Wrapup

Lecture: 24

CMPU 224 – Computer Organization
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We Made It!
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IT'S OVER

IT'S DONE
End of the Semester Logistics

• Lab due: Friday Dec 14\textsuperscript{th} 11:59pm
  • Last day to turn in assignment (with late days): Sunday Dec 16\textsuperscript{th}, 11:59pm
  • No exceptions (per order of Dean of Studies)

• Final: Wednesday Dec 19\textsuperscript{th} 5:00pm - 7:00pm Sanders Classroom 212
  • Closed books and closed notes, no electronic devices
  • Two hour final
  • Comprehensive, but will focus on material since the second quiz
  • I’ll stay a bit after so you won’t feel cramped for time
  • I’ll post some practice problems to the course website
In its broadest definition, computer organization is the design of the abstraction/implementation layers that allow us to execute information processing applications efficiently using manufacturing technologies.
Recap: What is Computer Organization?

- Application
- Algorithm
- Programming Language
- Operating System
- Instruction Set Architecture
- Microarchitecture
- Register-Transfer Level
- Gates
- Circuits
- Devices
- Physics

CMPU-224 Computer Organization
The Other Purpose of this Course

• To learn how to write better programs by learning what is going on “under the hood” of a computer system
  • Data representation
  • Syntax and operations in C
  • Machine-level representation of programs
  • Y86-64 instruction set architecture
  • Y86-64 Sequential and Pipeline Implementation
  • Program optimization
  • Cache memories
  • Memory systems
  • Whew!
Review: Data Representation

• Basic C data types (char, short, int, long, float, and double)
  • Understanding the difference between the little-endian and big-endian representation of numbers

• Compound data types: arrays and structs
  • How they are laid out in memory, alignment rules
  • Relationship between pointers and arrays, pointer arithmetic
  • Code for accessing array elements and struct fields

• Converting numbers to and from decimal, binary, and hexadecimal
  • Be able to convert to and from a decimal number to any base-n system

• 2’s complement numbers
  • Conversion between unsigned and 2’s complement numbers
  • Be able to subtract two numbers using 2’s complement addition
  • How to perform 2’s complement negation

• Floating point representation of numbers

• Understand whether an operation will result in overflow
  • What the result from an overflow is
Review: C Syntax and Operations

- Bit-level operations
  - and (\&), or (\|), not (~)
  - Shift operations: left shift (<<), right shift (>>)
  - Difference between arithmetic and logical shifts
  - Mathematical equivalent of shifting

- Logical operations: and (&&), or (||), not (!)
  - Differences between logical and bit-level operations

- Looping: while loops, do while loops, and for loops
  - How to convert from one looping construct to another and goto representation of these loops
  - Assembly level representation of these loops

- Branching: if and switch statements
  - Assembly level representation of these branches: jump tables

- Pointers: how to declare, dereference, and use them

- Functions:
  - How do declare and use functions in C
  - Difference between passing arguments by reference and passing arguments by value
Review: Machine-level Representation

• x86-64 registers and their special uses (if any)
• Understanding assembly operand specifiers (Fig 3.3 page 181 in the book)
• Difference between the leaq instruction and the movq instruction
• The mechanics of a function call
  • Where are the arguments, local variables, return value
  • What is done during the call and ret instructions
• Condition codes: CF,ZF,SF, and OF flags, how they are set and how other instructions use them (e.g., jne)
  • Understand how the cmpq and test instructions work
• The set, jump, and conditional move families of instructions
Review: Y86-64 Instruction Set Architecture

• Meanings of Y86-64 Instructions and how they differ from the x86-64 instructions

• The programmer-visible state of the Y86-64 ISA
  • Registers, condition codes, program counter
  • Programs status (AOK, HLT, ADR, INS) and when they occur

• Understand how Y86-64 instructions are encoded into their byte-level machine representation
  • Translate to and from Y86-64 instructions and machine code

• Given a x86-64 program, be able to translate it into a Y86-64 program
Review: Logic Design and HCL

- Logic gates: and, or, and not gates
- Combinational circuits: acyclic network of logic gates
  - Convert to and from truth tables, boolean equations, circuit diagram
    - Sum of products: a two-level representation of a truth table as a logical sum of products
  - Building blocks: equality circuit, multiplexors
  - ALU operation
- Sequential Logic:
  - Bistable Element, R-S Latch, D Latch, Edge-Triggered Latch
  - Registers: change on the rising edge of the clock
  - Register file: reads happen asynchronously, writes on rising edge of the clock
- HCL: Hardware Control Language
  - Implement logic functions using HCL
Review: Sequential Y86-64 Implementation

• The stages in the SEQ processor
  • Fetch, Decode, Execute, Memory, Write back, PC update
  • What happens in each stage, inputs/outputs for each state

• For an existing or new Y86-64 instruction
  • Be able to trace the execution of the instruction through each of the stages
  • See the asides from p388 to p395

• The timings in the SEQ implementation
  • When do the various components get updated?
Review: Pipelined Y86-64 Implementation

• The advantages and disadvantages of the pipelined implementation
• For a pipeline diagram and timing information, compute throughput and latency of the system
• The limitations of pipelining
• The five stages of the Y86-64 pipeline processor
  • Fetch, Decode, Execute, Memory, Write back
  • How are they rearranged from the sequential implementation
• The Y86-64 pipeline registers and how are they used
• Pipeline hazards and how do we avoid them
  • Data hazards, control hazards, stalling, bubbles, data forwarding
• For Y86-64 program, show a pipeline diagram of the program
  • See figure 4.56 on page 444 as an example
• Given a Y86-64 program, be able to compute the CPI for the program
Review: Memory Systems

- The difference between static (SRAM) and dynamic (DRAM)
  - The advantages and disadvantages of each
  - The relative performance between them

- Locality:
  - The difference between temporal locality and spatial locality
  - Identify programs with good locality and ones with poor locality
  - Stride-n memory references and the effect on locality
Review: Cache Memories

• Cache organization (S, E, B, m)
• For a given (S, E, B, m), the parts of $m$ used for the block offset, set, and tag bits
  • Perform a cache lookup for a given address
• The difference between a direct mapped, n-way set associative, and fully associative caches
• The operation of LRU (least recently used) cache line replacement policy
  • The cache line modifications needed to support LRU replacement
• Given a trace of memory accesses, simulate the behavior of a cache, deciding if each access results in a hit, miss, or eviction
• The difference between write-back and write-through caches
Review: Optimization

- Code motion
  - Reduce the frequency with which a computation is performed
- Strength reduction
  - Replace a costly operation with a simpler one
- Loop unrolling
  - Reduce overhead by doing more work per loop
- Optimization blockers (memory aliasing, functions)
  - Accumulate using local variable within loops
  - Compiler treats functions as a black box
- Cycles per element to express program performance
- Functional unit performance (latency, throughput)
  - Reduce data dependencies to maximize throughput