

CS305

Computer Architecture

Parts of a Computer

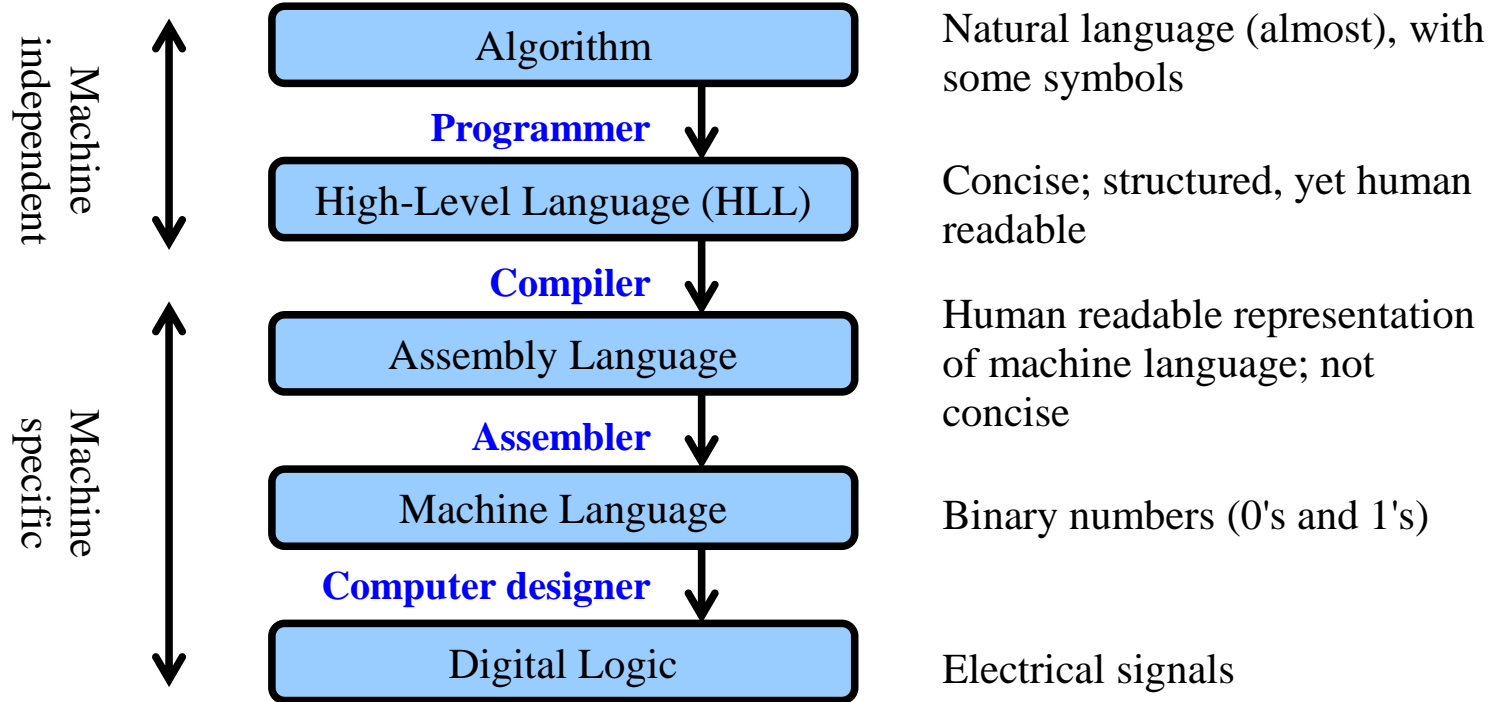
Bhaskaran Raman

Room 406, KR Building

Department of CSE, IIT Bombay

<http://www.cse.iitb.ac.in/~br>

A Hierarchy of Languages



An Example

Algorithm:
Compute the
sum of...

C code:
 $a = b + c;$
 $d = e + f;$

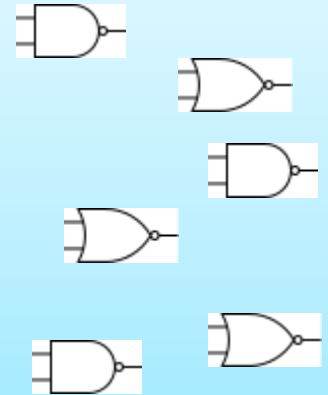
Assembly code:

```
lw    $s1, 4($s0)
lw    $s2, 8($s0)
add   $s3, $s1, $s2
sw    ($s0), $s3
lw    $s3, 16($s0)
lw    $s4, 20($s0)
add   $s5, $s3, $s4
sw    12($s0), $s5
```

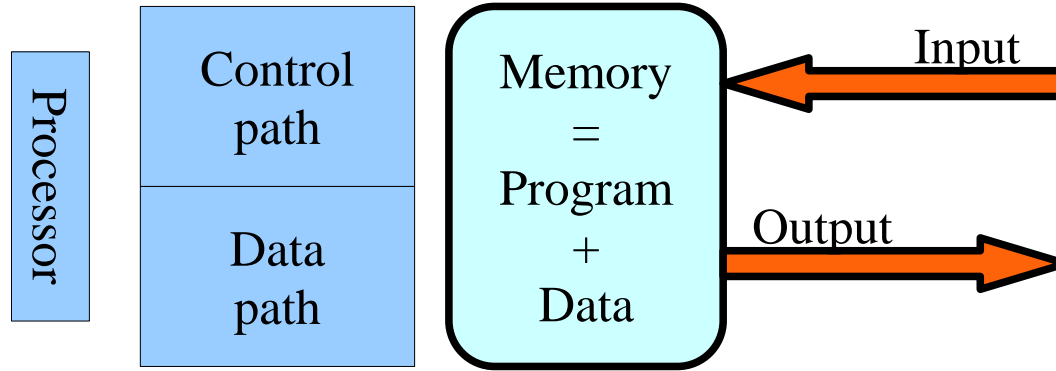
Machine code:

```
...0...1...
...0...1...
...0...1...
...0...1...
...0...1...
...0...1...
...0...1...
...0...1...
```

Digital logic:



Von Neumann Architecture

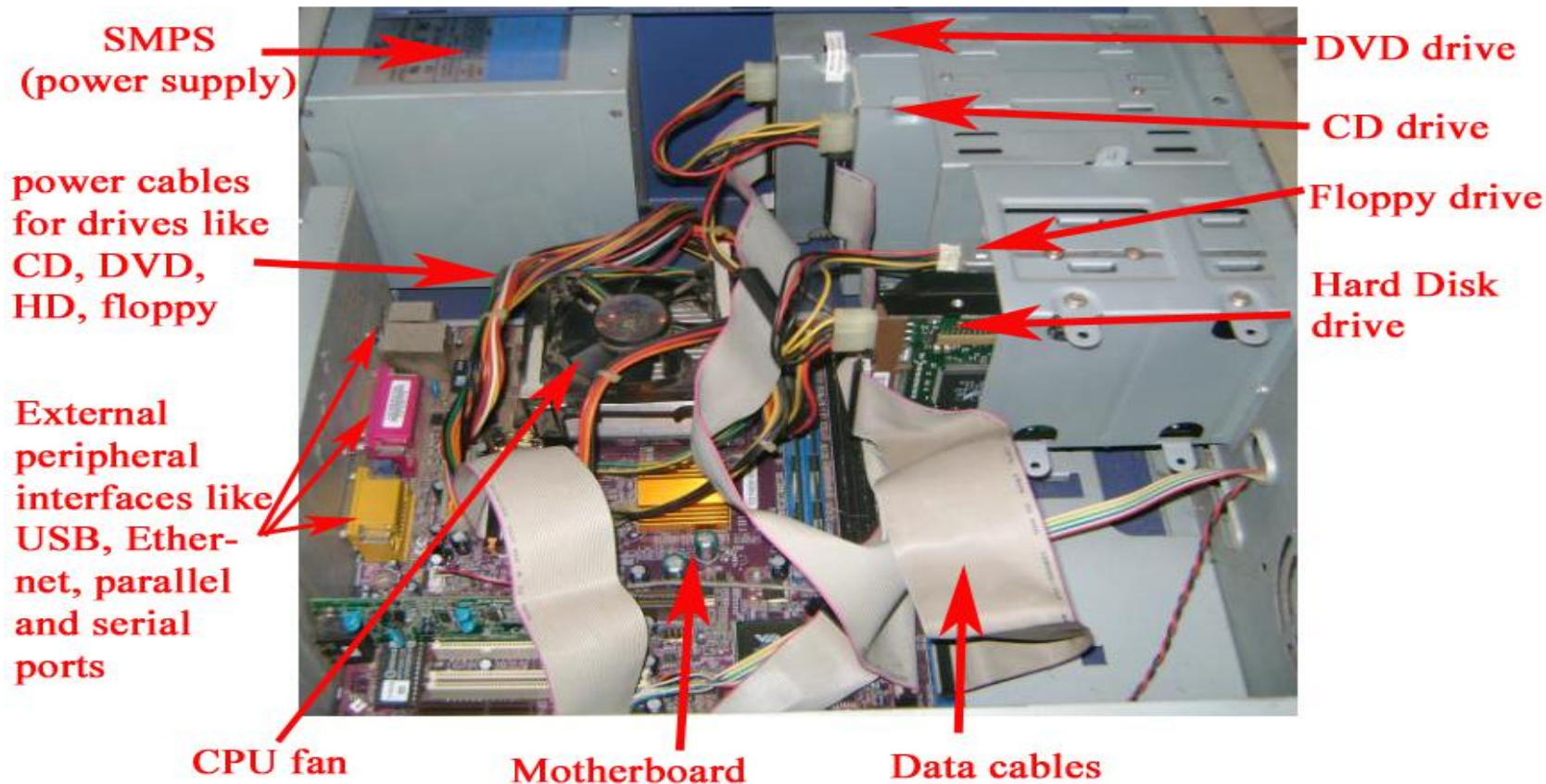


- **The stored program concept:** program (instructions) as well as data are stored in memory
- Processor *fetches* instructions from memory, and *executes* them on *data* (also fetched from/to memory)
 - Example from previous slide: LW and SW instructions

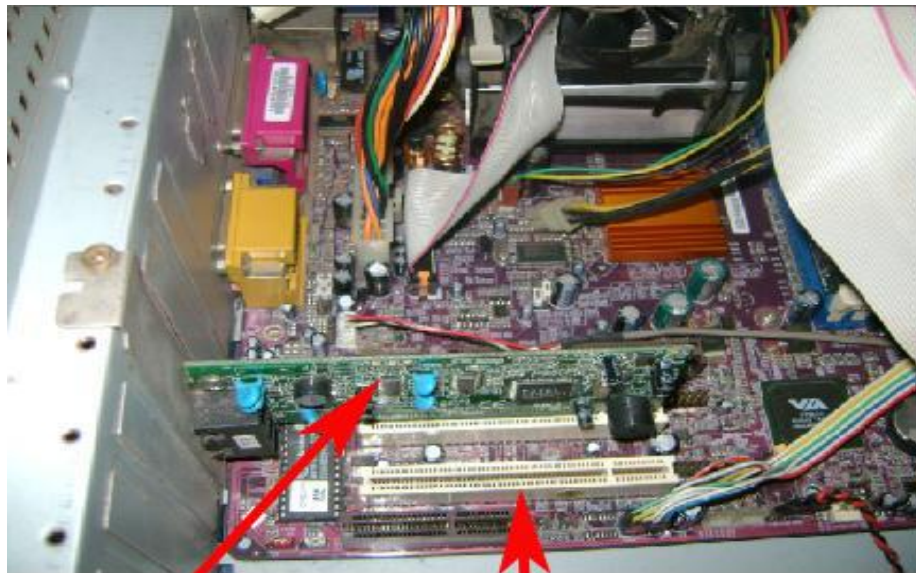
The Five Components

- All computers have these five components: input, output, memory, [data path + control path = processor]
- Underlined aspects: topics in this course
- Input: keyboard, mouse; also disk, network
- Output: monitor; also disk, network
- Memory: different kinds of memory
- Data path + control path = processor

Inside a Computer...

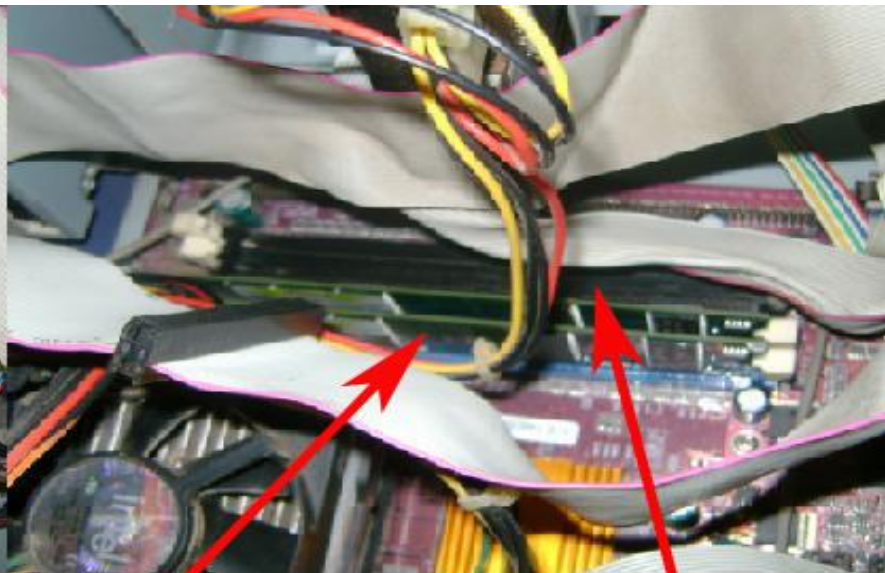


Inside a Computer (continued...)



External modem card

PCI slots for expansion
(add-on cards)



main memory
(RAM) chips

empty slots for RAM
expansion in future

Magnetic Tape



Inside a Computer: Summary

- Integrated circuits, or chips:
 - Flat and black
 - Processor (CPU), main memory, cache memory, etc.
- Motherboard:
 - Houses the various chips
 - Also has many I/O interfaces (PCI, USB, Serial, etc.)
- Secondary memory: non-volatile
 - Magnetic disks, optical (CD/DVD), tape, flash-based (e.g. USB pen-drives, CF cards), floppies (obsolete)