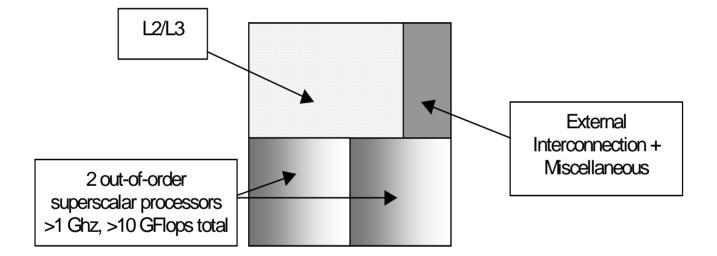
Evolution of Computer Architectures

Ravi Nair IBM Thomas J. Watson Research Center Yorktown Heights, NY July 10, 2008 Thanks to Dan Prener

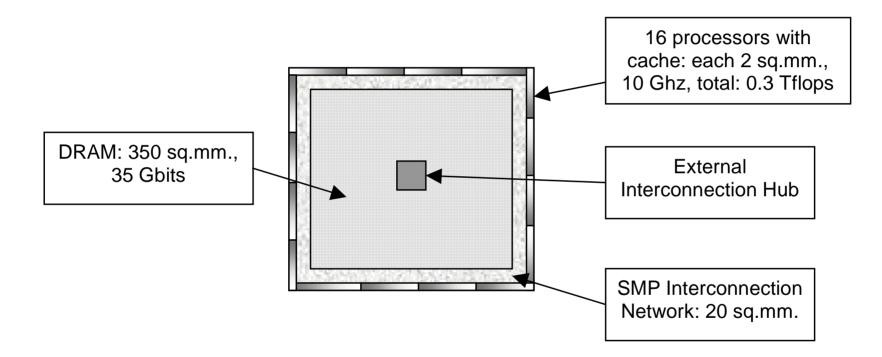
for collaboration and useful discussions

IBM Power4 chip (circa 2001)

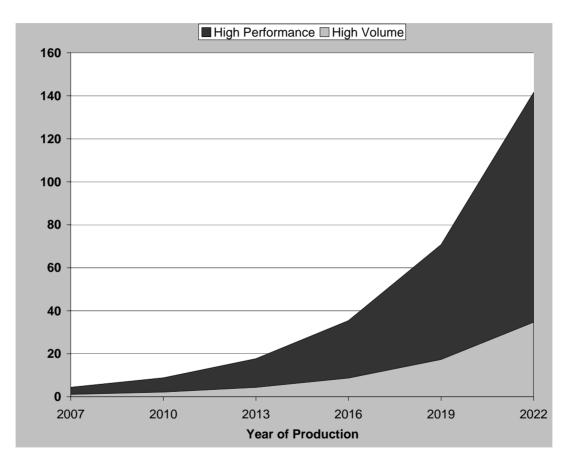


Projection in 2001 for a 2011 chip

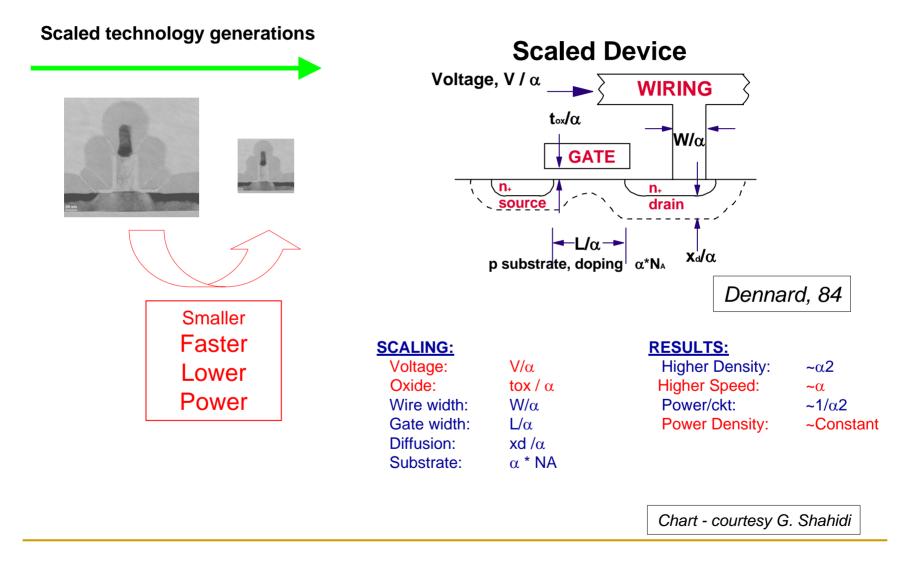
(Based on the SIA Roadmap of 2001)



ITRS 2007 Roadmap



CMOS Scaling: Dennard's Theory



Utilization

- Maximal utilization of transistors not as important
- Scarce resources are
 - Power
 - Bandwidth
- Use real estate for
 - Different forms of accelerators
 - Different types of cores
- Turn on only those accelerators or cores that are needed
 - Within chip power budget

Performance Unpredictability

- Small geometry leads to
 - Process variability
 - Hence performance variability
 - Greater unreliability
 - Need to tolerate failures

Approximate Computing

- In many applications, approximate results can be tolerated
 - Not of course calculations involving your bank account
- In a sense, Google search results are approximate
- VIA 2020 applications can tolerate imprecision
 - User interfaces
 - Simulation of physical systems
- Do not skirt around unreliability
- Instead, tolerate unreliability through new architectural and software models

Storage-Class Memory

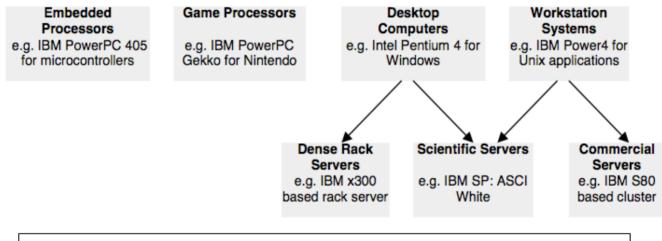
- Exciting developments
- SCM Characteristics
 - Non-volatile
 - Denser than DRAM
 - DRAM-like access times
 - \$/bit will approach disk \$/bit eventually
 - More power-efficient than DRAM and disk

Packaging Technology

- Silicon carrier
- 3-D stacking

Prediction in 2001

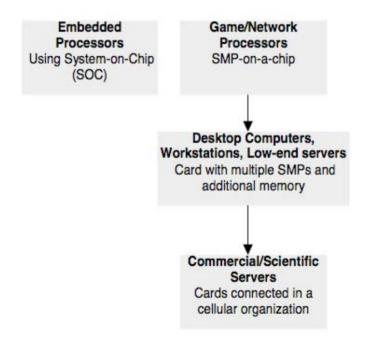
Growing Reuse of Microprocessor Cores



With increasing cost of designing, implementing, and testing microprocessors, there will be a swifter move towards common cores

Prediction in 2001

Possible Scenario for the 2010s



IBM Roadrunner for Los Alamos National Lab

- 1 Petaflops
- 6562 Dual-core AMD Opteron chips
- 12240 Cell chips (used in Sony Playstation 3)
- 98 Terabytes of memory
- 278 refrigerator-sized racks
- 2.35 MW of power