

Advanced Computer Architecture Kai Hwang Second Edition

Conceptual and precise, Modern Processor Design brings together numerous microarchitectural techniques in a clear, understandable framework that is easily accessible to both graduate and undergraduate students. Complex practices are distilled into foundational principles to reveal the authors insights and hands-on experience in the effective design of contemporary high-performance micro-processors for mobile, desktop, and server markets. Key theoretical and foundational principles are presented in a systematic way to ensure comprehension of important implementation issues. The text presents fundamental concepts and foundational techniques such as processor design, pipelined processors, memory and I/O systems, and especially superscalar organization and implementations. Two case studies and an extensive survey of actual commercial superscalar processors reveal real-world developments in processor design and performance. A thorough overview of advanced instruction flow techniques, including developments in advanced branch predictors, is incorporated. Each chapter concludes with homework problems that will institute the groundwork for emerging techniques in the field and an introduction to multiprocessor systems.

This comprehensive new text from author Kai Hwang covers four important aspects of parallel and distributed computing -- principles, technology, architecture, and programming -- and can be used for several upper-level courses.

This volume contains papers presented at the NATO sponsored Advanced Research Workshop on "Software for Parallel Computation" held at the University of Calabria, Cosenza, Italy, from June 22 to June 26, 1992. The purpose of the workshop was to evaluate the current state-of-the-art of the software for parallel computation, identify the main factors inhibiting practical applications of parallel computers and suggest possible remedies. In particular it focused on parallel software, programming tools, and practical experience of using parallel computers for solving demanding problems. Critical issues relative to the practical use of parallel computing included: portability, reusability and debugging, parallelization of sequential programs, construction of parallel algorithms, and performance of parallel programs and systems. In addition to NATO, the principal sponsor, the following organizations provided a generous support for the workshop: CERFACS, France, C.I.R.A., Italy, C.N.R., Italy, University of Calabria, Italy, ALENIA, Italy, The Boeing Company, U.S.A., CISE, Italy, ENEL - D.S.R., Italy, Alliant Computer Systems, Bull RN Sud, Italy, Convex Computer, Digital Equipment Corporation, Hewlett Packard, Meiko Scientific, U.K., PARSYTEC Computer, Germany, TELMAT Informatique, France, Thinking Machines Corporation.

Practical Performance Modeling: Application of the MOSEL Language introduces the new and powerful performance and reliability modeling language MOSEL (MOdeling, Specification and Evaluation Language), developed at the University of Erlangen, Germany. MOSEL facilitates the performance and reliability modeling of a computer, communication, manufacturing or workflow management system in a very intuitive and simple way. The core of MOSEL consists of constructs to specify the possible states and state transitions of the system under consideration. This specification is very compact and easy to understand. With additional constructs, the interesting performance or reliability measures and graphical representations can be specified. With some experience, it is possible to write down the MOSEL description of a system immediately only by knowing the behavior of the system under study. There are no restrictions, unlike models using, for example, queueing networks, Petri nets or fault trees. MOSEL fulfills all the requirements for a universal modeling language. It is high level, system-oriented, and usable. It is open and can be integrated with many tools. By providing compilers, which translate descriptions specified in

MOSEL into the tool-specific languages, all previously implemented tools with their different methods and algorithms (including simulation) can be used. Practical Performance Modeling: Application of the MOSEL Language provides an easy to understand but nevertheless complete introduction to system modeling using MOSEL and illustrates how easily MOSEL can be used for modeling real-life examples from the fields of computer, communication, and manufacturing systems. Practical Performance Modeling: Application of the MOSEL Language will be of interest to professionals and students in the fields of performance and reliability modeling in computer science, communication, and manufacturing. It is also well suited as a textbook for university courses covering performance and reliability modeling with practical applications.

Covers data parallelism, multiprocessor architecture, data sharing, message-passing programs, replicated workers, and the impact of shared-memory multiprocessors and distributed-memory minicomputers

The first textbook to teach students how to build data analytic solutions on large data sets using cloud-based technologies. This is the first textbook to teach students how to build data analytic solutions on large data sets (specifically in Internet of Things applications) using cloud-based technologies for data storage, transmission and mashup, and AI techniques to analyze this data. This textbook is designed to train college students to master modern cloud computing systems in operating principles, architecture design, machine learning algorithms, programming models and software tools for big data mining, analytics, and cognitive applications. The book will be suitable for use in one-semester computer science or electrical engineering courses on cloud computing, machine learning, cloud programming, cognitive computing, or big data science. The book will also be very useful as a reference for professionals who want to work in cloud computing and data science. Cloud and Cognitive Computing begins with two introductory chapters on fundamentals of cloud computing, data science, and adaptive computing that lay the foundation for the rest of the book. Subsequent chapters cover topics including cloud architecture, mashup services, virtual machines, Docker containers, mobile clouds, IoT and AI, inter-cloud mashups, and cloud performance and benchmarks, with a focus on Google's Brain Project, DeepMind, and X-Lab programs, IBM Kai Hwang's SyNapse, Bluemix programs, cognitive initiatives, and neurocomputers. The book then covers machine learning algorithms and cloud programming software tools and application development, applying the tools in machine learning, social media, deep learning, and cognitive applications. All cloud systems are illustrated with big data and cognitive application examples.

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Embedded systems are usually composed of several interacting components such as custom or application specific processors, ASICs, memory blocks, and the associated communication infrastructure. The development of tools to support the design of such systems requires a further step from high-level synthesis towards a higher abstraction level. The lack of design tools accepting a system-level specification of a complete system, which may include both hardware and software components, is one of the major bottlenecks in the design of embedded systems. Thus, more and more research efforts have been spent on issues related to system-level synthesis. This book addresses the two most active research areas of design automation today: high-level synthesis and system-level synthesis. In particular, a transformational approach to synthesis from VHDL specifications is described. System Synthesis with VHDL provides a

coherent view of system synthesis which includes the high-level and the system-level synthesis tasks. VHDL is used as a specification language and several issues concerning the use of VHDL for high-level and system-level synthesis are discussed. These include aspects from the compilation of VHDL into an internal design representation to the synthesis of systems specified as interacting VHDL processes. The book emphasizes the use of a transformational approach to system synthesis. A Petri net based design representation is rigorously defined and used throughout the book as a basic vehicle for illustration of transformations and other design concepts. Iterative improvement heuristics, such as tabu search, simulated annealing and genetic algorithms, are discussed and illustrated as strategies which are used to guide the optimization process in a transformation-based design environment. Advanced topics, including hardware/software partitioning, test synthesis and low power synthesis are discussed from the perspective of a transformational approach to system synthesis. System Synthesis with VHDL can be used for advanced undergraduate or graduate courses in the area of design automation and, more specifically, of high-level and system-level synthesis. At the same time the book is intended for CAD developers and researchers as well as industrial designers of digital systems who are interested in new algorithms and techniques supporting modern design tools and methodologies.

The definitive guide to successfully integrating social, mobile, Big-Data analytics, cloud and IoT principles and technologies The main goal of this book is to spur the development of effective big-data computing operations on smart clouds that are fully supported by IoT sensing, machine learning and analytics systems. To that end, the authors draw upon their original research and proven track record in the field to describe a practical approach integrating big-data theories, cloud design principles, Internet of Things (IoT) sensing, machine learning, data analytics and Hadoop and Spark programming. Part 1 focuses on data science, the roles of clouds and IoT devices and frameworks for big-data computing. Big data analytics and cognitive machine learning, as well as cloud architecture, IoT and cognitive systems are explored, and mobile cloud-IoT-interaction frameworks are illustrated with concrete system design examples. Part 2 is devoted to the principles of and algorithms for machine learning, data analytics and deep learning in big data applications. Part 3 concentrates on cloud programming software libraries from MapReduce to Hadoop, Spark and TensorFlow and describes business, educational, healthcare and social media applications for those tools. The first book describing a practical approach to integrating social, mobile, analytics, cloud and IoT (SMACT) principles and technologies Covers theory and computing techniques and technologies, making it suitable for use in both computer science and electrical engineering programs Offers an extremely well-informed vision of future intelligent and cognitive computing environments integrating SMACT technologies Fully illustrated throughout with examples, figures and approximately 150 problems to support and reinforce learning Features a companion website with an instructor manual

and PowerPoint slides www.wiley.com/go/hwangIoT Big-Data Analytics for Cloud, IoT and Cognitive Computing satisfies the demand among university faculty and students for cutting-edge information on emerging intelligent and cognitive computing systems and technologies. Professionals working in data science, cloud computing and IoT applications will also find this book to be an extremely useful working resource.

THE CONTEXT OF PARALLEL PROCESSING The field of digital computer architecture has grown explosively in the past two decades. Through a steady stream of experimental research, tool-building efforts, and theoretical studies, the design of an instruction-set architecture, once considered an art, has been transformed into one of the most quantitative branches of computer technology. At the same time, better understanding of various forms of concurrency, from standard pipelining to massive parallelism, and invention of architectural structures to support a reasonably efficient and user-friendly programming model for such systems, has allowed hardware performance to continue its exponential growth. This trend is expected to continue in the near future. This explosive growth, linked with the expectation that performance will continue its exponential rise with each new generation of hardware and that (in stark contrast to software) computer hardware will function correctly as soon as it comes off the assembly line, has its down side. It has led to unprecedented hardware complexity and almost intolerable development costs. The challenge facing current and future computer designers is to institute simplicity where we now have complexity; to use fundamental theories being developed in this area to gain performance and ease-of-use benefits from simpler circuits; to understand the interplay between technological capabilities and limitations, on the one hand, and design decisions based on user and application requirements on the other.

It has been recognized for a long time that a conventional sequential processor is inefficient for operations on pictorial data where relatively simple operations need to be performed on a large number of data elements (pixels). Though many parallel processing architectures for picture processing have been proposed in the past, very few have actually been implemented due to the costs involved. With LSI technology, it is becoming possible to realize parallel architectures at a modest cost. In the following the authors review some of the proposed architectures for pattern recognition and image processing.

This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The

book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines.

- Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly
- Covers basic number system and coding, basic knowledge in digital design, and components of a computer
- Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter

Designing a complex ASIC/SoC is similar to learning a new language to start with and ultimately creating a masterpiece using experience, imagination, and creativity. Digital design starts with RTL such as Verilog or VHDL, but it is only the beginning. A complete designer needs to have a good understanding of the Verilog language, digital design techniques, system architecture, IO protocols, and hardware-software interaction. Some of it will come from experience, and some will come with concerted effort. Graduating from college and entering into the world of digital system design becomes an overwhelming task, as not all the information is readily available. In this book, we have made an effort to explain the concepts in a simple way with real-world examples in Verilog. The book is intended for digital and system design engineers with emphasis on design and system architecture. The book is broadly divided into two sections - chapters 1 through 10, focusing on the digital design aspects and chapters 11 through 20, focusing on the system aspects of chip design. This book can be used by students taking digital design and chip design courses in college and availing it as a guide in their professional careers. Chapter 3 focuses on the synthesizable Verilog constructs, with examples on reusable design (parameterized design, functions, and generate structure). Chapter 5 describes the basic concepts in digital design - logic gates, truth table, De Morgan's theorem, set-up and hold time, edge detection, and number system. Chapter 6 goes into details of digital design explaining larger building blocks such as LFSR, scrambler/descramblers, error detection and correction, parity, CRC, Gray encoding/decoding, priority encoders, 8b/10b encoding, data converters, and synchronization techniques. Chapter 7 and 8 bring in advanced concepts in chip design and architecture - clocking and reset strategy, methods to increase throughput and reduce latency, flow-control mechanisms, pipeline operation, out-of-order execution, FIFO design, state machine design, arbitration, bus interfaces, linked list structure, and LRU usage and implementation. Chapter 9 and 10 describe how to build and design ASIC/SoC. It talks about chip micro-architecture, partitioning, datapath, control logic design, and other aspects of chip design such as clock tree, reset tree, and EEPROM. It also covers good design practices, things to avoid and adopt, and best practices for high-speed design. The second part of the book is devoted to System architecture, design, and IO protocols. Chapter 11 talks about memory, memory hierarchy, cache, interrupt, types of DMA and DMA operation. There is Verilog RTL for a typical DMA controller design that explains the scatter-gather DMA concept. Chapter 12 describes hard drive, solid-state drive, DDR operation, and other parts of a system such as BIOS, OS, drivers, and their interaction with hardware. Chapter 13 describes embedded systems and internal buses such as AHB, AXI used in embedded design. It describes the concept of transparent and non-transparent bridging. Chapter 14 and chapter 15 bring in practical aspects of chip development - testing, DFT, scan, ATPG, and detailed flow of the chip development cycle (Synthesis, Static timing, and ECO). Chapter 16 and chapter 17 are on power saving and power management protocols. Chapter 16 has a detailed description of various power savings techniques (frequency variation, clock gating, and power well isolation). Chapter 17 talks about Power Management protocols such as system S states, CPU C states, and device D states. Chapter 18 explains the architecture behind serial-bus technology, PCS, and PMA layer. It describes

clocking architecture and advanced concepts such as elasticity FIFO, channel bonding (deskewing), link aggregation, and lane reversal. Chapter 19 and 20 are devoted to serial bus protocols (PCI Express, Serial ATA, USB, Thunderbolt, and Ethernet) and their operation. Today all computers, from tablet/desktop computers to super computers, work in parallel. A basic knowledge of the architecture of parallel computers and how to program them, is thus, essential for students of computer science and IT professionals. In its second edition, the book retains the lucidity of the first edition and has added new material to reflect the advances in parallel computers. It is designed as text for the final year undergraduate students of computer science and engineering and information technology. It describes the principles of designing parallel computers and how to program them. This second edition, while retaining the general structure of the earlier book, has added two new chapters, 'Core Level Parallel Processing' and 'Grid and Cloud Computing' based on the emergence of parallel computers on a single silicon chip popularly known as multicore processors and the rapid developments in Cloud Computing. All chapters have been revised and some chapters are re-written to reflect the emergence of multicore processors and the use of MapReduce in processing vast amounts of data. The new edition begins with an introduction to how to solve problems in parallel and describes how parallelism is used in improving the performance of computers. The topics discussed include instruction level parallel processing, architecture of parallel computers, multicore processors, grid and cloud computing, parallel algorithms, parallel programming, compiler transformations, operating systems for parallel computers, and performance evaluation of parallel computers.

The salient features of the book are as follows:

- Hybrid Elements including topics like Memory organization, Binary representation of data, Computer arithmetic Software for parallel programming, tagged across some chapters through Quick Response (QR) Codes
- Learning objectives tagged across chapters:
- Emphasis on parallelism, scalability and programmability aspects of computer architecture. It presents the analysis of scalability
- Issues related to instruction level parallelism, processor clock speed, and power consumption defined according to the recent developments in processor design
- Inclusion of important topics like processor design, control unit, input and output, parallelis
- erial Bus, Real systems– IBM, Hitachi, Cray, Intel, UltraSparc, Blue Gene (from IBM), Cray XT series, XT5 and XMT, Fujitsu, DEC, MasPar, Tera, Stardent
- Topical inclusions include:
- Pipelining hazards, data hazards and control hazards
- PCI Bus and PCI Express
- Interconnection networks and cluster computers
- MPI, openMP, PVM, Pthreads
- Multicore processors
- Impact of technology
- Stream processing
- Programming language Chapel
- Updated coverage of recent processors and systems: Intel Pentium IV, Sun UltraSparc, Blue Gene (from IBM), Cray XT Series, XT5 and XMT
- Useful pedagogical features include the following:
- Plenty of background material on OLC
- Diagrams illustrating the basic concepts: 320
- A good number of case studies and: 6
- Solved problems: 114
- Exercise and review problems at the end of chapters: 251
- Tables: 40
- Solved Examples: 114
- Exercise Problems: 251

This book covers the syllabus of GGSIPU, DU, UPTU, PTU, MDU, Pune University and many other universities.

- It is useful for B.Tech(CSE/IT), M.Tech(CSE), MCA(SE) students.
- Many solved problems have been added to make this book more fresh.
- It has been divided in three parts :Parallel Algorithms, Parallel Programming and Super Computers.

Distributed and Cloud Computing: From Parallel Processing to the Internet of Things offers complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing. It is the first modern, up-to-date distributed systems textbook; it explains how to create high-performance, scalable, reliable systems, exposing the design principles, architecture, and innovative applications of parallel, distributed, and cloud computing systems.

Topics covered by this book include: facilitating management, debugging, migration, and disaster recovery through virtualization; clustered

systems for research or ecommerce applications; designing systems as web services; and social networking systems using peer-to-peer computing. The principles of cloud computing are discussed using examples from open-source and commercial applications, along with case studies from the leading distributed computing vendors such as Amazon, Microsoft, and Google. Each chapter includes exercises and further reading, with lecture slides and more available online. This book will be ideal for students taking a distributed systems or distributed computing class, as well as for professional system designers and engineers looking for a reference to the latest distributed technologies including cloud, P2P and grid computing. Complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing Includes case studies from the leading distributed computing vendors: Amazon, Microsoft, Google, and more Explains how to use virtualization to facilitate management, debugging, migration, and disaster recovery Designed for undergraduate or graduate students taking a distributed systems course—each chapter includes exercises and further reading, with lecture slides and more available online

This text presents the latest technologies for parallel processing and high performance computing. It deals with advanced computer architecture and parallel processing systems and techniques, providing an integrated study of computer hardware and software systems, and the material is suitable for use on courses found in computer science, computer engineering, or electrical engineering departments. A complete source of information on almost all aspects of parallel computing from introduction, to architectures, to programming paradigms, to algorithms, to programming standards. It covers traditional Computer Science algorithms, scientific computing algorithms and data intensive algorithms.

"The fascinating story of how Unix began and how it took over the world. Brian Kernighan was a member of the original group of Unix developers, the creator of several fundamental Unix programs, and the co-author of classic books like "The C Programming Language" and "The Unix Programming Environment."--

This book outlines a set of issues that are critical to all of parallel architecture--communication latency, communication bandwidth, and coordination of cooperative work (across modern designs). It describes the set of techniques available in hardware and in software to address each issues and explore how the various techniques interact.

A problem/solution manual, integrating general principles and laboratory exercises, that provides students with the hands-on experience needed to master the basics of modern computer system design Features more than 200 detailed problems, with step-by-step solutions; many detailed graphics and charts; chapter summaries with additional "rapid-review" questions; and expert sidebar tips Describes analytical methods for quantifying real-world design choices regarding instruction sets, pipelining, cache, memory, I/O, and other critical hardware and software elements involved in building computers An ideal educational resource for the more than 70,000 undergraduate and graduate students who, each year, enroll in computer architecture and related courses

Distributed Operating Systems will provide engineers, educators, and researchers with an in-depth understanding of the full range of distributed operating systems components. Each chapter addresses de-facto standards, popular technologies, and design principles applicable to a wide variety of systems. Complete with chapter summaries, end-of-chapter exercises and bibliographies, Distributed Operating Systems concludes with a set of case studies that provide real-world insights into four distributed operating systems.

The era of the 16-bit microprocessor began in 1978 with the introduction by Intel of the 8086 and 8088 processors. Embedded controller versions of some of the general purpose cpu's were also added to the families. The 16-bit microprocessors were a follow-on to the previous 8

bit chips. They offered not only greater integer word size, but more address range, and faster operation than their predecessors. Initially implemented in multiple chips, the march of technology finally allowed these 16-bit machines to be a single chips design. Floating point hardware was developed for the 16-bit integer cpu's, and would later be incorporated into the same chip as the later 32-bit processors. At the same time, single-chip versions of some of the popular 16-bit minicomputers evolved. These included the DEC PDP-11 and Data Genera NOVA series. The 16-bit machines finally brought processing power to the desktop to begin to threaten the reign of the mainframes. Just imagine. A computer on every desktop. What would we do with that?

Computer Architecture/Software Engineering

The new edition of a bestseller, now revised and update throughout! This new edition of the unparalleled bestseller serves as a full training course all in one and as the world's largest data storage company, EMC is the ideal author for such a critical resource. They cover the components of a storage system and the different storage system models while also offering essential new material that explores the advances in existing technologies and the emergence of the "Cloud" as well as updates and vital information on new technologies. Features a separate section on emerging area of cloud computing Covers new technologies such as: data de-duplication, unified storage, continuous data protection technology, virtual provisioning, FCoE, flash drives, storage tiering, big data, and more Details storage models such as Network Attached Storage (NAS), Storage Area Network (SAN), Object Based Storage along with virtualization at various infrastructure components Explores Business Continuity and Security in physical and virtualized environment Includes an enhanced Appendix for additional information This authoritative guide is essential for getting up to speed on the newest advances in information storage and management.

Despite the tremendous advances in performance enabled by modern architectures, there are always new applications and demands arising that require ever-increasing capabilities. Keeping up with these demands requires a deep-seated understanding of contemporary architectures in concert with a fundamental understanding of basic principles that allows one to anticipate what will be possible over the system's lifetime. Advanced Computer Architectures focuses on the design of high performance supercomputers with balanced coverage of the hardware, software structures, and application characteristics. This book is a timeless distillation of underlying principles punctuated by real-world implementations in popular current and past commercially available systems. It briefly reviews the basics of uniprocessor architecture before outlining the most popular processing paradigms, performance evaluation, and cost factor considerations. This builds to a discussion of pipeline design and vector processors, data parallel architectures, and multiprocessor systems. Rounding out the book, the final chapter explores some important current and emerging trends such as Dataflow, Grid, biology-inspired, and optical computing. More than 220 figures, tables, and equations illustrate the concepts presented. Based on the author's more than thirty years of teaching and research, Advanced Computer Architectures endows you with the tools necessary to reach the limits of existing technology, and ultimately, to break them.

Computer architecture deals with the physical configuration, logical structure, formats, protocols, and operational sequences for

processing data, controlling the configuration, and controlling the operations over a computer. It also encompasses word lengths, instruction codes, and the interrelationships among the main parts of a computer or group of computers. This two-volume set offers a comprehensive coverage of the field of computer organization and architecture.

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