



## **Ahsanullah University of Science and Technology**

### **Department of Computer Science and Engineering**

#### **Course Outline**

---

<b>Course No</b>	: CSE2213
<b>Course Title</b>	: Computer Architecture
<b>Credit Hour</b>	: 3.0
<b>Semester (Session)</b>	: Spring 2020
<b>Student Year &amp; Student Semester</b>	: 2 <sup>nd</sup> Year, 2 <sup>nd</sup> Semester
<b>Course Teacher(s)</b>	: Syeda Shabnam Hasan, Assistant Professor

#### **Course Objective/Course Outcome (CO):**

- CO1: To conceptualize the basics of organizational and architectural issues of a digital computer.
- CO2: To identify the elements of modern instructions sets and their impact on processor design.
- CO3: To analyze performance issues in processor and memory design of a digital computer.
- CO4: To understand various data transfer techniques in digital computer and analyze processor performance improvement using instruction level parallelism.

#### **Text/ Reference books:**

- "Computer Organization" By Carl Hamacher, Zvonko Vranesic, Safwat Zaky (5th edition), McGraw-Hill Education.
- "Computer Organization and Design: The Hardware/Software Interface" By John L. Hennessy and David A. Patterson, (5th Edition), Morgan Kaufmann Publishers Inc.

## Lecture Plan:

Week	Topics/Contents	Course Outcome
01	Basic Structure of Computers: Types of a computer, Basic functional units of a computer system, Basic operational concepts, Bus structures, Performance evaluation: Basic performance equation, Pipelining and superscalar operation, Quantitative measurement of performance; Instruction set architecture: CISC and RISC; Multiprocessor and multicomputer.	CO <sub>1</sub>
02	Machine Instructions and Programs: Representation of numbers, characters and instructions, Signed integer operations and overflow detection, Addressing modes of instructions, Assembly language notations, Basic input/output operations, Instruction formats.	CO <sub>2</sub>
03	Machine Instructions and Programs: Program sequencing and branching, Subroutines: Nesting, parameter passing and stack frame; Stack processor organization, Example programs and instructions, Encoding of machine instructions. Quiz#1	CO <sub>2</sub>
04	Input/output Organization: Accessing I/O devices, Program controlled I/O, Interrupt based I/O: Handling multiple devices, Role of operating system, Processor examples; Direct memory access.	CO <sub>1</sub> , CO <sub>2</sub>
05	Input/output Organization: Bus arbitration algorithms, Synchronous and Asynchronous Bus, Interface circuits: Serial and parallel ports for input, output and combined I/O operations, Standard I/O interfaces: PCI, SCSI and USB bus standards. Quiz#2	CO <sub>1</sub> , CO <sub>2</sub> , CO <sub>3</sub>
06	The Memory System: Internal organization of semiconductor RAM memory, Static memory, Synchronous and Asynchronous DRAM, Read-only memories, Principles of locality, Memory hierarchy.	CO <sub>1</sub> , CO <sub>3</sub> , CO <sub>4</sub>
07	The Memory System: Cache memory: Direct mapped, set-associative and fully associative cache, Multi-level cache, Measuring and improving cache performance; Virtual memory.	CO <sub>1</sub> , CO <sub>3</sub> , CO <sub>4</sub>
08	CPU Arithmetic: Addition and subtraction of signed numbers Carry look-ahead fast adders, Multiplication, Fast multiplication, Booth's algorithm for signed operand multiplication, Integer division.	CO <sub>1</sub> , CO <sub>2</sub> , CO <sub>4</sub>

<b>Week</b>	<b>Topics</b>	<b>Course Outcome</b>
09	CPU Arithmetic: Floating-point numbers: IEEE standard representation, Arithmetic operations, Guard bits and truncation. Quiz#3	CO <sub>1</sub> , CO <sub>2</sub> , CO <sub>4</sub>
10	Basic Processing Unit: Single bus CPU datapath architecture, Arithmetic and logical operations, Fetching and storing instructions from/to memory, Execution of a complete instruction, Branch instructions, Control sequence of common instructions.	CO <sub>1</sub> , CO <sub>2</sub>
11	Basic Processing Unit: Multiple bus architecture, Hardwired control unit, Micro-programmed control: Microinstructions, Micro-program sequencing, Wide branch addressing; Example of a complete processor.	CO <sub>1</sub> , CO <sub>2</sub>
12	Pipelining: Role of Cache memory, Pipeline performance, Hazards: Examples of data, instruction and structural hazards, Operand forwarding, Handling data hazard in software.	CO <sub>1</sub> , CO <sub>3</sub> , CO <sub>4</sub>
13	Pipelining: Conditional and unconditional branches, Delayed branching, Branch prediction, Data path and control considerations, Superscalar operation, Performance considerations. Quiz#4	CO <sub>1</sub> , CO <sub>3</sub> , CO <sub>4</sub>
14	Review on previous lectures and problem solving.	

**Note:** *This Lecture Plan is subject to change. Course teacher will slow down or speed up each chapter to meet the needs of students.*

#### **Marks Distribution:**

Attendance and Class Performance	10
Class Test	20
Final Exam	70
<b>Total</b>	<b>100</b>

FOUR class tests will be taken (as it is a 3-credit course) and best THREE will be considered for "Class Test" marks.