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2001 Computer Architecture and Organization

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... ... of computer system.
... ... design aspects of computer system.
... ... latest technologies of memory, I/O, ALU design, instruction execution.

Expected Outcomes:

On completion of this course, students will be able to

- Design ALU, memory, I/O systems for uniprocessor system.
- Design external storage system for computers.
- Analyze the performance of ALU algorithms.
- Develop algorithms to perform efficient mathematical computations like ... ...
- Develop pipelined architecture.

Module	Topics		
1	**FUNDAMENTALS OF COMPUTER ARCHITECTURE.** Organization of the von Neumann machine. Instruction ... Pipeline - fetch/execute cycle, instruction decoding and execut... Register and register files, Instruction types and addressing mo... Subroutine call and return mechanisms, Other design issues.		
2	**COMPUTER ARITHMETIC:** Data Representation, Hardware and software implementation of arithmetic unit for common arithmetic operations: addition, subtraction, multiplication, division(Fixed point and floating point) floating point IEEE standards	5	1
3	**DATA REPRESENTATION:** Conversion between integer and real numbers- rounding and truncation, The generation of higher order functions from square roots to transcendental functions; Representation of non-numeric data (character codes, graphical data)	5	2
4	**MEMORY SYSTEM ORGANIZATION AND ARCHITECTURE:** Memory system hierarchy; Coding, data compression, and data integrity; Electronic, magnetic and optical technologies; Main memory organization; Types of Main memories, and its characteristics and performance; Latency, cycle time, bandwidth, and interleaving; Cache memories (address mapping, line size, replacement and write-back policies)	4	1,2
5	**VIRTUAL MEMORY:** Virtual memory systems-paging, segmentation, address mapping, page tables, page replacement algorithms, Reliability of memory systems, error detecting and error correcting systems	4	1,2
6	**INTERFACING AND COMMUNICATION:** I/O fundamentals: handshaking, buffering, I/O techniques- programmed I/O, interrupt-driven I/O, DMA; Buses: bus protocols, local and geographic arbitration; Interrupt structure: vectored and prioritized, interrupt overhead, interrupts and restart code	8	1,4
7	**DEVICE SUBSYSTEMS:** External storage systems, organization and structure of disk drives and optical memory, Flash memories, Basic I/O controllers such as a	7	4

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