Computer Architecture Chapter 0: Introduction





Instructor & TAs

- Instructor:
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- TA:



Computer

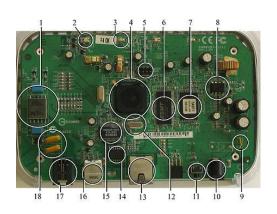
- Q: What is a <u>Computer</u>?
- A: "an electronic machine that is used for storing, organizing, and finding words, numbers, and pictures, for doing calculations, and for controlling other machines" Cambridge dictionary
- A: "a general-purpose device that can be programmed to carry out a set of arithmetic or logical operations automatically" - Wikipedia



Computer classification

- Desktop computers
- Server/Super computers
- Embedded computers

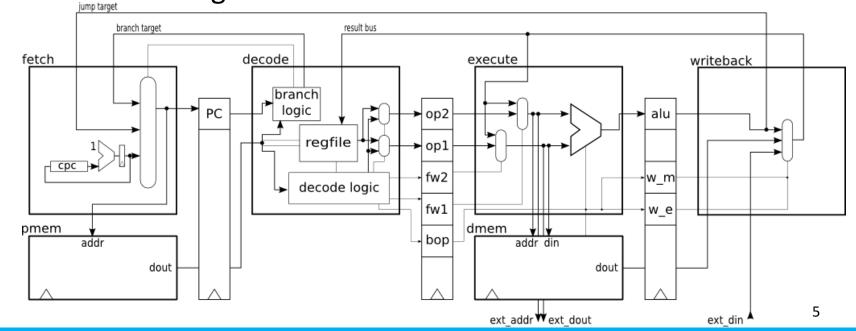






Computer Architecture

- Q: What is <u>Computer Architecture</u>?
- A: "the science and art of selecting and interconnecting hardware components to create computers that meet functional, performance and cost goals" - WWW Computer Architecture Page





The Course

- Elementary course for both Computer Engineering and Computer Science
- Contents:
 - Performance evaluation
 - Instruction set architecture
 - Computer arithmetic
 - Data-path and control signals
 - Memory system
 - **I/O**
 - Multicores, Multiprocessors, and Clusters



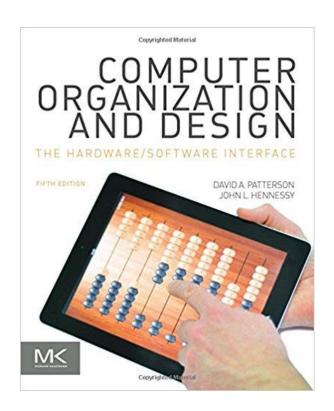
Course Outcomes

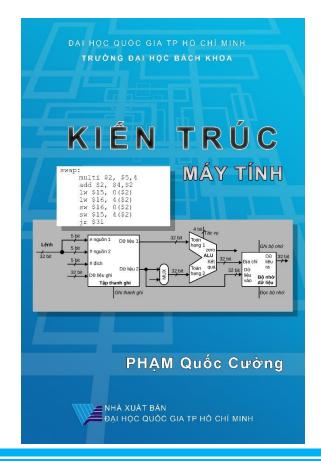
- Fundamental outcomes:
 - Understand the structure, organization of a computer system: the main components and the basic principles of its operations
- Computer Engineering students:
 - Design basic components of a digital computer using HDL
- Computer Science students:
 - Write and optimize small programs and fragments of codes to demonstrate an understanding of machine level operation



Learning Materials

- Slides: www.cse.hcmut.edu.vn/~cuongpham
- Textbooks







Assessment

- Project/assignment: 30%
- Labs/Quizes/exercises (15'): 10%
- Mid-term: 20% (online) multiple choices
- Final exam: 40% (offline) multiple choices, with 2
 A4 piece of paper note

You are not eligible for the final exam if you are absent from more than > 20% of periods

