

Review

Parallelism

- Above the line (software, many machines) and below the line (hardware, multiple cores) both critical for computing's future.
- Hard to write code that fully takes advantage of all available resources to maximize performance and get fully Nx speedup.
- Distributed and Parallel computing
 - Synchronization hard, APIs help (MapReduce)
- · Hardware Parallelism
 - Cache coherence makes it difficult to scale!
 - Manycore, not multicore!
- Berkeley EECS taking initative to make ~1000 core HW, put in researchers hands!

CS61C L31 Summary & Goodbye (2)

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CS61C: So what's in it for me? (1st lecture)

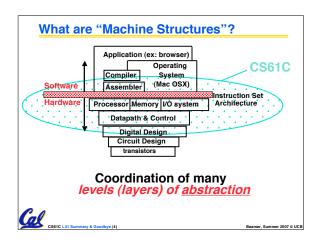
Learn some of the big ideas in CS & engineering:

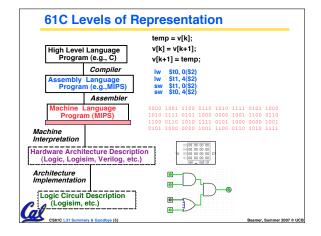
- 5 Classic components of a Computer
- · Principle of abstraction, systems built as layers
- Data can be anything (integers, floating point, characters): a program determines what it is
- · Stored program concept: instructions just data
- Compilation v. interpretation thru system layers
- Principle of Locality, exploited via a memory hierarchy (cache)
- Greater performance by exploiting parallelism (pipelining, superscalar, MapReduce, multi-..)

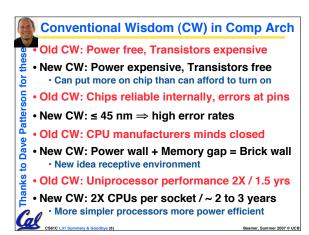
Principles/Pitfalls of Performance Measurement

CS61C L31 Summary & Goodbye (3

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Massively Parallel Socket

- Processor = new transistor?
 - Does it only help power/cost/performance?
- Intel 4004 (1971): 4-bit processor, 2312 transistors, 0.4 MHz, 10 μm PMOS, 11 mm² chip
- RISC II (1983): 32-bit, 5 stage pipeline, 40,760 transistors, 3 MHz, 3 μ m NMOS, 60 mm² chip
 - 4004 shrinks to ~ 1 mm2 at 3 micron
- 125 mm² chip, 65 nm CMOS = 2312 RISC IIs + Icache + Dcache
 - RISC II shrinks to ~ 0.02 mm² at 65 nm
 - · Caches via DRAM or 1 transistor SRAM (www.t-ram.com)?
 - Proximity Communication at > 1 TB/s ?



20th vs. 21st Century IT Targets

- 20th Century Measure of Success
 - · Performance (peak vs. delivered)
 - · Cost (purchase cost vs. ownership cost, power)
- 21st Century Measure of Success? "SPUR"
 - · Security
 - Privacy
 - Usability
 - · Reliability
- · Massive parallelism greater chance (this time) if
 - · Measure of success is SPUR vs. only cost-perf
 - · Uniprocessor performance improvement decelerates



Other Implications

- Need to revisit chronic unsolved problem
 - Parallel programming!!
- Implications for applications:
 - Computing power >>> CDC6600, Cray XMP (choose your favorite) on an economical die inside your watch, cell phone or PDA
 - On your body health monitoring
 - Google + library of congress on your PDA
- As devices continue to shrink...
 - · The need for great HCI critical as ever!



Administrivia

Regrade requests due TODAY at 7

Only for assignments after HW2 Only for grading mistakes

Final Exam

Only bring pen{,cil}s, two 8.5"x11" handwritten sheets + green. Leave backpacks, books, calculators, cells & pagers home! Everyone must take ALL of the final!



Join Us...

- If you did well in CS3 or 61{A,B,C} (A- or above) and want to be on staff?
 - Usual path: Lab assistant ⇒ Reader ⇒ TA
 - · Contact Jenny Jones in 395 Soda before first week of semester for LA signup...
 - · Reader/TA forms: www.cs/~juliea/
 - · I (Dan) strongly encourage anyone who gets an A- or above in the class to follow this path...
 - It will help you internalize the material
 - Help fellow students, (and get paid for it)

Taking advantage of Cal Opportunities

- Why are we the #2 Univ in the WORLD?
 - · Research, research!
 - · Whether you want to go to grad school or industry, you need someone to vouch for you! (as is the case with the Mob)
- Techniques
 - · Find out what you like, do lots of web research (read published papers), hit OH of Prof, show enthusiasm & initiative
- •research.berkeley.edu/

www.eecs.berkeley.edu/Research/

Some Current Research

- RADLab (Reliable Adaptive Distributed)
 - Looking at datacenter architectures
- RAMP (Research Accelerator for Multiple Processors)
 - Use FPGA's to get many cores
 - Picture on right is 1008 cores in 1 rack
- Berkeley View



CSS1C | 31 Summary & Goodbyn (13)



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Upper Div's that Build on CS61C

- CS150 Design Techniques for SDS
- CS152 Computer Architecture
- CS162 Operating Systems
- CS164 Prog. Lang. & Compilers
- CS194-3 Intro to Computer Systems
- CS198-5 Networked Computing
- EE122 Networking



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Penultimate slide: Thanks to the staff!

- TAs
- Readers
- · Valerie Ishida
- · Michael Shuh
- · Clark Leung
- · Abhishek Karwa
- Thanks to all the past CS61C Instructors, who have:
 - · Trained myself and the staff
 - Made these notes and other course material



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The Future for Future Cal Alumni

- What's The Future?
- New Millennium
 - Wireless, Nanotechnology, Quantum Computing, 10 M "volunteer" CPUs, the Parallel revolution...
 - Rapid Changes in Technology
 - · World's ... Best Education
 - · Never Give Up!

"The best way to predict the future is to invent it" – Alan Kay



The Future is up to you!

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