

Computer Architecture

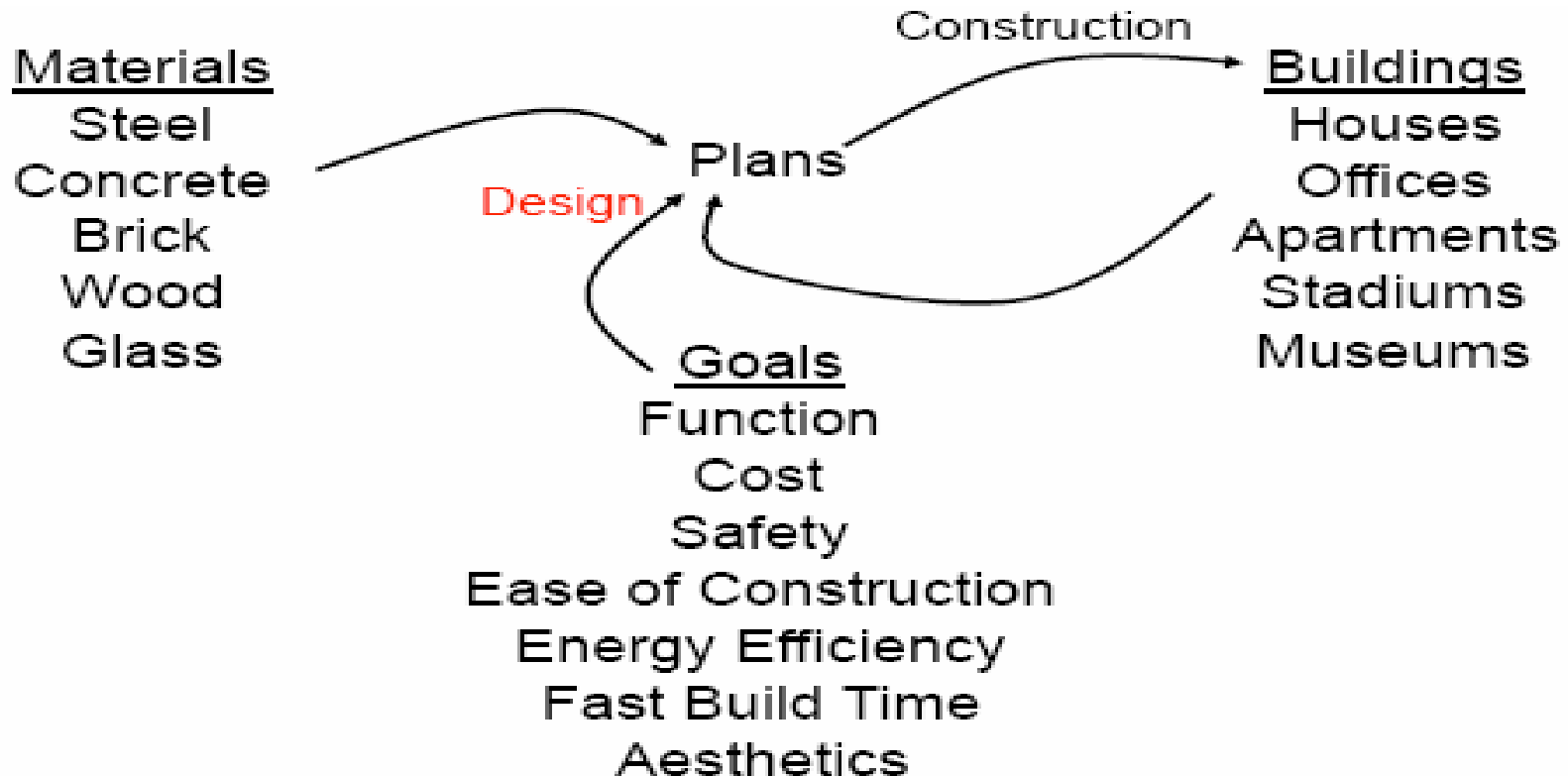
CSE: 3rd Year

Chapter 1

Introduction

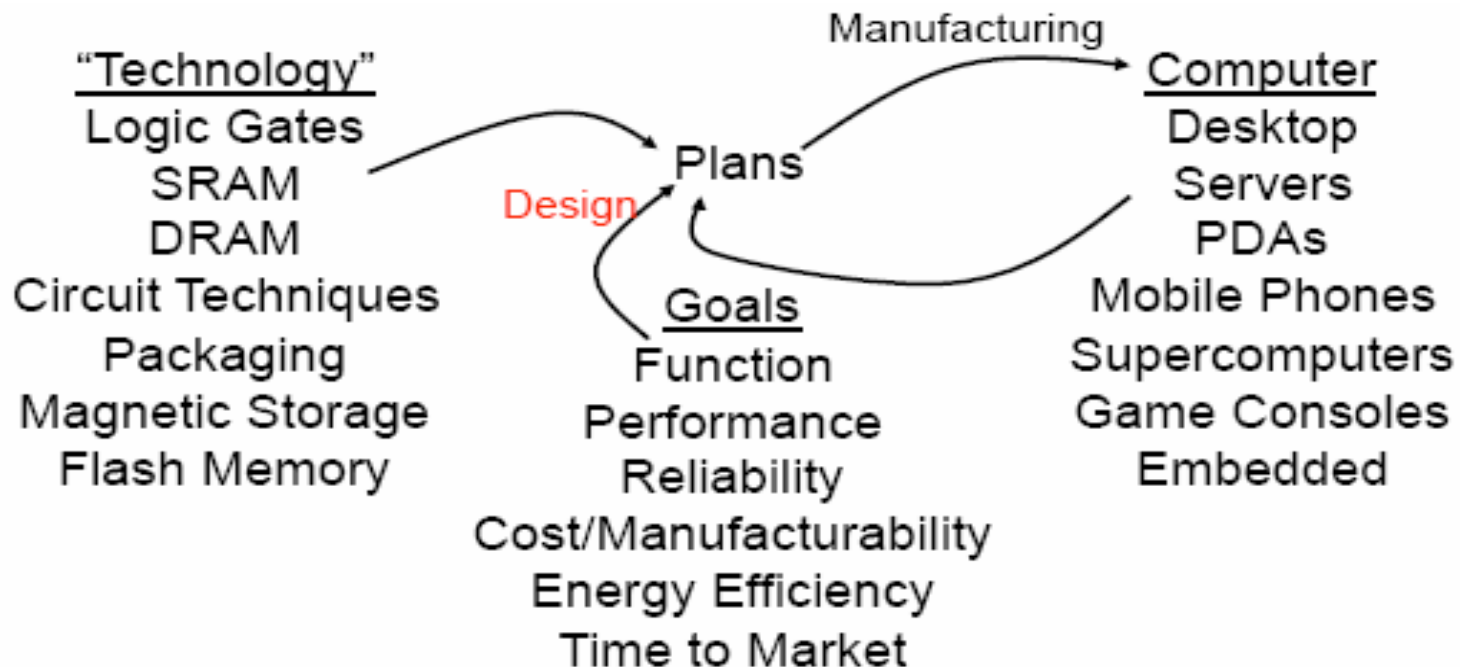
What is Architecture?

- **Architecture** is the science and art of designing and constructing buildings.
- **Role of Building Architect:**



What is Computer Architecture?

- **Computer Architecture** is the science and art of selecting and interconnecting hardware components to create computers that meet functional, performance and cost goals .
- **Role of Computer Architect:**



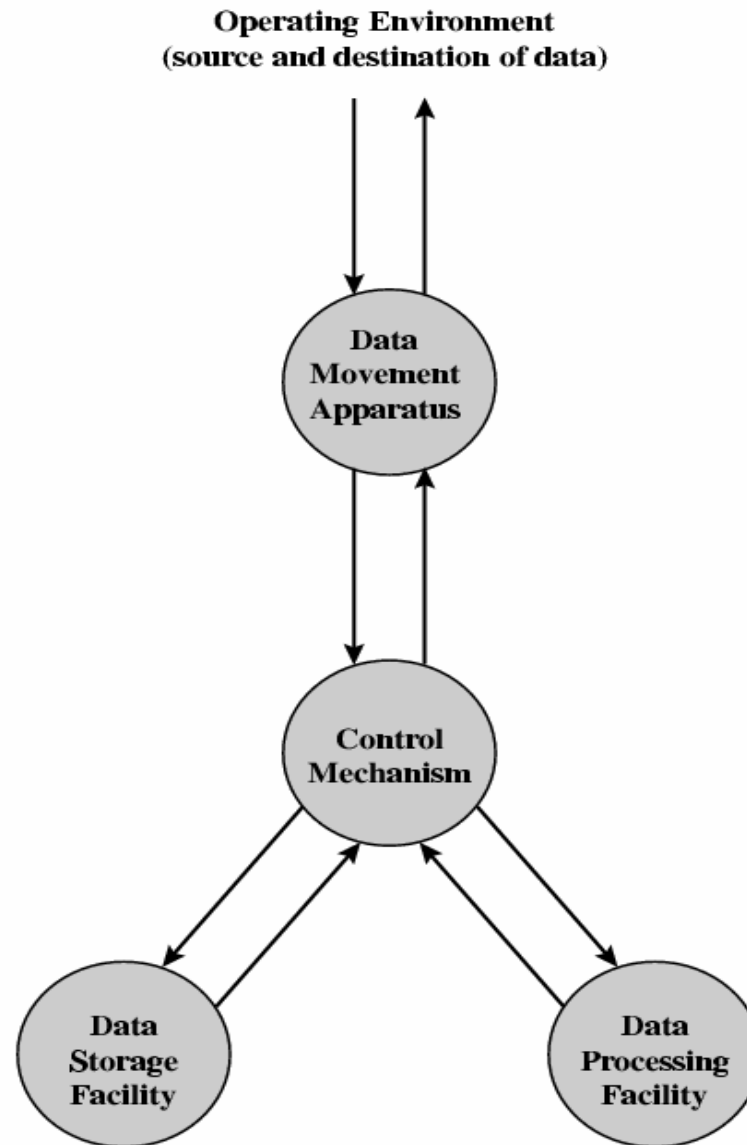
Structure and Function

- From designer point of view, Computer architecture concerned with:
 - Function
 - Structure
- **Function:** The operation to be performed and the operation of each individual component as part of the structure.
- **Structure:** The way in which the components are interrelated or interconnected to achieve the function.

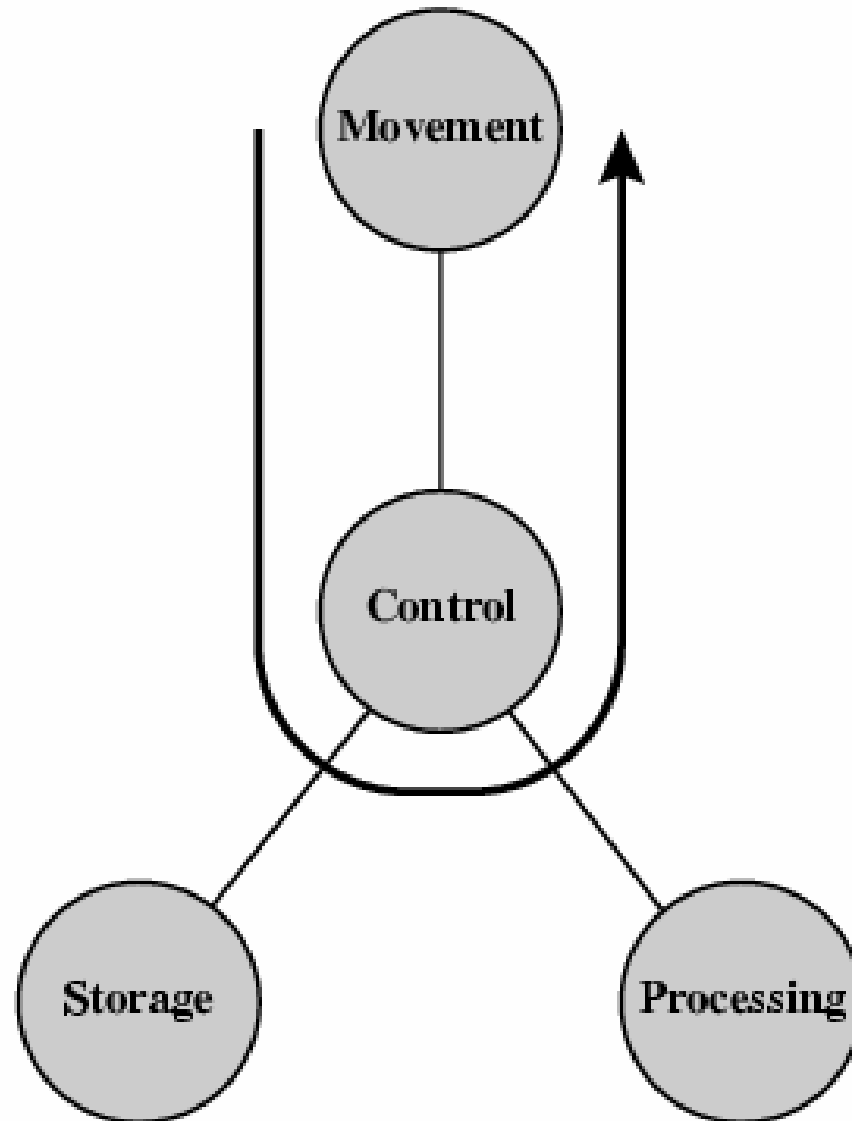
Function

- A computer performs 4 basic functions:
 - **Data movement**
 - **Input data:** getting information into the machine.
 - **Output data:** sending the results out to the user via some display method.
 - **Data storage:** holding the information before and after processing.
 - **Data processing:** performing mathematical and logical operations on the data.
 - **Control:** organize the sequence of the internal operations.

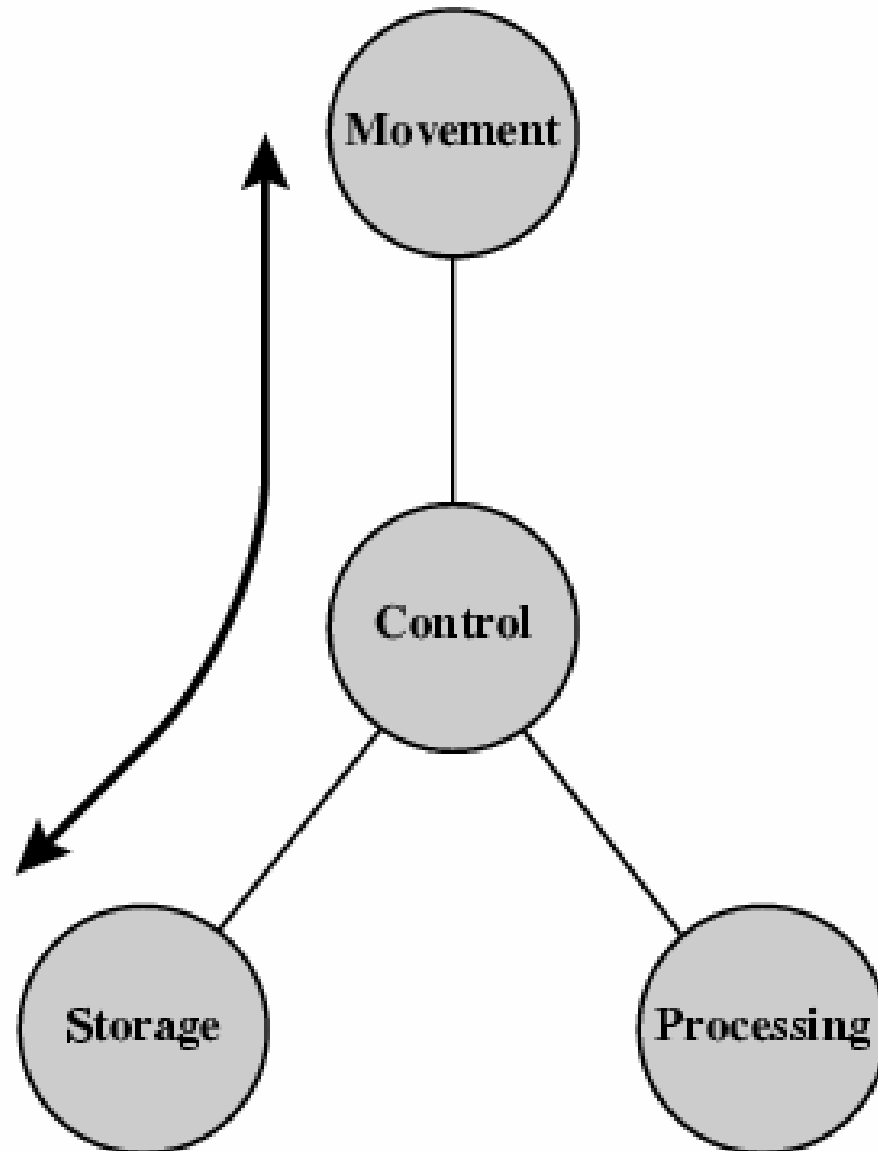
Functional View of a Computer



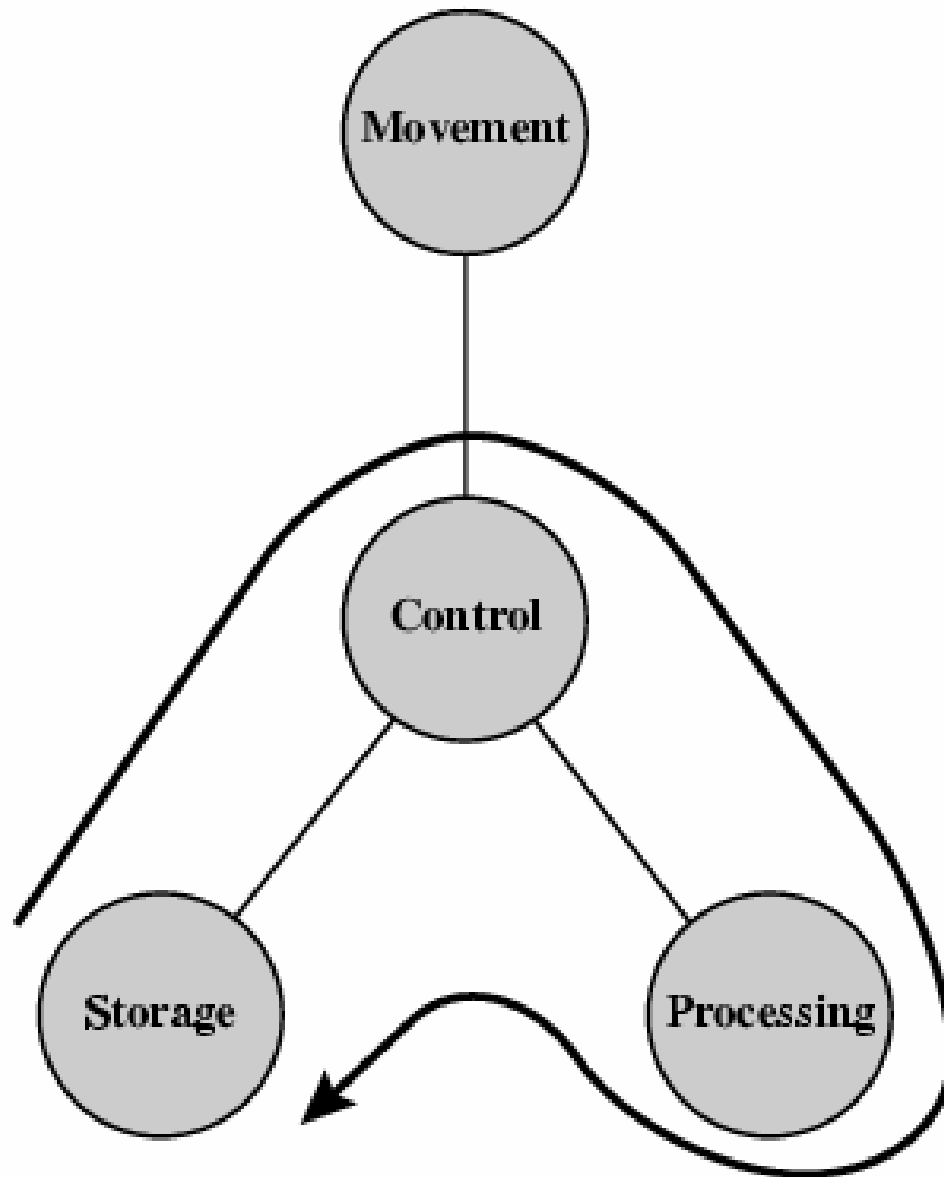
Operations (a) Data movement



Operations (b) Storage

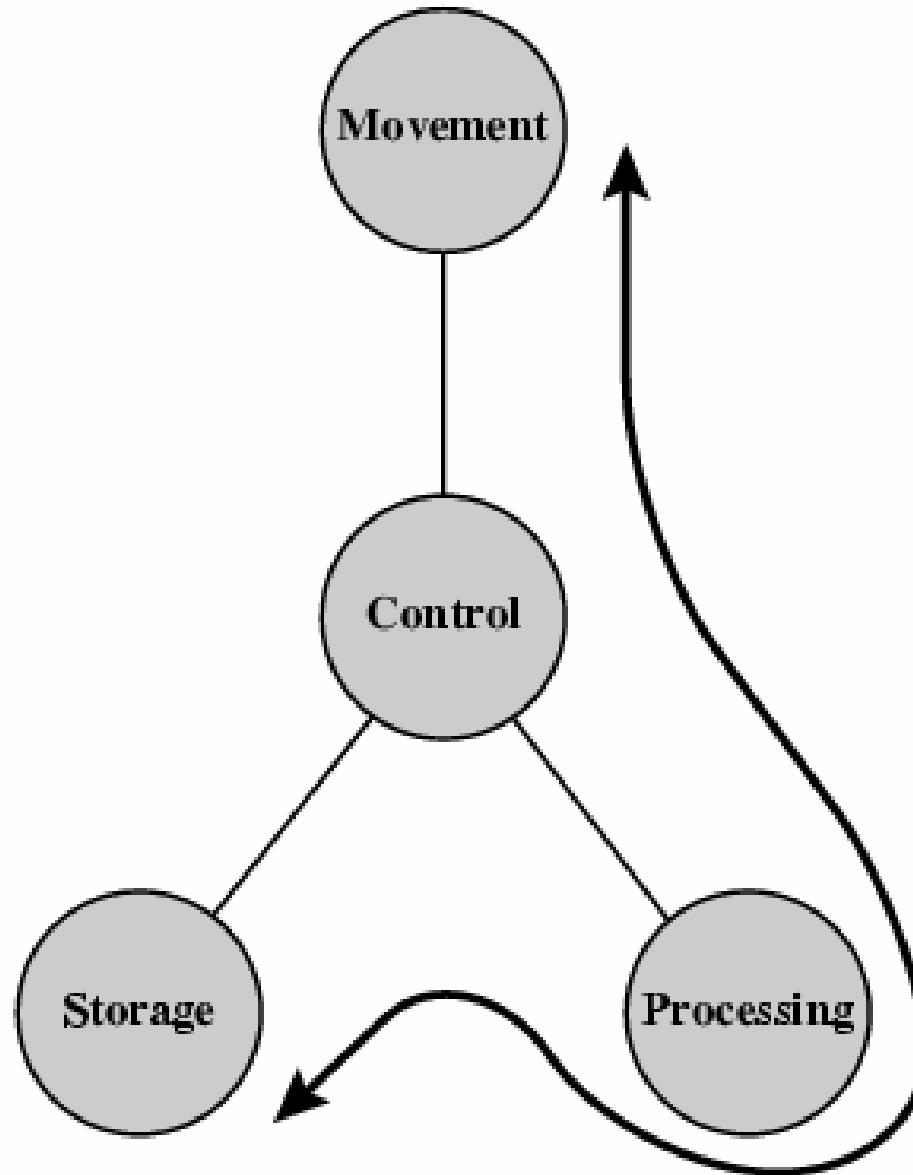


Operation (c) Processing from/to storage



Operation (d)

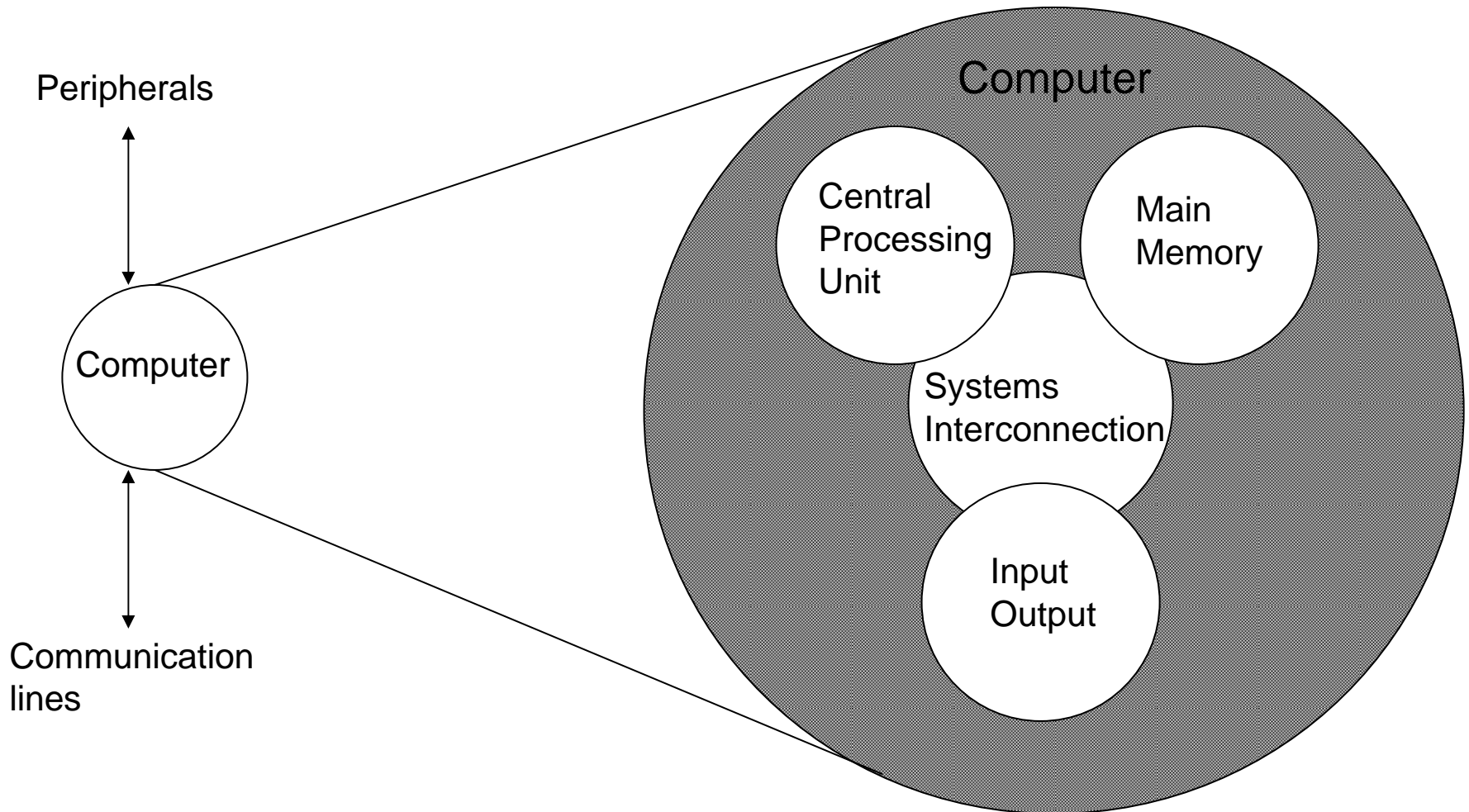
Processing from storage to I/O



Structure

- **There are four main structural components:**
 - ***I/O units***: Moves data between the computer and its external environment.
 - ***Main memory***: Stores data.
 - ***Central processing unit (CPU)***: Controls the operation Of the computer and performs its data processing functions; often simply referred to as processor
 - ***System interconnection***: Some mechanism that provides for communication among CPU, main memory, and I/O.

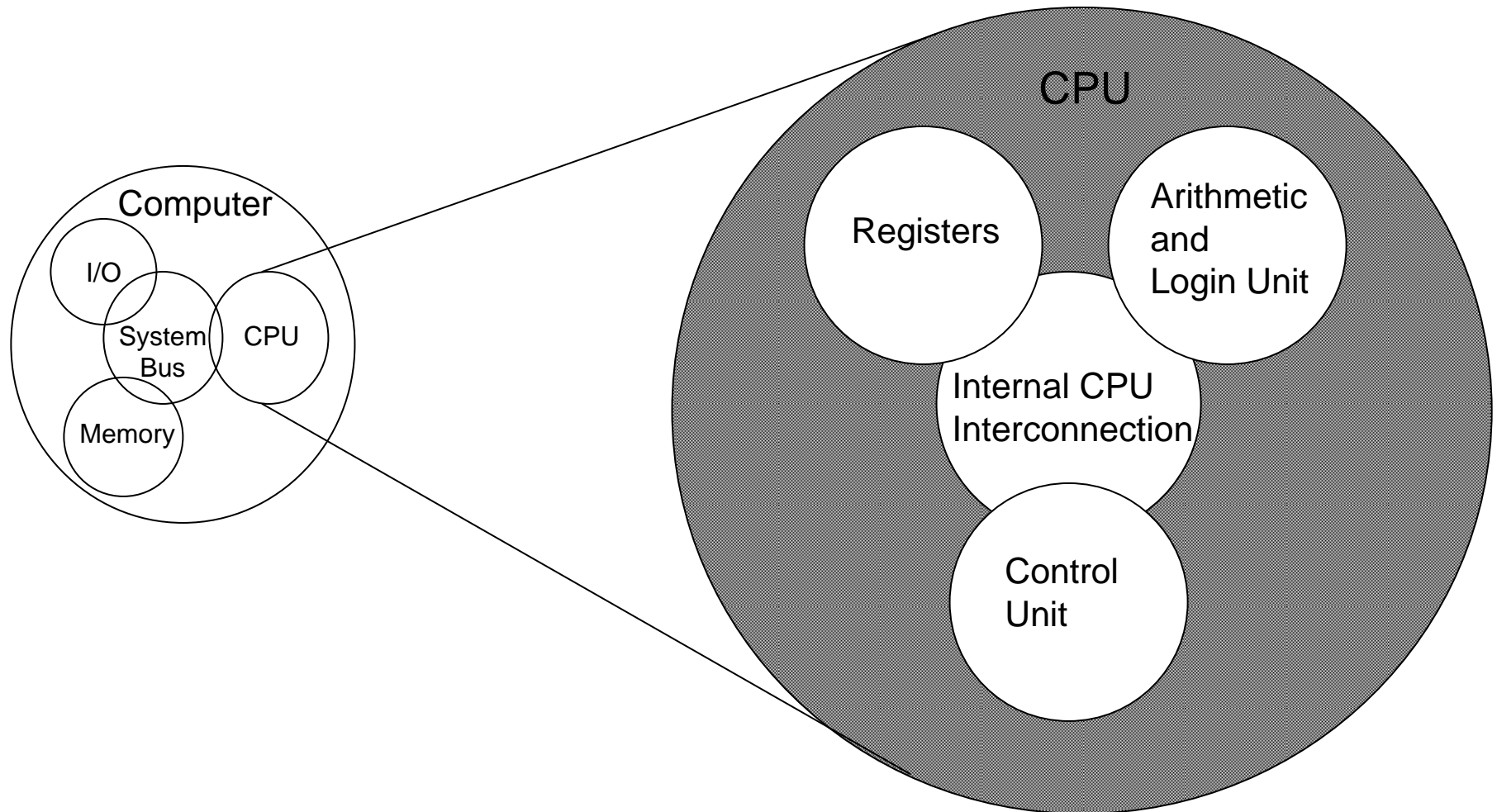
Structure - Top Level



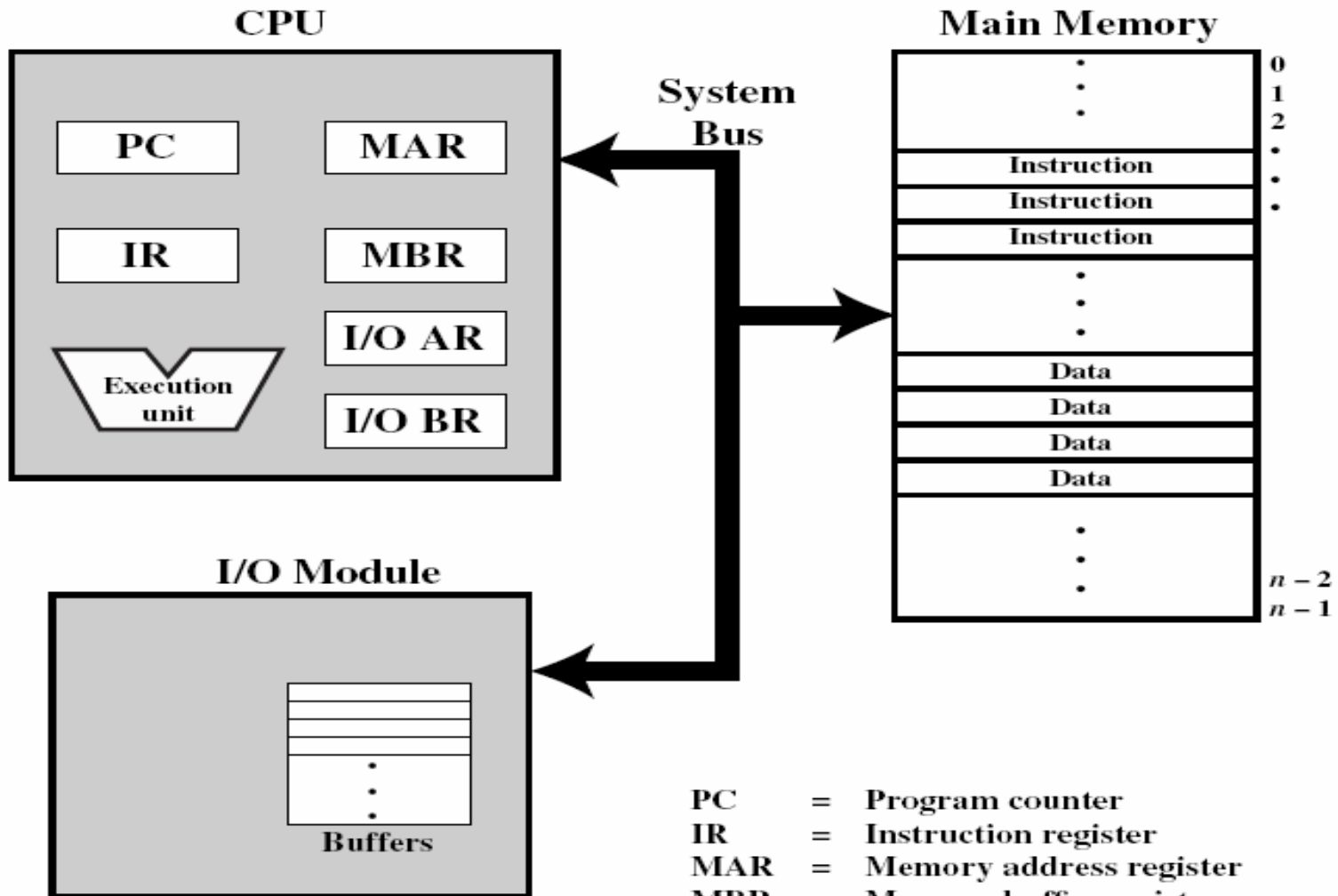
Structure - The CPU

- **The major structural components of CPU are:**
 - ***Control unit***: Controls the operation of the CPU and hence the computer.
 - ***Arithmetic and logic unit (ALU)***: Performs the computer's data processing functions.
 - ***Registers***: Provides internal temporary storage to the CPU.
 - ***CPU interconnection***: Some mechanism that provides for communication among the control unit, ALU, and registers.

Structure - The CPU



Top Level of Computer Components



PC = Program counter
IR = Instruction register
MAR = Memory address register
MBR = Memory buffer register
I/O AR = Input/output address register
I/O BR = Input/output buffer register

Outline of the Course

- **The main outline of the computer architecture course is:**
- Input/Output organization. (ch. 2)
- CPU Structure and Function. (ch. 3)
- Internal Memory
 - Main Memory (ch. 4)
 - Cache Memory (ch. 5)
- Computer Interconnection Structures. (ch. 6)
- Reduced instruction Set Computers. (ch. 7)
- Superscalar Processors. (ch. 8)

Internet Resources

- Web site for Lecturer

- The Web Site: <http://gamal.attiya.free.fr/>
- The materials of the course will be uploaded by the end of each chapter at the *Student → Undergraduate* page.
- In this site, you will find:
 - All the presentations of the Course.
 - All the sheets of the Course.