

# Welcome to CSE 502

Introduction



### **Today's Lecture**

- Course Overview
- Course Topics
- Grading
- Logistics
- Academic Integrity Policy
- Homework



# Course Overview (1/2)

• Computer Architecture is

... the *science* and *art* of selecting and interconnecting hardware and software components to *create computers* ...

- Computer Architecture is an umbrella term
  - <u>Architecture</u>: software-visible interface
  - <u>Micro-architecture</u>: internal organization of components
- This course is mostly about *micro-architecture* 
  - What's inside the processor (CPU)
  - What implications this has on software



# Course Overview (2/2)

- This course is hard, roughly like CSE 506
  - In CSE 506, you learn what's inside an OS
  - In CSE 502, you learn what's inside a CPU
- This is a project course
  - Learn why things are the way they are, first hand
  - We will "build" emulators of CPU components
- "Hard" doesn't mean what you think it means
  - Especially for PhD students: don't listen to "seniors"



# Why Study CompArch (1/3)

- You need one more qualifier/graduation requirement
- **×** Bad answer!
- You want to become a computer architect
- You want to learn what's inside a processor
  - Because you're curios (and there is no computer w/o a processor)
  - To write better/faster application code
  - To write system software (OS, compiler, etc.)
- Computer architecture is cool and intellectually fascinating
  - What is the most complex man-made device?
    - There are billions of transistors in a modern processor chip

✓ Better answer!



# Why Study CompArch (2/3)





# Why Study CompArch (3/3)

- Sources of performance improvement
  - Improvements in semi-conductor technology
    - Faster transistors
    - More transistors
  - Improvements in computer architecture
    - Architects turn resources into speed/power savings/features

#### This class is about how this is possible



## Moore's Law

• 1<sup>st</sup> Moore's Law (1965)

"The complexity for minimum component costs has increased at a rate of roughly a factor of two per year. Certainly over the short term this rate can be expected to continue, if not to increase."

• 2<sup>nd</sup> Moore's Law (1975)

"The new slope might approximate a doubling every two years, rather than every year"



#### Moore's law now used to describe exponential tech. growth



### Hardware Design Process





### **Course Topics**

- Intro/Review
- Instruction Decode
- Pipelining
- Memory Hierarchy
- Processor Front-end
- Execution Core
- Multi-[socket(SMP,DSM)|thread(SMT,CMT)|core(CMP)]
- Vector Processing and GPUs

#### Will devote most attention to items in **bold**



## Grading (Standard Option)

	Due Date	Points	Grading	<b>Required?</b>
1 Homework	Mar 26	10	Curve 0 to 100	No
2 Warm-up Projects	Feb 14/Mar 7	20	Absolute Value	No
1 Course Project	Last class	100	See below	Yes
1 Final Exam		40	Absolute value	No
Participation		10	Curve 0 to 100	No

Course Project	Points
5+ stage, Direct-mapped Caches	
5+ stage, Set-Associative Caches	
Super-Scalar, Set-Associative Caches	70
Super-Scalar, Out-of-order, Set-Associative Caches	80
Any of the above +TLBs	+10
Any of the above +Branch predictor	

#### Without curve, need 100 points to get an A



# Grading (Research Option)

- If you are...
  - Pursuing a PhD
  - Pursuing an MS thesis
  - Planning to take 523/524 with me
- You may select a *research* option for the grade
  *Only* available with instructor's approval
- When selecting this option...
  - Must work *alone* on everything
  - Attain *at least* 60 points of the Standard Option
  - Grade will be based on *subjective* research progress

### Note: Of the two, this is the *harder* option



# Logistics (1/3)

- Project milestones
  - There are *no* official project milestones
  - If **you** need milestones, send me a milestone schedule
    - I will deduct 5 points for each milestone you miss
- Books
  - Recommended for reference, not required
    - Does not mean you shouldn't get them
    - Do not pirate books
  - Modern Proc. Design: Fundamentals of Superscalar Proc.
  - Computer Architecture (Hennessy & Patterson)



# Logistics (2/3)

- Working in groups
  - Permitted on everything except Final
  - Groups may be of any size
    - Points deducted on group work are multiplied by group size
    - Great opportunity or Rope to hang yourself you pick
- Attendance
  - Optional (but highly advised)
  - No laptop, tablet, or phone use in class
    - Don't test me I *will deduct* grade points



# Logistics (3/3)

- Blackboard
  - Grades will be posted there, nothing else
- Course Mailing List
  - Subscription Is *required* http://piazza.com/stonybrook/spring2019/cse502/home



# Academic Integrity Policy

- You may...
  - Discuss assignment, design, techniques
- You may <u>not</u>...
  - Share code outside your group
  - Use any code not distributed as part of project handouts
    - Exceptions are possible, but must receive explicit permission
- You *must* declare group composition...
  - Explicitly via email to TA and instructor
  - Explicitly for each assignment
  - At most <u>five</u> days after assignment handout



### Homework

- Independent hacking projects
- If interested...
  - "Pick up" assignment during office hours
    - Come with all group members
  - If can't make it during office hours
    - Schedule an appointment



# Questions?