

Course Code	18CSC203J	Course Name	COMPUTER ORGANIZATION AND ARCHITECTURE	Course Category	C	Professional Core			
						L	T	P	C
						3	0	2	4

Pre-requisite Courses	Nil	Co-requisite Courses	Nil	Progressive Courses	18CSC207J
Course Offering Department	Computer Science and Engineering			Data Book / Codes/Standards	Nil

Course Learning Rationale (CLR):		The purpose of learning this course is to:		
CLR-1 :	Utilize the functional units of a computer			
CLR-2 :	Analyze the functions of arithmetic Units like adders, multipliers etc.			
CLR-3 :	Understand the concepts of Pipelining and basic processing units			
CLR-4 :	Study about parallel processing and performance considerations.			
CLR-5 :	Have a detailed study on Input-Output organization and Memory Systems.			
CLR-6 :	Simulate simple fundamental units like half adder, full adder etc			

Course Learning Outcomes (CLO):		At the end of this course, learners will be able to:		
CLO-1 :	Identify the computer hardware and how software interacts with computer hardware			
CLO-2 :	Apply Boolean algebra as related to designing computer logic, through simple combinational and sequential logic circuits			
CLO-3 :	Analyze the detailed operation of Basic Processing units and the performance of Pipelining			
CLO-4 :	Analyze concepts of parallelism and multi-core processors.			
CLO-5 :	Identify the memory technologies, input-output systems and evaluate the performance of memory system			
CLO-6 :	Identify the computer hardware, software and its interactions			

Learning			
1	2	3	
Level of Thinking (Bloom)	Expected Proficiency (%)	Expected Attainment (%)	

Program Learning Outcomes (PLO)														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Engineering Knowledge														
Problem Analysis														
Design & Development														
Analysis, Design, Research														
Modern Tool Usage														
Society & Culture														
Environment & Sustainability														
Ethics														
Individual & Team Work														
Communication														
Project Mgt. & Finance														
Life Long Learning														
PSO - 1														
PSO - 2														
PSO – 3														

Duration (hour)	15	15	15	15	15
S-1	SLO-1	Functional Units of a computer	Addition and subtraction of Signed numbers	Fundamental concepts of basic processing unit	Parallelism
	SLO-2	Operational concepts	Problem solving	Performing ALU operation	Need, types of Parallelism
S-2	SLO-1	Bus structures	Design of fast adders	Execution of complete instruction, Branch instruction	applications of Parallelism
	SLO-2	Memory locations and addresses	Ripple carry adder and Carry look ahead adder	Multiple bus organization	Parallelism in Software
S-3	SLO-1	Memory operations	Multiplication of positive numbers	Hardwired control	Instruction level parallelism
	SLO-2	Memory operations	Problem Solving	Generation of control signals	Data level parallelism
S-4	SLO-1	Lab 1: To recognize various components of PC Input Output systems	Lab4: Study of TASM Addition and Subtraction of 8-bit number	Lab-7: Design of Half Adder Design of Full Adder	Lab-10: Study of Array Multiplier Design of Array Multiplier
	SLO-2	Processing and Memory units			
S-6	SLO-1	Instructions, Instruction sequencing	Signed operand multiplication	Micro-programmed control-	Challenges in parallel processing
	SLO-2	Addressing modes	Problem solving	Microinstruction	Architectures of Parallel Systems - Flynn's classification

S-7	SLO-1	<b>Problem solving</b>	<i>Fast multiplication- Bit pair recoding of Multipliers</i>	<b>Micro-program Sequencing</b>	<b>SISD,SIMD</b>	<b>Replacement Algorithms</b>
	SLO-2	<i>Introduction to Microprocessor</i>	<b>Problem Solving</b>	<b>Micro instruction with Next address field</b>	<b>MIMD, MISD</b>	<b>Problem Solving</b>
S-8	SLO-1	<i>Introduction to Assembly language</i>	<i>Carry Save Addition of summands</i>	<b>Basic concepts of pipelining</b>	<b>Hardware multithreading</b>	<b>Virtual Memory</b>
	SLO-2	<i>Writing of assembly language programming</i>	<b>Problem Solving</b>	<b>Pipeline Performance</b>	<b>Coarse Grain parallelism, Fine Grain parallelism</b>	<i>Performance considerations of various memories</i>
S-9-10	SLO-1	<i>Lab-2:To understand how different components of PC are connected to work properly</i>	<i>Lab 5: Addition of 16-bit number</i>	<i>Lab-8: Study of Ripple Carry Adder</i>	<i>Lab-11: Study of Booth Algorithm</i>	<i>Lab-14: Understanding Processing unit</i>
	SLO-2	<i>Assembling of System Components</i>	<i>Subtraction of 16-bit number</i>	<i>Design of Ripple Carry Adder</i>		<i>Design of primitive processing unit</i>
S-11	SLO-1	<i>ARM Processor: The thumb instruction set</i>	<i>Integer division – Restoring Division</i>	<b>Pipeline Hazards-Data hazards</b>	<b>Uni-processor and Multiprocessors</b>	<i>Input Output Organization</i>
	SLO-2	<i>Processor and CPU cores</i>	<b>Solving Problems</b>	<i>Methods to overcome Data hazards</i>	<b>Multi-core processors</b>	<i>Need for Input output devices</i>
S-12	SLO-1	<b>Instruction Encoding format</b>	<i>Non Restoring Division</i>	<i>Instruction Hazards</i>	<b>Multi-core processors</b>	<i>Memory mapped IO</i>
	SLO-2	<b>Memory load and Store instruction in ARM</b>	<b>Solving Problems</b>	<i>Hazards on conditional and Unconditional Branching</i>	<b>Memory in Multiprocessor Systems</b>	<i>Program controlled IO</i>
S-13	SLO-1	<i>Basics of IO operations.</i>	<i>Floating point numbers and operations</i>	<i>Control hazards</i>	<b>Cache Coherency in Multiprocessor Systems</b>	<i>Interrupts-Hardware, Enabling and Disabling Interrupts</i>
	SLO-2	<i>Basics of IO operations.</i>	<b>Solving Problems</b>	<i>Influence of hazards on instruction sets</i>	<b>MESI protocol for Multiprocessor Systems</b>	<i>Handling multiple Devices</i>
S-14-15	SLO-1	<i>Lab -3To understand how different components of PC are connected to work properly</i>	<i>Lab-6: Multiplication of 8-bit number</i>	<i>Lab-9: Study of Carry Look-ahead Adder</i>	<i>Lab-12: Program to carry out Booth Algorithm</i>	<i>Lab-15: Understanding Pipeline concepts</i>
	SLO-2	<i>Disassembling of System Components</i>	<i>Factorial of a given number</i>	<i>Design of Carry Look-ahead Adder</i>		<b>Design of basic pipeline.</b>

<b>Learning Resources</b>	<ol style="list-style-type: none"> <li>1. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, <i>Computer Organization</i>, 5<sup>th</sup> ed., McGraw-Hill, 2015</li> <li>2. Kai Hwang, Faye A. Briggs, <i>Computer Architecture and Parallel Processing</i>, 3<sup>rd</sup> ed., McGraw Hill, 2016</li> <li>3. Ghosh T. K., <i>Computer Organization and Architecture</i>, 3<sup>rd</sup> ed., Tata McGraw-Hill, 2011</li> <li>4. P. Hayes, <i>Computer Architecture and Organization</i>, 3<sup>rd</sup> ed., McGraw Hill, 2015.</li> </ol>	<ol style="list-style-type: none"> <li>5. William Stallings, <i>Computer Organization and Architecture – Designing for Performance</i>, 10<sup>th</sup> ed., Pearson Education, 2015</li> <li>6. David A. Patterson and John L. Hennessy <i>Computer Organization and Design - A Hardware software interface</i>, 5<sup>th</sup> ed., Morgan Kaufmann, 2014</li> </ol>
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Learning Assessment											
	Bloom's Level of Thinking	Continuous Learning Assessment (50% weightage)								Final Examination (50% weightage)	
		CLA – 1 (10%)		CLA – 2 (15%)		CLA – 3 (15%)		CLA – 4 (10%)#			
		Theory	Practice	Theory	Practice	Theory	Practice	Theory	Practice	Theory	Practice
Level 1	Remember	20%	20%	15%	15%	15%	15%	15%	15%	15%	15%
	Understand										
Level 2	Apply	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%
	Analyze										
Level 3	Evaluate	10%	10%	15%	15%	15%	15%	15%	15%	15%	15%
	Create										
	Total	100 %		100 %		100 %		100 %		-	

# CLA – 4 can be from any combination of these: Assignments, Seminars, Tech Talks, Mini-Projects, Case-Studies, Self-Study, MOOCs, Certifications, Conf. Paper etc.,

Course Designers		
Experts from Industry	Experts from Higher Technical Institutions	Internal Experts
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		2. Dr. C. Malathy, SRMIST
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