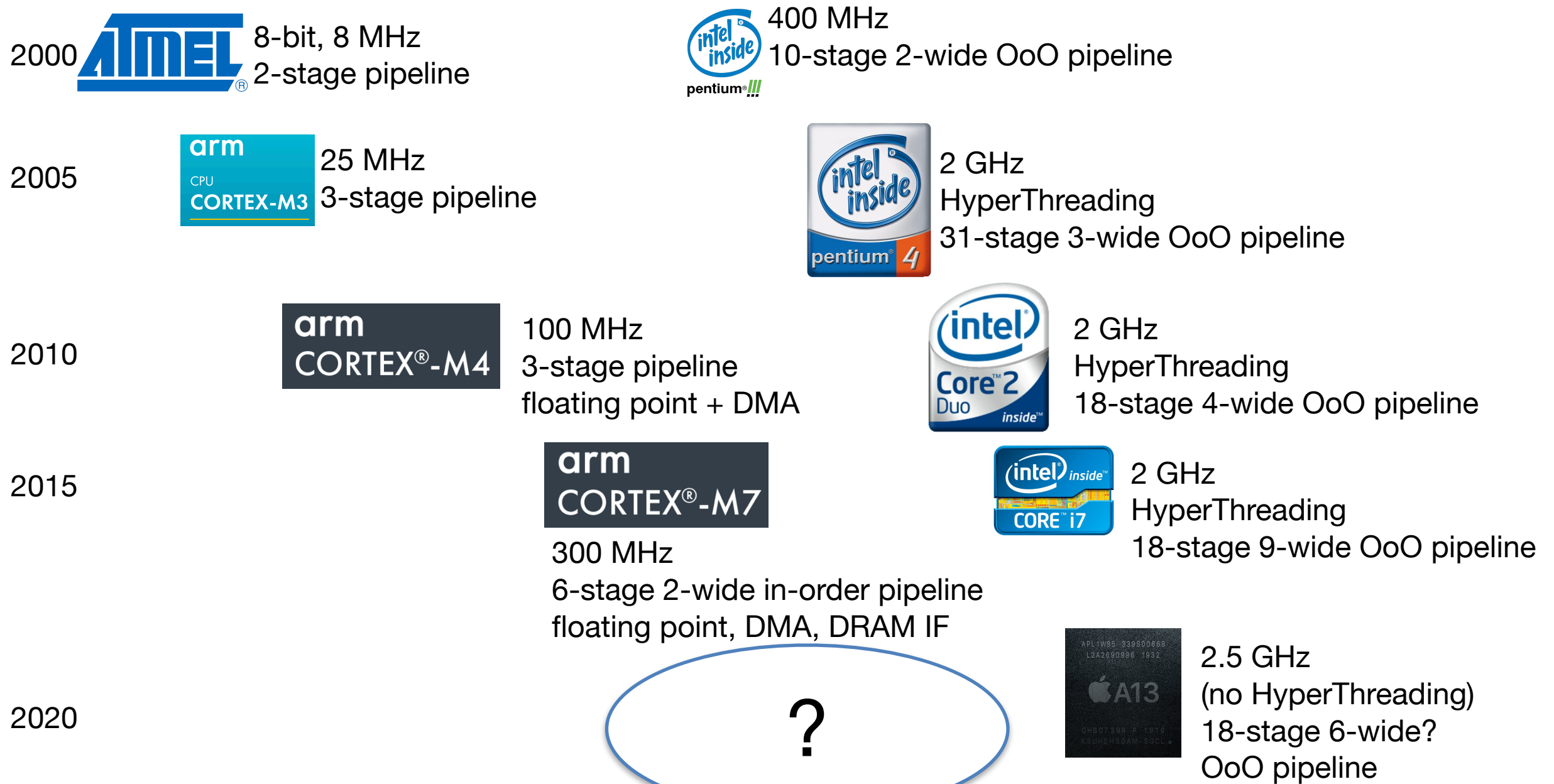
0.7x scaling

2012
22nm node
(FINfet)




22 nm 1st Generation
Tri-gate Transistor

- Very little change in physical gate length, only $\sim 0.9x$ per node
- The gate pitch is scaling fast, as $0.7x$ per node and area scales as $0.5x$
- Most of the transistor innovation is in stress engineering and HKMG



8-bit vs 32-bit

2000  8-bit, 8 MHz
2-stage pipeline

 400 MHz
10-stage 2-wide OoO pipeline

2005 



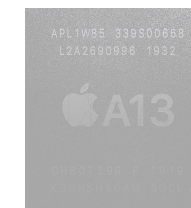
2010 



2015 



2020 



2000



8-bit vs 32-bit

2005



25 MHz
3-stage pipeline



2 GHz
HyperThreading
31-stage 3-wide OoO

**Low Power
vs**

2010



100 MHz
3-stage pipeline
floating point + DMA



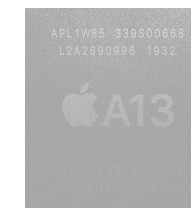
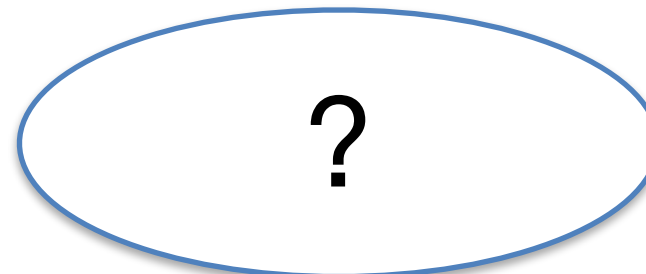
2 GHz
HyperThreading
18-stage 4-wide OoO

High Power

2015



2020

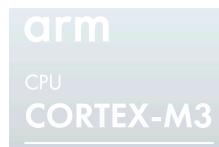


2000



8-bit vs 32-bit

2005



Low Power
vs

2010



High Power

2015



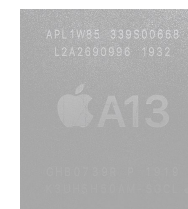
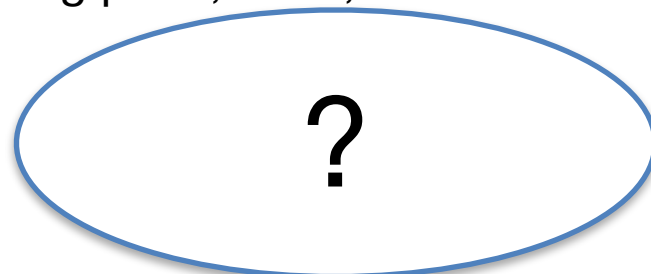
300 MHz
6-stage 2-wide in-order pipeline
floating point, DMA, DRAM IF



2 GHz
HyperThreading
18-stage 9-wide OoO

TLB vs No TLB

2020



COMPUTER ARCHITECTURE STARTUPS

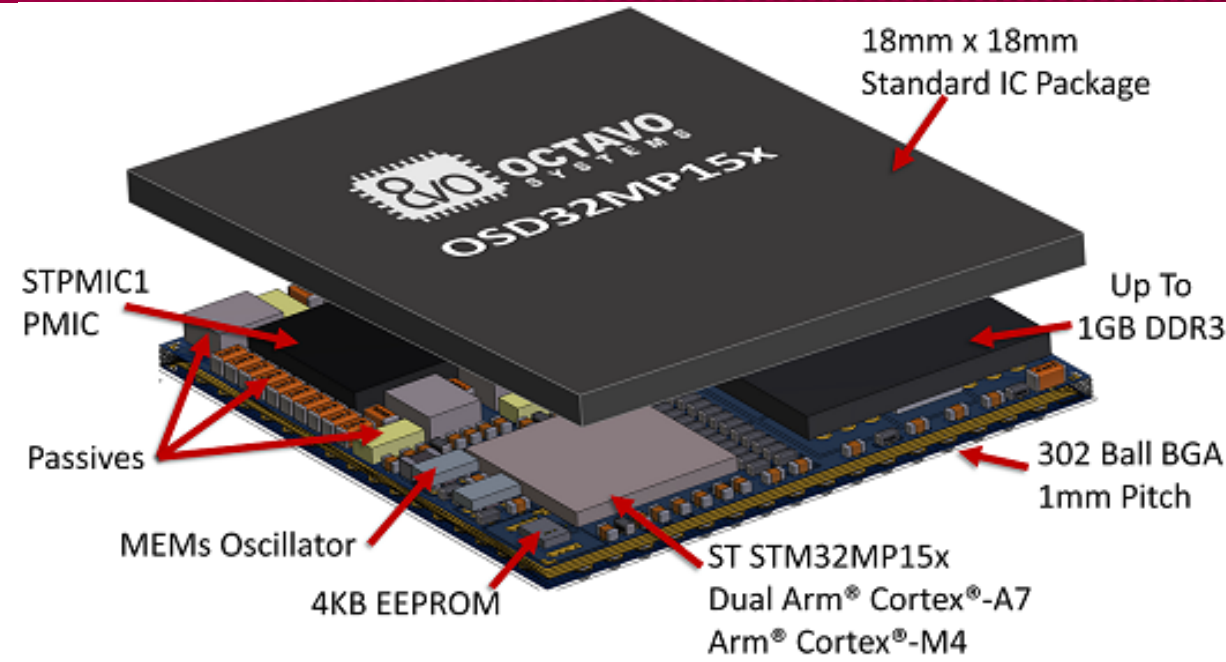
LUMINARY MICRO

- First company to produce ARM Cortex-M3 MCUs
- Founded in 2004 by Jim Reinhart and Jean Anne Booth
- Raised \$44 MM from 4 investors
- Acquired by TI in 2009 with ~70 employees



OCTAVO SYSTEMS

- Build computer-in-package
- Founded 2015 by some old guys who defected from TI





- Make chips based on RISC-V CPU
- Founded by some guys who quit their PhDs at Berkeley
- Raised \$130MM



- Make AI accelerator chips that don't use von Neumann architecture.
- Founded by guys from Dartmouth in 2022.

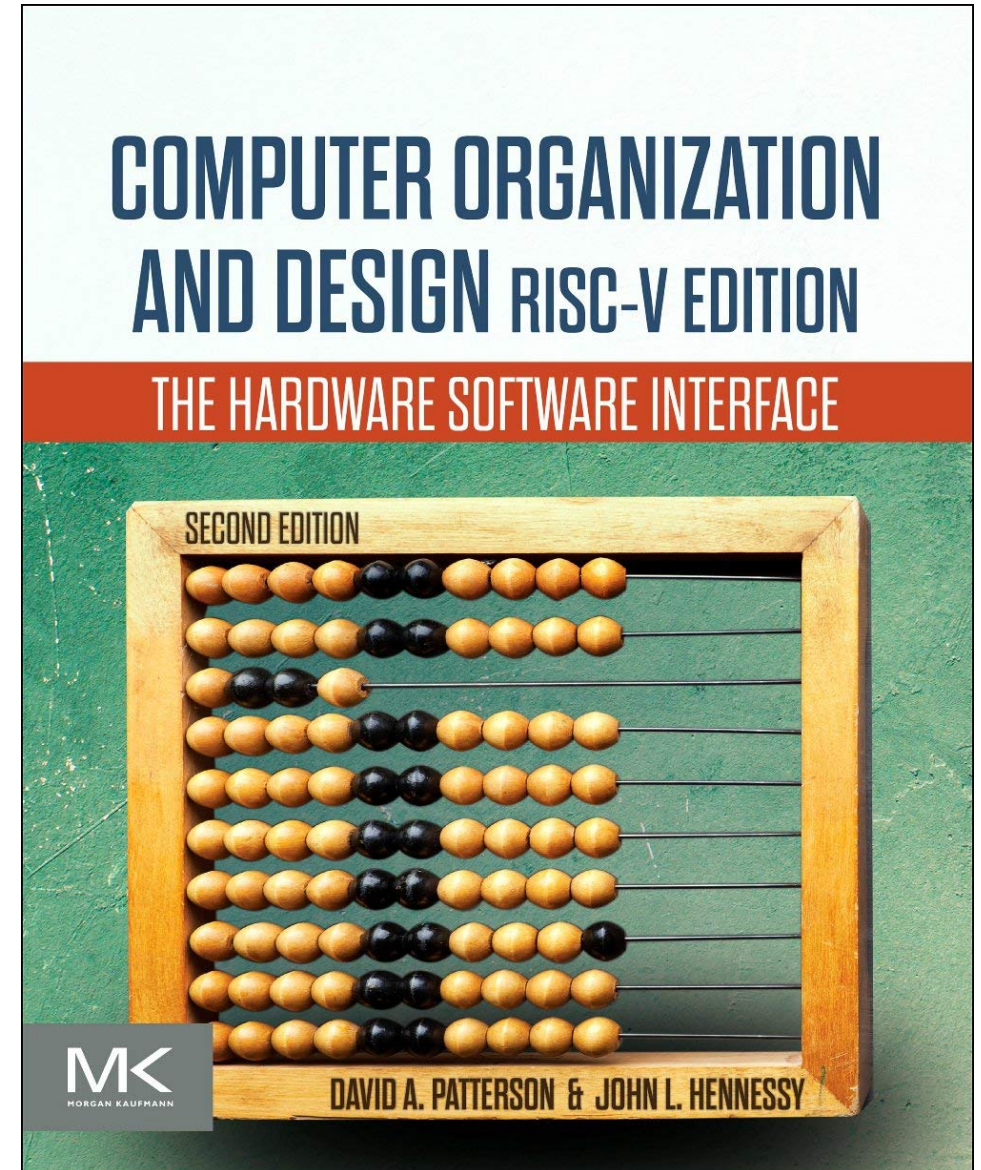
OBVIOUS OPPORTUNITIES

- Multicore microcontrollers with shared memory
- Microcontroller with low-power TLB
- Open-source GPU (a la RISC-V/SiFive)

COURSE ADMINISTRIVIA

TEXTBOOK

Get it.



LAB

- Lab located in Doyle Makerspace
- Computers in that room have ModelSim

Model*Sim*.

INTEL QUARTUS LITE

Runs in Windows & Linux

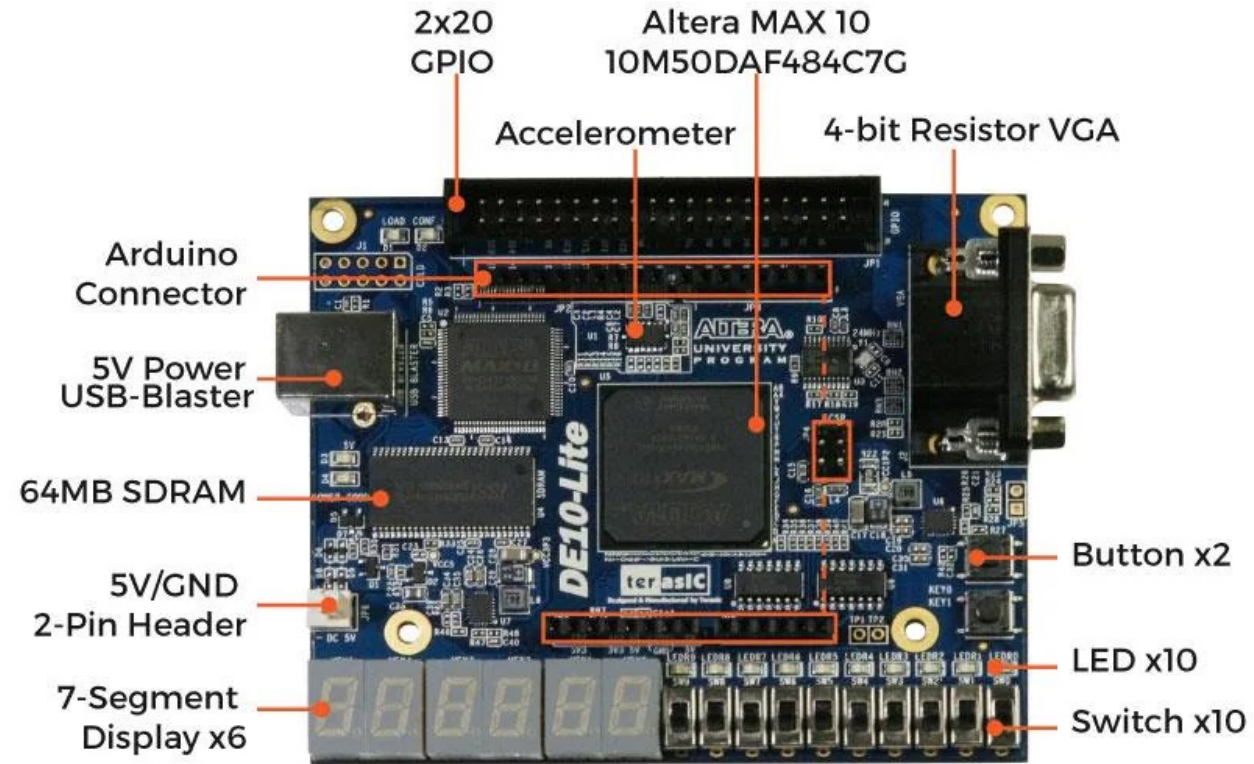
Installing it is a mission.

(Intel site was down as of this morning...)



TERASIC DE10-LITE

- 50k Logic Elements (gates)
- 1.6 Mbytes SRAM
- 5.8 Mbytes flash
- 144 hardware multipliers
- 4 PLLs



GRADING

- No quizzes or exams. Your whole grade is based on homework and final project.
- No partial credit for code that doesn't compile.
- Start homework on Tuesday/Wednesday so you can get help on Thursday in lab if you get stuck.
- Slop Days: Everyone gets 5 slop days. Each slop day allows you to turn in an assignment 24 hours late.

Category	Weight
Homework	40%
Participation	20%
Course Project	40%

DEMO DAYS

- Course project will be done in 3 segments.
- For each segment we will do a demo day.

ABOUT RISC-V

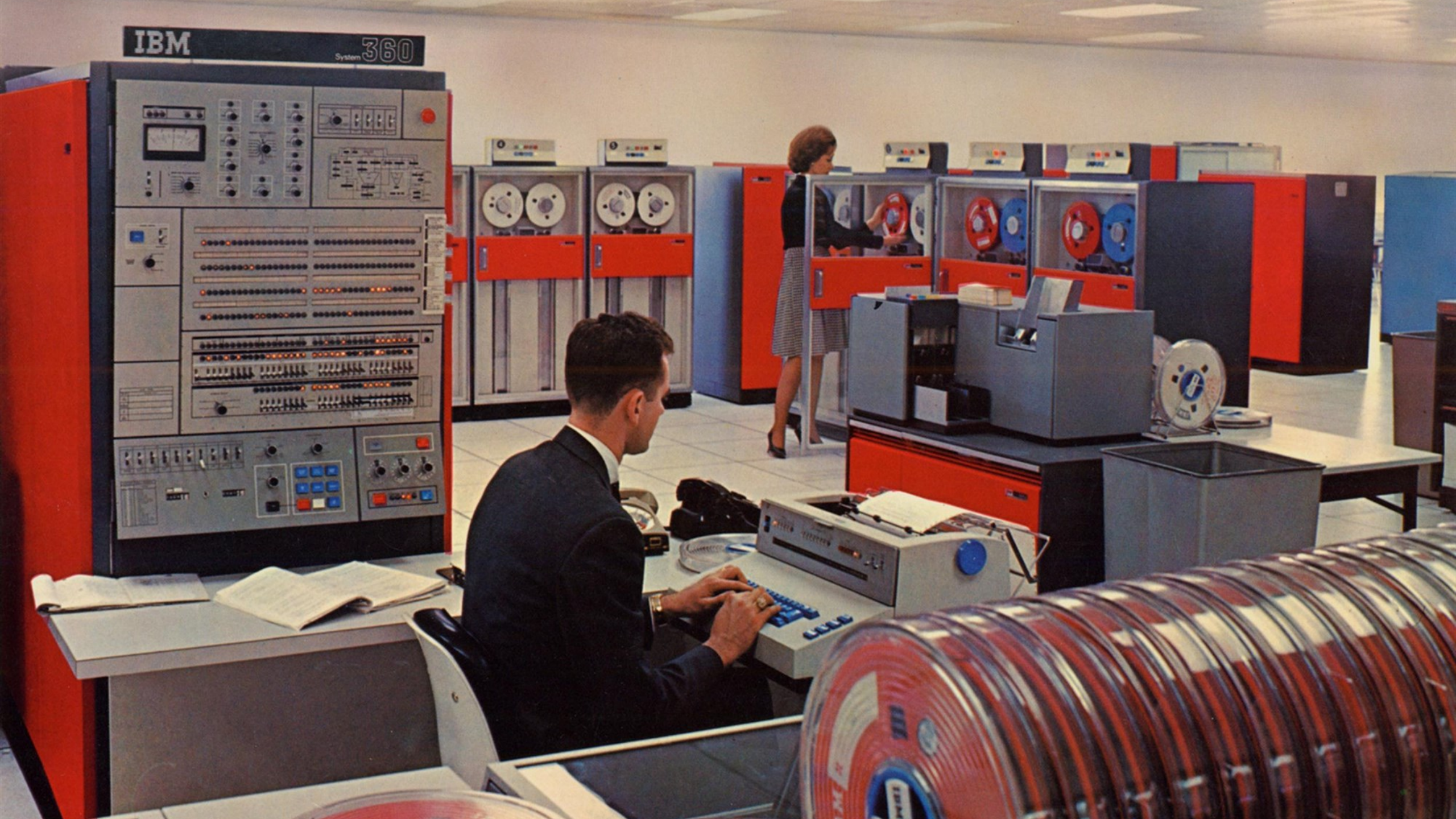
RISC-V



- Open-source RISC processor
 - Unlike ARM, you can design your own RISC-V compatible CPU without paying anyone
 - Instruction Set Architecture fixes some ugly bugs that have been around in other CPUs like OpenRISC and MIPS.
- `gcc` port is available (you should install it)
- Documentation is available

INSTRUCTION SET ARCHITECTURES





INSTRUCTION SET ARCHITECTURE (ISA)

- Unified (among CPU models) & well-defined interface btw software and hardware
 - register names, instruction mnemonics, memory model, etc.
- If hardware changes, old software will still work
- Example: x86 programs from 1985 still run on brand new Core i7

MICROARCHITECTURE (THIS CLASS)

- Block diagram of CPU
- Underlying hardware that implements the ISA

THEMES

3 BIG IDEAS IN ARCHITECTURE

- Pipelining
- Parallelism
- Caching

1. OVERHEAD KILLS

- 20% of instructions are branches
- 2/5 pipeline stages (fetch and decode) are overhead

2. LOCALITY KILLS

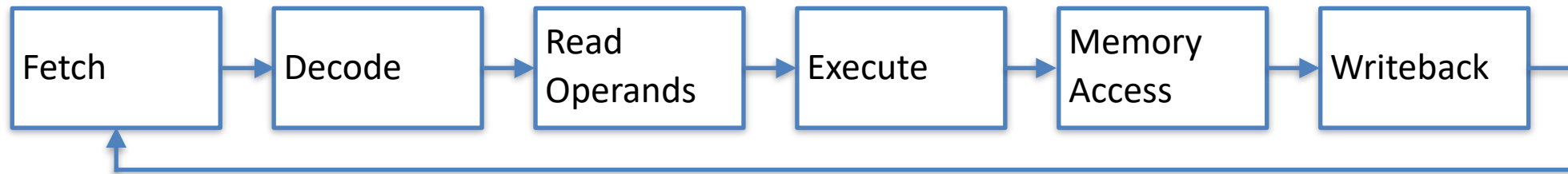
- Instruction dependence chains limit parallelism

INSTRUCTIONS

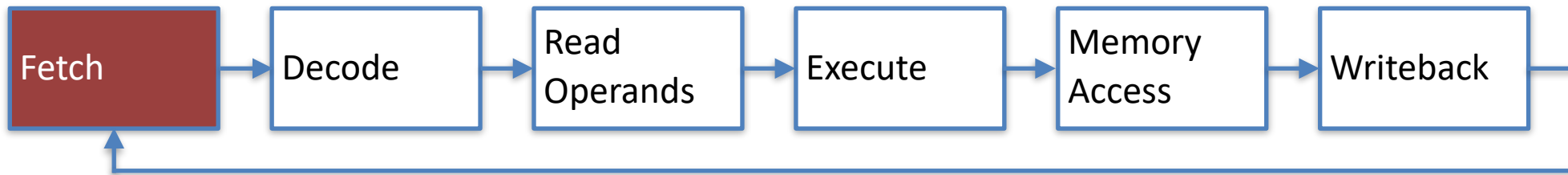
KINDS OF INSTRUCTIONS

- Arithmetic
 - Add, subtract, multiply, divide
- Logic
 - AND, OR, NOT, XOR
- Shifts
 - Left shift, right shift, rotate, etc.
- Control
 - Branch/Jump
 - Procedure calls
- Memory Accesses
 - Load/store

THE ONLY THING A COMPUTER KNOWS HOW TO DO IS EXECUTE INSTRUCTIONS.



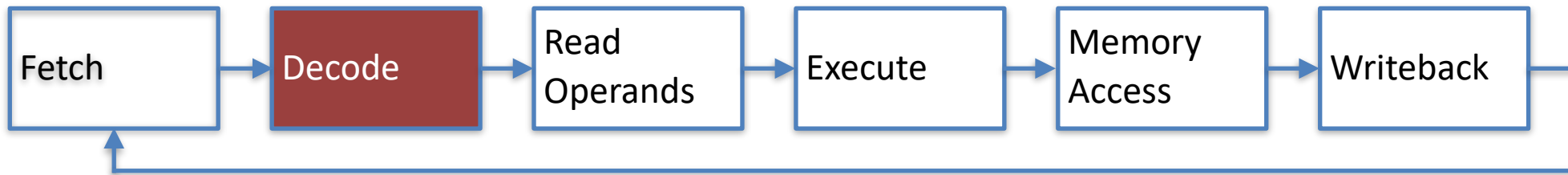
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0x8900

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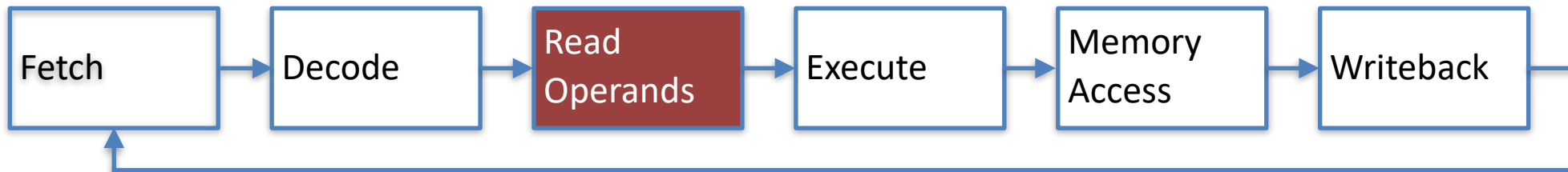
`mov [si+bx], ax`



0x8900

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`mov [si+bx], ax`



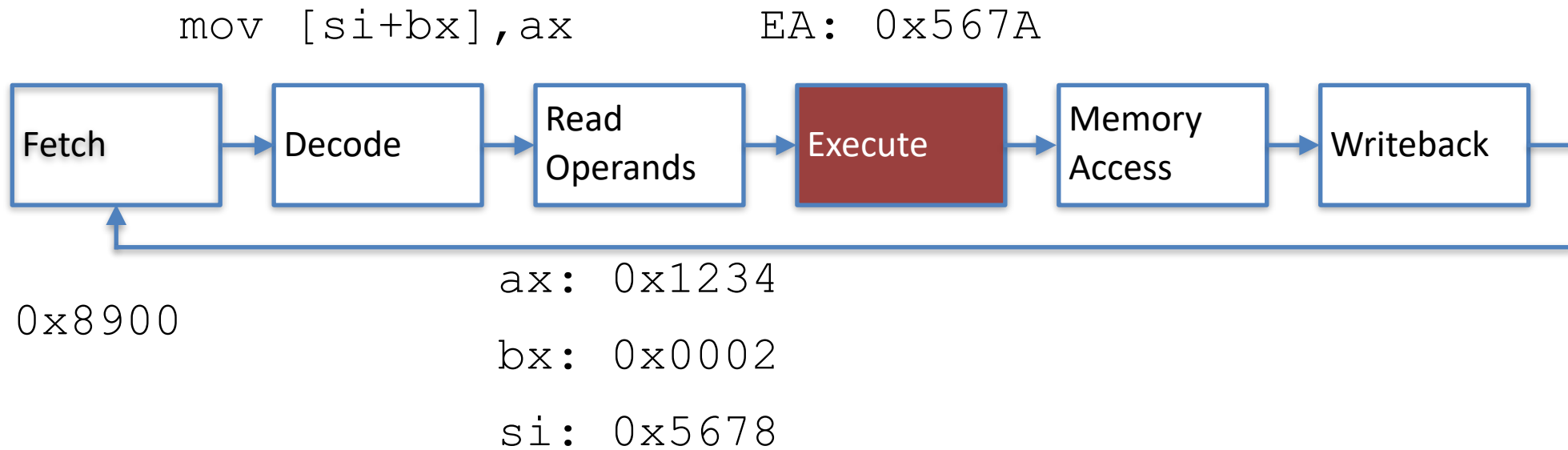
`0x8900`

`ax: 0x1234`

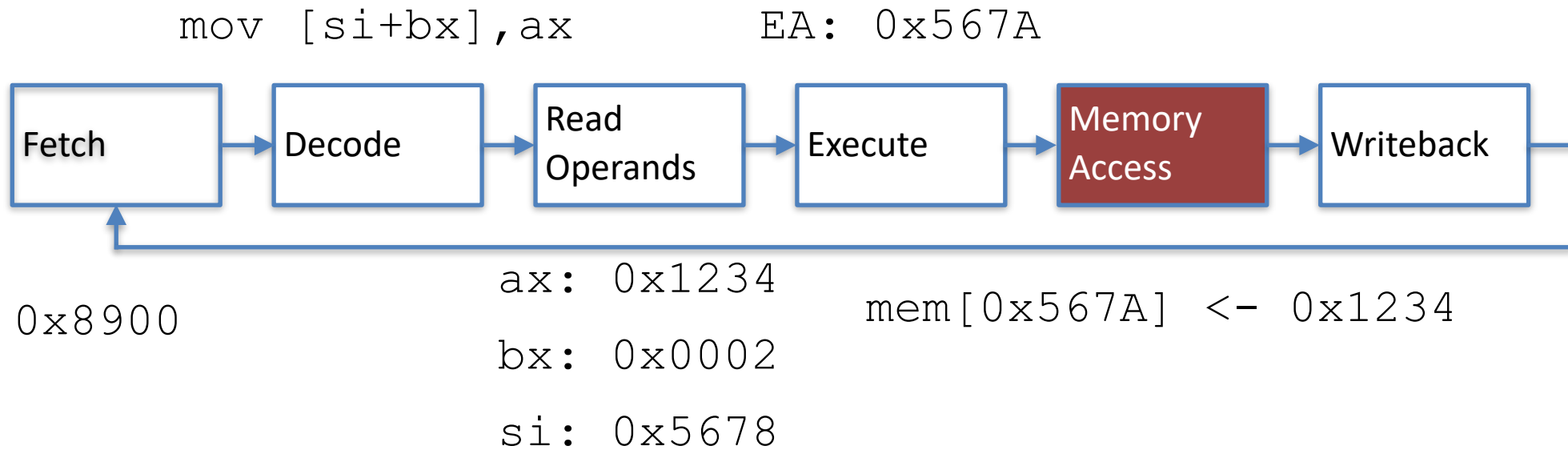
`bx: 0x0002`

`si: 0x5678`

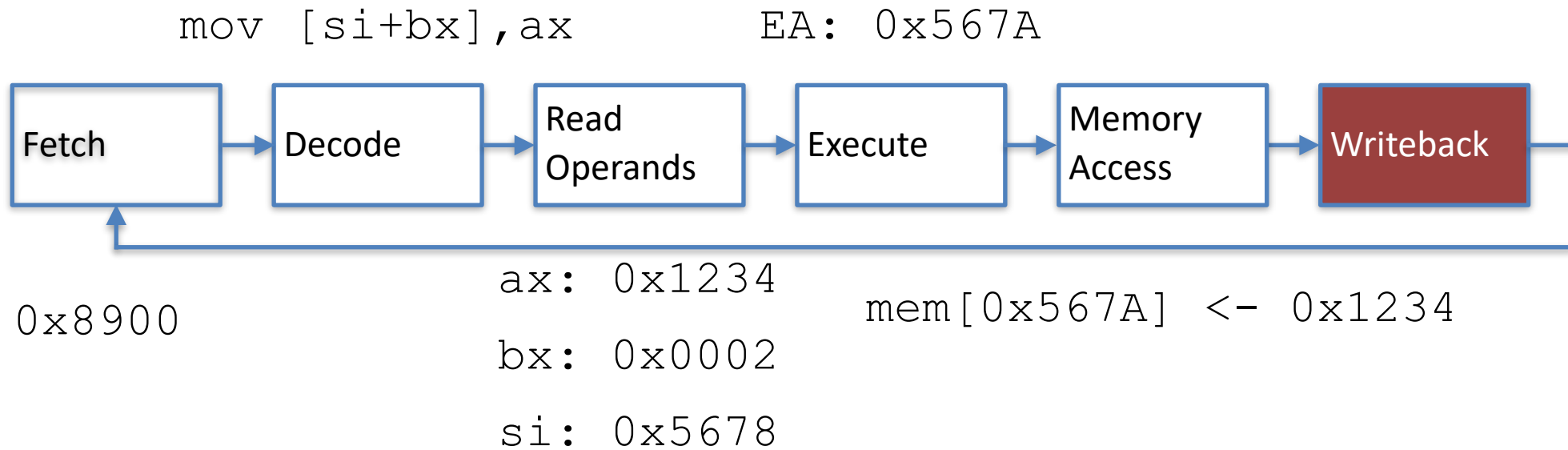
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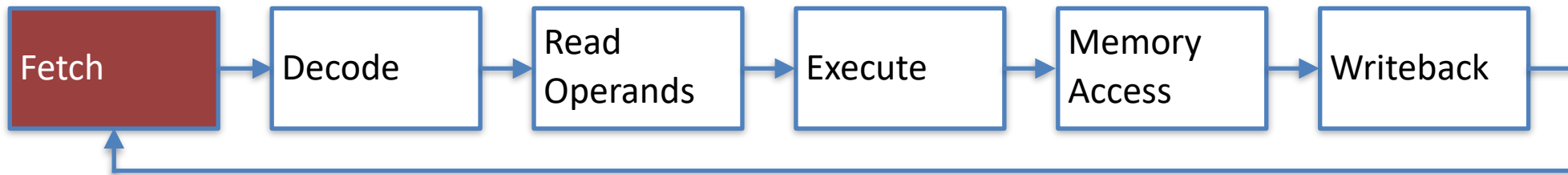
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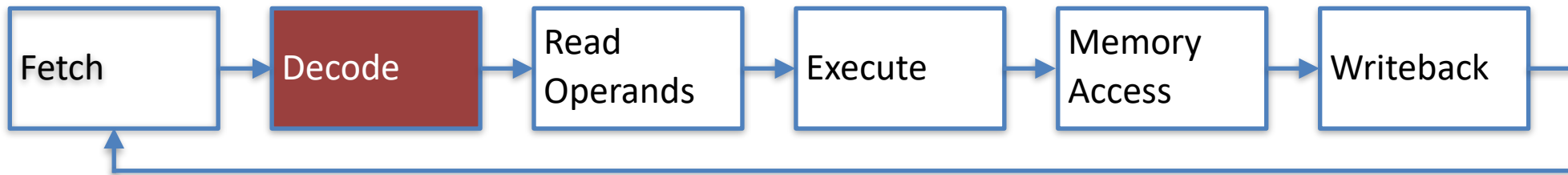


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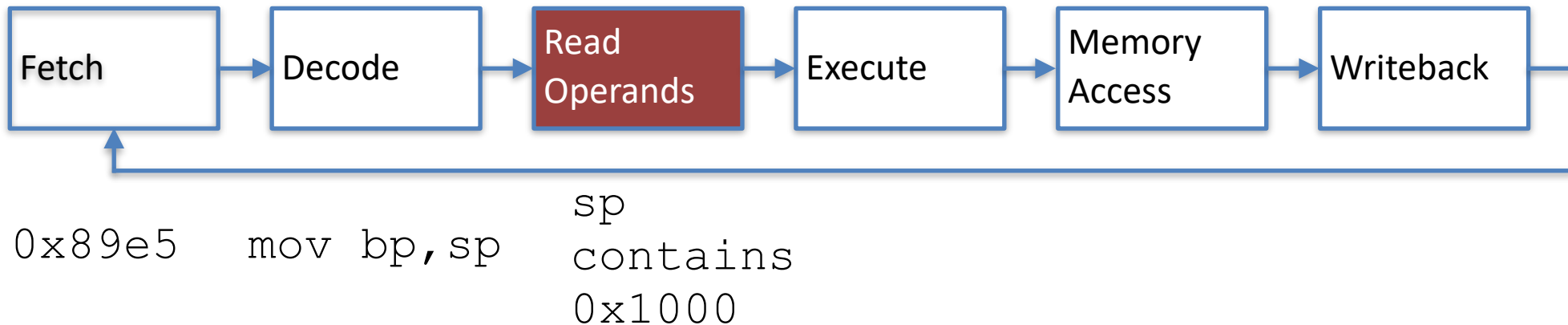
0x89e5

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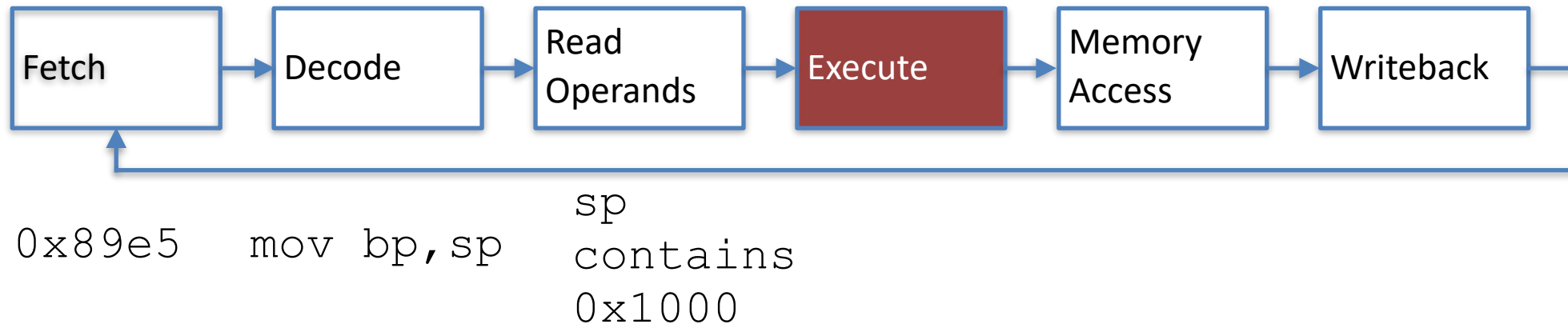


0x89e5 `mov bp, sp`

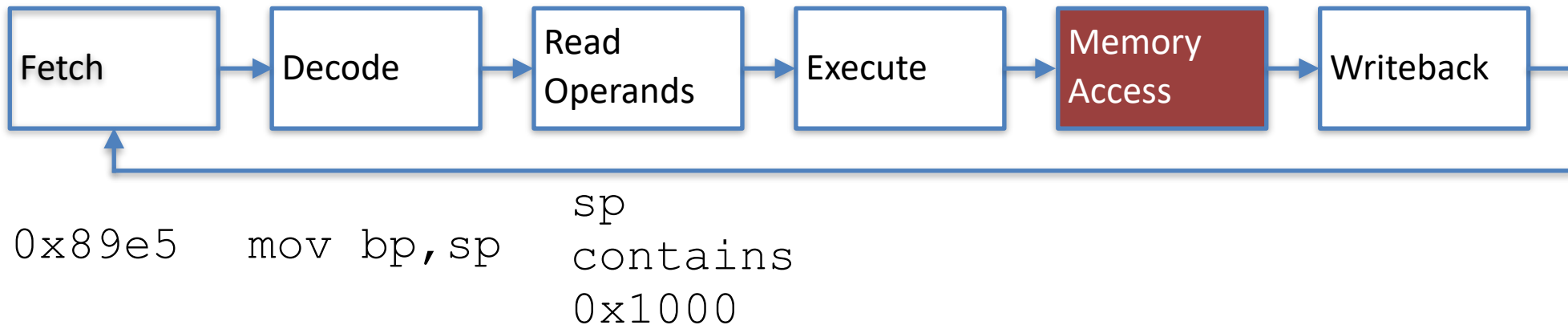
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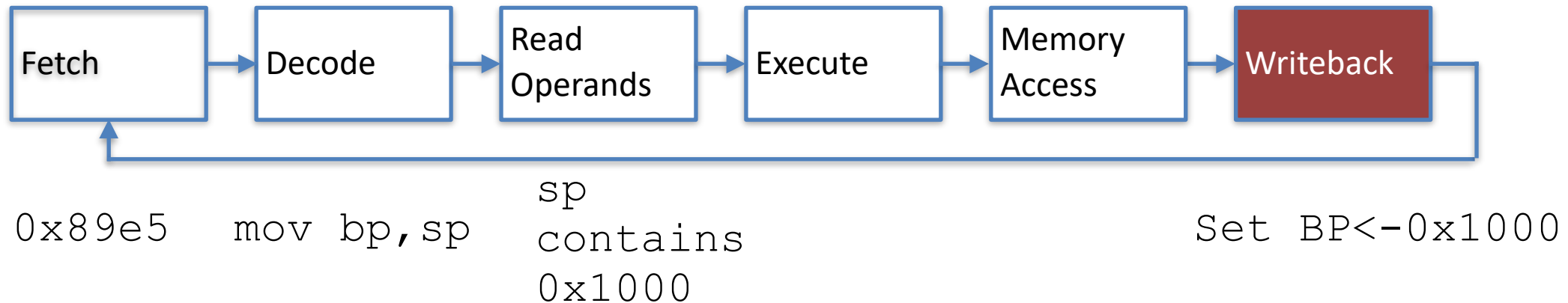
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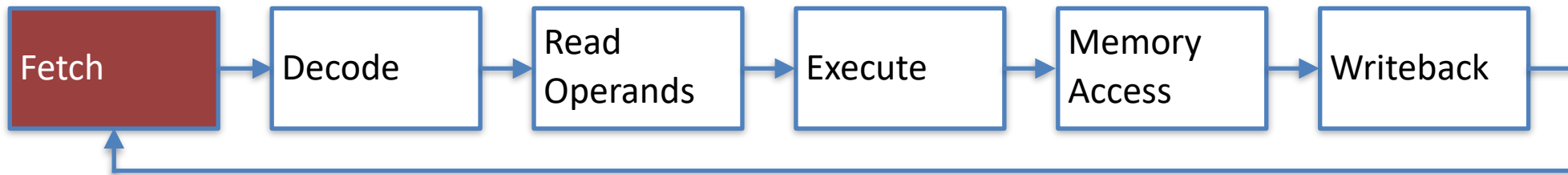
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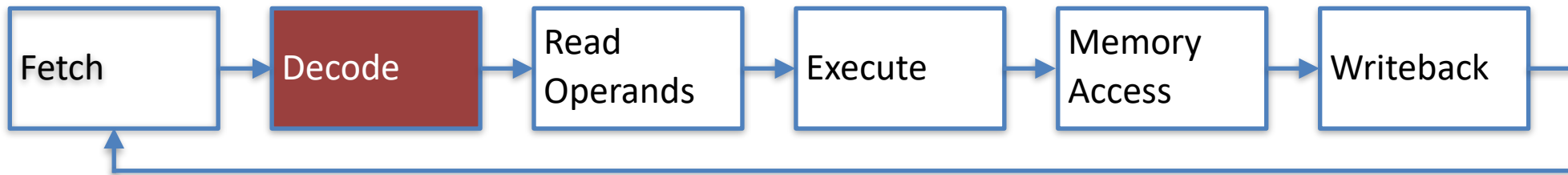


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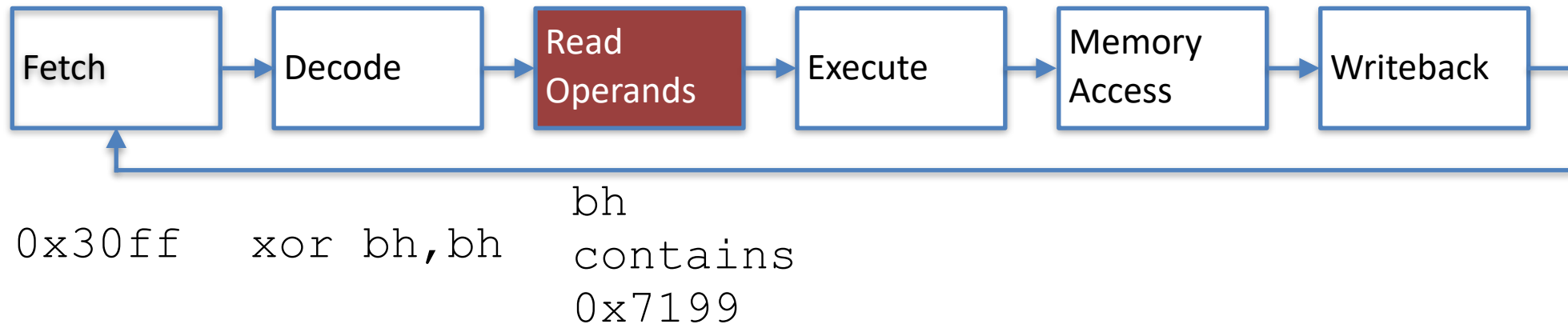
0x30ff

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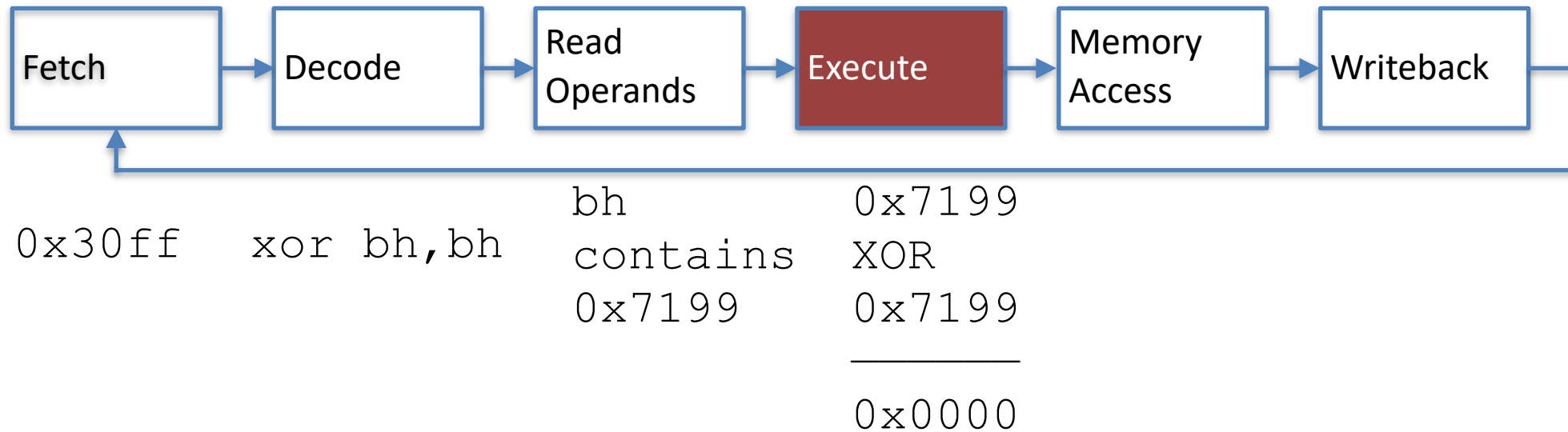


0x30ff xor bh,bh

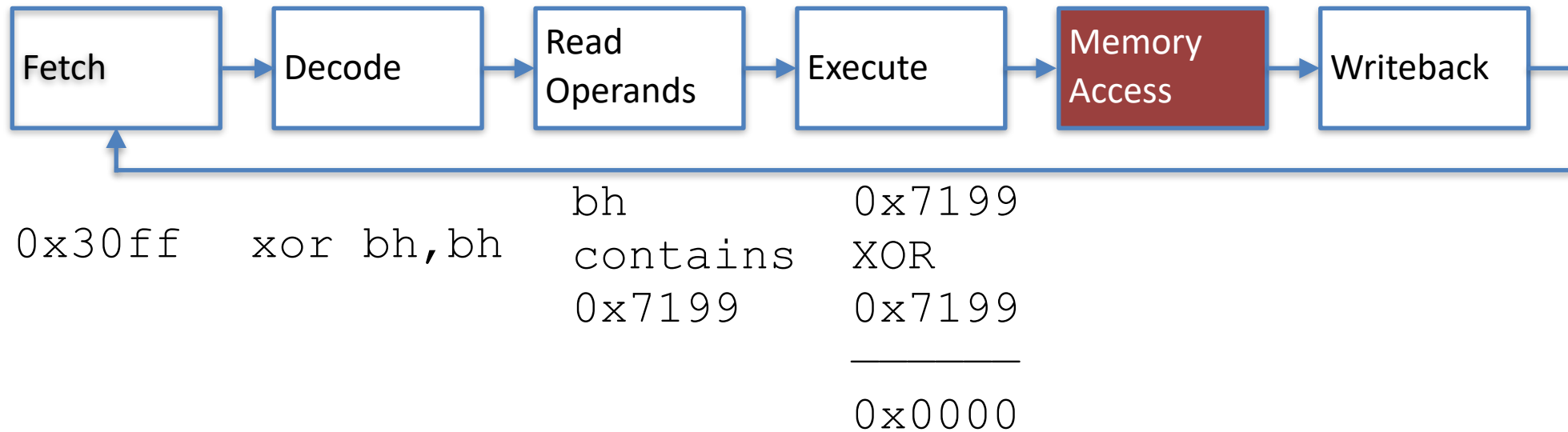
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