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(EECS2021E) - Chapter 2 (Part I)
Design Your Own CPU!!! RISC vs
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Kanawat Senanan

Intro to Computer Architecture

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~~Computer fundamental basic~~

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~~Architecture | Bharat Acharya~~

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ORGANIZATION | Part-1 |

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Edition. Author: David Patterson,
John Hennessy. ISBN-10:
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Computer Architecture comprises logical functions such as instruction sets, registers, data types and addressing modes.

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8. Architecture coordinates between the hardware and software of the system.

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Design: The Hardware / Software

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Title: Computer Organization and
Design Chapter 2 1 Computer
Organization and Design Chapter
2 2 Instructions. Language of the
Machine ; More primitive than
higher level languages e.g., no

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sophisticated control flow ; Very restrictive e.g., MIPS Arithmetic Instructions ; Well be working with the MIPS instruction set architecture

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"Presents the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies and I/O"--Provided by publisher.

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pipelining, memory hierarchies
and I/O"--

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Design moves forward to explore this generational change with examples, exercises, and material highlighting the emergence of mobile computing and the Cloud. Updated content featuring tablet computers, Cloud infrastructure, and the x86 (cloud computing)

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glossary, references, and recommended reading. Features RISC-V, the first such architecture designed to be used in modern computing environments, such as cloud computing, mobile devices, and other embedded systems Includes relevant examples,

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exercises, and material
highlighting the emergence of
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A design-oriented text for
advanced computer architecture
courses, covering parallelism,
complexity, power, reliability and

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This best selling text on computer organization has been thoroughly updated to reflect the newest technologies. Examples highlight the latest processor designs, benchmarking standards,

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Instruction—the fundamentals of assembly language, computer arithmetic, pipelining, memory hierarchies and I/O. A new aspect of the third edition is the explicit connection between program performance and CPU performance. The authors show

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how hardware and software components--such as the specific algorithm, programming language, compiler, ISA and processor implementation--impact program performance. Throughout the book a new feature focusing on

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program performance describes how to search for bottlenecks and improve performance in various parts of the system. The book digs deeper into the hardware/software interface, presenting a complete view of the function of the programming

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sets of exercises and solutions,
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students check their
understanding of major concepts
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feature illustrates the diversity of

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uses for information technology
*More detail below...

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examination of its architecture.
This book can serve either as a
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as the basic text for the aspiring
geek who wants to learn about
digital design. The material is
presented in four parts. The first

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part describes how computers represent and manipulate numbers. The second part presents the tools used at all levels of binary design. The third part introduces the reader to computer system theory with topics such as memory, caches,

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hard drives, pipelining, and interrupts. The last part applies these theories through an introduction to the Intel 80x86 architecture and assembly language. The material is presented using practical terms and examples with an aim toward

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providing anyone who works with computer systems the ability to use them more effectively through a better understanding of their design.

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Blocks are explained in an easy-to-understand style. WHAT IS NEW TO THIS EDITION : Includes a new chapter on Computer Networking, Internet, and Wireless Networks. Introduces topics such as wireless input-output devices, RAID technology built around disk

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arrays, USB, SCSI, etc. Key
Features Provides a large number
of design problems and their
solutions in each chapter.

Presents state-of-the-art memory
technology which includes
EEPROM and Flash Memory apart
from Main Storage, Cache, Virtual

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Memory, Associative Memory, Magnetic Bubble, and Charged Couple Device. Shows how the basic data types and data structures are supported in hardware. Besides students, practising engineers should find reading this design-oriented text

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A new advanced
textbook/reference providing a
comprehensive survey of
hardware and software
architectural principles and
methods of computer systems

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organization and design. The book is suitable for a first course in computer organization. The style is similar to that of the author's book on assembly language in that it strongly supports self-study by students. This organization facilitates

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compressed presentation of material. Emphasis is also placed on related concepts to practical designs/chips. Topics: material presentation suitable for self-study; concepts related to practical designs and implementations; extensive

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examples and figures; details provided on several digital logic simulation packages; free MASM download instructions provided; and end-of-chapter exercises.

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Interface, Sixth Edition, the leading, award-winning textbook from Patterson and Hennessy used by more than 40,000 students per year, continues to present the most comprehensive and readable introduction to this core computer science topic.

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Covers parallelism in-depth, with

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examples and content
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Performance via Parallelism,
Performance via Pipelining,
Performance via Prediction,
Design for Moore's Law, Hierarchy
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Simplify Design, Make the
Common Case Fast and
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