

LECTURE - 34

Key Take-Away Ideas

- Quantitative approach to design
- Amdahl's law
- Design to match technology trend
- Interface design
- Pipelining, non-uniformity is bad
- Golden rule: preserve programmer's view
- Complexity in hardware vs. software

Key Take-Away Ideas (continued)

- Caching: common across computer systems
- Caching + VM: notion of infinite resources
- Faster reads, postpone writes
- Where to place what mapping?
- Multiprocessing: affecting programmer's view
- Consistency models
- CAP principle

Lessons I Have Learnt

- Lessons on teaching:
 - Teaching is quite different from learning
 - Good to teach outside topic of research
- On tools for teaching:
 - OpenOffice rocks!
 - Teaching on board still better for some topics
- On student evaluations:
 - Travel time is good to set papers
 - Group assignments better

Thank You!