

**Lecture 43  
Summary & Goodbye**

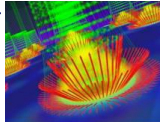


Lecturer PSOE Dan Garcia

[www.cs.berkeley.edu/~ddgarcia](http://www.cs.berkeley.edu/~ddgarcia)

**Future? Spintronics!** ⇒

Current silicon chips carry info with electron *charge*. This idea has them carry info with their *spin*. Lower power, higher processing speeds, and quantum computing!



**Cool Stuff...the videos before lecture**



• **SIGGRAPH Electronic Theatre**

[www.siggraph.org/publications/video-review/SVR.html](http://www.siggraph.org/publications/video-review/SVR.html)

• \$40/video for ACM Members

• **SIGGRAPH Conference in LA!**

• 2005-07-31 ⇒ 2005-08-04

[www.siggraph.org/s2005/](http://www.siggraph.org/s2005/)



**Review**

• **Benchmarks**

- Attempt to predict performance
- Updated every few years
- Measure everything from simulation of desktop graphics programs to battery life

• **Megahertz Myth**

- MHz ≠ performance, it's just one factor



**CS61C: So what's in it for me? (1<sup>st</sup> 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)



**Conventional Wisdom (CW) in Comp Arch**

Thanks to Dave Patterson for these

- **Old CW: Power free, Transistors expensive**
- **New CW: Power expensive, Transistors free**
  - Can put more on chip than can afford to turn on
- **Old CW: Chips reliable internally, errors at pins**
- **New CW: ≤ 65 nm ⇒ high error rates**
- **Old CW: CPU manufacturers minds closed**
- **New CW: Power wall + Memory gap = Brick wall**
  - New idea receptive environment
- **Old CW: Uniprocessor performance 2X / 1.5 yrs**
- **New CW: 2X CPUs per socket / ~ 2 to 3 years**
  - More simpler processors more power efficient



**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 mm<sup>2</sup> chip



- RISC II (1983): 32-bit, 5 stage pipeline, 40,760 transistors, 3 MHz, 3 μm NMOS, 60 mm<sup>2</sup> chip
  - 4004 shrinks to ~ 1 mm<sup>2</sup> at 3 micron



- 125 mm<sup>2</sup> chip, 65 nm CMOS = 2312 RISC IIs + lcache + Dcache
  - RISC II shrinks to ~ 0.02 mm<sup>2</sup> at 65 nm
  - Caches via DRAM or 1 transistor SRAM ([www.t-ram.com](http://www.t-ram.com))?
  - Proximity Communication at > 1 TB/s ?
- Ivan Sutherland @ Sun spending time in Berkeley!



## 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



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## Other Implications

- Need to revisit chronic unsolved problem
  - Parallel programming!! (Thanks again Andy)
- 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!



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## Administrivia (1/2) : Final Exam & Review

Final Exam: **SAT 2005-05-14, 12:30-3:30pm** in 220 Hearst  
**Only bring pen{,cil}s, two 8.5"x11" handwritten sheets + green. Leave backpacks, books, calculators, cells & pagers home!**



### Dan's Extended OH

- Tuesday 2005-05-10 @ noon-3pm in 795 Soda (overflowing into 751 Soda if too full)



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## Administrivia (2/2) : Become active!

- There IS discussion this week (no lab)
  - Make sure to talk to your TAs and get your labs taken care of.
- 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
  - Fill in form outside 367 Soda before first week of semester...
  - I (Dan) strongly encourage anyone who gets an A- or above in the class to follow this path... I'll be teaching 61C in the fall!



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## Taking advantage of Cal Opportunities

*"The Godfather answers all of life's questions"*  
– Heard in "You've got Mail"

- Why are we the #2 Univ in the WORLD?
  - So says the 2004 ranking from the "Times Higher Education Supplement"
  - Research, 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



<http://research.berkeley.edu/>

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## CS98/198 Opportunities Fall 2005

- GamesCrafters (Game Theory R & D)
  - We are developing SW, analysis on small 2-person games of no chance. (e.g., achi, connect-4, dots-and-boxes, etc.)
  - Req: A- in CS61C, Game Theory Interest
- MS-DOS X (Mac Student Developers)
  - Learn to program Macintoshes. No requirements (other than Mac, interest)
- UCBUGG (Recreational Graphics)
  - Develop computer-generated images and animations. Req: 3D experience, portfolio



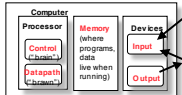
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## Peer Instruction

Strong or Weak AI? **Strong AI:** Machines that act intelligently have real, conscious minds...**sentience** **Weak AI:** Machines can be made to act as if they were intelligent.

In the future, what'll be the most important computer component?



- Strong AI**
- 1: Control
  - 2: Datapath
  - 3: Memory
  - 4: Input
  - 5: Output
- Weak AI**
- 6: Control
  - 7: Datapath
  - 8: Memory
  - 9: Input
  - 0: Output

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## Peer Instruction Answer

“Forget cloning. Forget TVs on your wrist watch. The biggest invention of the next 100 years will be the ability to directly connect your brain to a machine. – Dan Garcia



- A macaque monkey at Duke University can already control a robotic arm with thought.
- DARPA is extremely interested in the technology for mind-control robots & flying
- Virtual Reality could be achieved with proper I/O interfacing...



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## Penultimate slide: Thanks to the staff!

### • TAs

- Head TA  
Andy Carle
- Steven Kusalo
- Danny Krause
- Casey Ho

### • Readers

- Michael Le
- Benjamin Mellblom
- Mark Whitney



Thanks to Dave Patterson for these CS61C notes...



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## The Future for Future Cal Alumni

### • What's The Future?

### • New Millennium

- Internet, Wireless, Nanotechnology, ...
- 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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