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|--------------------|-----------|--------------------|--|------------------------|---|--------------------------|---|---|---|---|
| <b>Course Code</b> | 18CSC203J | <b>Course Name</b> | COMPUTER ORGANIZATION AND ARCHITECTURE | <b>Course Category</b> | C | <i>Professional Core</i> | L | T | P | C |
|                    |           |                    |  |                        |   |                          | 3 | 0 | 2 | 4 |

|                                   |                                  |                             |     |                                    |           |
|-----------------------------------|----------------------------------|-----------------------------|-----|------------------------------------|-----------|
| <b>Pre-requisite Courses</b>      | Nil                              | <b>Co-requisite Courses</b> | Nil | <b>Progressive Courses</b>         | 18CSC207J |
| <b>Course Offering Department</b> | Computer Science and Engineering |                             |     | <b>Data Book / Codes/Standards</b> | Nil       |

| <b>Course Learning Rationale (CLR):</b>           |  | <b>Learning</b>           |                          |                         | <b>Program Learning Outcomes (PLO)</b> |                  |                      |                            |                   |                   |                              |        |                        |               |                        |                    |         |         |         |
|---|--|---------------------------|--------------------------|-------------------------|--|------------------|----------------------|----------------------------|-------------------|-------------------|------------------------------|--------|------------------------|---------------|------------------------|--------------------|---------|---------|---------|
| <i>The purpose of learning this course is to:</i> |  | 1                         | 2                        | 3                       | 1                                      | 2                | 3                    | 4                          | 5                 | 6                 | 7                            | 8      | 9                      | 10            | 11                     | 12                 | 13      | 14      | 15      |
| <b>CLR-1 :</b>                                    | Utilize the functional units of a computer   |                           |                          |                         |  |                  |                      |                            |                   |                   |                              |        |                        |               |                        |                    |         |         |         |
| <b>CLR-2 :</b>                                    | Analyze the functions of arithmetic Units like adders, multipliers etc.  |                           |                          |                         |  |                  |                      |                            |                   |                   |                              |        |                        |               |                        |                    |         |         |         |
| <b>CLR-3 :</b>                                    | Understand the concepts of Pipelining and basic processing units   |                           |                          |                         |  |                  |                      |                            |                   |                   |                              |        |                        |               |                        |                    |         |         |         |
| <b>CLR-4 :</b>                                    | Study about parallel processing and performance considerations.  |                           |                          |                         |  |                  |                      |                            |                   |                   |                              |        |                        |               |                        |                    |         |         |         |
| <b>CLR-5 :</b>                                    | Have a detailed study on Input-Output organization and Memory Systems.   |                           |                          |                         |  |                  |                      |                            |                   |                   |                              |        |                        |               |                        |                    |         |         |         |
| <b>CLR-6 :</b>                                    | Simulate simple fundamental units like half adder, full adder etc  |                           |                          |                         |  |                  |                      |                            |                   |                   |                              |        |                        |               |                        |                    |         |         |         |
| <b>Course Learning Outcomes (CLO):</b>            |  | Level of Thinking (Bloom) | Expected Proficiency (%) | Expected Attainment (%) | Engineering Knowledge                  | Problem Analysis | Design & Development | Analysis, Design, Research | Modern Tool Usage | Society & Culture | Environment & Sustainability | Ethics | Individual & Team Work | Communication | Project Mgt. & Finance | Life Long Learning | PSO - 1 | PSO - 2 | PSO - 3 |
| <b>CLO-1 :</b>                                    | Identify the computer hardware and how software interacts with computer hardware   | 2                         | 80                       | 70                      | H                                      | H                | -                    | -                          | -                 | -                 | -                            | -      | M                      | L             | -                      | M                  | -       | -       | -       |
| <b>CLO-2 :</b>                                    | Apply Boolean algebra as related to designing computer logic, through simple combinational and sequential logic circuits | 3                         | 85                       | 75                      | H                                      | H                | H                    | -                          | H                 | -                 | -                            | -      | M                      | L             | -                      | M                  | -       | -       | -       |
| <b>CLO-3 :</b>                                    | Analyze the detailed operation of Basic Processing units and the performance of Pipelining                               | 2                         | 75                       | 70                      | H                                      | H                | H                    | H                          | -                 | -                 | -                            | -      | M                      | L             | -                      | M                  | -       | -       | -       |
| <b>CLO-4 :</b>                                    | Analyze concepts of parallelism and multi-core processors.   | 3                         | 85                       | 80                      | H                                      | -                | -                    | H                          | -                 | -                 | -                            | -      | M                      | L             | -                      | M                  | -       | -       | -       |
| <b>CLO-5 :</b>                                    | Identify the memory technologies, input-output systems and evaluate the performance of memory system                     | 3                         | 85                       | 75                      | H                                      | -                | H                    | H                          | -                 | -                 | -                            | -      | M                      | L             | -                      | M                  | -       | -       | -       |
| <b>CLO-6 :</b>                                    | Identify the computer hardware, software and its interactions  | 3                         | 85                       | 75                      | H                                      | H                | H                    | H                          | H                 | -                 | -                            | -      | M                      | L             | -                      | M                  | -       | -       | -       |

| <b>Duration (hour)</b> |              | 15                             | 15   | 15  | 15          | 15                             |
|------------------------|--------------|--------------------------------|--|---|-------------|--------------------------------|
| S-1                    | <b>SLO-1</b> | Functional Units of a computer | Addition and subtraction of Signed numbers | Fundamental concepts of basic processing unit | Parallelism | Memory systems -Basic Concepts |

|           |       |  |   |  |   |  |
|-----------|-------|--|---|--|---|--|
|           | SLO-2 | Operational concepts   | <b>Problem solving</b>                                | <b>Performing ALU operation</b>                              | Need, types of Parallelism  | Memory hierarchy                               |
| S-2       | SLO-1 | Bus structures   | <b>Design of fast adders</b>                          | <b>Execution of complete instruction, Branch instruction</b> | applications of Parallelism                                       | Memory technologies                            |
|           | SLO-2 | Memory locations and addresses   | <b>Ripple carry adder and Carry look ahead adder</b>  | <b>Multiple bus organization</b>                             | Parallelism in Software   | <b>RAM, Semiconductor RAM</b>                  |
| S-3       | SLO-1 | Memory operations  | Multiplication of positive numbers                    | <b>Hardwired control</b>                                     | Instruction level parallelism                                     | <b>ROM, Types</b>                              |
|           | SLO-2 | Memory operations  | <b>Problem Solving</b>                                | <b>Generation of control signals</b>                         | Data level parallelism  | <b>Speed, size cost</b>                        |
| S<br>4-5  | SLO-1 | Lab 1: To recognize various components of PC- <b>Input Output systems</b>          | Lab4: Study of TASM                                   | Lab-7: Design of Half Adder                                  | Lab-10: Study of Array Multiplier                                 | Lab-13: Study of Carry Save Multiplication     |
|           | SLO-2 | Processing and Memory units  | Addition and Subtraction of 8-bit number              | Design of Full Adder   | Design of Array Multiplier  | Program to carry out Carry Save Multiplication |
| S-6       | SLO-1 | Instructions, <b>Instruction sequencing</b>  | Signed operand multiplication                         | <b>Micro-programmed control-</b>                             | <b>Challenges in parallel processing</b>                          | Cache memory                                   |
|           | SLO-2 | Addressing modes   | <b>Problem solving</b>                                | <b>Microinstruction</b>                                      | <b>Architectures of Parallel Systems - Flynn's classification</b> | Mapping Functions                              |
| S-7       | SLO-1 | <b>Problem solving</b>   | Fast multiplication- Bit pair recoding of Multipliers | <b>Micro-program Sequencing</b>                              | SISD, SIMD  | <b>Replacement Algorithms</b>                  |
|           | SLO-2 | Introduction to Microprocessor   | <b>Problem Solving</b>                                | <b>Micro instruction with Next address field</b>             | MIMD, MISD  | <b>Problem Solving</b>                         |
| S-8       | SLO-1 | Introduction to Assembly language  | Carry Save Addition of summands                       | <b>Basic concepts of pipelining</b>                          | <b>Hardware multithreading</b>                                    | <b>Virtual Memory</b>                          |
|           | SLO-2 | Writing of assembly language programming   | <b>Problem Solving</b>                                | <b>Pipeline Performance</b>                                  | <b>Coarse Grain parallelism, Fine Grain parallelism</b>           | Performance considerations of various memories |
| S<br>9-10 | SLO-1 | Lab-2: To understand how different components of PC are connected to work properly | Lab 5: Addition of 16-bit number                      | Lab-8: Study of Ripple Carry Adder                           | Lab-11: Study of Booth Algorithm                                  | Lab-14: Understanding Processing unit          |
|           | SLO-2 | Assembling of System Components  | Subtraction of 16-bit number                          | Design of Ripple Carry Adder                                 |   | Design of primitive processing unit            |
| S-11      | SLO-1 | ARM Processor: The thumb instruction set   | Integer division – Restoring Division                 | <b>Pipeline Hazards-Data hazards</b>                         | <b>Uni-processor and Multiprocessors</b>                          | Input Output Organization                      |

|       |       |   |                                       |  |  |  |
|-------|-------|---|---------------------------------------|--|--|--|
|       | SLO-2 | Processor and CPU cores   | <b>Solving Problems</b>               | Methods to overcome Data hazards                   | <b>Multi-core processors</b>                     | Need for Input output devices                          |
| S-12  | SLO-1 | <b>Instruction Encoding format</b>  | Non Restoring Division                | Instruction Hazards                                | <b>Multi-core processors</b>                     | Memory mapped IO                                       |
|       | SLO-2 | <b>Memory load and Store instruction in ARM</b>                                   | <b>Solving Problems</b>               | Hazards on conditional and Unconditional Branching | <b>Memory in Multiprocessor Systems</b>          | Program controlled IO                                  |
| S-13  | SLO-1 | Basics of IO operations.  | Floating point numbers and operations | Control hazards                                    | <b>Cache Coherency in Multiprocessor Systems</b> | Interrupts-Hardware, Enabling and Disabling Interrupts |
|       | SLO-2 | Basics of IO operations.  | <b>Solving Problems</b>               | Influence of hazards on instruction sets           | <b>MESI protocol for Multiprocessor Systems</b>  | Handling multiple Devices                              |
| S     | SLO-1 | Lab -3To understand how different components of PC are connected to work properly | Lab-6: Multiplication of 8-bit number | Lab-9: Study of Carry Look-ahead Adder             | Lab-12: Program to carry out Booth Algorithm     | Lab-15: Understanding Pipeline concepts                |
| 14-15 | SLO-2 | Disassembling of System Components  | Factorial of a given number           | Design of Carry Look-ahead Adder                   |  | <b>Design of basic pipeline.</b>                       |

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| <b>Learning Resources</b> | <ol style="list-style-type: none"> <li>1. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, <i>Computer Organization</i>, 5<sup>th</sup> ed., McGraw-Hill, 2015</li> <li>2. Kai Hwang, Faye A. Briggs, <i>Computer Architecture and Parallel Processing</i>", 3<sup>rd</sup> ed., McGraw Hill, 2016</li> <li>3. Ghosh T. K., <i>Computer Organization and Architecture</i>, 3<sup>rd</sup> ed., Tata McGraw-Hill, 2011</li> <li>4. P. Hayes, <i>Computer Architecture and Organization</i>, 3<sup>rd</sup> ed., McGraw-Hill, 2015.</li> </ol> | <ol style="list-style-type: none"> <li>5. William Stallings, <i>Computer Organization and Architecture – Designing for Performance</i>, 10<sup>th</sup> ed., Pearson Education, 2015</li> <li>6. David A. Patterson and John L. Hennessy <i>Computer Organization and Design - A Hardware software interface</i>, 5<sup>th</sup> ed., Morgan Kaufmann, 2014</li> </ol> |
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|---------|----------|-------|-----|-------|-----|-------|-----|-------|-----|-----|-----|
| Level 3 | Evaluate | 10%   | 10% | 15%   | 15% | 15%   | 15% | 15%   | 15% | 15% | 15% |
|         | Create   |       |     |       |     |       |     |       |     |     |     |
|         | Total    | 100 % |     | 100 % |     | 100 % |     | 100 % |     | -   |     |

# CLA – 4 can be from any combination of these: Assignments, Seminars, Tech Talks, Mini-Projects, Case-Studies, Self-Study, MOOCs, Certifications, Conf. Paper etc.,

| Course Designers   |   |                            |
|--|---|----------------------------|
| Experts from Industry  | Experts from Higher Technical Institutions                                  | Internal Experts           |
| 1. T. V. Sankar, HCL Technologies Ltd, Chennai, sankar_t@hcl.com | 1. Prof. A.P. Shanthi, ANNA University Chennai, a.p.shanthi@cs.annauniv.edu | 1.Dr. V. Ganapathy, SRMIST |
|  |   | 2. Dr. C. Malathy, SRMIST  |
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