Introduction

- The course objective is to provide knowledge to design and build a digital computing machine with the background of digital circuits and logic.
- The students will get the understanding of computer operation, design principles, and how physical definition and software are interrelated in computer system.

Computer System Architecture, Morris Mano, 3rd

30 %

40 %

Grading:
4 Projects 30 %

2 Midterms

Final

Digital Logic Circuits

Textbook:

edition

In order to take the final exam:

- •At least 3 projects should be submitted. A project is assumed to be submitted if 30 points (out of 100) is given.
- •Weighted average of the semester grades should be equal or higher than 30.

Number of absence should be less than or equal to 5 lectures.

(Project grades)*0.3 + (midterm grades)*0.3 >= 30

Introduction

Digital Logic Circuits

- 1) Introduction, combinational circuits, decoders, multiplexers (1.1-2.3)
- 2) Registers, ripple counters, memory units (2.4, 2.5, 2.6, 2.7)
- 3) Register transfer language (TRL), Bus, memory transfers (4.1, 4.2, 4.3)
- 4) Arithmetic operations, logical operations, shift operations, ALU (4.4, 4.5,
- 4.6, 4.7)5) Instruction codes, timing and control, instruction cycles (5.1-5.5)
- 6) Memory-reference instructions, IO instructions (5.6, 5.7)7) Design of a complete computer (5.8, 5.9, 5.10)
- 8) Midterm 1
- 9) Project presentations
 10) Micro-programmed control a
- 10) Micro-programmed control, address sequencing (7.1, 7.2)
- 11) Design of control unit (7.3,7.4)12) Stack organization, reverse polish notation (8.3), Project presentations
- 13) Midterm 2
- 14) RISC/CISC processors