

CACM cover article from January Issue gets broad coverage

JanuaryCACM article by IDG news service, picked up by various publications. Interview of author initiated by ACM Public Relations news release.

Report Overview: Total Clips (15)

	Headline	Date	Outlet	Contact Name	
Ś	Research: Computers Need Radical Redesign	01/31/2011	CIO India		■0⊠
Ś	Computers need radical redesign for multicore chips	01/31/2011	Computerworld UK		🗏 Q 🔀
\$	Do computers need radical redesign?	01/31/2011	InfoWorld		I () 🖂
Ś	Research: Computers need radical redesign	01/31/2011	PC Advisor - Online		🗏 U 🔀
\$	Research: Computers need radical redesign	01/31/2011	PC World Australia - Online		I U 🔀
Ś	Computers need radical redesign for multicore chips	01/31/2011	TechCentral.ie		I () 🖂
Ś	Multi-core processing demands change to computing infrastructure	01/31/2011	Techworld		■0 🖂
\$	'Radical	01/31/2011	Yahoo! News		■⊍ 🖂

	Redesign' Urged for Future Computers				
Ś	Research: Computers need radical redesign	01/30/2011	ARN - Online	Q&A with Shadow Communications Minister, Malcolm Turnbull	■0 🖂
s	Research: Computers need radical redesign	01/30/2011	Computerworld Australia - Online		≣⊍⊠
S	Research: Computers need radical redesign	01/30/2011	Computerworld Philippines	Fei Lumbania	■U⊠
Ś	Research: Computers need radical redesign	01/30/2011	Good Gear Guide		■0 🖂
Ś	Research: Computers need radical redesign	01/30/2011	NetworkWorld Asia - Online	Networks Asia Staff	■0 🖂
Ś	Research: Computers need radical redesign	01/30/2011	TechWorld Australia		≣⊍⊠
Ś	'Radical Redesign' Urged for Future Computers	01/29/2011	PC World - Online	Joab Jackson	∎⊍×

News Headline: Research: Computers Need Radical Redesign | U

News Date: 01/31/2011 Outlet Full Name: CIO India Contact Name: News Text: Joab Jackson, IDG News Service

To use multicore processors effectively the IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, in the paper.

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the U.S. National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Return to Top

News Headline: Computers need radical redesign for multicore chips |

News Date: 01/31/2011 Outlet Full Name: Computerworld UK

Contact Name:

News Text: IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years to use multicore processors effectively.

That is the claim of a University of Maryland researcher in the January edition of the Association for Computing Machinery's flagship Communications publication.

Also in this channel

Related Articles

Sainsbury's overhauls data back-up systems to improve data management Dependence on tape begins to unwind >>

Microsoft urges Intel to build 16-core Atom chip Software giant wants low-power system-on-achip for data centres >>

Pope blesses social networking, online etiquette Catholics officially sanctioned to spread religion online >>

Five storage trends for 2011 Seismic shifts are coming in how enterprises treat their data >>

IT: How much does it really cost? Enterprise IT departments need to be clear on their finances >>

Using COBIT to achieve green business-IT alignment Use the tools you have toget results >>

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, in the paper.

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the US National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately".

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Return to Top

News Headline: Do computers need radical redesign? |

News Date: 01/31/2011 Outlet Full Name: InfoWorld Contact Name: News Text: Today's multicore processors require a better way to program, a U.S. National Science Foundation study finds

To use multicore processors effectively the IT industry needs to radically rethink the basic

computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, in the paper.

[Stay ahead of the key tech business news with InfoWorld's Today's Headlines: First Look newsletter. | Read Bill Snyder's Tech's Bottom Line blog for what the key business trends mean to you.]

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the U.S. National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Joab Jackson covers enterprise software and general technology breaking news for The IDG News Service. Follow Joab on Twitter at @Joab_Jackson. Joab's email address is Joab_Jackson@idg.com.

Return to Top

News Headline: Research: Computers need radical redesign | 9

News Date: 01/31/2011 Outlet Full Name: PC Advisor - Online

Contact Name:

News Text: To use multicore processors effectively the IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, in the paper.

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the US National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately".

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Return to Top

News Headline: Research: Computers need radical redesign | 🛽 🔀

News Date: 01/31/2011

Outlet Full Name: PC World Australia - Online

Contact Name:

News Text: The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s.

To use multicore processors effectively the IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher

argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, [in the paper].

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the U.S. National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Return to Top

News Headline: Computers need radical redesign for multicore chips |

News Date: 01/31/2011 Outlet Full Name: TechCentral.ie Contact Name: News Text: Researchers say new silicon poses fundamental challenge

Infrastructure | 31 Jan 2011 : IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years to use multicore processors effectively.

That is the claim of a University of Maryland researcher in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, in the paper.

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the US National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately". But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel - all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Return to Top

News Headline: Multi-core processing demands change to computing infrastructure |

News Date: 01/31/2011 Outlet Full Name: Techworld Contact Name:

News Text: To use multicore processors effectively the IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, in the paper.

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the US National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel, all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology, and the research team built prototype hardware to run on the ICE abstraction.

Return to Top

News Headline: 'Radical Redesign' Urged for Future Computers |

News Date: 01/31/2011

Outlet Full Name: Yahoo! News Contact Name:

News Text: To use multicore processors effectively the technology industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the Un iversity of Maryland Institute for Advanced Computer Studies, in the paper.

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the U.S. National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Joab Jackson covers enterprise software and general technology breaking news for The IDG News Service. Follow Joab on Twitter at @Joab_Jackson. Joab's e-mail address is Joab_Jackson@idg.com

Return to Top

News Headline: Research: Computers need radical redesign |

News Date: 01/30/2011 Outlet Full Name: ARN - Online Contact Name: Q&A with Shadow Communications Minister, Malcolm Turnbull News Text: To use multicore processors effectively the IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, [in the paper]. Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the U.S. National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Return to Top

News Headline: Research: Computers need radical redesign | U

News Date: 01/30/2011

Outlet Full Name: Computerworld Australia - Online Contact Name:

News Text: The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s.

To use multicore processors effectively the IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, [in the paper].

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the U.S. National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer

necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Return to Top

News Headline: Research: Computers need radical redesign | U

News Date: 01/30/2011 Outlet Full Name: Computerworld Philippines Contact Name: Fei Lumbania News Text: By Joab Jackson IDG News Service (New York Bureau) January 31, 2011

NEW YORK - To use multicore processors effectively the IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, in the paper.

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the U.S. National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel — all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Possibly Related Posts:

Tablets with Intel's Meego OS coming in second quarter BI, value creation key for CIOs: Gartner ShmooCon 2011: Your Android's dirty little secret Google Celebrates Data Privacy Day...Really? Severn Trent gets help to manage Oracle contract

Return to Top

News Headline: Research: Computers need radical redesign | U

News Date: 01/30/2011

Outlet Full Name: Good Gear Guide

Contact Name:

News Text: To use multicore processors effectively the IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, []. Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the U.S. National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of

instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Return to Top

News Headline: Research: Computers need radical redesign | U

News Date: 01/30/2011

Outlet Full Name: NetworkWorld Asia - Online Contact Name: Networks Asia Staff

News Text: To use multicore processors effectively the IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, in the paper.

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the U.S. National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the

approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Networks Asia Staff

Add comment

Input format

Filtered HTML

Lines and paragraphs break automatically.

Full HTML

Lines and paragraphs break automatically.

Return to Top

News Headline: Research: Computers need radical redesign | 🛛 🖂

News Date: 01/30/2011 Outlet Full Name: TechWorld Australia Contact Name:

News Text: To use multicore processors effectively the IT industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the University of Maryland Institute for Advanced Computer Studies, []. Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the U.S. National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In an age of multicore processors and large amounts of available memory, this limit is no longer necessary, Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Return to Top

News Headline: 'Radical Redesign' Urged for Future Computers |

News Date: 01/29/2011 Outlet Full Name: PC World - Online Contact Name: Joab Jackson News Text: To the technology industry needs to radically rethink the basic computer architecture it has used over the past 50 years, a University of Maryland researcher argues in the January edition of the Association for Computing Machinery's flagship Communications publication.

"The recent dramatic shift from single-processor computer systems to many-processor parallel ones requires reinventing much of computer science to build and program the new systems," argues Uzi Vishkin, a professor at the Un

Vishkin even offers a new architecture abstraction, which he calls ICE (Immediate Concurrent Execution), and which he developed with funding from the U.S. National Science Foundation.

The basic computer architecture we use today is based on the concepts put forth by mathematician John von Neumann in the 1940s. In his architecture, data and programs are held in computer memory and fed to the computer's CPU. Programs are executed using a program counter, which supplies the CPU the address of the next instruction in memory to execute.

This approach allows what Vishkin calls serial computing, a design in which "any single instruction available for execution in a serial program executes immediately."

But it is limited because it allows only a single instruction to be executed at a time. In and large amounts of available memory, this Vishkin argues. Instead, multiple instructions can often be executed much faster in parallel -- all at the same time and in a single step.

Vishkin's alternative varies the von Neumann architecture by allowing an indefinite number of instructions to be executed at any given time, which could greatly simplify matters for programmers. With ICE, "You could dream up any number of instructions as long as the input for one is not the output for the another," he said. The programmer wouldn't have to worry about how many processors would be available for the task.

Such an architecture, Vishkin states, would require changes in hardware design. For the approach to operate, the chips would require a high-bandwidth, low-latency network between

the processors and memory. The hardware would have a single processor core to control all the other cores. If the code is serial, it can be executed on that core. If there are additional instructions, the central processor can dole out additional instructions to the other cores.

Vishkin has six patents on the technology and the research team built prototype hardware to run on the ICE abstraction.

Joab Jackson covers enterprise software and general technology breaking news for The IDG News Service. Follow Joab on Twitter at @Joab_Jackson. Joab's e-mail address is Joab_Jackson@idg.com

Return to Top

