CSE2001	COMPUTER ARCHITECTURE AND ORGANIZATION	L	T	P	J	C
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Pre-requisite		**Syllabus version**				
		v1.0				

Course Objectives:

1. To acquaint students with the basic concepts of fundamental component, architecture, register organization and performance metrics of a computer.
2. To impart the knowledge of data representation in binary and understand implementation of arithmetic algorithms in a typical computer.
3. To teach students how to describe machine capabilities and design an effective data path design for instruction execution. To introduce students to syntax and semantics of machine level programming.
4. To make students understand the importance of memory systems, IO interfacing techniques and external storage and their performance metrics for a typical computer. And explore various alternate techniques for improving the performance of a processor.

Expected Course Outcome:

1. Differentiate Von Neumann, Harvard, and CISC and RISC architectures. Analyze the performance of machines with different capabilities.
2. Illustrate binary format for numerical and characters. Validate efficient algorithm for arithmetic operations.
3. Construct machine level program for given expression on n-address machine. Analyze and calculate memory traffic for a program execution. Design an efficient data path for an instruction format for a given architecture.
4. Explain the importance of hierarchical memory organization. Able to construct larger memories. Analyze and suggest efficient cache mapping technique and replacement algorithms for given design requirements. Demonstrate hamming code for error detection and correction.
5. Understand the need for an interface. Compare and contrast memory mapping and IO mapping techniques. Describe and Differentiate different modes of data transfer. Appraise the synchronous and asynchronous bus for performance and arbitration.
6. Understand the structure and read write mechanisms for different storage systems. Illustrate and suggest appropriate use of RAID levels. Assess the performance of IO and external storage systems.
7. Classify parallel machine models. Illustrate typical 6-stage pipeline for overlapped execution. Analyze the hazards and solutions.

Student Learning Outcomes (SLO): 1,2,5

1. Having an ability to apply mathematics and science in engineering applications
2. Having a clear understanding of the subject related concepts and of contemporary issues
5. Having design thinking capability

Module:1	Introduction and overview of computer architecture	3 hours

Introduction to computer systems - Overview of Organization and Architecture -Functional components of a computer -Registers and register files-Interconnection of components-Organization of the von Neumann machine and Harvard architecture-Performance of processor

Module:2	Data Representation And Computer Arithmetic	6 hours

Fixed point representation of numbers-algorithms for arithmetic operations: multiplication (Booths, Modified Booths) - division (restoring and non-restoring) - Floating point representation with IEEE standards and algorithms for common arithmetic operations- Representation of non-numeric data (character codes).		
Module:3	**Fundamentals of Computer Architecture**	**11 hours**
Introduction to ISA (Instruction Set Architecture)-Instruction formats- Instruction types and addressing modes- Instruction execution (Phases of instruction cycle)- Assembly language programming-Subroutine call and return mechanisms-Single cycle Data path design-Introduction to multi cycle data path-Multi cycle Instruction execution.		
Module:4	**Memory System Organization and Architecture**	**9 hours**
Memory systems hierarchy-Main memory organization-Types of Main memory-memory inter-leaving and its characteristics and performance- Cache memories: address mapping-line size-replacement and policies- coherence- Virtual memory systems- TLB- Reliability of memory systems- error detecting and error correcting systems.		
Module:5	**Interfacing and Communication**	**7 hours**
I/O fundamentals: handshaking, buffering-I/O techniques: programmed I/O, interrupt-driven I/O, DMA- Interrupt structures: vectored and prioritized-interrupt overhead- Buses: Syn- chronous and asynchronous- Arbitration.		
Module:6	**Device Subsystems**	**4 hours**
External storage systems-organization and structure of disk drives: Electronic- magnetic and optical technologies- RAID Levels- I/O Performance		
Module:7	**Performance Enhancements**	**4 hours**
Classification of models - Flynns taxonomy of parallel machine models (SISD, SIMD, MISD, MIMD)- Introduction to Pipelining- Pipelined data path-Introduction to hazards		
Module:8	**Contemporary issues: Recent Trends**	**1 hour**
Multiprocessor architecture: Overview of Shared Memory architecture, Distributed architecture.		
	Total Lecture hours:	**45 hours**

Text Book(s)	
1.	David A. Patterson and John L. Hennessy Computer Organization and Design-The Hardware/Software Interface 5th edition, Morgan Kaufmann, 2013.
2.	Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Computer organization, Mc Graw Hill, Fifth edition, Reprint 2011.
Reference Books	
1.	W. Stallings, Computer organization and architecture, Prentice-Hall, 8th edition, 2013

Mode of Evaluation: CAT / Assignment / Quiz / FAT / Project / Seminar			
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