

Livelli di astrazioni

Numeraçione binaria | Algebra di Boole

Reti combinatorie e sequenziali

Unità firmware



Memoria

pipeline | superscalari | multicore

Linguaggi-ASM

Esame { SCRITTO } { prove intermedie } } progetto VERILOG  
          { ORALE }

Ricer'mento Gio 15-18

Storie

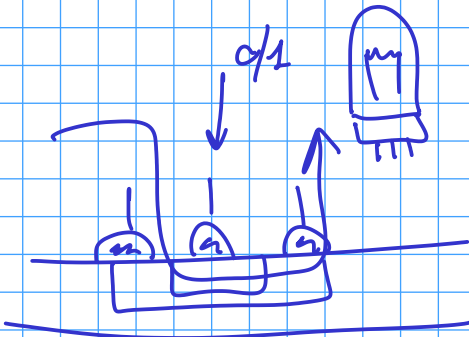


tecnologie

'50 '60

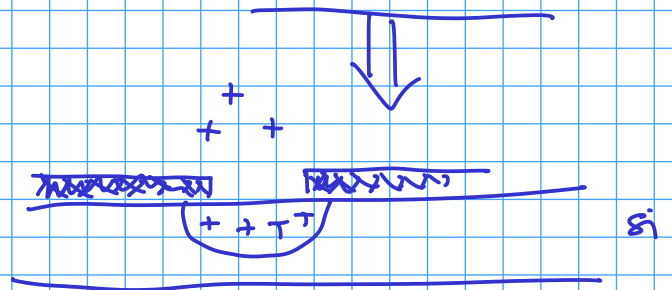
valvole

CEP



transistor

10 7mm?

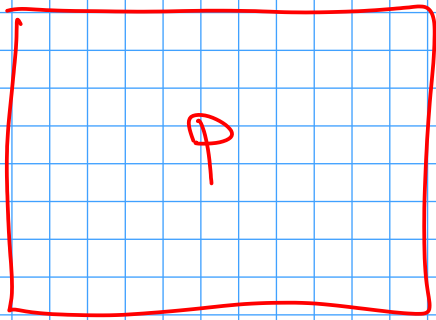


280

16 bit

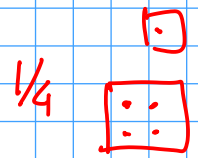
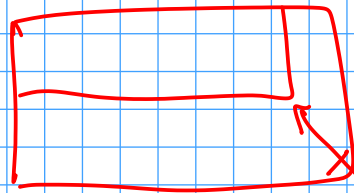
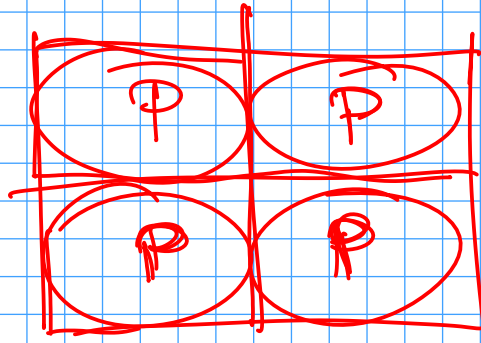
1MHz

Legge di Moore



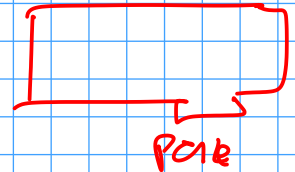
area me chip X%  
miglioramento performance

} 15%  
Y% } 7%

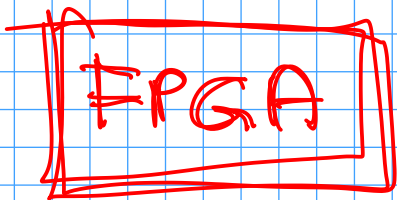


Intel XEON Phi

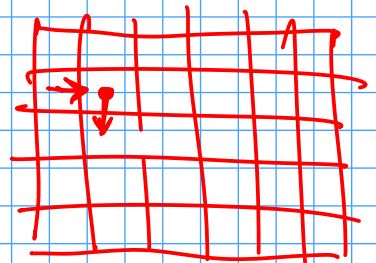
64 core x 86  
60



KNL



Field Programmable Gate Array



Processori

16 core x socket

2 thread

64

data

48

GPU

$\approx (1000)$  "core"

$\approx (10)$  "SM"

FPGA

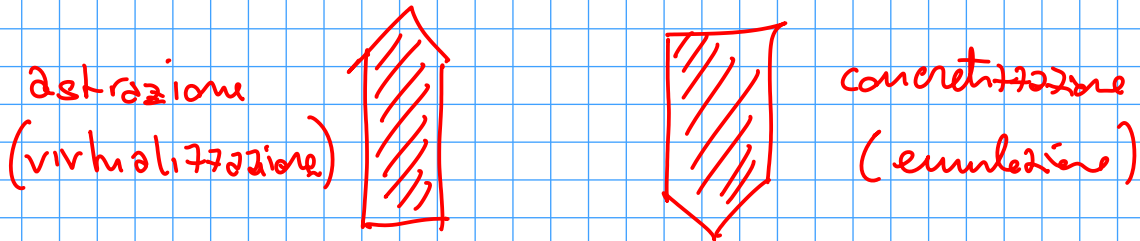
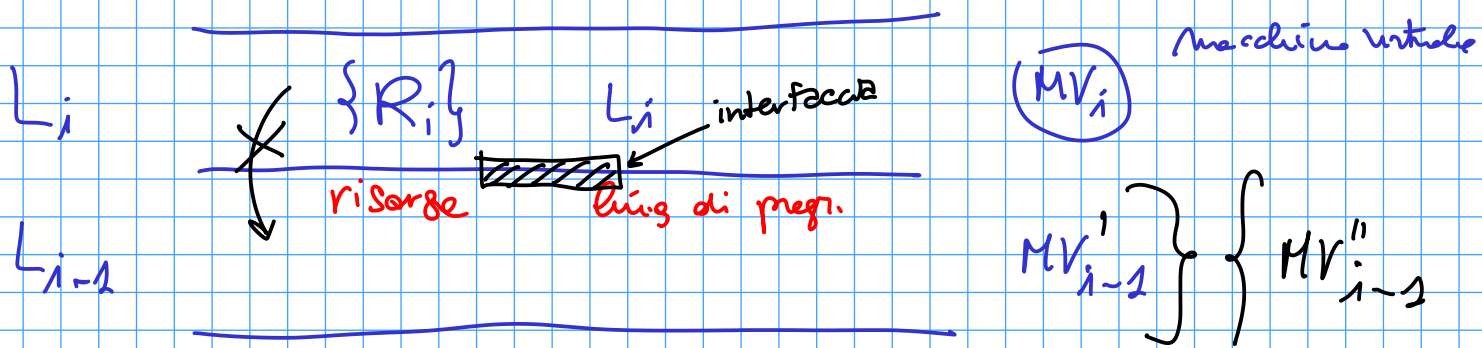
1M 10M

celle riconfigurabili

20 - 14 mm

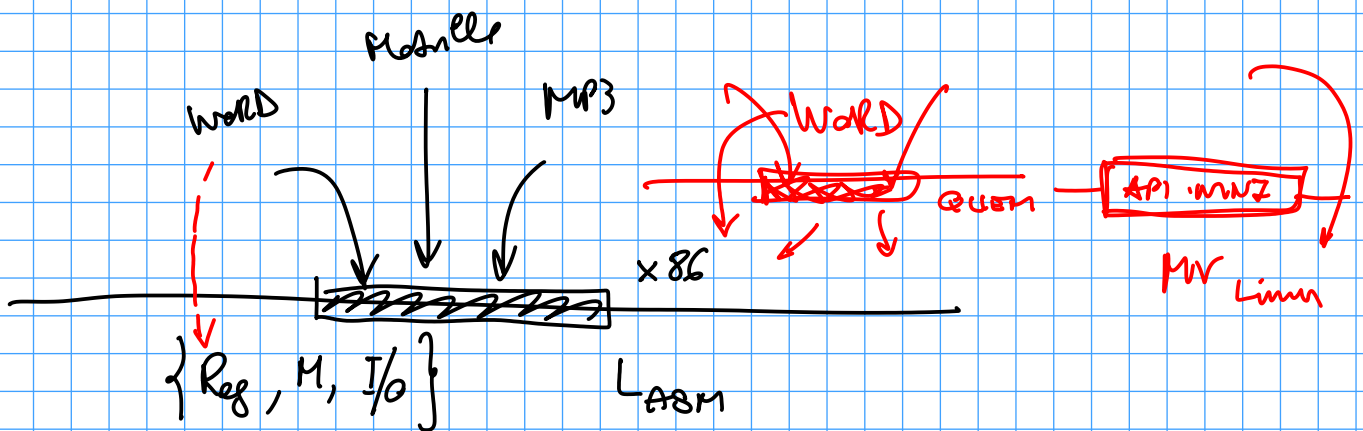
$\Rightarrow$  16nm

# Livelli di astrazione



Livello delle APPL.  $\{ \text{Memoria, Liberie...} \}$   $L = \begin{cases} C/C++ \\ Java \\ Python \end{cases}$

Livello hardware  $\{ \text{registri, componenti memo., reti di calcolo} \}$   
 $L = \text{"regole fisice"}$



APPLICAZIONI

$R = \{ \text{'oggetti'}, \dots \}$

$L = \{ C, CH, Java, \text{ocaml}, C\#, F\#, \dots \}$

MACCHINA A PROCESSI

$R = \{ \text{condi di concorrenza, message} \}$

$L = \text{linguaggio concorrente}$

MACCHINA ASSEMBLER

$R = \{ \text{locazioni di memoria, registri, } \dots \}$

$L = \text{linguaggio assembler}$

MACCHINA FIRMWARE

$R = \{ \text{registri, operatori, strutture di interconnessione} \}$

$L = \mu\text{-programmazione (} \mu \text{ linguaggio)}$

MACCHINA HARDWARE

$R = \{ \text{componenti fisici} \}$

$L = ?$

28m

proc funzionale

$\{ \text{operazioni esterne da implementare} \}$

fw

$\mu\text{-programma}$

hw

2 reti sequenziali

componenti logici

$L_i$

$L_{i-1}$

compilazione

interpretazione

ADD	R <sub>1</sub> , R <sub>2</sub> , R <sub>3</sub>
DIV	R <sub>3</sub> , #2, R <sub>4</sub>

$$R_1 + R_2 \rightarrow R_3$$

$$R_3 / 2 \rightarrow R_4$$

ASSEMBLERS

1 word

8 bit	6	6	6	///
add	①	②	③	///
8	6	6	6	///
div	3	②	4	///