

COMPUTER ORGANIZATION

Credits: 4

Semester: III

Subject Code : DS18302

No. of Lecture Hours: 75

Objectives:

- To have a thorough understanding of the basic structure and operation of a digital computer. To discuss in detail the operation of the arithmetic unit including the algorithms & implementation of fixed-point and floating-point addition, subtraction, multiplication & division.
- To study the different ways of communicating with I/O devices and to study the hierarchical memory system including cache memories and virtual memory.

Outcome: Students will be able to

CO1: Understand basic Circuit designing and number systems

CO2: Explain about how data transferred from one register to another register

CO3: Construct designing of control unit and Central Processing Unit

CO4: Classify different types of computer arithmetic operations

CO5: Categorize all peripheral devices and memory

UNIT – I

15hrs

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|---|---|
| 1. Digital Logic Circuits: Digital Computers & Logic Gates | 1 |
| 2. Boolean Algebra & Map Simplification | 1 |
| 3. Combinational Circuits | 1 |
| 4. Flip-Flops and Sequential Circuits | 2 |
| 5. Digital Components: Integrated Circuits & Decoders | 1 |
| 6. Multiplexers | 1 |
| 7. Registers and Shift Registers | 1 |
| 8. Binary Counters & Memory Unit | 1 |
| 9. Data Representation: Data Types & Complements | 2 |
| 10. Fixed- and Floating-Point Representation | 2 |
| 11. Other Binary Codes and Error Detection Codes | 2 |

UNIT – II

15hrs

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|---|---|
| 1. Register Transfer and Microoperations: Register Transfer language & Register Transfer | 2 |
| 2. Bus and Memory Transfer | 1 |
| 3. Arithmetic Microoperations | 2 |
| 4. Logic Microoperations | 2 |
| 5. Shift Microoperations & Arithmetic Logic Shift Unit | 2 |
| 6. Basic Computer Organization and Design: Instruction Codes | 1 |
| 7. Computer Registers | 1 |

8. Computer Instructions and Timing and Control	1
9. Instruction Cycle	1
10. Memory Reference Instructions	1
11. Input-Output and Interrupt	1

UNIT – III

15hrs

1. Microprogrammed Control: Control Memory & Address Sequencing	2
2. Microprogram Example	2
3. Design of Control Unit	2
4. Central Processing Unit: Introduction, General Register Organization	2
5. Stack Organization	3
6. Instruction Formats & Addressing Modes	2
7. Data Transfer and Manipulation & Program Control	

UNIT-IV

15hrs

1. Pipeline and Vector Processing: Parallel Processing, Pipelining	1
2. Arithmetic Pipeline, Instruction Pipeline	2
3. Computer Arithmetic: Addition and Subtraction	3
4. Multiplication Algorithms	3
5. Division Algorithms	3
6. Floating-Point Arithmetic Operations	3

UNIT – V

15hrs

1. Input-Output Organization: Peripheral Devices & I/O Interface	2
2. Asynchronous Data Transfer	2
3. Modes of Transfer	2
4. Direct Memory Access	1
5. Input-Output Processor-CPU IOP Communication and Serial Communication	2
6. Memory Organization: Memory Hierarchy	2
7. Main Memory, Auxiliary Memory, Associative Memory, Cache Memory	2