Computer Organization

Overview of Syllabus WELCOME TO OUR COURSE

Objectives

- To familiarize the students with basic structure of computers and machine instructions
- To Illustrate instructions and instruction sequencing with Assembly language programming.
 - Design of different techniques for binary arithmetic units.
- Describe the operation of complete instruction execution.
- Determine the organizational details of memory design.
- To expose the students with different ways of communicating with I/O devices.

COURSE OUTCOMES:

At the end of the course, the student will be able to

C O 1	Illustrate the concepts of Computer system.
C O 2	Analyze design issues in terms of speed, technology, cost and performance.
C O 3	Analyze different algorithms used to perform fast multiplication and division also represent the floating-point number in IEEE format
C O 4	Carryout processor execution and its internal functional units.
C O 5	Distinguish between organization of the memory, its hierarchy, design and working.
C O 6	Describe the organization of I/O devices, storage, I/O performance and I/O access.

MODULE 1: (8 Hrs)

Introduction: Function and structure of a computer

Basic Operational Concepts,

Bus Structures,

Performance,

Processor Clock,

Basic Performance Equation,

Clock Rate,

Performance Measurement,

Multiprocessor and Multicomputer. Memory Location and Addresses,

Memory Operations,

Instructions and Instruction Sequencing,

Addressing Modes,

Assembly Language,

Basic Input and Output Operations.

Stacks and Queues, Subroutines,

Additional Instructions,

MODULE 2 : (8 Hrs)

Arithmetic:

Numbers,

Arithmetic Operations and Characters,

Addition and Subtraction of Signed Numbers,

Design of Fast Adders,

Multiplication of Positive Numbers,

Signed Operand Multiplication,

Fast Multiplication,

Integer Division,

Floating-point Numbers and Operations.

MODULE 3 : (8 Hrs)

Basic Processing Unit :

Fundamental Concepts of a processor – Register Transfers,

Performing an Arithmetic or Logic Operation,

Fetching and storing a word from memory ,Execution of a complete Instruction,

Branch Instructions Multiple Bus Organization - Operations of a control unit,

Hardwired control unit,

A Complete Processor,

Micro-programmed control unit.

MODULE 4: (8 Hrs)

Memory Organization:

Basic Concepts,

Semiconductor RAM Memories,

Speed, Size, and Cost,

Cache Memories – Mapping Functions,

Replacement Algorithms,

Performance Considerations and Virtual Memories.

MODULE 5: (8 Hrs)

Input /Output Organization:

Accessing I/O Devices,

Interrupts – Interrupt Hardware, Enabling and Disabling Interrupts,

Handling Multiple Devices,

Controlling Device Requests,

Exceptions, Direct Memory Access,

Buses Interface Circuits,

Standard I/O Interfaces – PCI Bus, SCSI Bus, USB

Computer Organization, by C. Hamacher, V. Zvonko,
S. Zaky, McGr; and Dany.

 Computer Organization and Architecture: Designing for performance", by William Stallings, Prentice Hall of India.

 Computer Architecture and Organization by John Hayes, McGraw-Hill Publishing Company.

 Structured Computer Organization by Andrew Tanenbaum, Prentice Hall of India.

Microprocessor and Interfacing by Douglas Hall,
Tata McGraw Hill Publishing.

J.P. Hayes, "Computer Architecture and Organization", McGraw-Hill, 1998.

Vincent P. Heuring& Harry F. Jordan, "Computer Systems Design and Architecture, 2nd Edition, Pearson Education, 2004.

Govindarajalu, "Computer Architecture & Organization, Design Principles and Applications", 1st edition, Tata McGraw Hill, New Delhi, 2005.