Class Intro

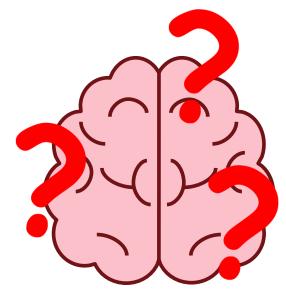
2025 Fall
Hunjun Lee
Hanyang University



About Me

• 이헌준 (Hunjun Lee)

- Working on Computer Architecture
- Assistant Professor @ HYU (2024.09 ~)
- Senior Researcher @ SNU
- Grad Student @ SNU ECE Department



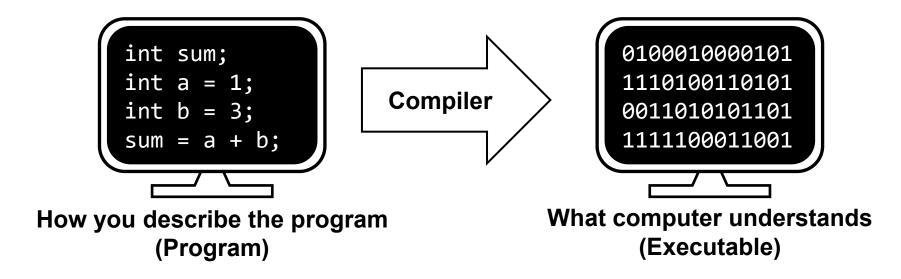
Our Lab: Computer Architecture Lab (CArch)

- We are working on various topics!
 - Brain-Computer Interface (BCI)
 - System for AI
 - Process-in-memory architecture (PIM)



What is Compiler?

- The overall compilation toolchain translates your program into a computer-executable form
 - Your program is human-understandable language
 - But, computers can execute binary instructions
 - The compiler is there to fill the gap!





Why is Compiler Important?

- The compiler bridges the gap between the hardware and user!
- We cannot utilize the hardware in the absence of compiler

Algorithm

Programming

System Software

SW/HW Interface

Microarchitecture

Logic

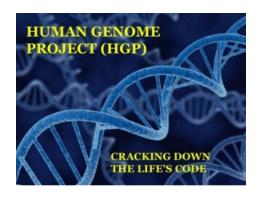
Devices



Why is Compiler Important?

There are various emerging applications

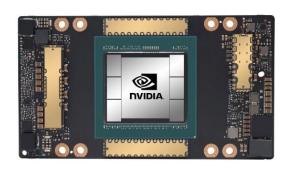








There are innovative computing hardware











Another Example

AMD GPUs are competitive against NVIDIA GPUs

	NVIDIA H200	AMD MI300X
Release date	Q2 @ 2024	Q4 @ 2023
Compute Throughput	~ 4 PFLOPS	~ 2.61 PFLops
Memory Bandwidth	4.8 TB / s	5.3 TB / s
Memory Capacity	141 GB	192 GB
GPU-to-GPU	NVLink	Infinity Fabric Link
PRICE!	US \$30,000	US \$15,000

But, NVIDIA dominates the SW (and network) ecosystem

	NVIDIA H200	AMD MI300X
Software	CUDA [©]	RoCM ⊗
Rack-Scale	NVSwitch	_

Syllabus

Class overview

 You will learn the basics of compiler and implement a simple working compiler

Class Structure

Lecture and three "light-weight" project

Grades

- Attendance: 5%, Project: 30%, Midterm: 30%, and Final: 35%

Contact

- Email: hunjunlee@hanyang.ac.kr
- Please send an email if you have questions



There Are Some Excuses

- Even for this year's compiler class
 - Lecture: Hunjun Lee
 - HW Grading: **Hunjun Lee**
 - Exam Grading: **Hunjun Lee**
 - Teaching Assistant / QnA: Hunjun Lee
 - → I hope you obey the rules (ex) HW submission format, read exam questions carefully, ...
- I know that I talk a bit fast and skip some details
 - Feel free to interrupt if you have any questions
 - Ask me to slow down I'm going too fast



Class Rules [Important] - 1

- There are some RULES! (MUST follow and no excuse)
 - If you don't like the rules, take other classes

Exam dates

- We will take exams from pm 6 ~ 9 or pm 7 ~ 10 (three-hour exam)
- I will upload a survey next week and fix the schedule where the "most" students are available (not necessarily all)
 - I don't care for personal issues (only official class schedules)
 - The exam will be held on Saturday if there is no available date at weekdays



Class Rules [Important] - 2

Grading policy

- I give "F" to students (Don't expect to pass the course without studying at all)
 - If you do not take (either) midterm or final exam
 - If you get extremely poor grades
 - Zero point in either midterm, final, or project
 - If you miss too much classes (according to department rule)
- I won't change your grades due to your situations
 - e.g., scholarship, graduation, ... (this is not for me, but for fairness)

I won't change the rules (drop now ... your final chance)



Prerequisites

- Sufficient Programming Skills for Project
 - C/C++ Programming (No Python ⊗)
 - Linux, gcc, gdb, vim, Makefile, Docker
- Basics of How Computers Operate (I'll get to this in the first week)
 - RISC architecture, fetch & decode, etc
- Basic Theory of Computation (we will also discuss the concepts in the class)
 - Automata, regular expression, etc



Textbook & Important References

- Class textbook
 - Compilers: Principles, Techniques, and Tools, Aho, Sethi, Ullman

 It would help you better understand the details, but not necessary to read all the books



Questions?

• This is the first class, so I'll make it short!

