

Computer Architecture and Operating Systems Lecture 3: Computer Architecture and Language

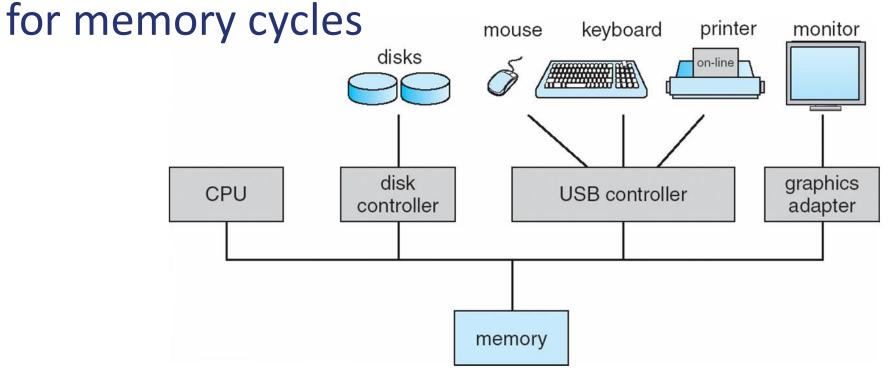
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Modern Computer Organization

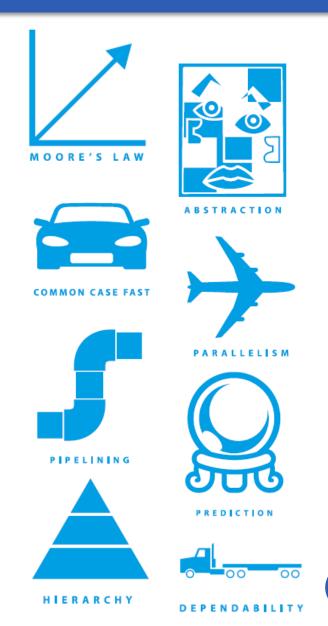
 One or more CPUs and device controllers connect through common bus providing access to shared memory

Concurrent execution of CPUs and devices competing



Eight Great Ideas

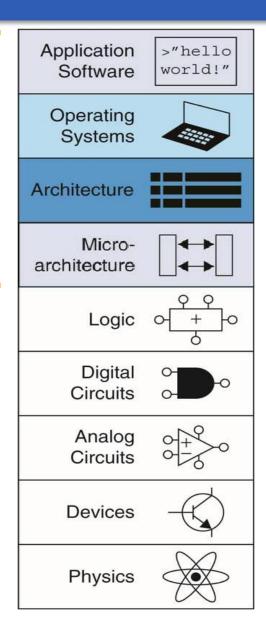
- Design for Moore's Law
- Use abstraction to simplify design
- Make the common case fast
- Performance via parallelism
- Performance via pipelining
- Performance *via prediction*
- Hierarchy of memories
- **Dependability** via redundancy



Abstraction

Hiding details when they are not important

Focus of this course



Any Questions?

```
__start: addi t1, zero, 0x18
addi t2, zero, 0x21

cycle: beg t1, t2, done
slt t0, t1, t2

kne t0, zero, if_less

nop
sub t1, t1, t2

j cycle

nop

if_less: sub t2, t2, t1

j cycle

done: add t3, t1, zero
```