

Course Code	UCS20D05J	Course Name	COMPUTER ORGANIZATION AND ARCHITECTURE	Course Category	E	Discipline Specific Elective	L	T	P	C
							4	0	4	6

Pre-requisite Courses	Nil	Co-requisite Courses	Nil	Progressive Courses	Nil
Course Offering Department	Computer Science	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 the 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
Fundamental Knowledge	Application of Concepts	Link with Related Disciplines	Procedural Knowledge	Skills in Specialization	Ability to Utilize Knowledge	Skills in Modeling	Analyze, Interpret Data	Investigative Skills	Problem Solving Skills	Communication Skills	Analytical Skills	ICT Skills	Professional Behavior	Life Long Learning
L	H	-	H	L	-	-	-	L	L	-	H	-	-	-
M	H	L	M	L	-	-	-	M	L	-	H	-	-	-
M	H	M	H	L	-	-	-	M	L	-	H	-	-	-
M	H	M	H	L	-	-	-	M	L	-	H	-	-	-
H	H	M	H	L	-	-	-	M	L	-	H	-	-	-
L	H	-	H	L	-	-	-	L	L	-	H	-	-	-



Duration (hour)		24	24	24	24	24
S-1	SLO-1	Functional Units of a computer	Addition of Signed numbers	Fundamental concepts of basic processing unit	Parallelism	Memory systems- Basic concepts
	SLO-2	Operational concepts	Subtraction of Signed numbers	Performing ALU operation	Need of Parallelism	Memory hierarchy
S-2	SLO-1	Bus structures	Problem Solving	Execution of complete instruction	Types of Parallelism	Memory hierarchy
	SLO-2	Bus structures	Design of fast adders	Branch instruction	Applications of Parallelism	Memory technologies
S-3	SLO-1	Memory locations and addresses	Ripple carry adder	Multiple bus organization	Parallelism in Software	RAM
	SLO-2	Memory locations and addresses	Carry look ahead adder	Multiple bus organization	Instruction level parallelism	Semiconductor RAM
S-4	SLO-1	Memory operations	Multiplication of positive numbers	Hardwired control	Instruction level parallelism	ROM, Types
	SLO-2	Memory operations	Problem Solving	Generation of control signals	Data level parallelism	Speed, size cost
S-5-8	SLO-1	Laboratory 1: To recognize various components of PC-input Output systems	Laboratory 4: Study of TASM Addition and Subtraction of 8-bit number	Laboratory 7: Design of Half Adder Design of Full Adder	Laboratory 10: Study of Array Multiplier Design of Array Multiplier	Laboratory 13: Study of Carry Save Multiplication Program to carry out Carry Save Multiplication
	SLO-2	Processing and Memory units				
S-9	SLO-1	Instructions	Signed operand multiplication	Micro-programmed control	Challenges in parallel processing	Cache memory
	SLO-2	Instruction sequencing	Problem solving	Microinstruction	Architectures of parallel Systems	Cache memory
S-10	SLO-1	Addressing modes	Fast multiplication	Microinstruction	Flynn's Classification	Mapping Functions
	SLO-2	Problem solving	Problem Solving	Micro-program Sequencing	Flynn's Classification	Replacement Algorithms
S-11	SLO-1	Introduction to Microprocessor	Bit pair recoding of Multipliers	Micro instruction with Next address field	SISD	Replacement Algorithms
	SLO-2	Introduction to Assembly language	Problem Solving	Basic concepts of pipelining	SIMD	Problem Solving
S-12	SLO-1	Writing of assembly language programming	Carry Save Addition of summands	Pipeline Performance	MIMD	Virtual Memory
	SLO-2	Writing of assembly language programming	Problem Solving	Pipeline Performance	MISD	Performance considerations of various memories
S-13-16	SLO-1	Laboratory 2: To understand how different components of PC are connected to work properly	Laboratory 5: Addition of 16-bit number	Laboratory 8: Study of Ripple Carry Adder	Laboratory 11: Study of Booth Algorithm	Laboratory 14: Understanding Processing unit
	SLO-2		Subtraction of 16-bit number	Design of Ripple Carry Adder		



		Assembling of System Components				
<b>S-17</b>	SLO-1	ARM Processor: The thumb instruction set	Integer division	Pipeline Hazards	Uni-Processor	Input Output Organization
	SLO-2	Processor and CPU cores	Restoring Division	Data hazards	Multiprocessors	Input Output Organization
<b>S-18</b>	SLO-1	Processor and CPU cores	Solving Problems	Methods to overcome Data hazards	Multi-core processors	Need for input output devices
	SLO-2	Instruction Encoding format	Non Restoring Division	Instruction Hazards	Multi-core processors	Memory mapped IO
<b>S-19</b>	SLO-1	Memory Load and Store in ARM	Solving Problems	Hazards on conditional and Unconditional Branching	Memory in Multiprocessor Systems	Program controlled IO
	SLO-2	Memory Load and Store in ARM	Floating point numbers	Control hazards	Memory in Multiprocessor Systems	Interrupts - Hardware
<b>S-20</b>	SLO-1	Basics of IO operations	Operations	Control hazards	Cache Coherency in Multiprocessor Systems	Enabling and Disabling interrupts
	SLO-2	Basics of IO operations	Solving Problems	Influence of hazards on instruction sets	Cache Coherency in Multiprocessor Systems	Handling multiple Devices
<b>S-21-24</b>	SLO-1	Laboratory 3: To understand how different components of PC are connected to work properly	Laboratory 6: Multiplication of 8-bit number Factorial of a given number	Laboratory 9: Study of Carry Look-ahead Adder Design of Carry Look-ahead Adder	Laboratory 12: Programs to carry out Booth Algorithm	Lab 15: Design of primitive processing unit
	SLO-2	Disassembling of System Components				

Learning Resources	<p>1. Carl Hamacher, Zvonk Vranesie, Sahwat Zaky, (2015), "Computer Organisation", 5<sup>th</sup> Edition McGraw-Hill</p> <p>2. Kai Hwang, Faye A. Briggs, (2016), "Computer Architecture and Parallel Processing", 3<sup>rd</sup> Edition, McGraw Hill, 2016</p> <p>3. Ghost T.K, (2011), "Computer Organization and Architecture", 3<sup>rd</sup> Edition, Tata McGraw-Hill</p> <p>4. P. Hayes, (2015), "Computer Architecture and Organization", 3<sup>rd</sup> Edition, McGraw Hill</p>	<p>5. William Stallings, (2015), "Computer Organization and Architecture-Designing for Performance", 10<sup>th</sup> Edition, Pearson Education</p> <p>6. David A. Patterson and John L Hennessy, (2014), "Computer Organization and Design- A Hardware Software Interface", 5<sup>th</sup> Edition, Morgan Kaufman,</p>
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Learning Assessment											
Bloom's Level of Thinking		Continous Learning Assessment(50% Weightage)								Final Examination (50% weightage)	
		CLA – 1 (10%)		CLA – 2 (10%)		CLA – 3 (20%)		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 %		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
Mr. S. Karthik, IT Analyst, Tata Consultancy Services	Dr. Neelanarayanan,, Professor, School of Computer Science and Engineering, VIT Chennai	Mrs.A.Pavithra
		Mr.M.R.Vinodh

Course Code	UCS20D06J	Course Name	ARTIFICIAL INTELLIGENCE	Course Category	E	Discipline Specific Elective	L	T	P	C
							4	0	4	6

Pre-requisiteCourses	Nil	Co-requisiteCourses	Nil	ProgressiveCourses	Nil
Course OfferingDepartment	Computer Science			Data Book / Codes/Standards	Nil

Course Learning Rationale (CLR):		The purpose of learning this course is to:			Learning			Program Learning Outcomes (PLO)														
CLR-1 :	Discover problems that are agreeable to solution by AI methods.				1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CLR-2 :	Study the basics of designing intelligent agents that can solve general purpose problems				Level of Thinking (Bloom)	Expected Proficiency (%)	Expected Attainment (%)	Fundamental Knowledge	Application of Concepts	Link with Related Disciplines	Procedural Knowledge	Skills in Specialization	Ability to Utilize Knowledge	Skills in Modeling	Analyze, Interpret Data	Investigative Skills	Problem Solving Skills	Communication Skills	Analytical Skills	ICT Skills	Professional Behavior	Life Long Learning
CLR-3 :	Discover appropriate AI methods to solve a given problem																					
CLR-4 :	Perform intellectual task as decision making, problem solving, perception, understanding																					
CLR-5 :	Formalize a given problem using different AI methods																					
CLR-6 :	Provides adaptive learning																					
Course Learning Outcomes (CLO):		At the end of this course, learners will be able to:			3	80	70	L	H	-	H	L	-	-	-	L	L	-	H	-	-	-
CLO-1 :	Demonstrate fundamental understanding of the history of artificial intelligence and its																					