
**A Computer Architecture Workshop:
Visions for the Future
Celebrating Yale@75**

September 19th, 2014

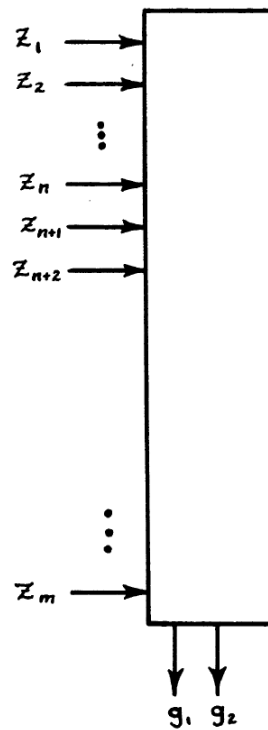
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Visions for the Future?

- We need to think out-of-the-box
- Get back to the basics of computing
- Do something radical
- Get rid of the von Neumann straight jacket
- Our abstractions don't expose the basic logical fabric
- I propose the following: Let's take a leaf from toys—LEGO
- There's a solution that's been with us a long time....
- It's a basic building block that digital systems can be constructed from
- No –not a NAND gate
- It has a higher level of abstraction



The Universal Logic Module—ULM



A ULM of this type consists of a universal Boolean function $U(z_1, z_2, \dots, z_m)$ and s auxiliary functions $g_1(z_1, z_2, \dots, z_n), \dots, g_s(z_1, z_2, \dots, z_n)$; see Fig. 1. A Boolean function $U(z_1, z_2, \dots, z_m)$ is universal in n variables x_1, x_2, \dots, x_n if every Boolean function of n variables can be realized by an appropriate substitute set \mathcal{J} for each z_j . In this model, the set $\mathcal{J} = \{z_1, z_2, \dots, z_n, \bar{z}_1, \bar{z}_2, \dots, \bar{z}_n, 0, 1, g_1, g_2, \dots, g_s\}$. The functions g_1, g_2, \dots, g_s and the first n arguments of U are corresponding uncomplemented x_i ; i.e., that if $s = 0$, the model reduces to that

Fig. 1. General form of the ULM with interconnected external terminals.

Golden Age—Dennard Scaling Worked

- About every 2 years we got:
- $2 \times$ area
- 40% increase in frequency
- 50% reduction in power
- No change in power density

Turn of the Century

- Cracks appeared
- First crack: frequency scaling became a problem
 - Vdd got stuck & power density started to creep up
 - Clock frequency could no longer be a selling point
 - Core count was the new metric
- Later:
 - Each new tech node no longer showed power and frequency scaling
 - Node numbers became symbolic names—still followed the $1/\sqrt{2} \times$ sequence
 - Only area shrank with new nodes

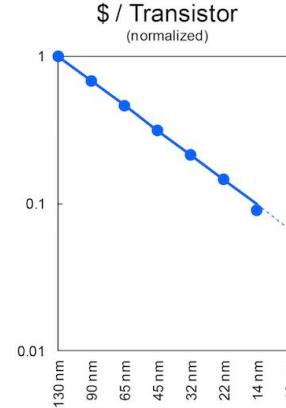
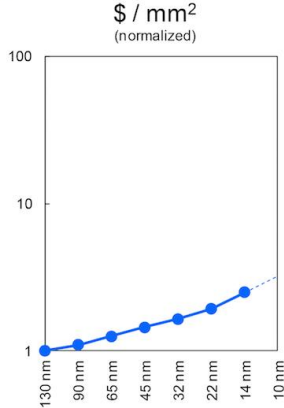
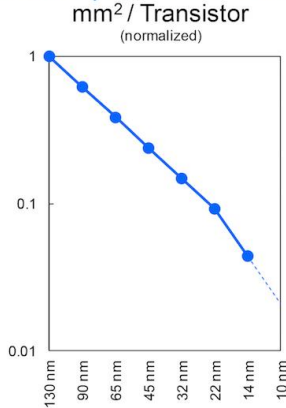


What About Cost?

- Two Views

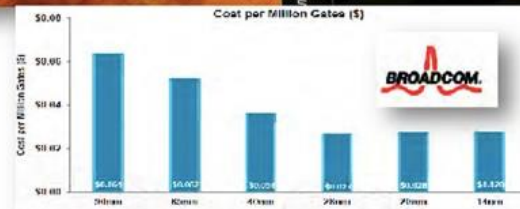
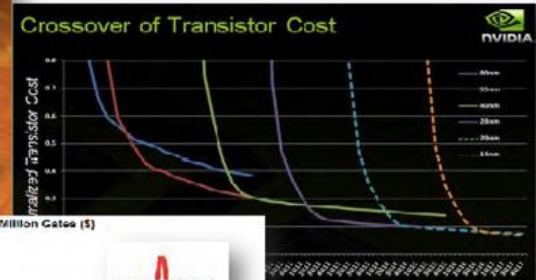
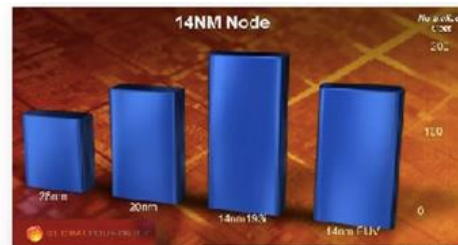
- Intel

Cost per Transistor



- Everyone else

- cost per transistor reached a minimum at 28 nm



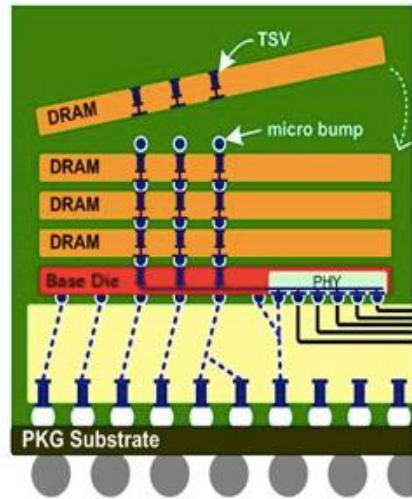
Sources: nVidia, ITPC, nov, 2011
Broadcom, IMEC, may 2012
GF, ISS, jan 2013

Where Does That Leave Us

- No “new” technology that looks promising
 - Cheap
 - Reliable
 - Support density
- Can't see much beyond 7 years
 - But where's the capital investment?
- From a computer architect's viewpoint
- Fast complex cores have been explored
- Multiple cores are being explore
 - Unlikely to reach large numbers except for data centers / HPC
- Application domain specific architectures look promising
 - Gpu led the way
 - Only so many applications that warrant specialization

Some Opportunities

- Memory—new interesting technologies
 - 3D monolithic FLASH
 - Various NV-memory technologies
- Advanced packaging
 - 3D die stacking
 - Interposers
- Longer time horizon
- 3D monolithic ICs
—see FLASH



ITEM	TARGET
Burst Length	2, 4
Stack Density	1GByte per stack (2Gbit per slice)
Channel / Slice	2
Banks / Channel	8
IO / Channel	128
Prefetch / Channel	32B (128x2bit)
Channels / Stack	8
Total TSV Data IO Width	1024
Clock Speed	500MHz
Peak Read BW / Stack	128 GB/s
Page Size	2KB
Data Parity	1 bit / 32 bit
DRAM Core Voltage	1.2V
Logic Buffer IO Voltage	1.2V

High Bandwidth Memory

FIN