GameMaker-Studio-EA Standalone 1.99.44 Full Version

CPU core speed vs Computer Performance

IBM

- **Why the overall CPU frequency approach is changing ?**
  - Consistent frequency growth in the past decade
    - from hundreds of MHz to GHz
  - CPU frequency has reduced in the past couple of years
- **Designing chips for better performance**
  - Limits are imposed by physics, technology or economics
  - Controls the rate of improvements in different dimensions
  - Different processor architectures have different issues with overclocking
- **Physical limitations**
  - Speed of light limits how fast signals travel form one end to the other on a chip
  - Power and heat dissipation
  - Cooling
  - How many memory elements (caches) can be within a given latency from the CPU
- **Physical limitations force the designers to make trade-offs**
  - "*Shrinking*" a processor chip
    - pro: Faster due to the shorter distances
    - con: Reduced area for dissipation
      - Power dissipation increases as the chip speeds up
  - Raising the processor voltages would make transistors to switch quicker
    - pro: Frequency could then be increased
    - con: current also increases creating more heat
      - Sounds easy.. but… it causes serious problems with heat
- **Emerging technologies allow frequency variation according to processing needs**

CPU Clock speed versus Computer Performance..

IBM

- **GHz is not the only dimension that matters**
  - System z focus is on balanced system design across many factors:
    - Frequency, pipeline, efficiency, energy efficiency, cache/memory design and I/O design
    - Greater logic density, power density, wire-ability. All permits more cores per chip, larger cache, additional execution units/circuits, addition of SMT and SIMD on each core.
- **System performance is not linear with frequency**
  - Need to use LSPR and System z capacity planning tools for real client / workload sizing
- **System z leverages technologies to get the most out of chips design**
  - Low latency pipelines
  - Dense packaging with proper cooling which yields more power-efficient operation
  - Consistent performance at high utilization
- **The IBM z13 Server is a significant change from zEC12**
  - Processor speed measured in instructions per second (for a given workload) has increased as compared to the zEC12.
    - Wider pipeline (up to six per cycle)
    - Enhanced branch prediction
    - Optimized resolution of dependencies between instructions.

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Please keep in mind that this is only a little present from me, it will not be upgradable

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