6th Semester		Computer Organisation and Architecture	L-T-P 3-0-0	3 Credits

MODULE-I **(08 Hours)**

Functional blocks of a computer: CPU, memory, input-output subsystems, control unit. Instruction set architecture of a CPU–registers, instruction execution cycle, RTL interpretation of instructions, addressing modes, instruction set. Case study – instruction sets of some common CPUs.

MODULE-II **(08 Hours)**

Data representation: signed number representation, fixed and floating point representations, character representation. Computer arithmetic – integer addition and subtraction, ripple carry adder, carry look- ahead adder, etc. multiplication – shift and add, Booth multiplier, carry save multiplier, etc. Division restoring and non restoring techniques, floating point arithmetic.

MODULE–III **(08 Hours)**

Introduction to x86 architecture. CPU control unit design: hardwired and micro-programmed design approaches, Case study – design of a simple hypothetical CPU. Memory system design: semiconductor memory technologies, memory organization. Peripheral devices and their characteristics: Input-output subsystems, I/O device interface, I/O transfers–program controlled, interrupt driven and DMA, privileged and non-privileged instructions, software interrupts and exceptions. Programs and processes–role of interrupts in process state transitions, I/O device interfaces – SCII, USB

MODULE –IV **(08 Hours)**

Memory organization: Memory interleaving, concept of hierarchical memory organization, cache memory, cache size vs. block size, mapping functions, replacement algorithms, write policies.

Books:

[1] "Computer Organization and Design: The Hardware/Software Interface", 5th Edition by David A. Patterson and John L. Hennessy, Elsevier.

[2] "Computer Organization and Embedded Systems", 6th Edition by CarlHamacher, McGraw Hill Higher Education

[3] "Computer Architecture and Organization", 3rd Edition by John P. Hayes, WCB/McGraw-Hill

[4] "Computer Organization and Architecture: Designing for Performance", 10th Edition by William Stallings, Pearson Education.

[5] "Computer System Design and Architecture", 2nd Edition by Vincent P. Heuring and Harry F. Jordan, Pearson Education.

Digital Learning Resources:

Course Name:	Computer Architecture and Organisation
Course Link:	https://nptel.ac.in/courses/106/105/106105163/
Course Instructor:	Prof. Indranil Sengupta and Prof. Kamalika Datta, IIT Kharagpur

Course Name:	Computer Organisation and Architecture
Course Link:	https://nptel.ac.in/courses/106/106/106106166
Course Instructor:	Prof. V. Kamakoti, IIT Madras

Course Name:	Computer Organisation
Course Link:	https://nptel.ac.in/courses/106/106/106106092
Course Instructor:	Prof. S. Raman, IIT Madras

Course Name:	Computer Organisation and Architecture
Course Link:	https://nptel.ac.in/courses/106/104/106104073
Course Instructor:	Prof. B. Raman, IIT Kanpur

Course Name:	Computer Organisation and Architecture
Course Link:	https://nptel.ac.in/courses/106/103/106103068
Course Instructor:	Prof. J.K Deka, IIT Guwahati

Course Name:	Computer Organisation and Architecture- A Pedagogical Aspect
Course Link:	https://nptel.ac.in/courses/106/103/106103180
Course Instructor:	Prof. J.K Deka, Dr. S. Biswas and Prof. A. Sarkar, IIT Guwahati