

Computer Architecture and Organization

CS 115

Lecture 1

Instructor: **Gerald John M. Sotto**

Last Updated: August 16, 2025



Agenda

Unit 1: Introduction to Computer Development, Component and Organization

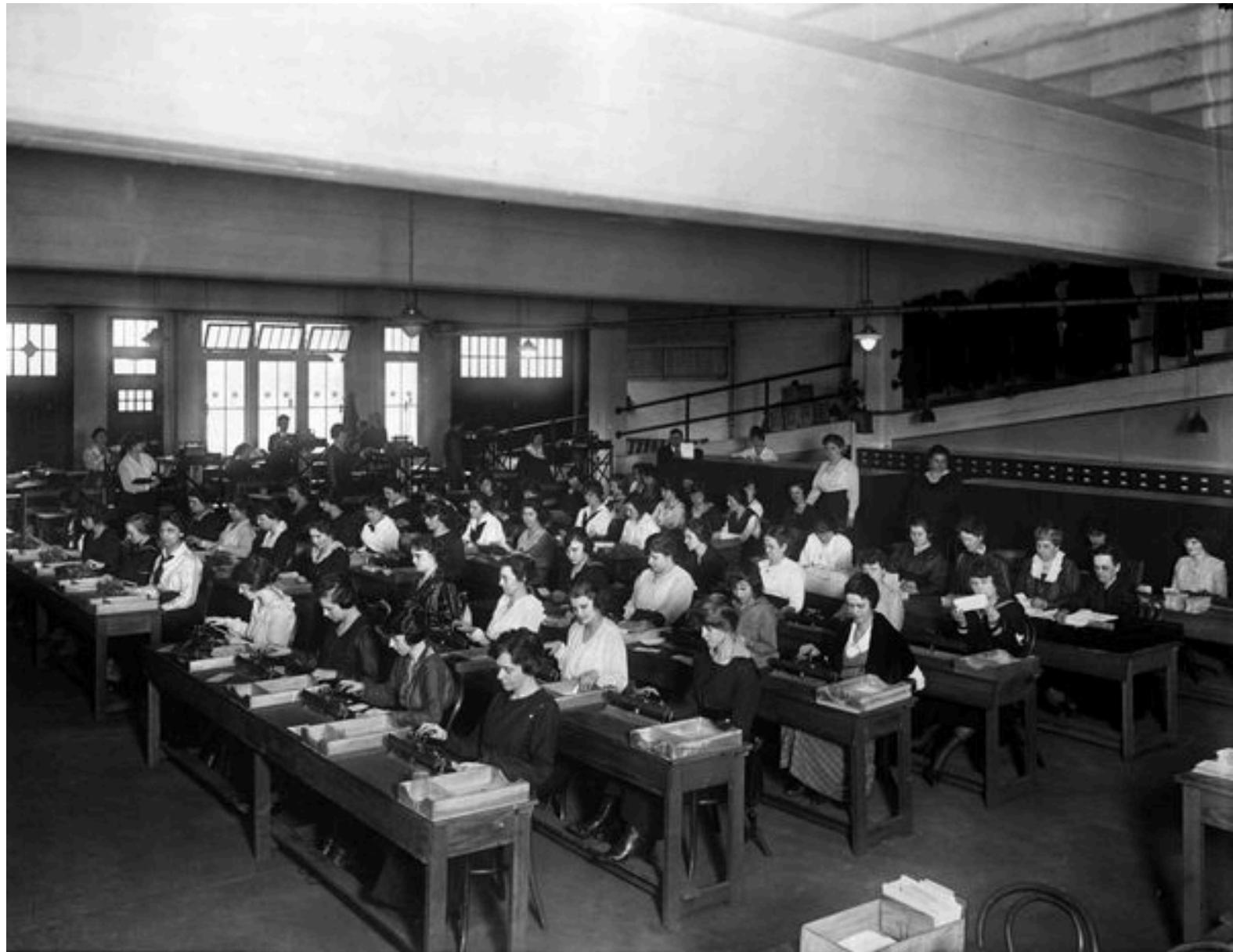
- Introduction to Computer System
- Components of the Computer
- Historical Development

Introduction to Computer System

Introduction to Computer System

Computer

- Origin: The term "computer" **originally referred to a person who performed calculations.**



Introduction to Computer System

Computer

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- It **includes not just the hardware**—the physical parts you can touch—**but also the software**, which is the set of instructions that tells the hardware what to do.

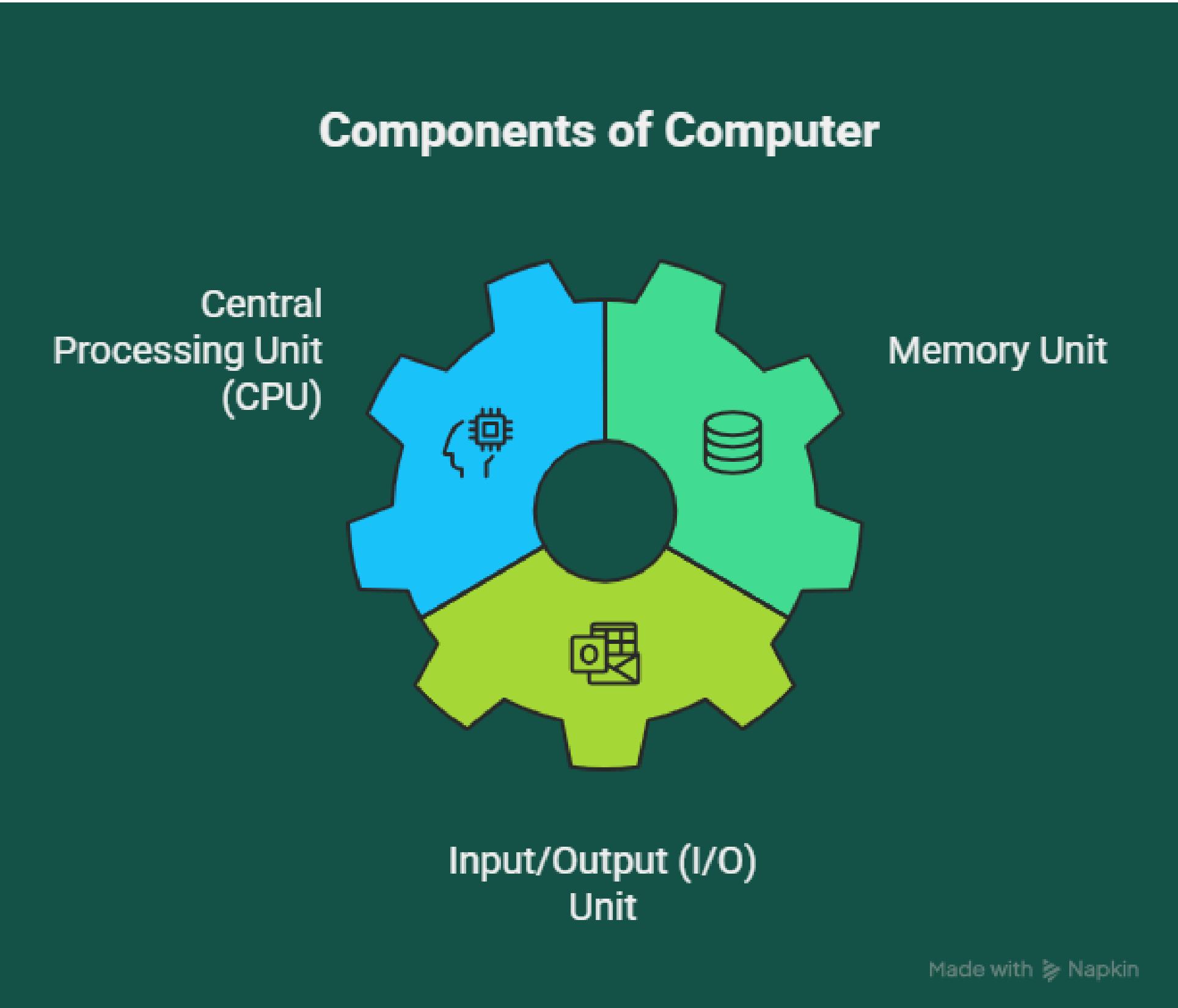
Introduction to Computer System

Computer

- a computer is a device that **accepts, processes, and stores** data to produce a result.
- It **includes not just the hardware**—the physical parts you can touch—**but also the software**, which is the set of instructions that tells the hardware what to do.
- A **combination of hardware and software** that works together to perform tasks.

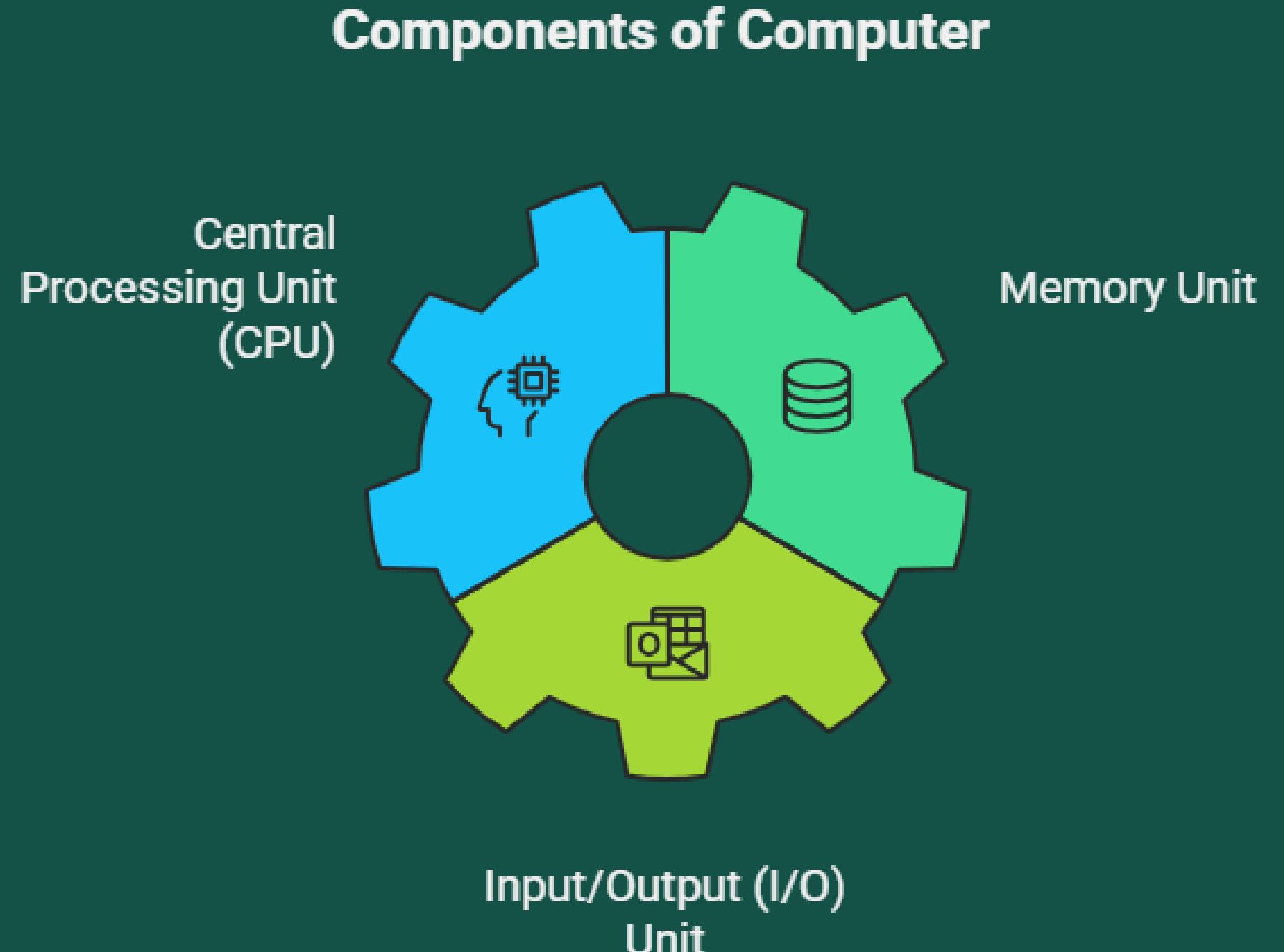
Components of the Computer

Components of the Computer



- These components are typically described in a high-level, functional block diagram, **showing how data and instructions flow between them.**

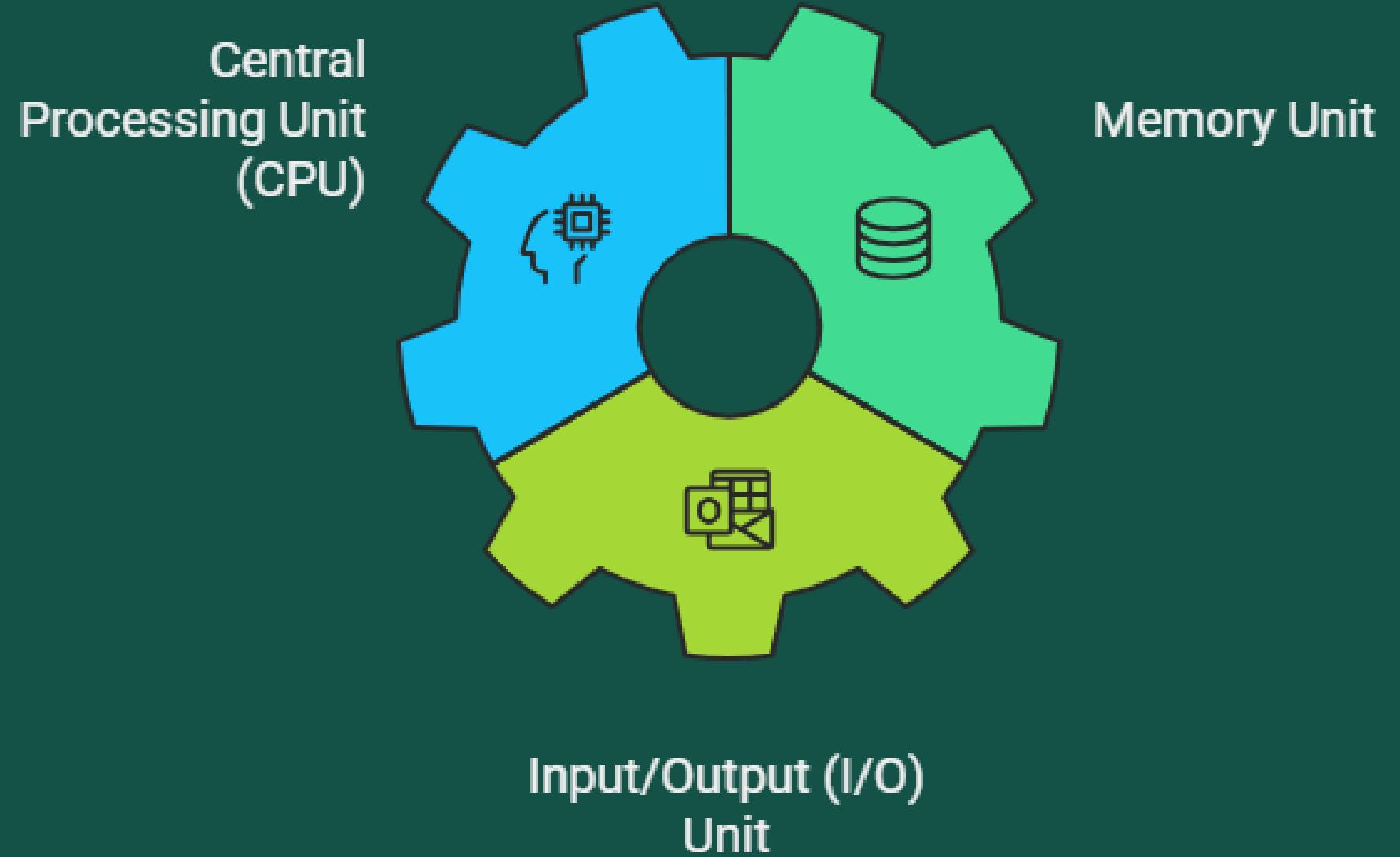
Components of the Computer



- These components are typically described in a high-level, functional block diagram, **showing how data and instructions flow between them.**
- They are not just the physical parts you can see but also the **logical units that perform specific tasks.**

Components of the Computer

Components of Computer

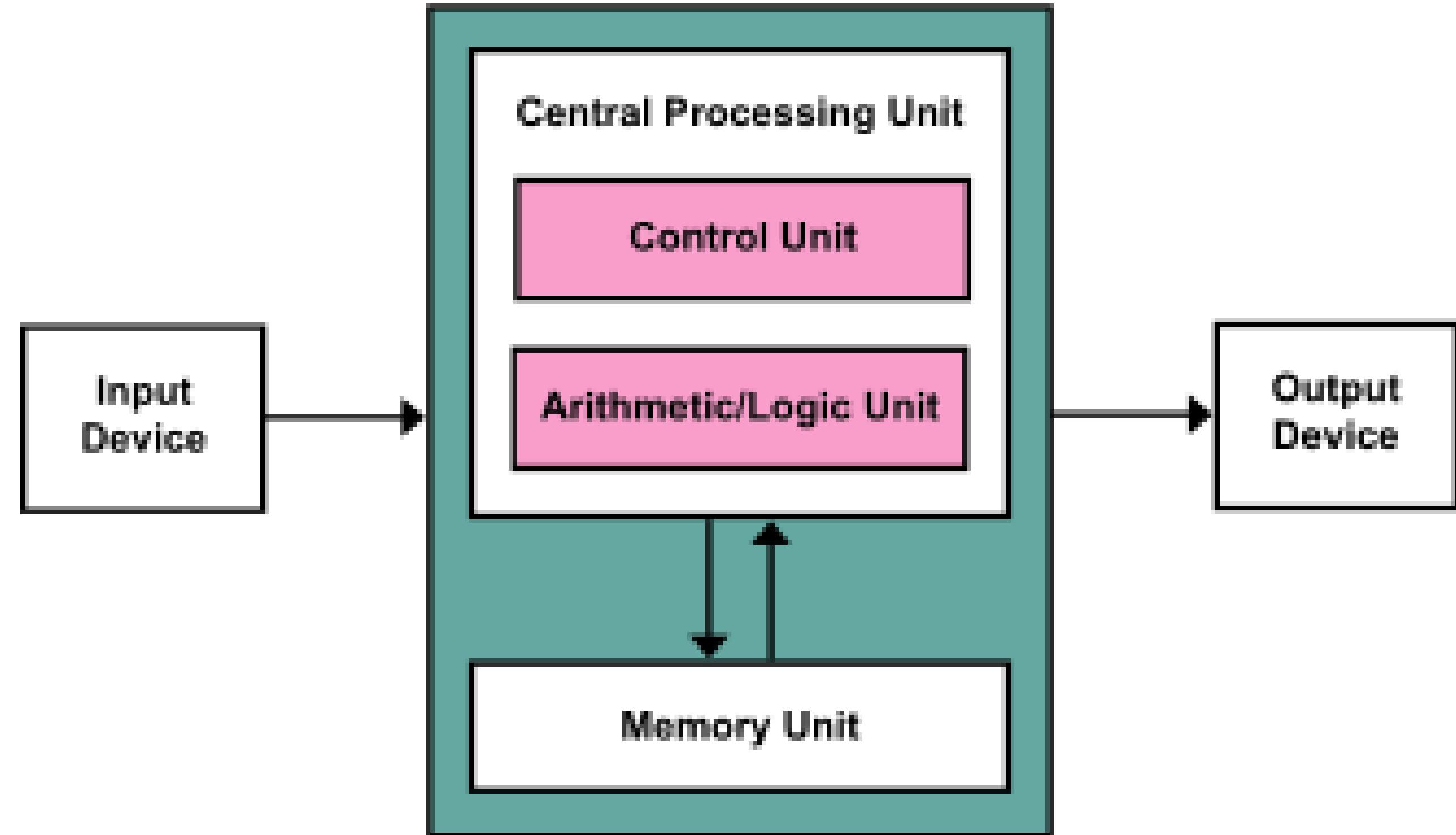


Made with  Napkin

The three main logical components of a computer, as defined by the classic von Neumann architecture, are:

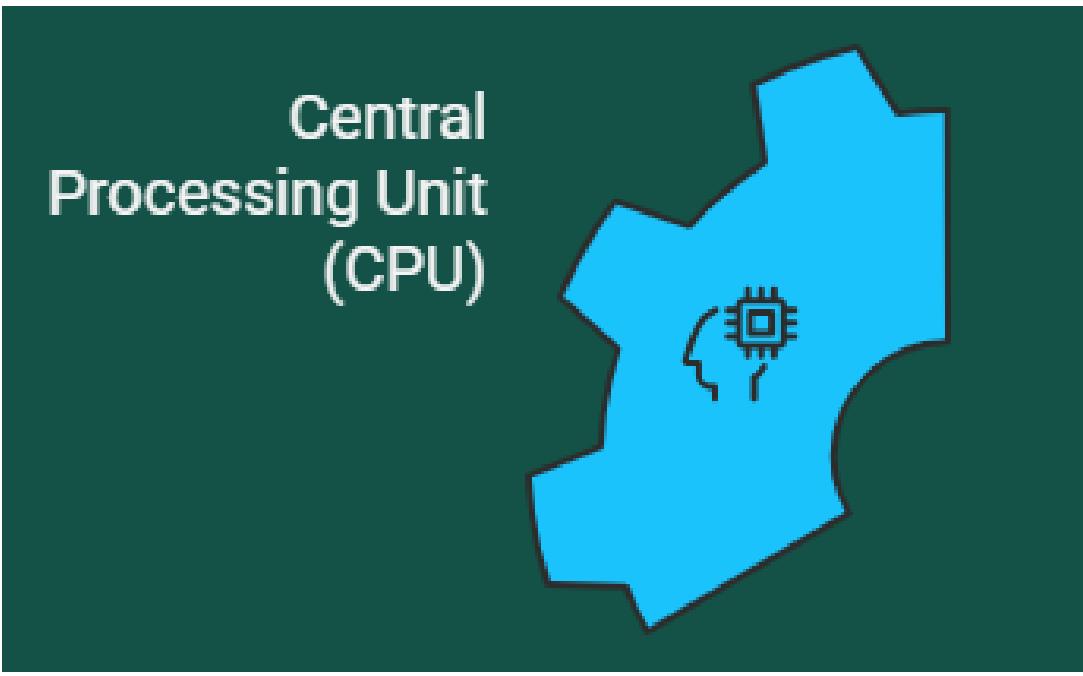
- 1. Central Processing Unit (CPU)**
- 2. Memory Unit**
- 3. Input/Output**

Components of the Computer



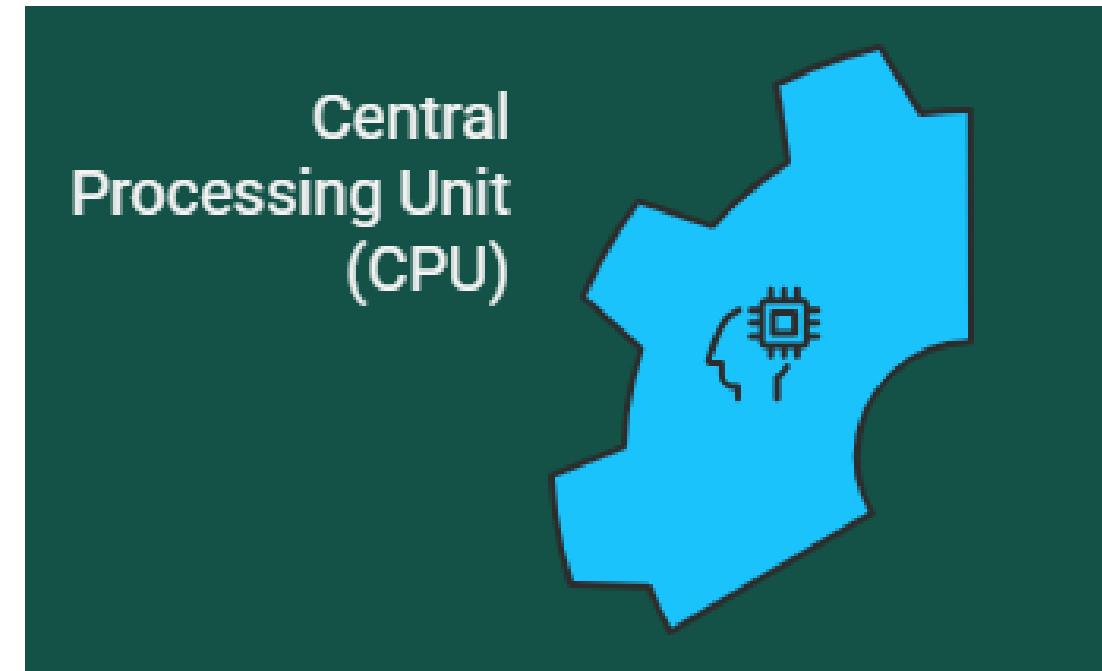
Components of the Computer

- **Central Processing Unit (CPU):** Often called the "brain" of the computer, the CPU executes program instructions and performs calculations. It consists of three primary sub-components:
 - **Arithmetic Logic Unit (ALU):**
 - **Control Unit (CU):**
 - **Registers:**



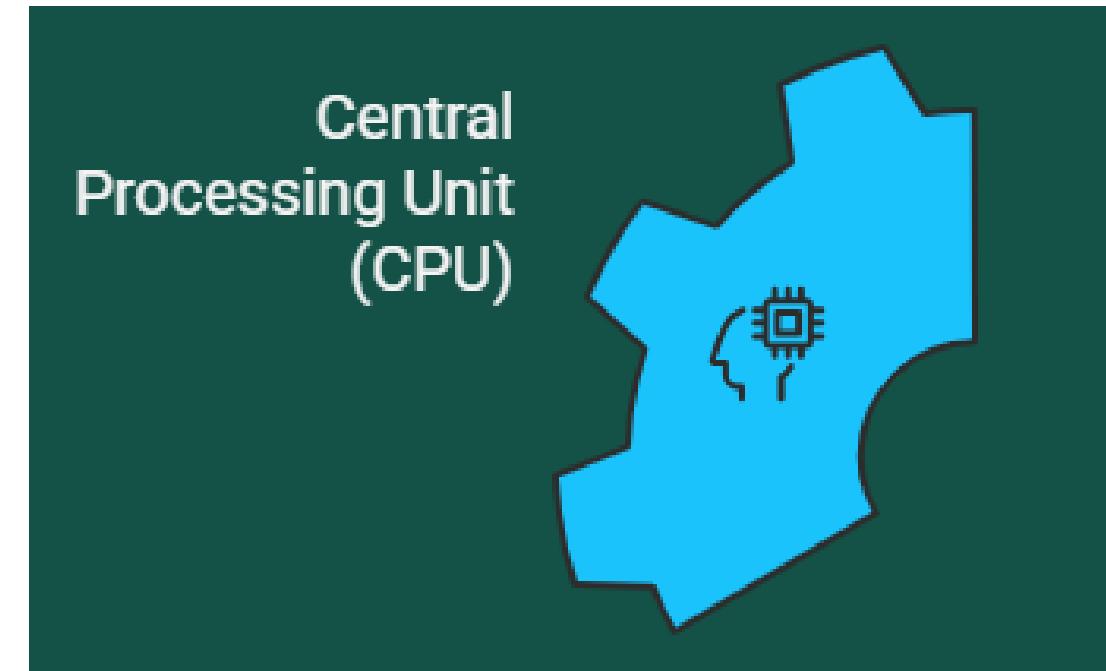
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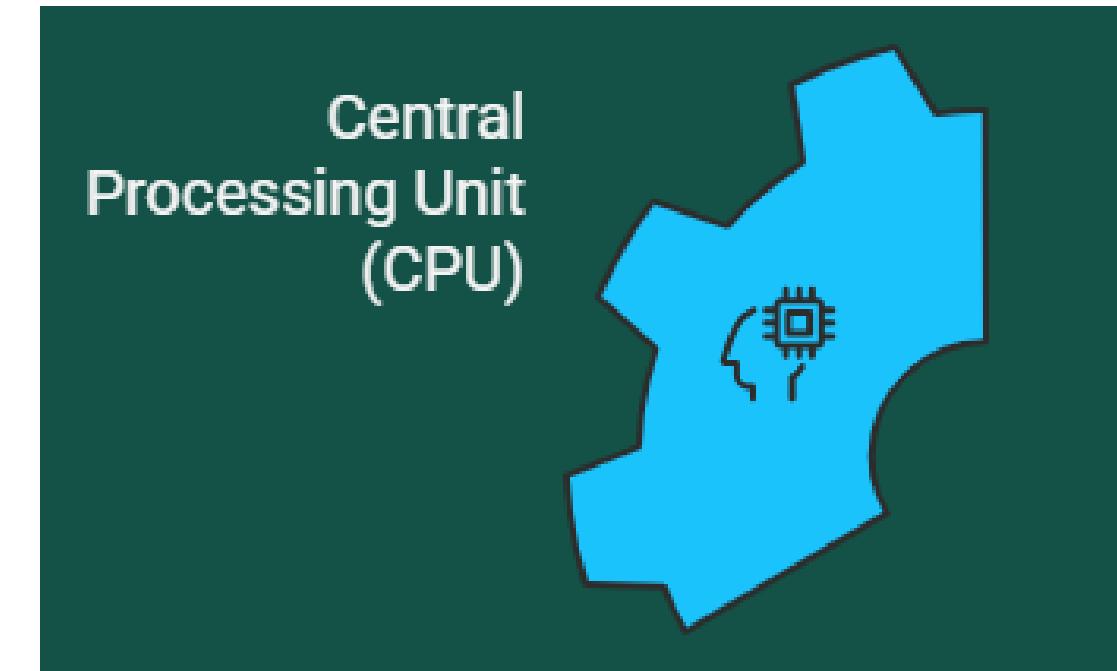
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Components of the Computer

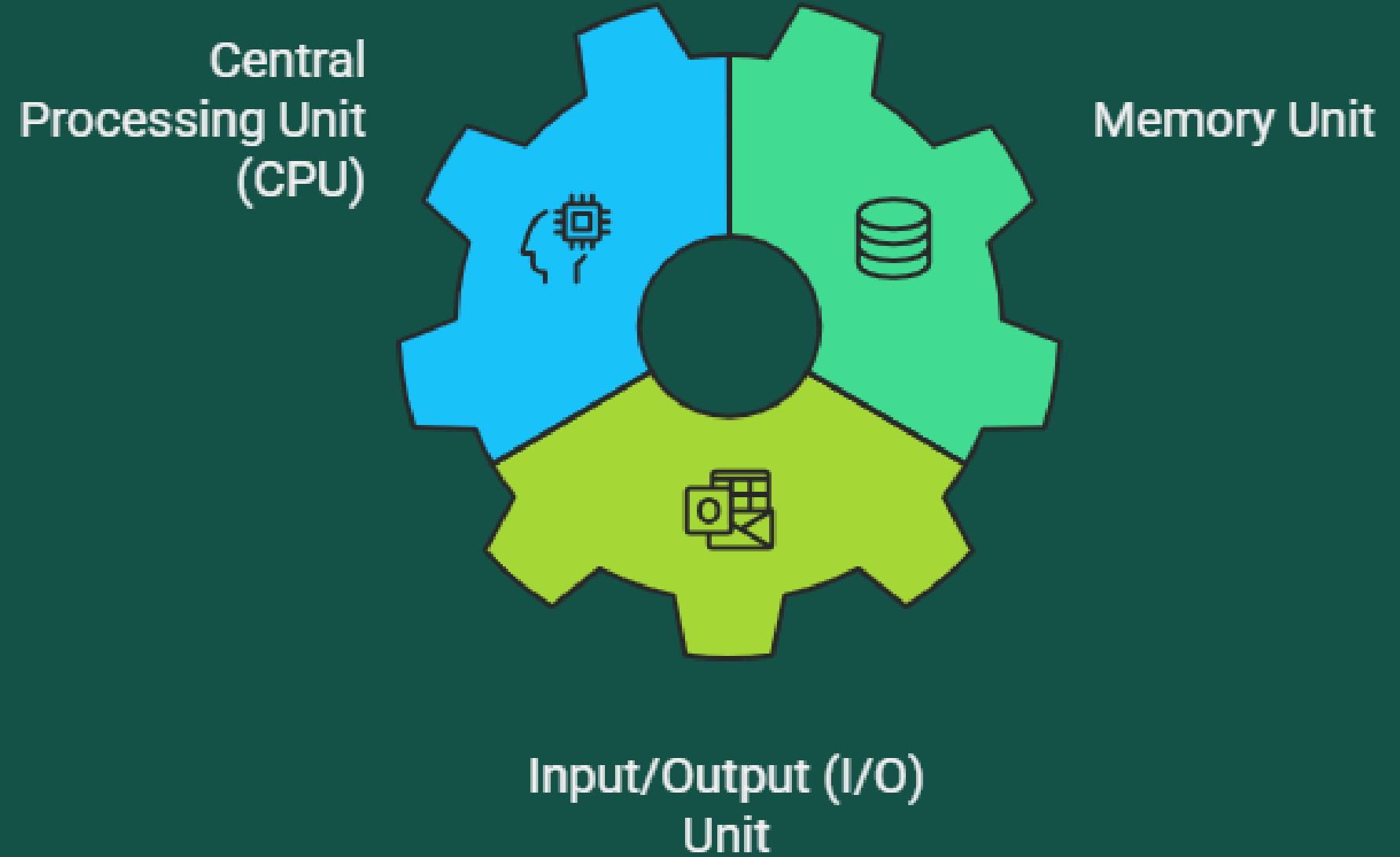
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- **Control Unit (CU):** Directs and coordinates all the activities of the computer. It fetches instructions from memory, decodes them, and then directs other components on what to do.
- **Registers:** A small, fast storage unit within the CPU itself that holds data and instructions temporarily for immediate use by the ALU.

Components of the Computer

Components of Computer



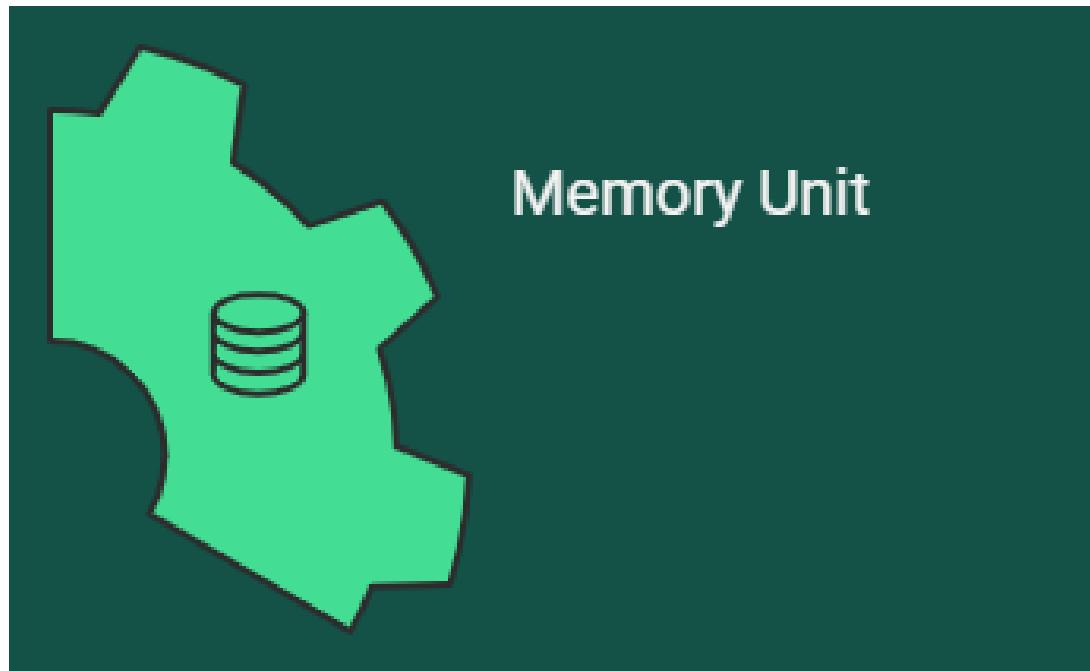
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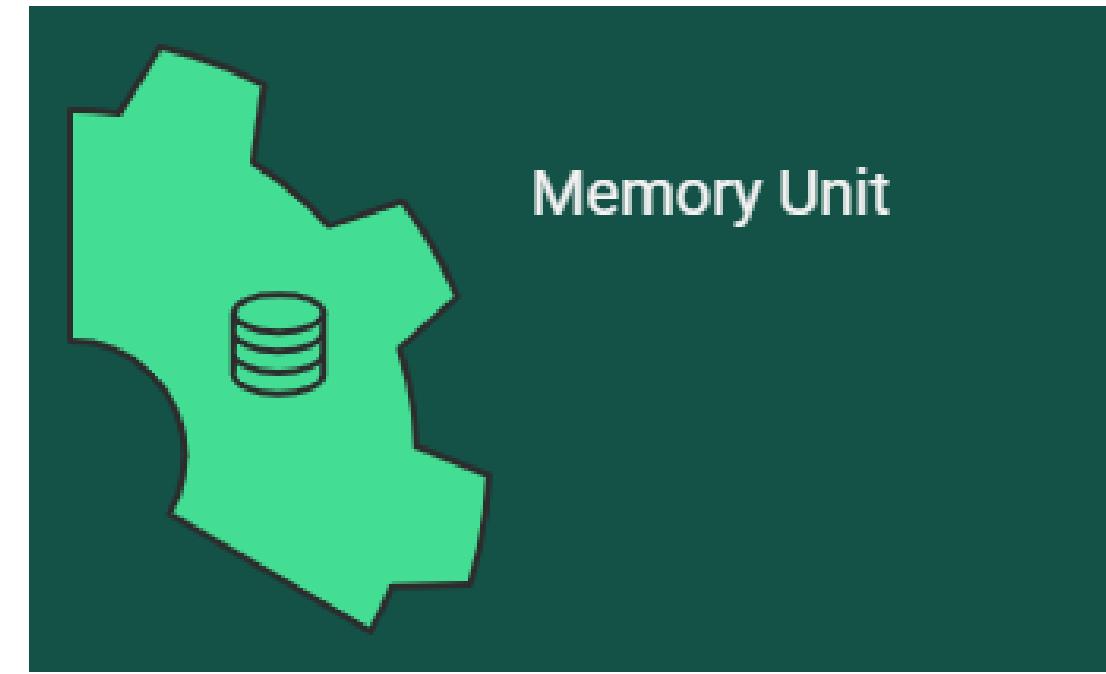
- **Memory Unit:** This component stores data and instructions. It's a crucial part of the computer's hierarchy. In this context, memory is usually discussed in terms of its role:



- **Main Memory (RAM):**
- **Secondary Memory:**

Components of the Computer

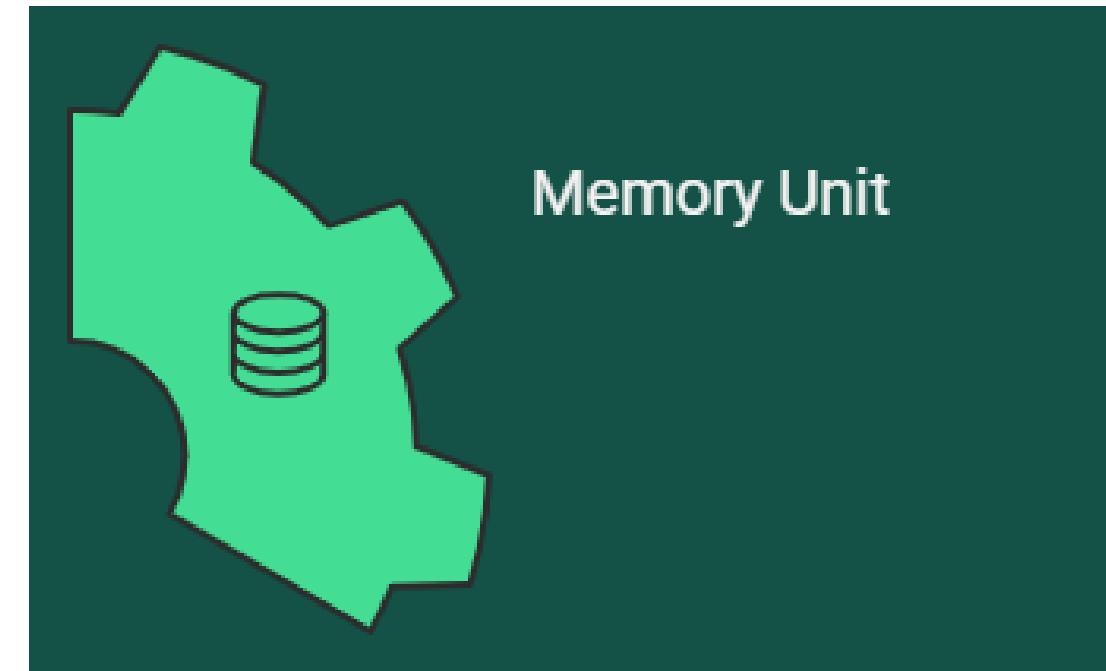
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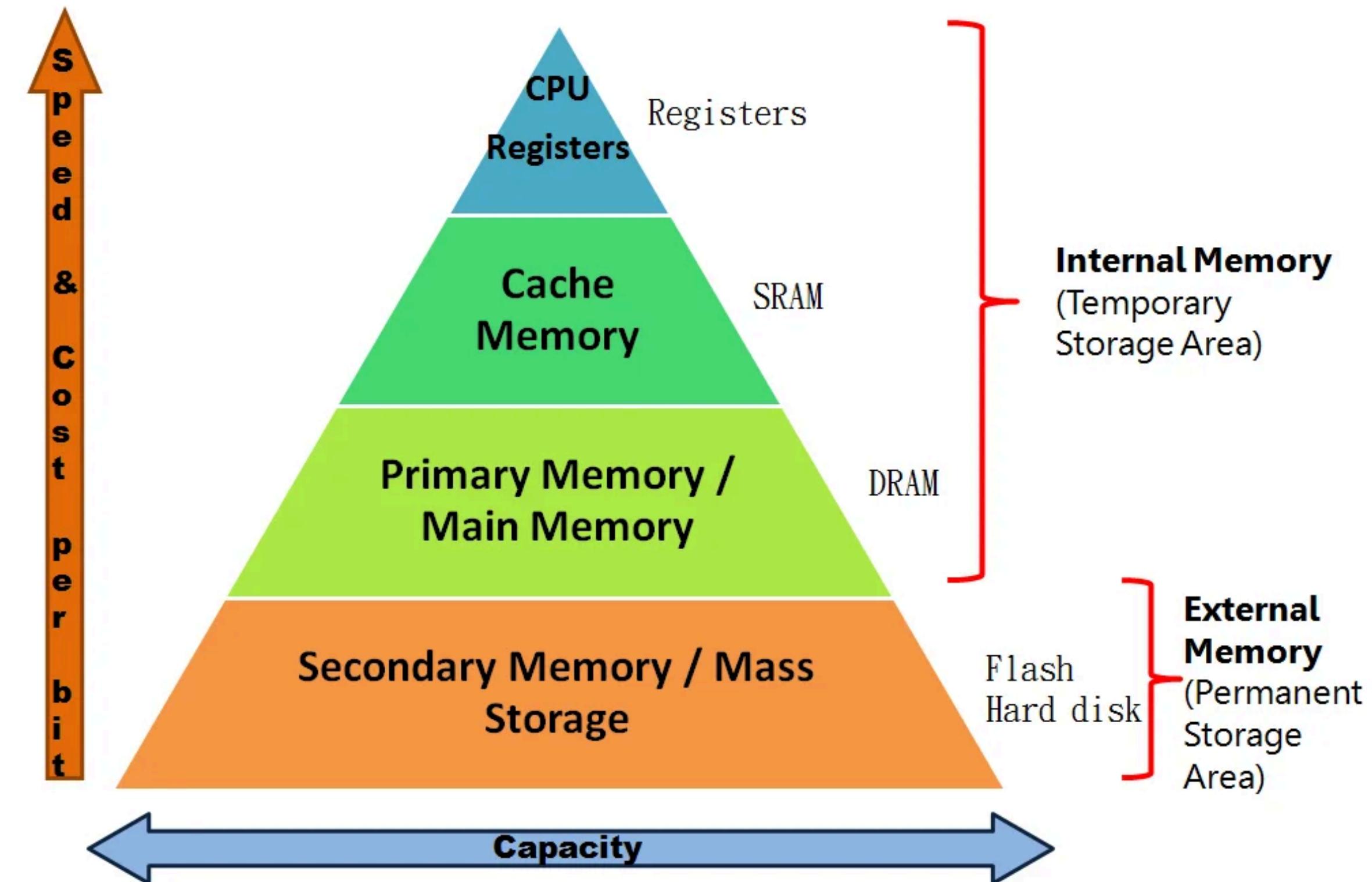
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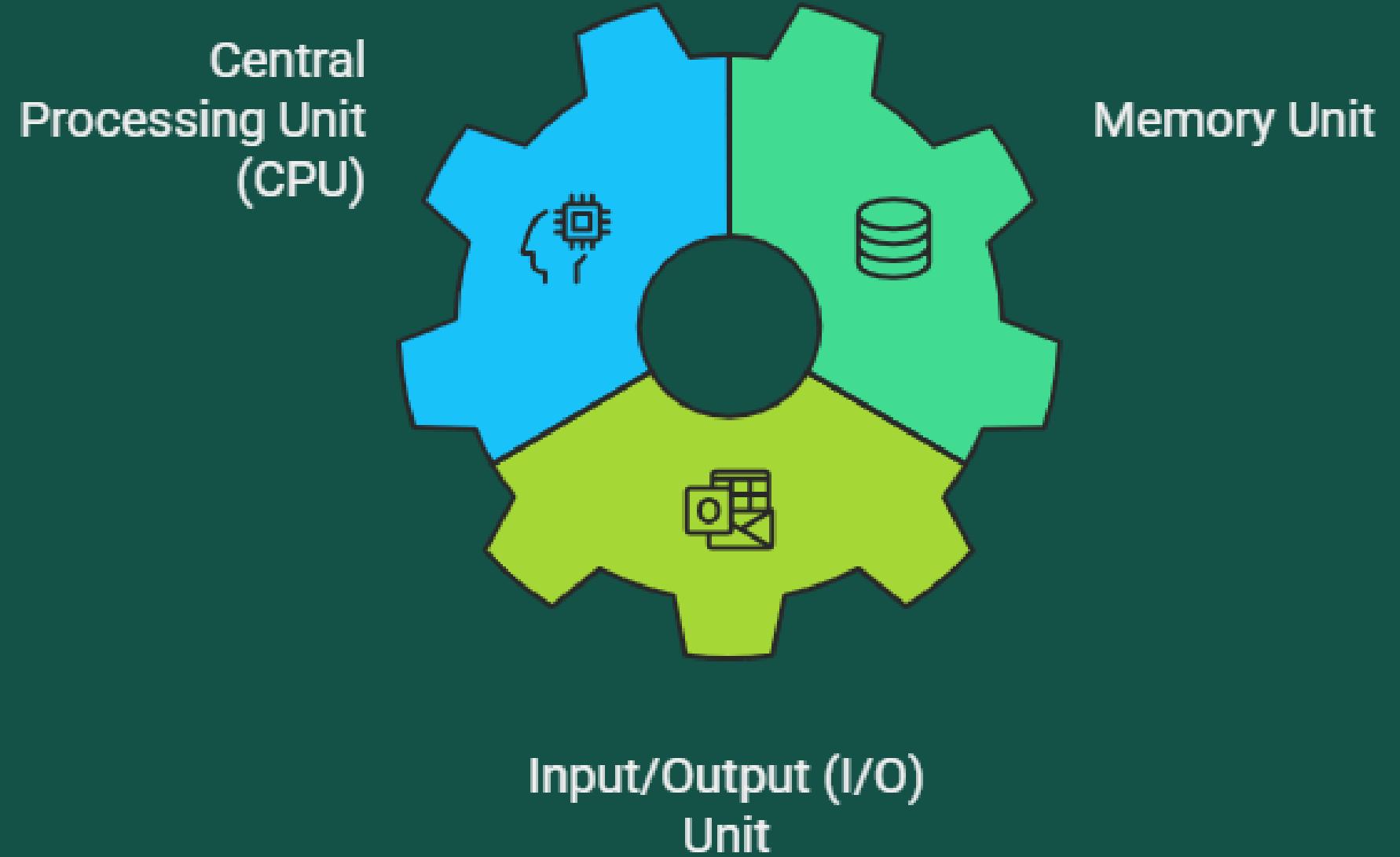
- **Main Memory (RAM):** The primary, volatile storage that the CPU can access directly and quickly. It holds the programs and data that are currently being used.
- **Secondary Memory:** Non-volatile storage like a hard drive (HDD) or solid-state drive (SSD). It is slower than main memory but has a much larger capacity and is used for long-term storage of files and programs.

Components of the Computer



Components of the Computer

Components of Computer



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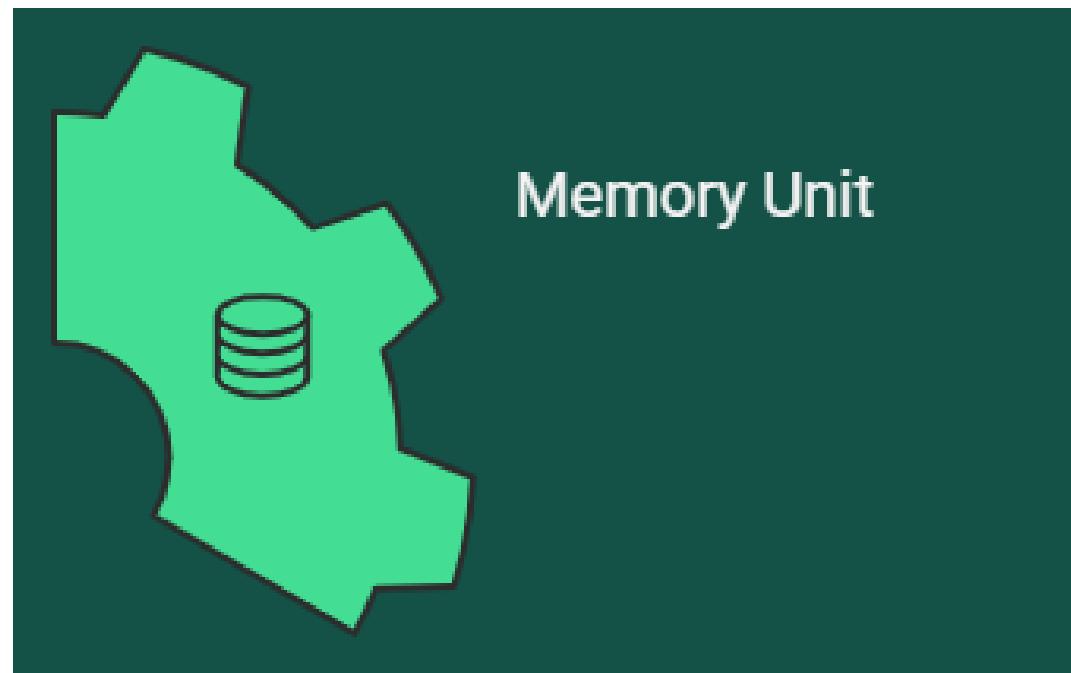
Components of the Computer



- **Input Unit:**
- **Output Unit:**

- **Input/Output (I/O) Unit:** This component is the interface between the computer and the outside world. It manages the flow of data to and from peripheral devices.

Components of the Computer

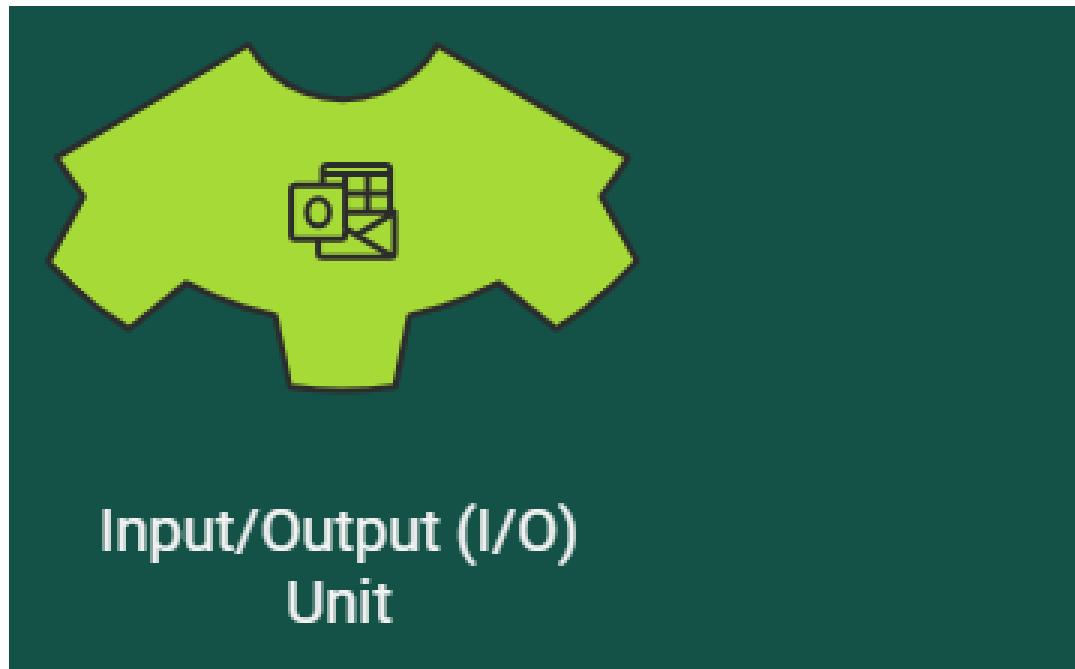


Memory Unit

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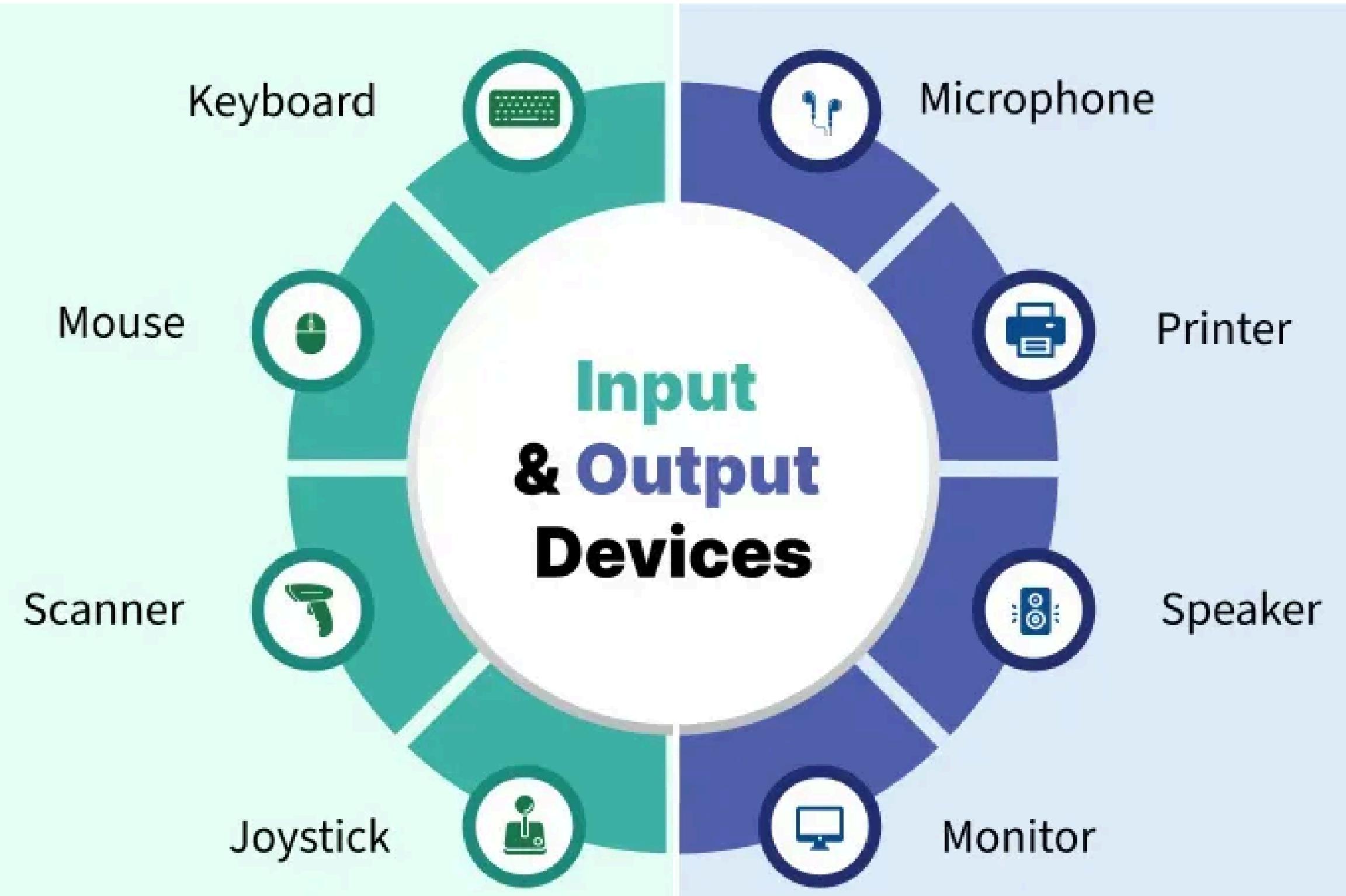
Components of the Computer



Input/Output (I/O)
Unit

- **Input/Output (I/O) Unit:** This component is the interface between the computer and the outside world. It manages the flow of data to and from peripheral devices.
- **Input Unit:** Components that send data into the computer (e.g., keyboard, mouse, microphone).
- **Output Unit:** Components that display or present data from the computer (e.g., monitor, printer, speakers).

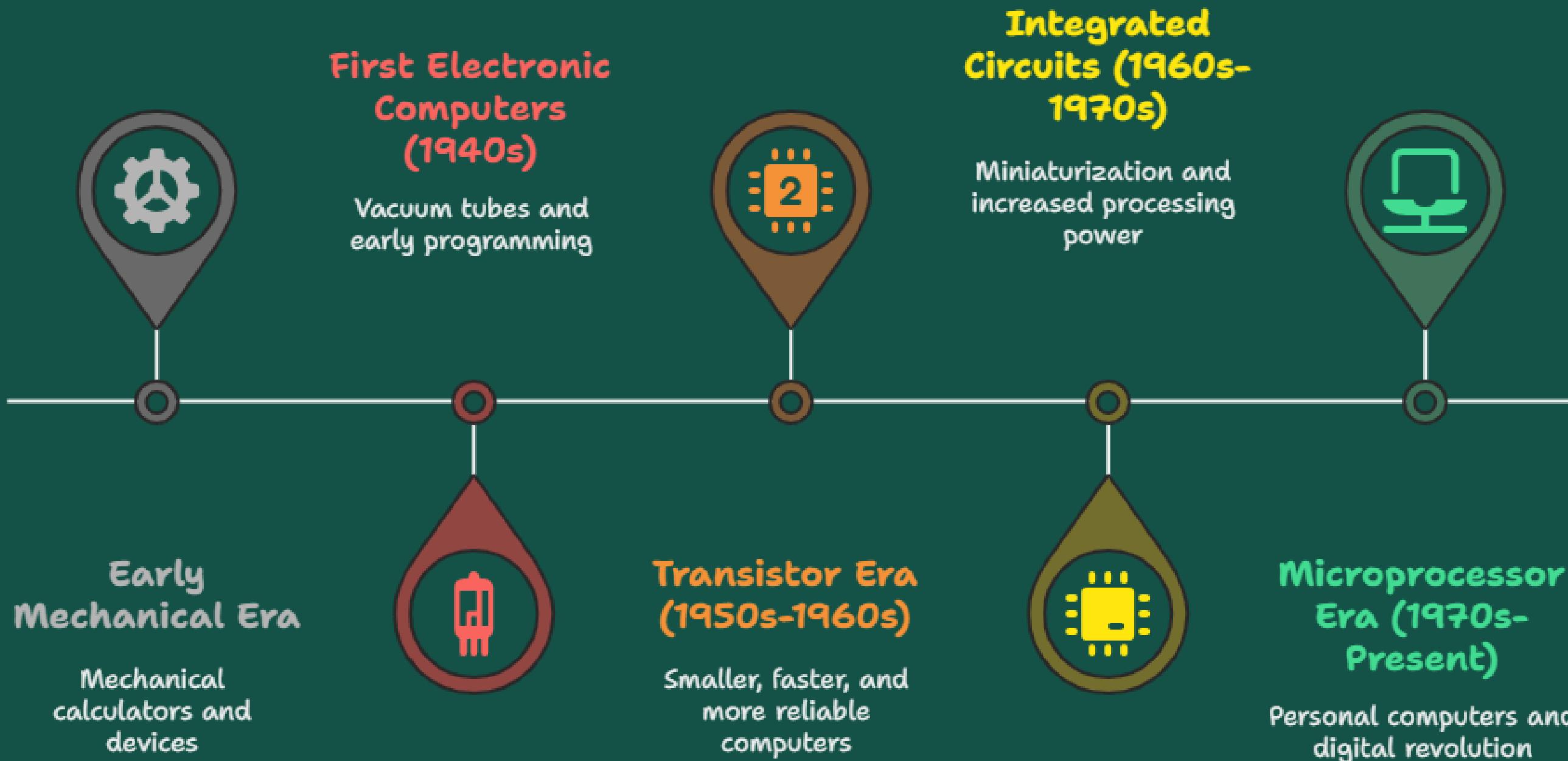
Components of the Computer



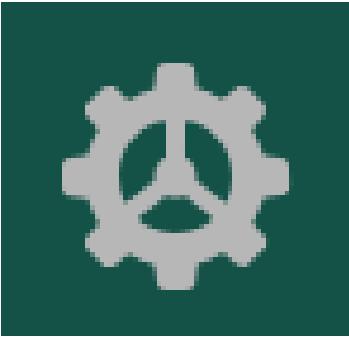
Historical Development

Historical Development

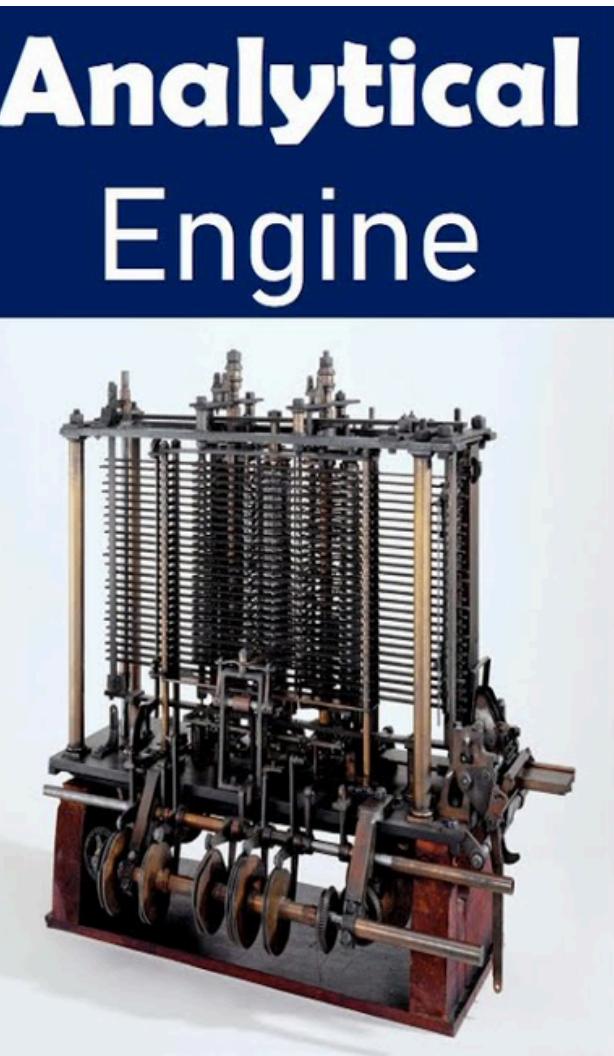
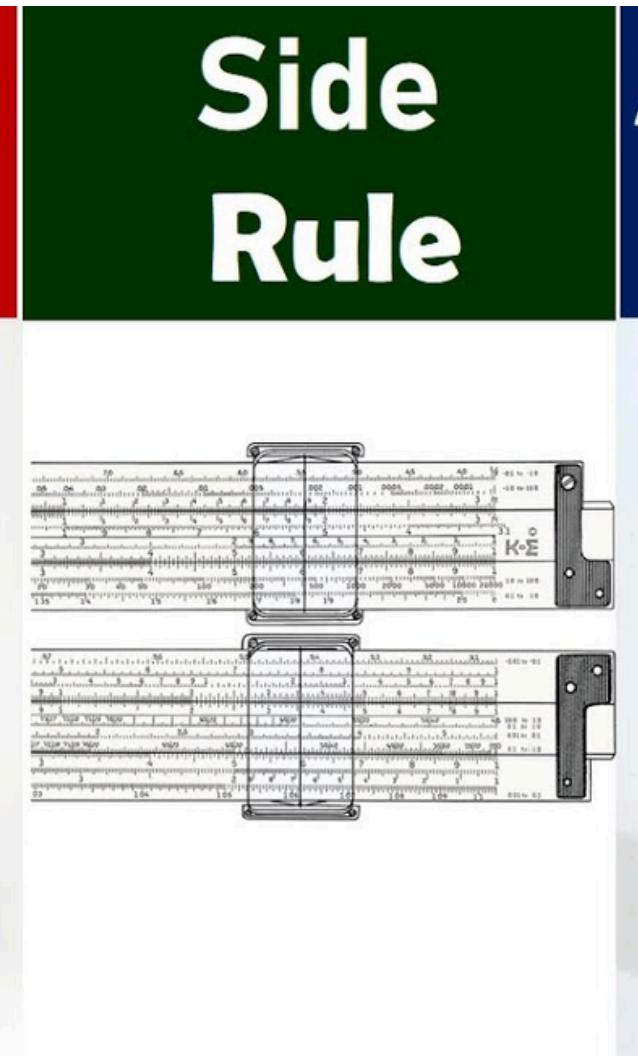
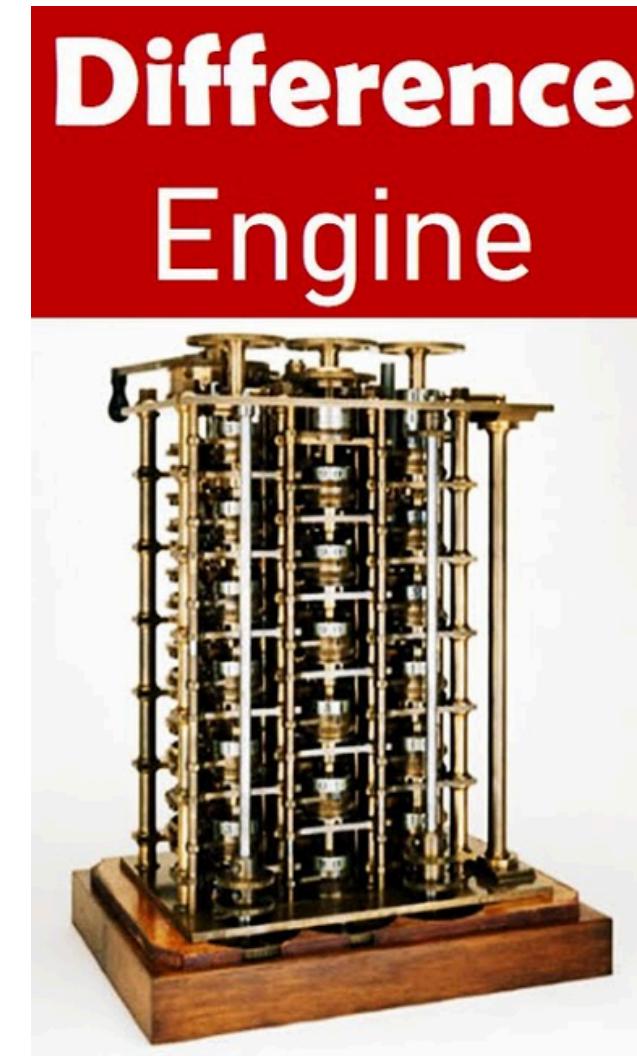
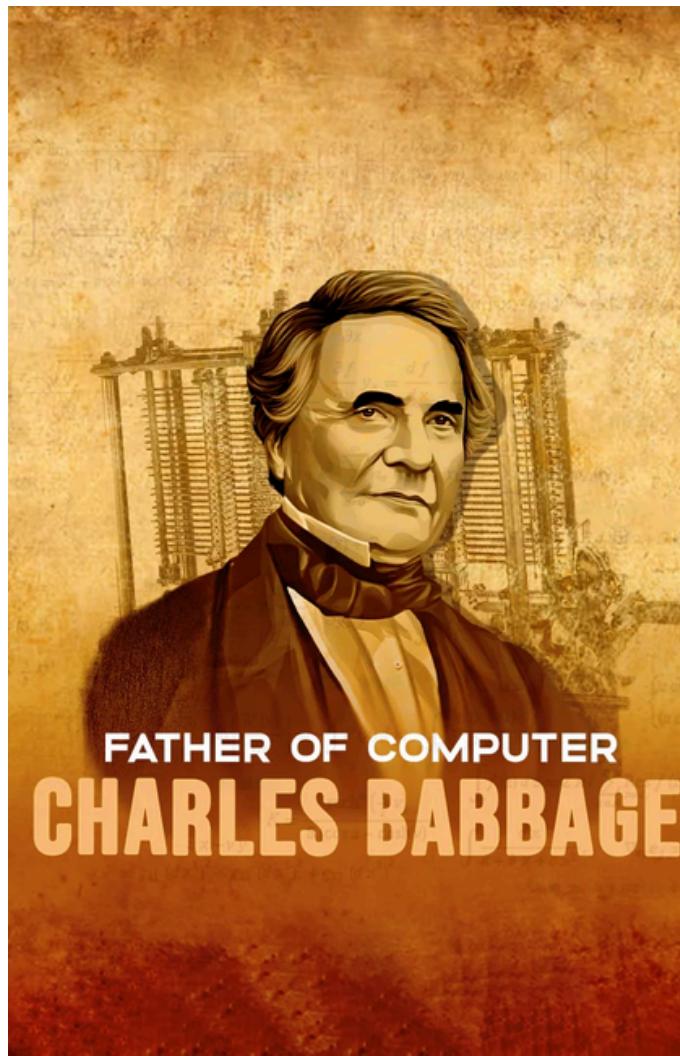
Evolution of Computers: Key Technological Milestones



Historical Development

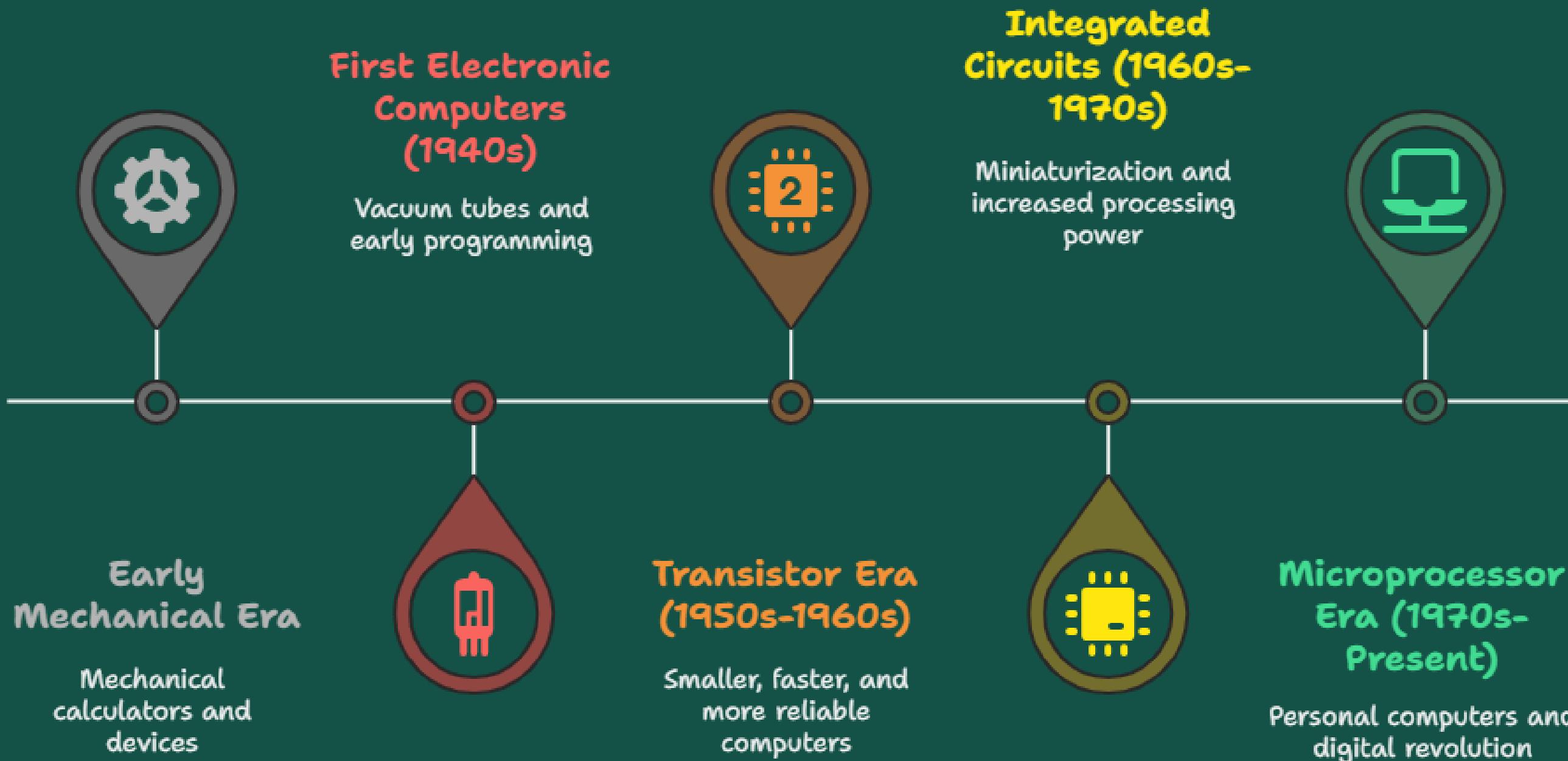


- **Early Mechanical Era:** Devices like the **abacus**, and later the **difference engine** and **analytical engine** designed by Charles Babbage in the 19th century, were early attempts at automated computation.

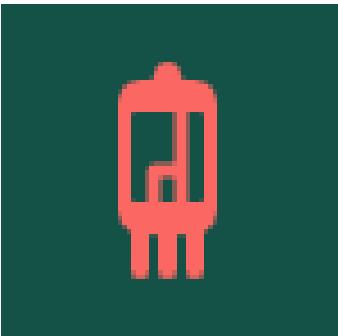


Historical Development

Evolution of Computers: Key Technological Milestones



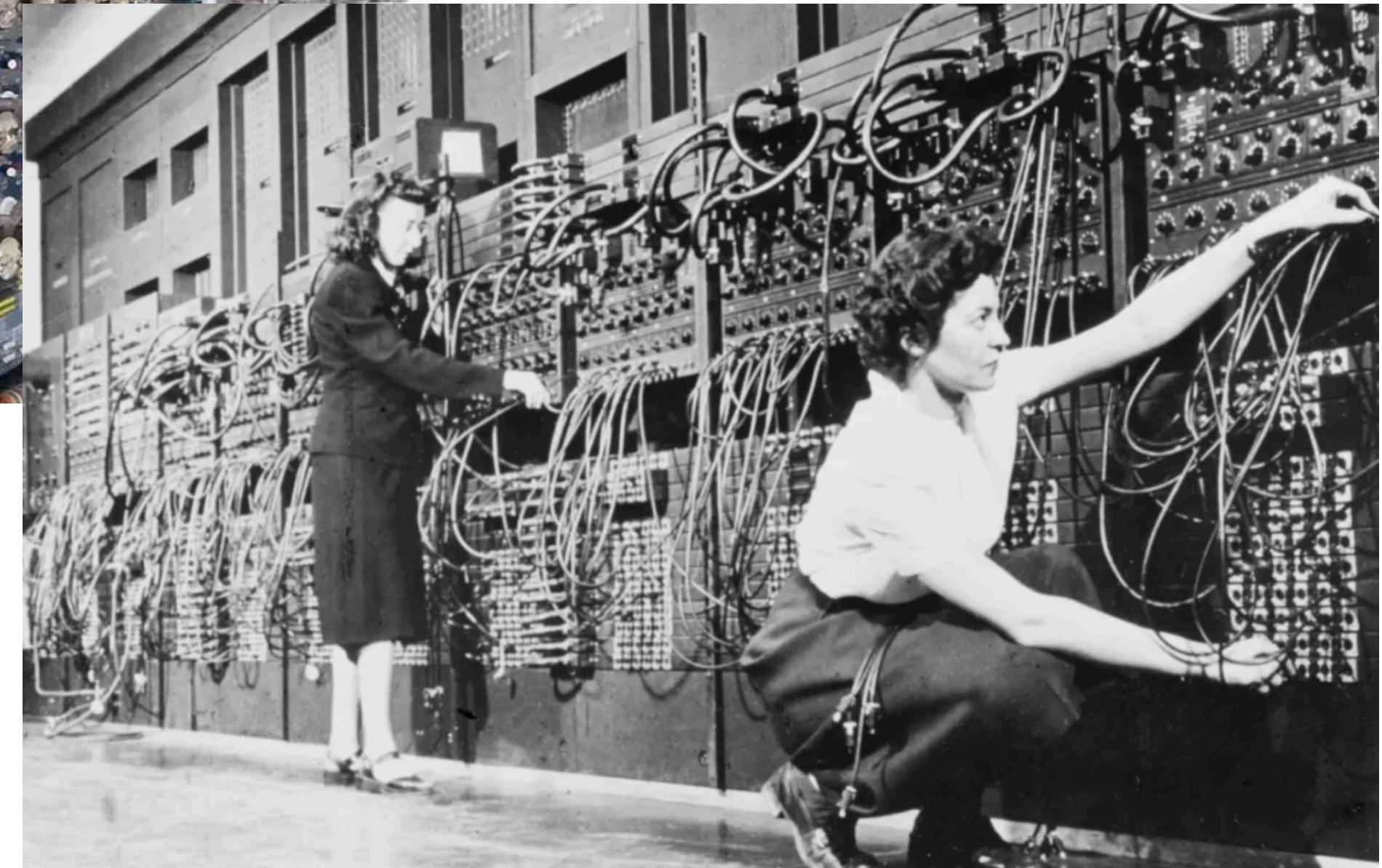
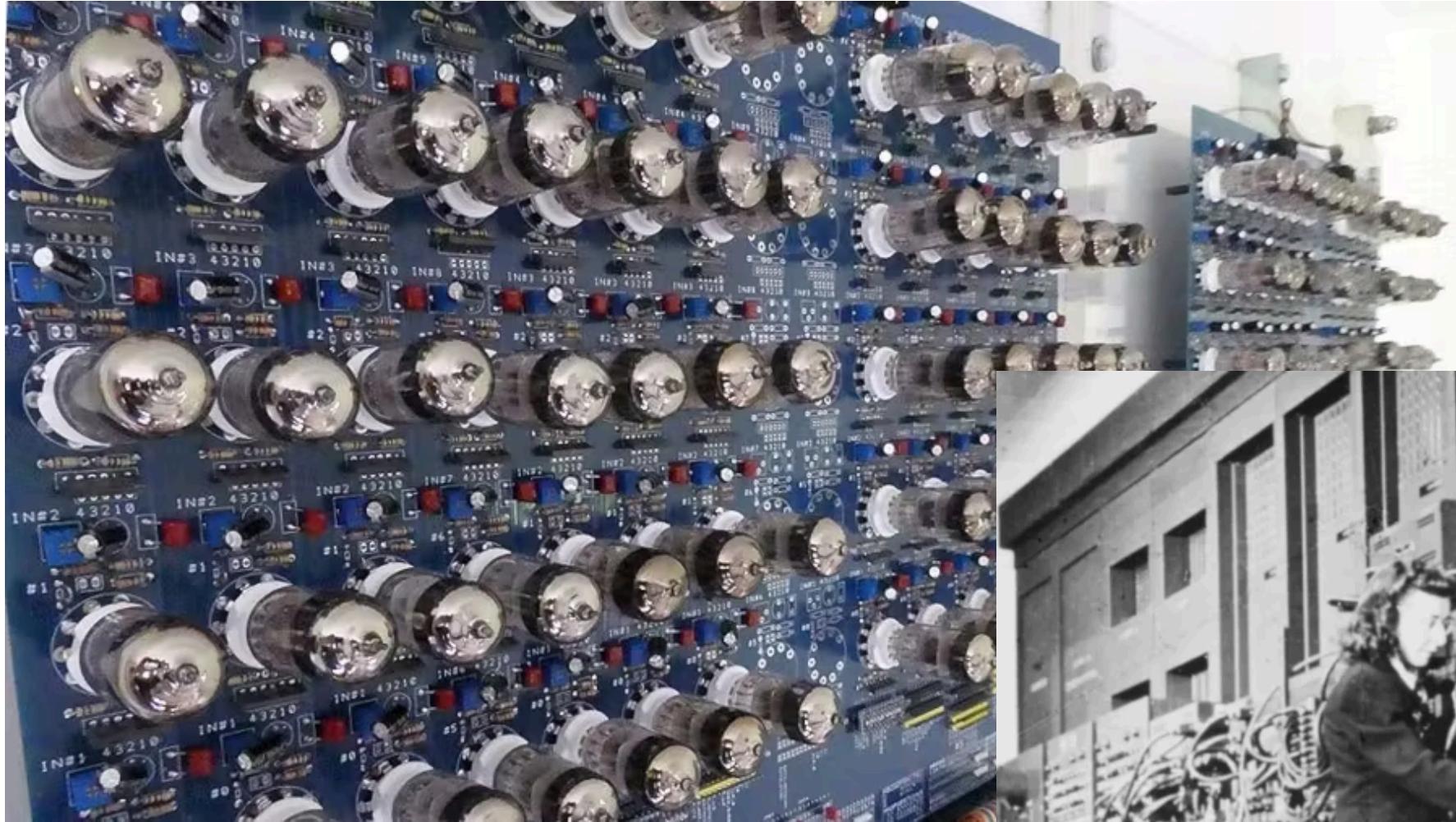
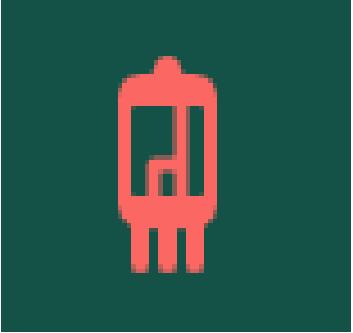
Historical Development



- **First Electronic Computers (1940s):** The invention of the **vacuum tube** led to the first large-scale electronic computers, such as the ENIAC (Electronic Numerical Integrator and Computer). These machines were massive, consumed huge amounts of power, and were difficult to program.

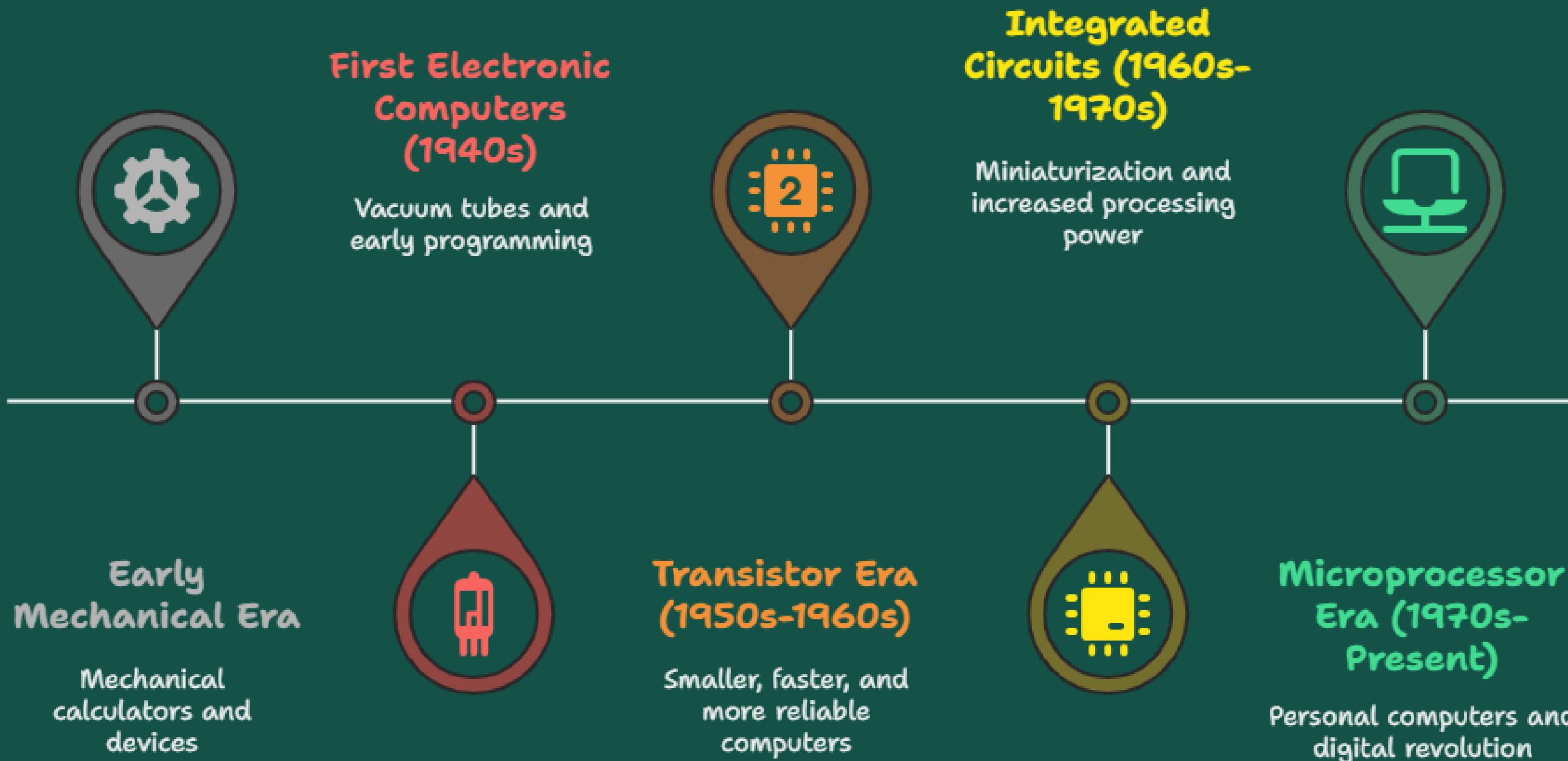


Historical Development

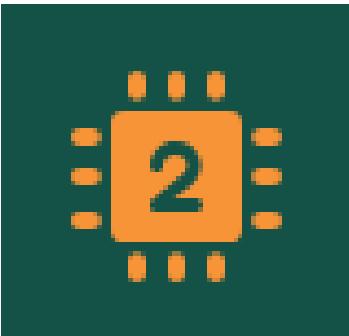


Historical Development

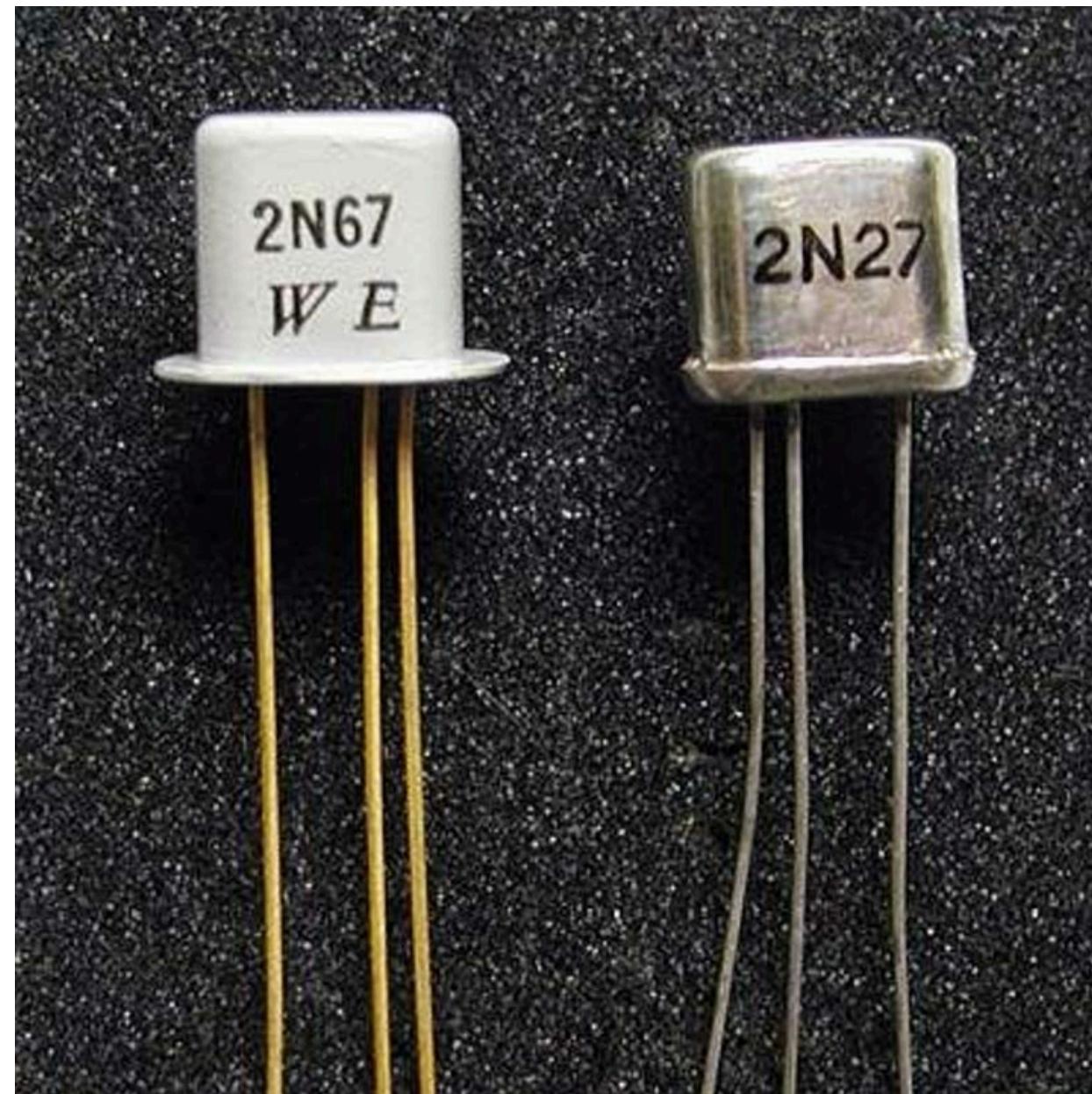
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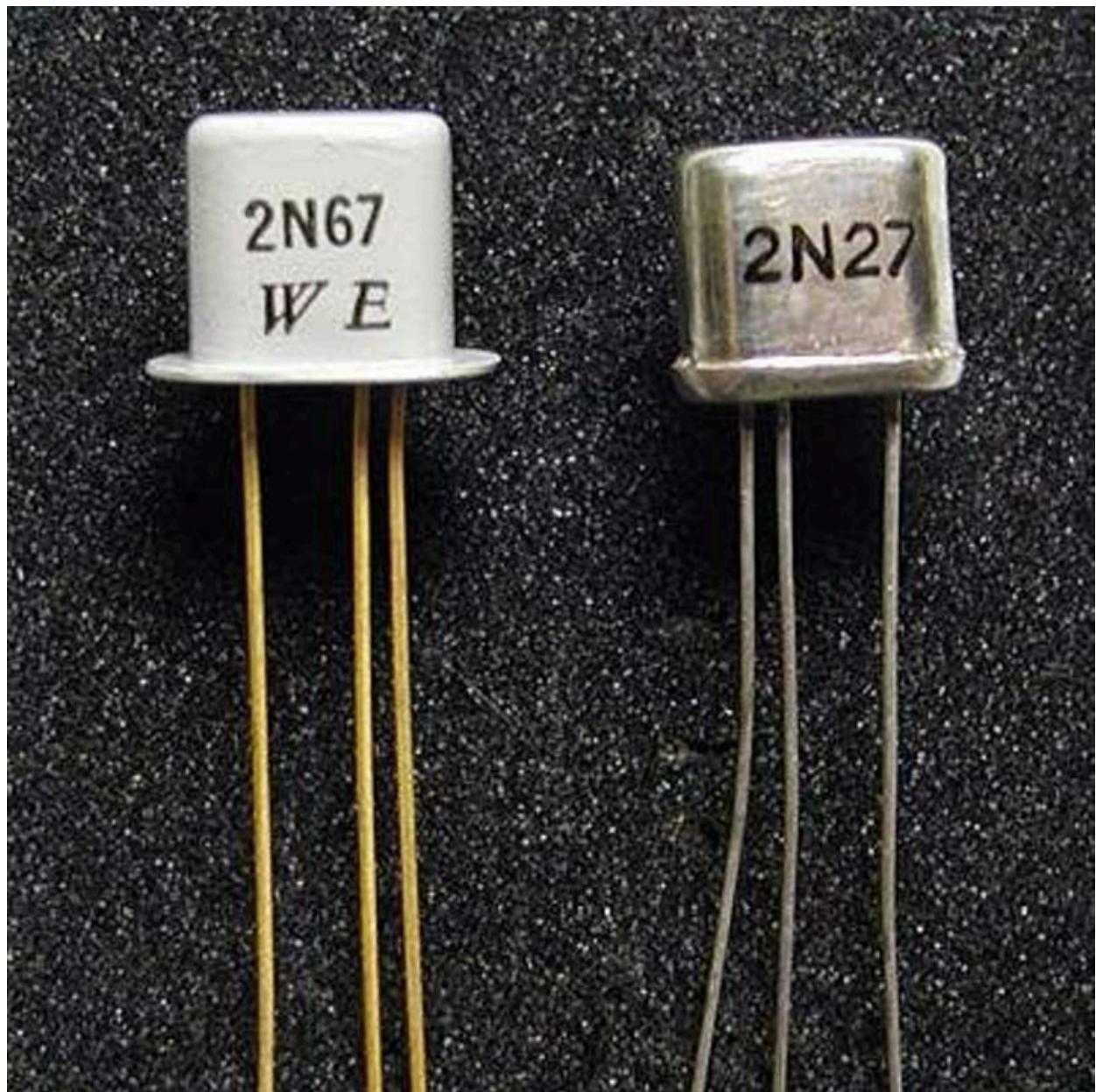
Historical Development



- **Transistor Era (1950s–1960s):** The invention of the transistor led to smaller, more reliable, and more energy-efficient computers. This marked the second generation of computers.



Historical Development

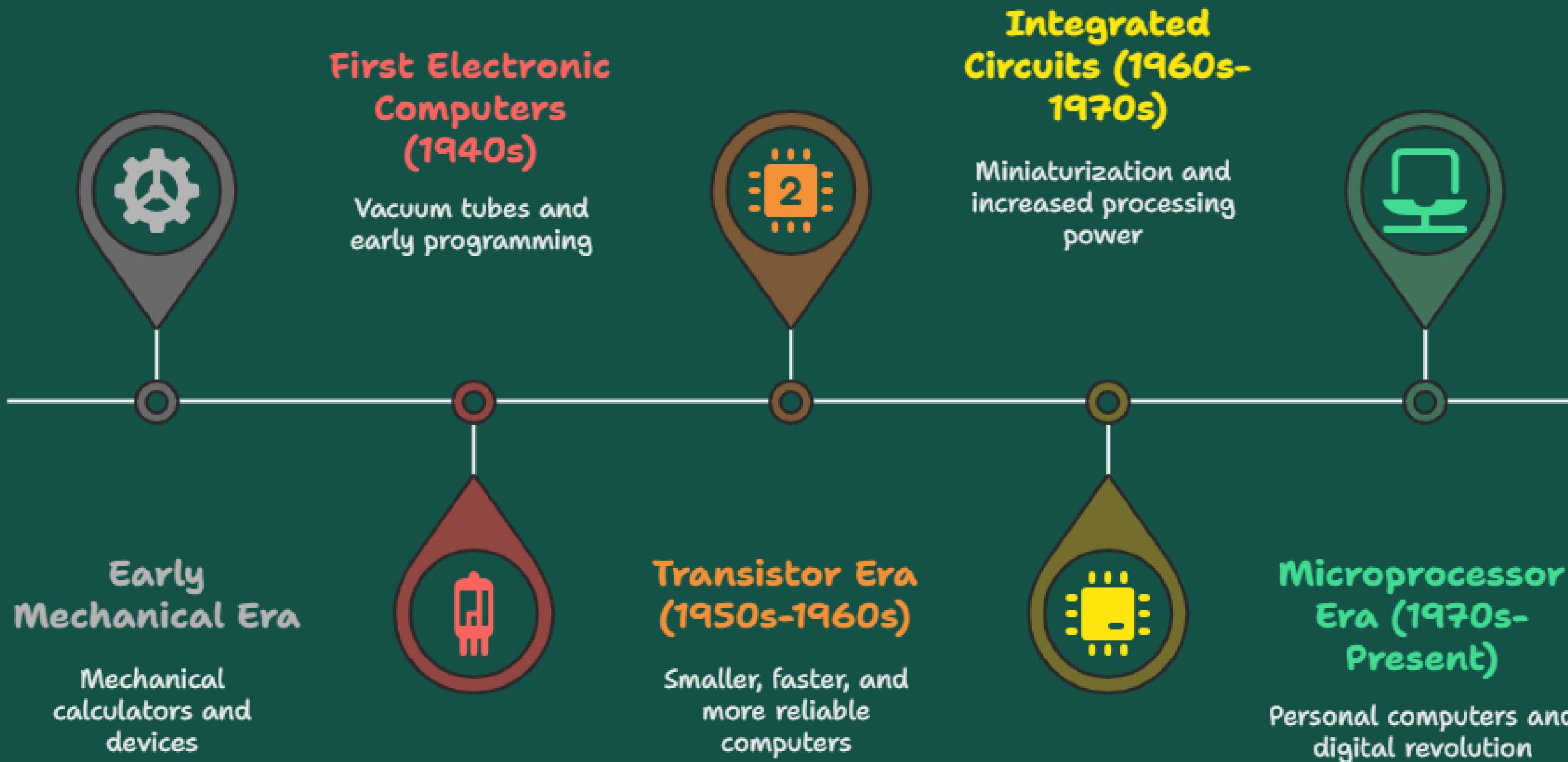


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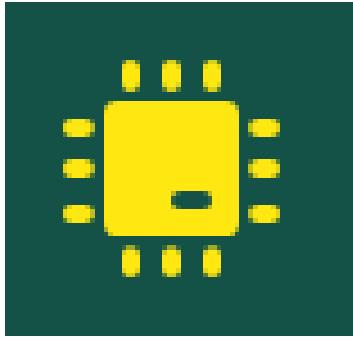


Historical Development

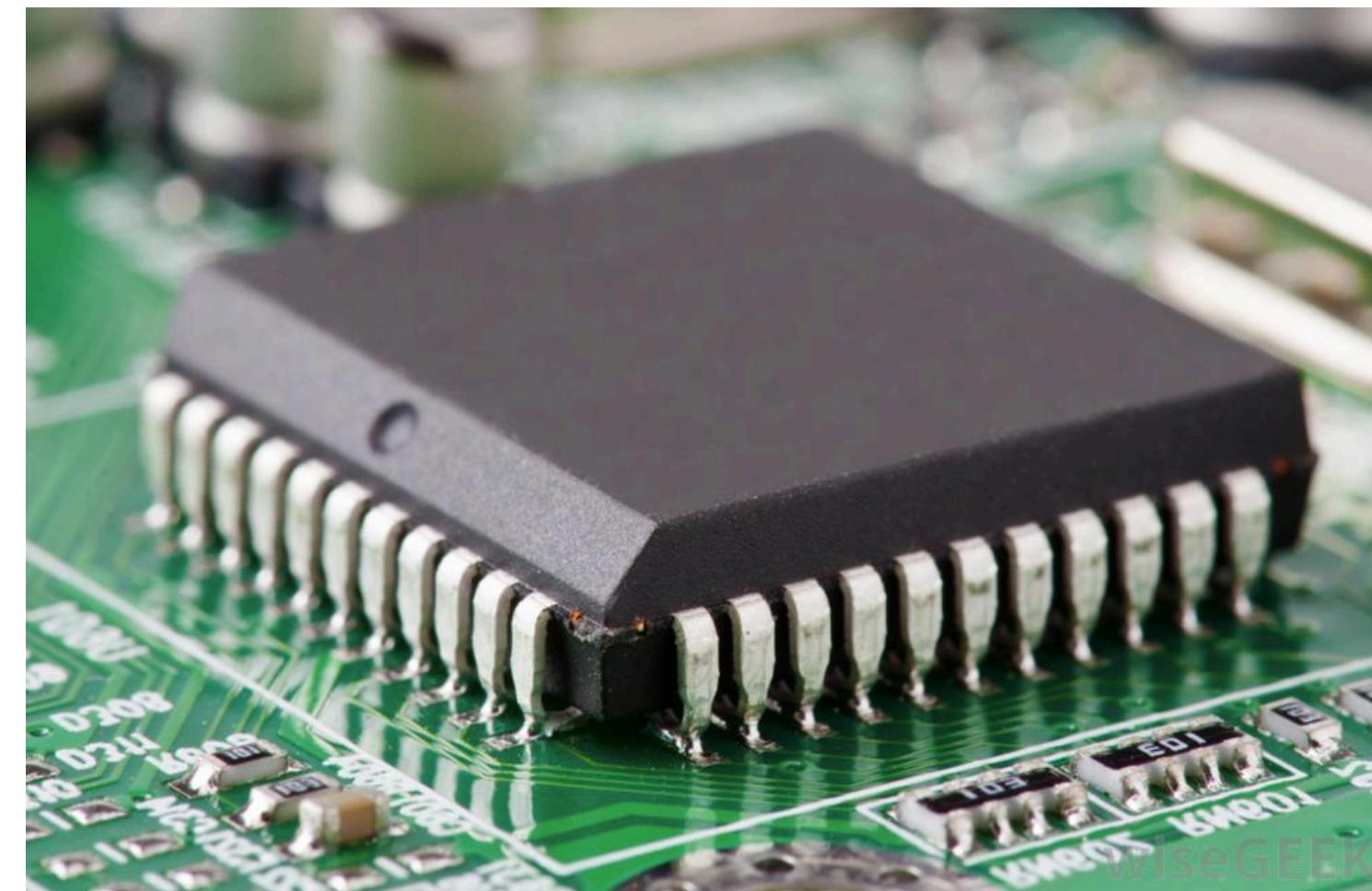
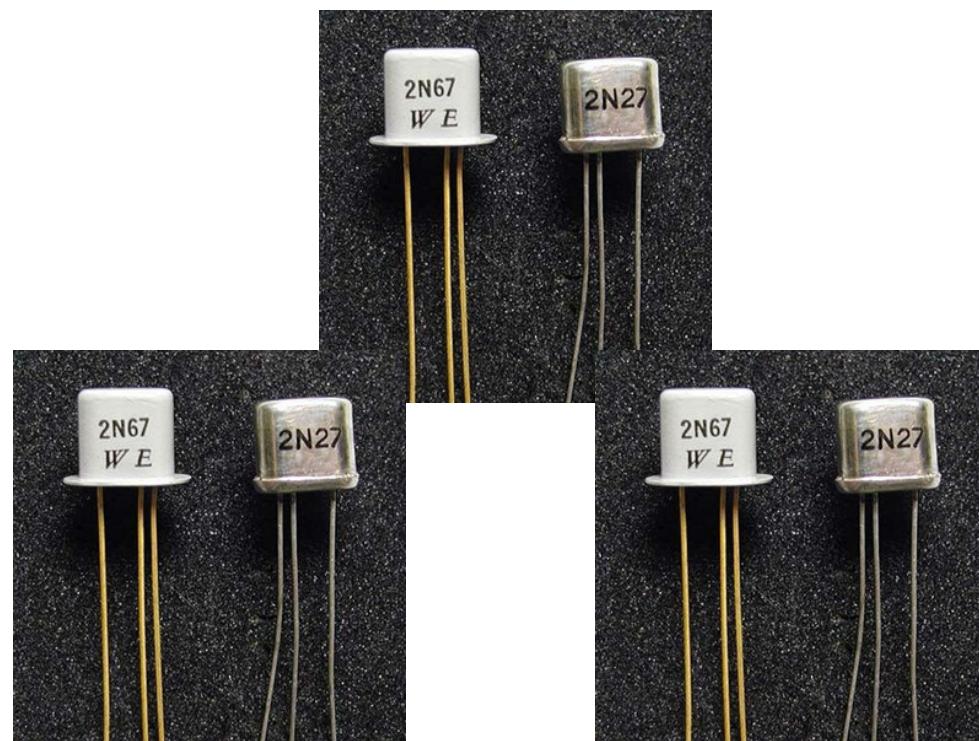
Evolution of Computers: Key Technological Milestones



Historical Development



- **Integrated Circuits (1960s–1970s):** Placing **multiple transistors on a single chip**, known as an integrated circuit (IC), ushered in the third generation. This led to a significant reduction in size and cost.



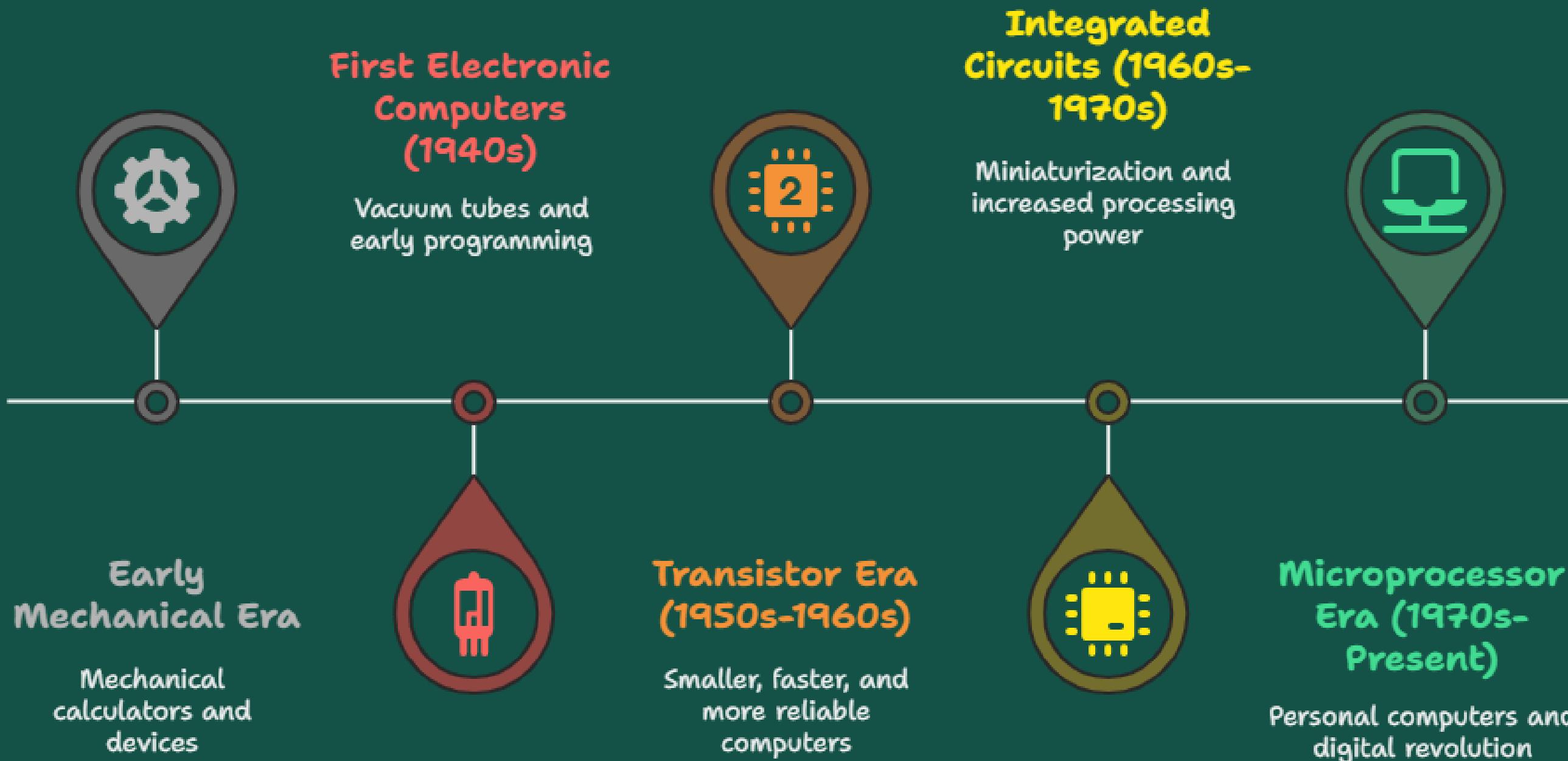
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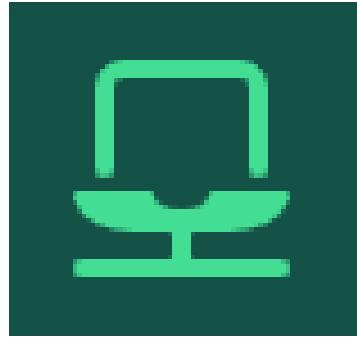
THIRD GENERATION

Historical Development

Evolution of Computers: Key Technological Milestones



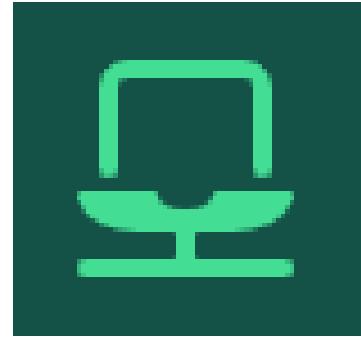
Historical Development



- **Microprocessor Era (1970s–Present):** The creation of the microprocessor, which **put the entire CPU on a single chip**, paved the way for the personal computer revolution. This is the fourth generation of computers, which continues to evolve with advancements in multi-core processors, parallelism, and artificial intelligence.



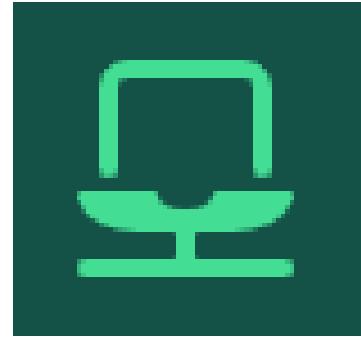
Historical Development



Here's how small they are:

- While the "nanometer" designation for process nodes (like 2nm or 3nm) is **a marketing term and not a direct physical measurement** of the entire transistor, the critical components within these transistors are indeed atom-sized.

Historical Development



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- For example, a **3-nanometer (nm) transistor** is approximately **6 atoms wide**.

Historical Development



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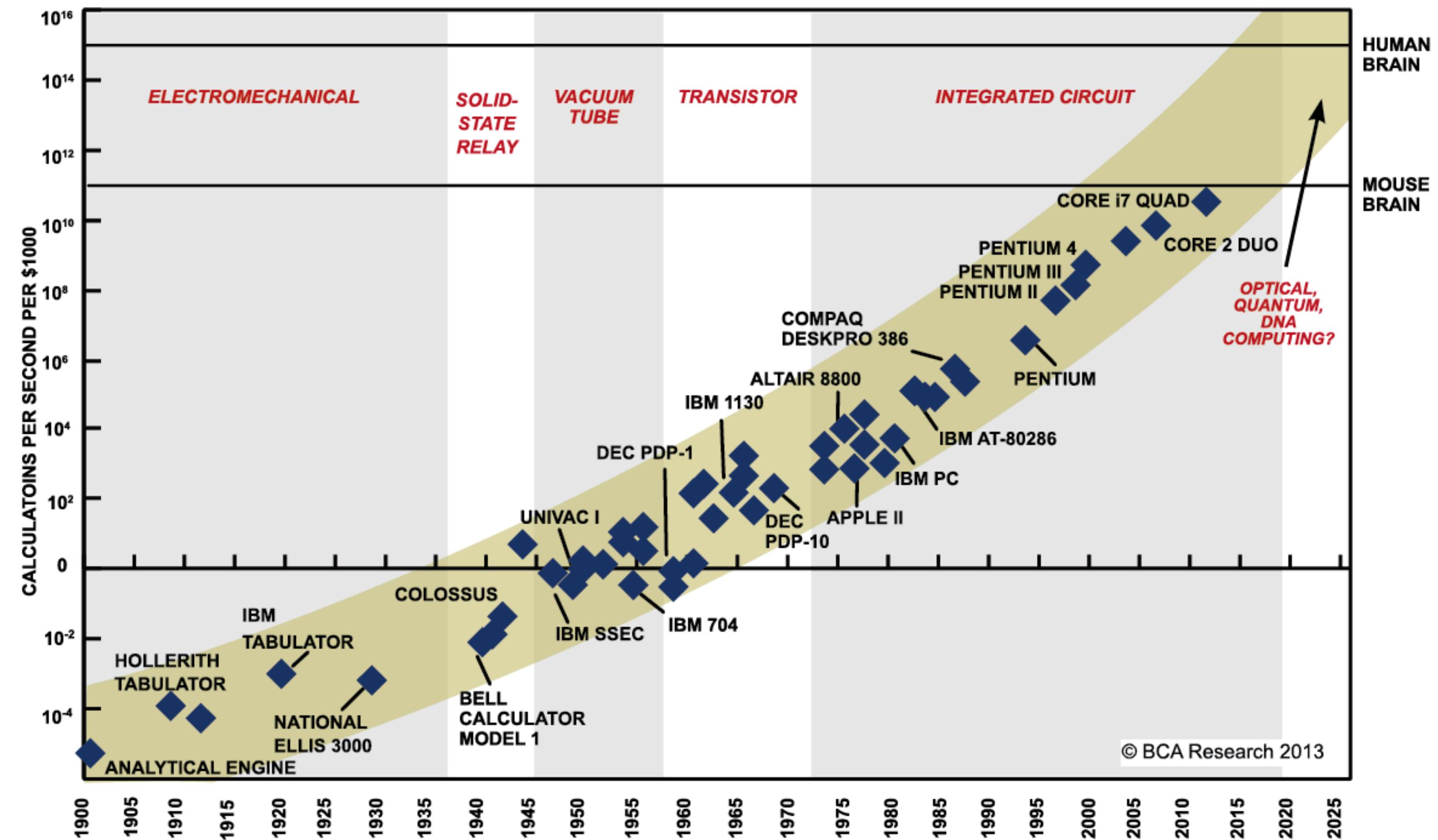
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- For example, a **3-nanometer (nm)** transistor is approximately **6 atoms wide**.
- In a slightly larger, but still cutting-edge, 10-nanometer transistor, the crucial "gate" that controls the flow of current is only about 50 atoms wide.

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- In a slightly larger, but still cutting-edge, 10-nanometer transistor, the crucial "gate" that controls the flow of current is only about 50 atoms wide.
- To give you a sense of scale, a **silicon atom**, a fundamental building block of these transistors, has a diameter of about **0.235 nanometers**.



SOURCE: RAY KURZWEIL, "THE SINGULARITY IS NEAR: WHEN HUMANS TRANSCEND BIOLOGY", P.67, THE VIKING PRESS, 2006. DATAPoints BETWEEN 2000 AND 2012 REPRESENT BCA ESTIMATES.

End of Presentation

Questions...?