Computer architecture

In [computer engineering](https://en.wikipedia.org/wiki/Computer_engineering), **computer architecture** is a set of rules and methods that describe the functionality, organization, and implementation of [computer](https://en.wikipedia.org/wiki/Computer) systems. Some definitions of architecture define it as describing the capabilities and programming model of a computer but not a particular implementation.

The term “architecture” in computer literature can be traced to the work of Lyle R. Johnson, [Frederick P. Brooks, Jr.](https://en.wikipedia.org/wiki/Fred_Brooks), and Mohammad Usman Khan, all members of the Machine Organization department in IBM’s main research center in 1959. Johnson had the opportunity to write a proprietary research communication about the [Stretch](https://en.wikipedia.org/wiki/IBM_7030_Stretch), an IBM-developed [supercomputer](https://en.wikipedia.org/wiki/Supercomputer) for [Los Alamos National Laboratory](https://en.wikipedia.org/wiki/Los_Alamos_National_Laboratory) (at the time known as Los Alamos Scientific Laboratory). To describe the level of detail for discussing the luxuriously embellished computer, he noted that his description of formats, instruction types, hardware parameters, and speed enhancements were at the level of “system architecture” – a term that seemed more useful than “machine organization.

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1.Wiley

2.Amit Kumar Mishra

3.Manish Soni

4.Pankaj Sharma

5.Raj Kamal