Taller de Lectocomprensión y Traducción en Inglés

MODELO DE EXAMEN FINAL REGULAR - A

COMPUTER ARCHITECTURE

Computer architecture is the theory behind the design of a computer. In the same way as a building architect sets the principles and goals of a building project as the basis for the draftsman's plans, so too, a computer architect sets out the computer architecture as a basis for the actual design specifications.
There are several usages of the term, which can be used to refer to: the design of a computer CPU architecture, instruction set, addressing modes, and techniques such as SIMD (Single Instruction Multiple Data) and MIMD (Multiple Instruction Multiple Data) parallelism, etc.
The less formal usage refers to a description of the requirements (especially speeds and interconnection requirements) or design implementation for the various parts of a computer (such as memory, motherboard, electronic peripherals, or most commonly the CPU.)
Architecture is often defined as the set of machine attributes that a programmer should understand in order to successfully program the specific computer (i.e., being able to reason about what the program will do when executed). For example, part of the architecture are the instructions and the width of operands manipulated by them. Similarly, the frequency at which the system operates is not part of the architecture.

A. Lea el texto con atención y complete las siguientes ideas.

1. Llamamos arquitectura de las computadoras a ..... y constituye la base para ..... Quien establece las especificaciones es el diseñador, del mismo modo que lo hace ....., quien decide .....

2. La arquitectura de computadoras puede hacer referencia al ...., ..., ..., y a .....

3. El conjunto de atributos de la máquina que el programador debe conocer para ....., es decir, para ser capaz de ....., constituye una definición de .....

4. No se considera parte de la arquitectura a ……....., mientras que a …….... y a ..... sí.

Taller de Lectocomprensión y Traducción en Inglés

MODELO DE EXAMEN FINAL REGULAR - A

B. Traduzca el siguiente texto.

An instruction set architecture (ISA) describes the aspects of a computer architecture visible to a programmer, including the native datatypes, instructions, registers, addressing modes, memory architecture, etc.).

An ISA includes a specification of the set of all binary codes that are the native form of commands implemented by a particular CPU design. The set of these codes for a particular ISA is also known as the machine language for the ISA.

"Instruction set architecture" is sometimes used to distinguish this set of characteristics from the microarchitecture, which is the set of processor design techniques used to implement the instruction set. Computers with different microarchitectures can share a common instruction set.

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....