

Re: How to develop a random number generation device

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- *From:* krw <krw@xxxxxxxxxx>
 - *Date:* Sun, 16 Sep 2007 21:16:38 -0400
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In article <1189967601.928633.242220@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>, kensmith@xxxxxxxx says...

On Sep 15, 11:09 am, John Larkin
<jjlar...@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:
[...]

architecture. In a few years we'll have, say, 1024 processors on a chip, and something new will be required to manage them. It will be a thousand times simpler and more reliable than Windows.

I think that the number of virtual cores will grow faster than the number fo real cores. With extra register banks and a bit of clever design, a single ALU can look like two slightly slower ones.

Not register banks, just a couple of bits in the rename register files.

I expect to see multicore machines with less actual floating point ALUs than actual integer ALUs.

I would think that would be more of a mess than the small amount of extra hardware for an FPU for each CPU. Asymetries can get messy fast.

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Keith