

Computer Systems are Different!

6.033 Spring 2008



Static discipline

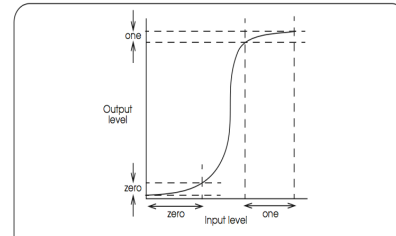
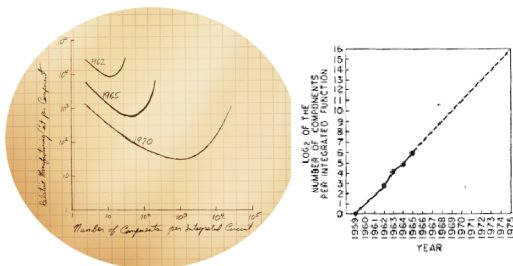


Figure 1-3: How gain and non-linearity of a digital component restore levels. The range of accepted inputs is much wider than the range of generated outputs.

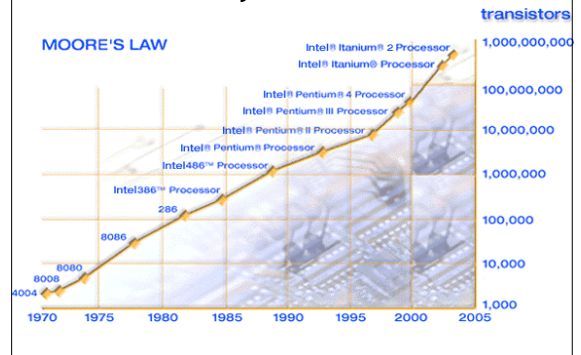
- Be tolerant of inputs and strict on outputs

Moore's law

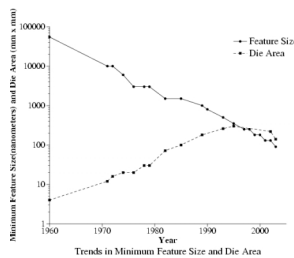


"Cramming More Components Onto Integrated Circuits", *Electronics*, April 1965

Moore's Law: # transistors/die doubles every ~18 months

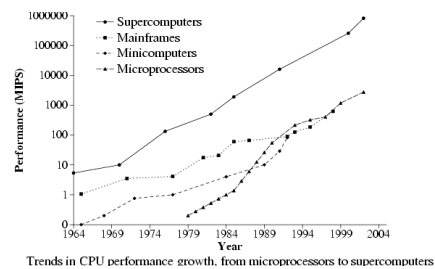


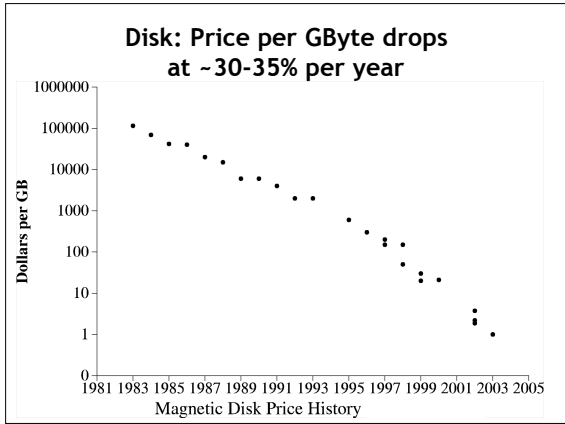
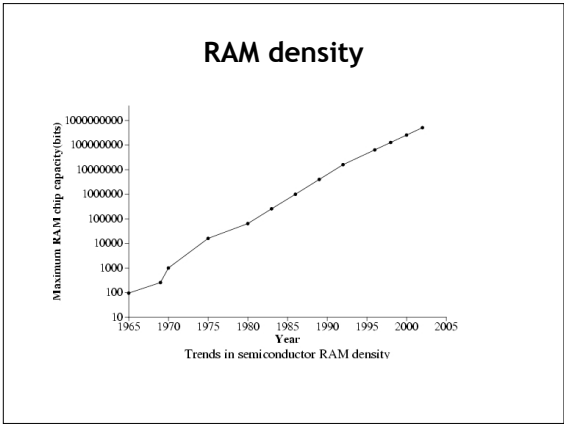
Lithography: the driver behind transistor count



- Components/area $O(x^2)$ with feature size
- Total components $O(a)$ with die area
- Switching rate $O(x)$ with feature size

CPU performance





ENIAC

- 1946
- Only one
- 5000 adds/sec
- 20 10-digit registers
- 18,000 vacuum tubes
- 124,500 watts
- Not really stored program

UNIVAC (Universal Automatic Computer)

- 1951
- 46 sold
- 2000 ops/sec
- 1,000 12-digit words (mercury)
- 5000 tubes
- \$1.5 million

IBM System/360-40

- 1964
- 1.6 MHz
- 16-256 KB core
- \$225,000
- Family of six
- 32-bit
- Time-sharing

Cray 1: supercomputer

- 1976
- 80 sold
- 80 MHz
- 8 Mbyte SRAM
- 230,000 gates
- \$5 million

DEC PDP-8 (1964)



- 60,000 sold
- 330,000 adds/sec
- 4096 12-bit words
- \$18,000

Apple II



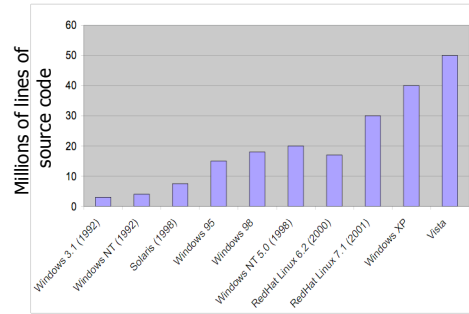
- 1977
- 1 MHz
- 6502 microprocessor
- 4 to 48 Kilobytes
- \$1300
- Basic, Visicalc

IBM's wrist watch

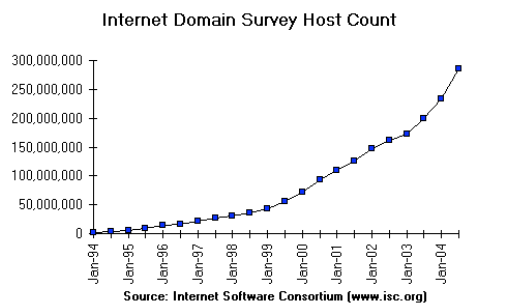


- 2001
- Linux and X11
- 74 Mhz CPU
- 8 Megabyte flash
- 8 Megabyte DRAM
- Wireless

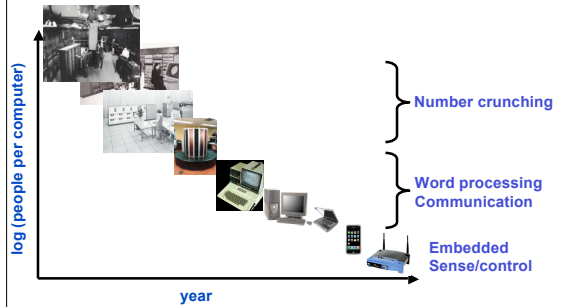
Software follows hardware



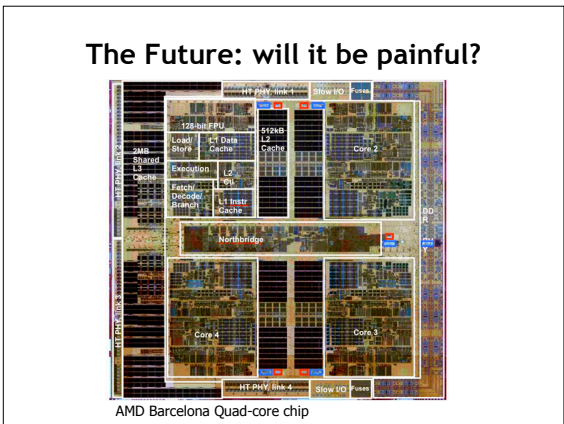
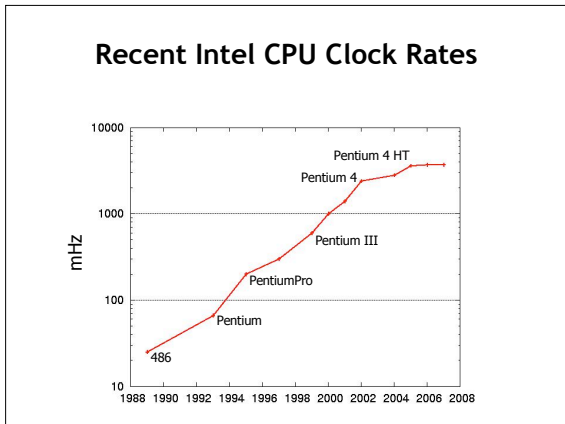
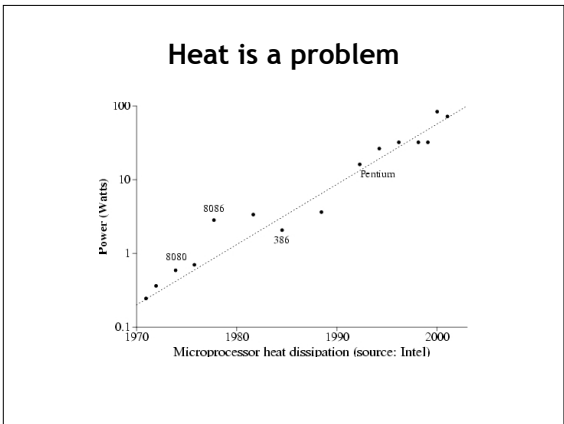
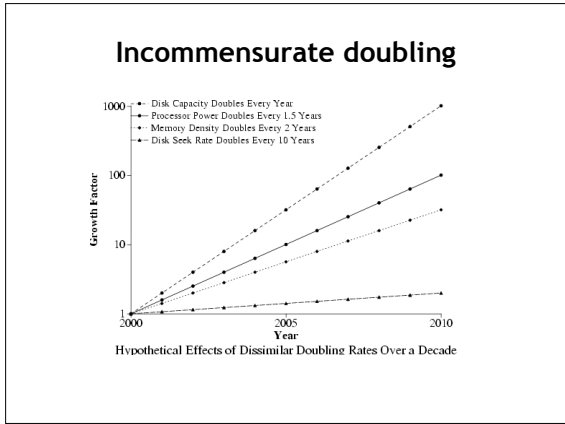
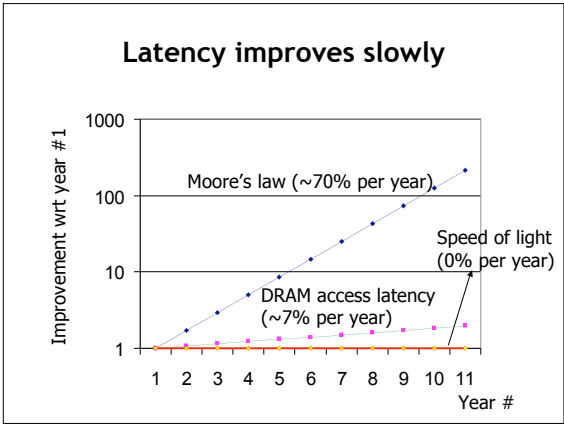
Cheap → Pervasive



Pervasive → qualitative change



Slide from David Culler, UC Berkeley



- ### What went right?
- Unbounded composability
 - General-purpose computers
 - Only need to make one thing fast
 - Simple interface, complex implementation
 - Decouple software from CPU
 - Cumulative improvement over years