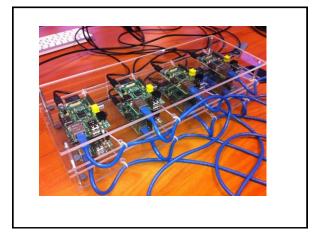
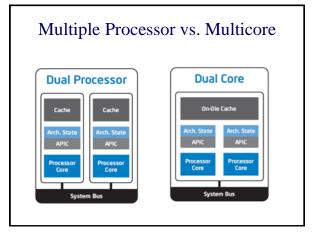
# Topic for today:

Alternative architectures

# <u>Recall</u>: Von Neumann model of computing

- A program is stored in memory (along with data)
- There is a single processor to do basic operations





### Flynn's Taxonomy

- I = Instruction stream
- $\mathbf{D} = \mathbf{D}$ ata stream
- $\mathbf{S} = \text{Single}$
- $\mathbf{M} = \mathbf{M}$ ultiple

<u>Flynn's Taxonomy</u> – so:

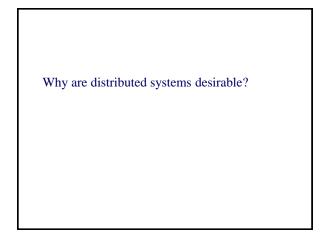
SISD = Single instruction, single dataSIMD = Single instruction, multiple dataMIMD = Multiple instruction, multiple data

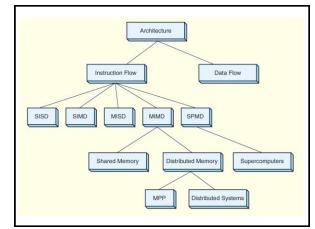
[MISD = Multiple instruction, single data]

How are SIMD and MIMD similar? How are they different?

## **MIMD** Architectures

- Symmetric multiprocessors (SMP) fewer processors + shared memory + communication via memory
- Massively parallel processors (MPP) many processors + distributed memory + communication via network
- A network of workstations (NOW) uses otherwise idle systems to solve a problem.
- A collection of workstations (COW) is a NOW where one workstation coordinates the actions of the others.
- A dedicated cluster parallel computer (DCPC) is a group of workstations brought together to solve a specific problem.
- A **pile of PCs** (POPC) is a cluster of (usually) heterogeneous systems that form a dedicated parallel system.





#### Vector Processors

- SIMD
- One instruction is processed on multiple sets of data
- Applications: image processing, numerical solutions of partial differential equations, weather prediction

### Parallel MIMD networks

- Each processor carries out its own instructions on its own data
- Issues:
  - Synchronization
  - Communication between processors: requires a choice of *topology*

#### Superscalar design

- Uses parallel processors in SISD
- Similar to pipelining speed up the fetch/decode execute
- Fetch several instructions at once see if they can be executed simultaneously
- *Decoding unit* check if simultaneous execution is possible, and distributes instructions
- Requires smart compilers

Describe write-through and write-back cache modification as they are used in shared memory systems, and the advantages and disadvantages of both approaches.