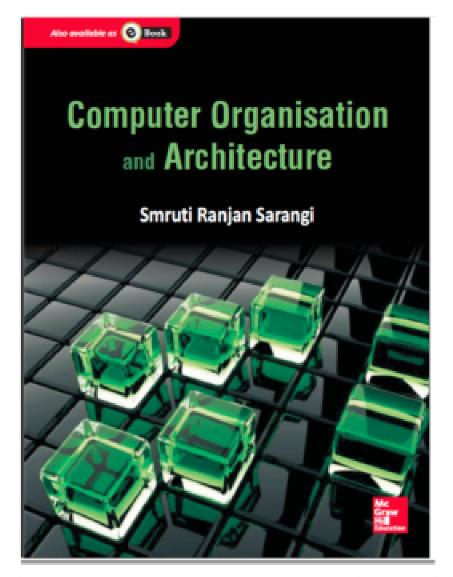
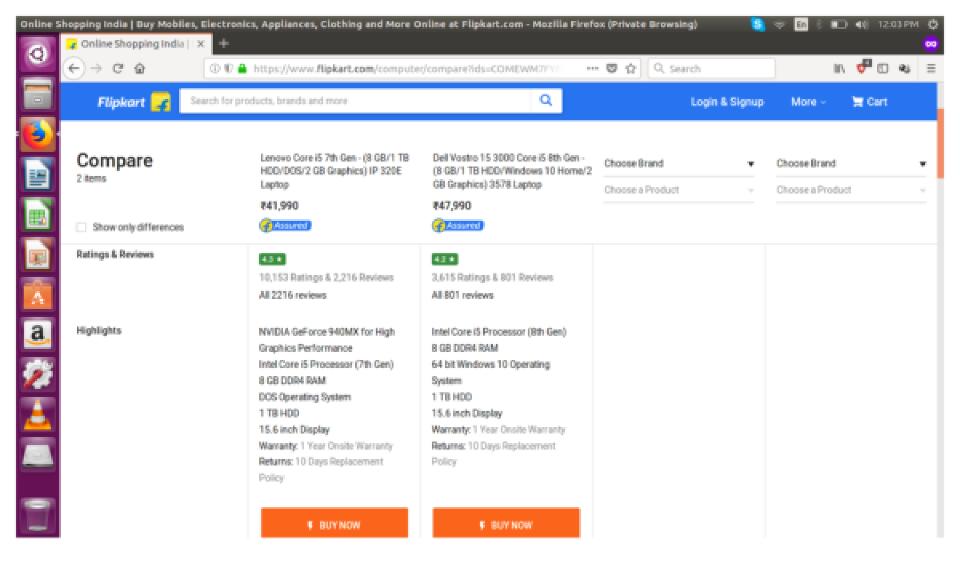
# CS301: Computer Architecture



These slides are meant to be used along with the book: Computer Organisation and Architecture, Smruti Ranjan Sarangi, McGrawHill 2015 Visit:

http://www.cse.litd.ernet.in/~srsarangi/archbooksoft.htm



#### What do all these mean?

### i3 v/s i5 v/s i7

 Classification of manufactured chips based on maximum safe operating frequency

#### Generations

- Reducing feature size
  - Transistors are smaller, switch faster, consume less energy
- mproved Computer Architecture





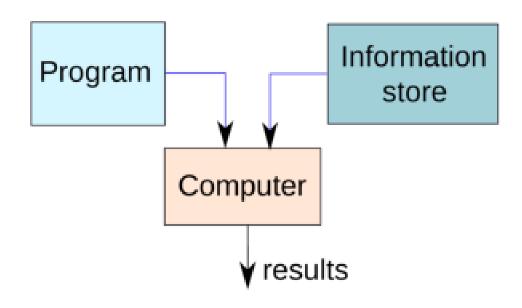
Based on the same principles







### How does it work?

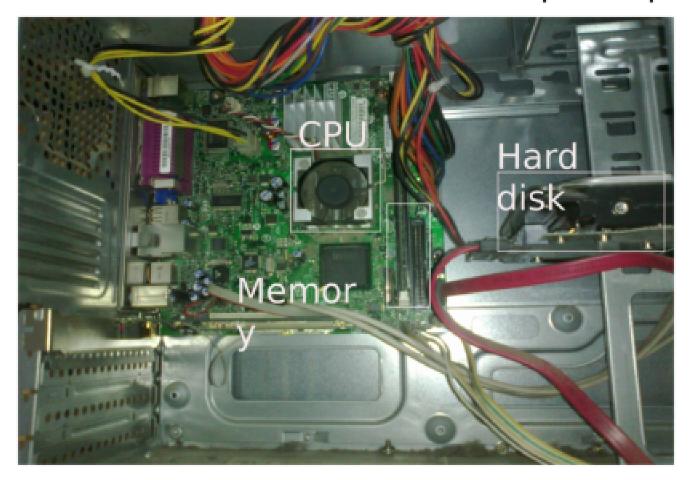


- Program List of instructions given to the computer
- \* Information store data, images, files, videos
- \* Computer Process the information store according to the instructions in the program

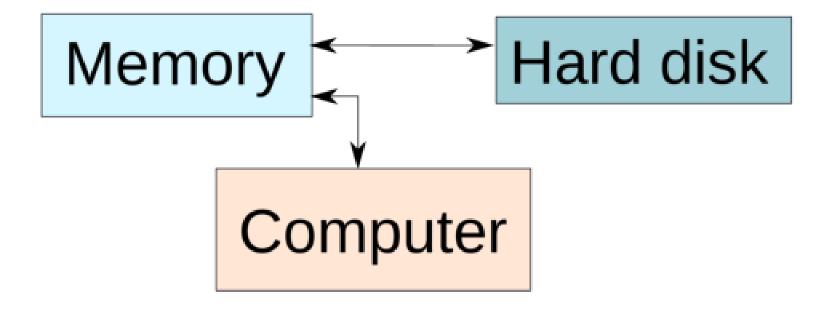


# What does a computer look like ?

\* Let us take the lid off a desktop computer



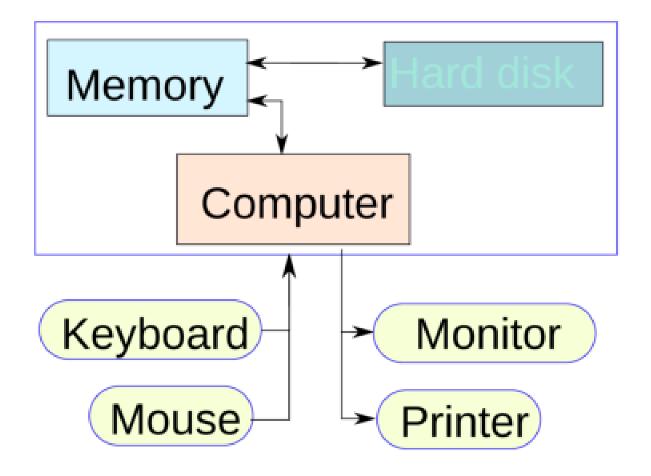




- \* Memory Stores programs and data. Gets destroyed when the computer is powered off
- \* Hard disk stores programs/data permanently

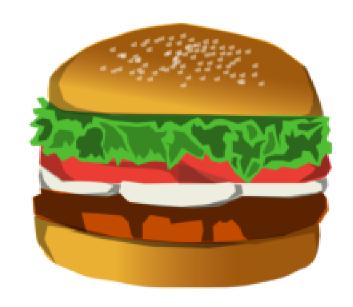


# Let us make it a full system ...





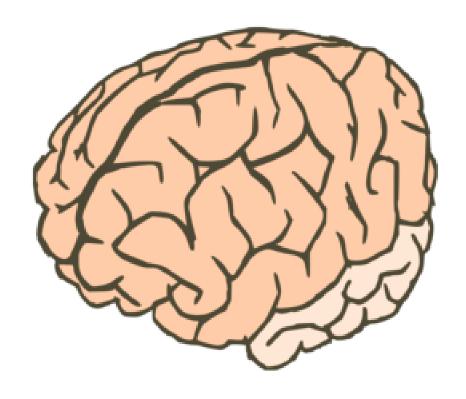
### Food for Thought...



\* What is the most intelligent computer?



### Answer ...



\*Our brilliant brains



## How does an Electronic Computer Differ from our Brain?

Feature	Computer	Our Brilliant Brain
Intelligence	Dumb	Intelligent
Speed of basic calculations	Ultra-fast	Slow
Can get tired	Never	After sometime
Can get bored	Never	Almost always

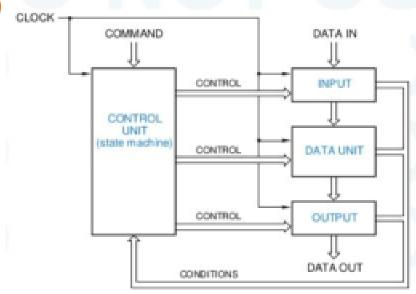
\*Computers are ultra-fast and ultradumb



## Foundations -- Theory of Computation

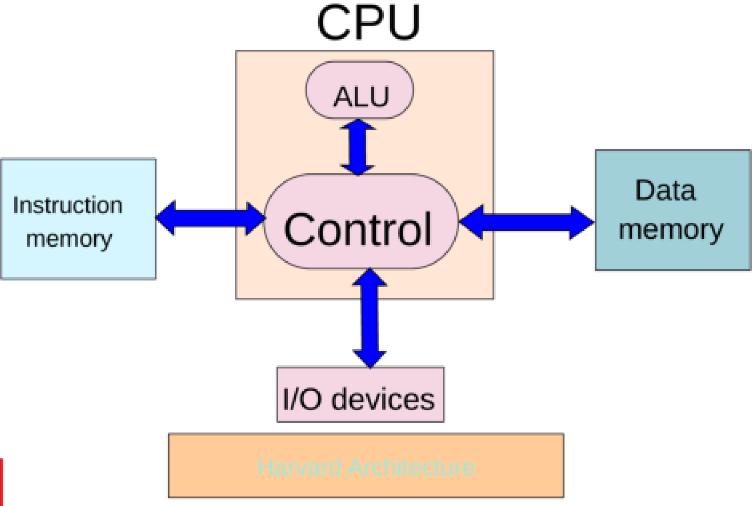
- A modern computer is a practical Turing Machine
  - The memory refers to the tape
    - Both program instructions and data reside in memory
  - Program counter refers to the state
    - Program counter indicates which instruction is to be executed next
  - The processor itself refers to the transition table
    - Based on the instruction, it performs some modifications on data

Foundations -- Synchronous Digital Syctom

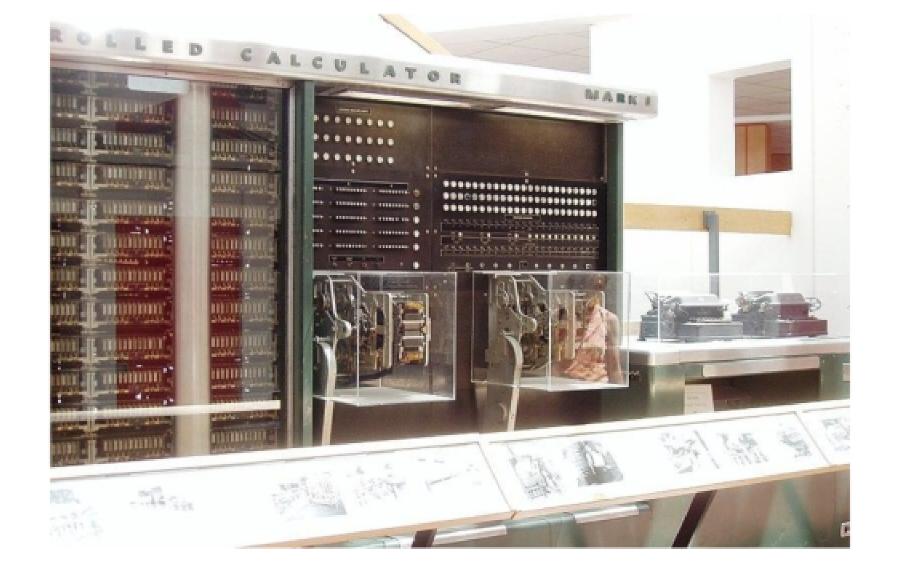


- "Control" can be a hardwired circuit. This makes it "application specific".
- Alternatively, "control" can be "programmable".
  This allows it to do a lot more.

### Designing Practical Machines

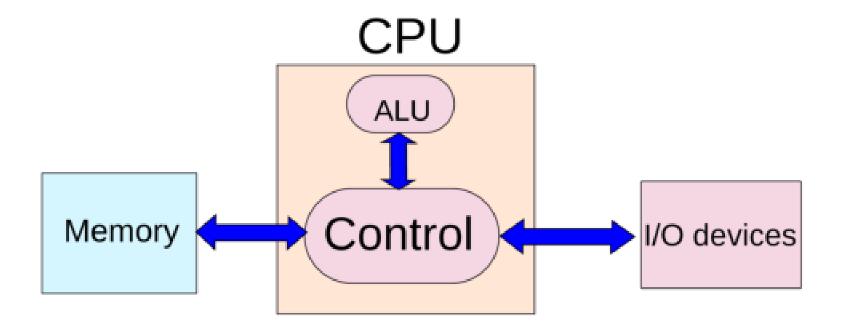




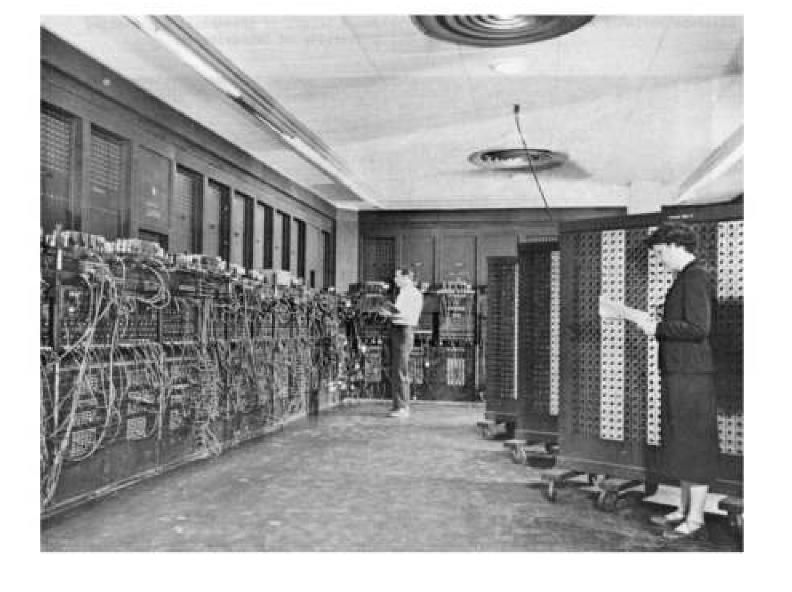


The Harvard Mark I

### Von-Neumann Architecture







The ENIAC

### **Evaluation: Theory**

Quizzes	35 %
Mid-semester	25 %
End-semester	40 %

#### **Books**

- Computer Organization and Architecture, by Smruti Ranjan Sarangi, McGraw Higher Ed, 2017.
- Computer Architecture A Quantitative Approach,
  Fifth edition, by David Patterson and John L.
  Hennesy, Morgan Kaufmann, 2017.

### Laboratory

- You will build a software model of a processor
- Programming will be in Java
- Recommended
  - Eclipse
  - Mercurial / bitbucket.org OR Git / github.com
  - Latex
  - Google!
- Evaluation
  - In-semester
    - auto-evaluation
    - viva
  - End-semester
    - programming examination where you will add a feature to your processor

In-semester	75 %
End-semester	25 %

### **Today's Assignment**