Wrapup

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 13\textsuperscript{th} 11:59pm
  • Last day to turn in assignment: Sunday Dec 15\textsuperscript{th}, 11:59pm
  • No exceptions (per order of Dean of Studies)

• Final: Friday Dec 20\textsuperscript{th} 1:00 pm - 3:00 pm SP 105
  • Closed books and closed notes, no electronic devices
  • Two hour final
  • Comprehensive, but will focus on material since the second quiz
  • I’ll post practice problems to the course website
Recap: What is Computer Organization?

In its broadest definition, computer organization is the design of the abstraction/implemention layers that allow us to execute information processing applications efficiently using manufacturing technologies. 

Gap too large to Bridge in one step
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 X86-64
  • Y86-64 instruction set architecture
  • Y86-64 Sequential and Pipeline Implementation
  • Memory systems
  • Cache memories
  • Program optimization
  • Whew!

12/10/2019
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 branches and 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 forms (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
CEQs

• Gives me feedback about how the course is going
• Used to evaluate my performance when I go up for tenure
• Two parts:
  • Comment sheet
    • Only seen by me
  • Numerical questionnaire
    • Seen by the department and administration
    • A way for you to “grade” the course: 5 = A, 4 = B, etc.

• My goal is to earn all 5s from each and every one of you
  • If I am not living up to those expectations, please explain why on the comment sheet
  • Help me make the course better for you and your classmates
  • I will keep working until I can meet those goals