CHAPTER 1 OVERVIEW

ANSWERS TO QUESTIONS

1.1 **Computer architecture** refers to those attributes of a system visible to a programmer or, put another way, those attributes that have a direct impact on the logical execution of a program. **Computer organization** refers to the operational units and their interconnections that realize the architectural specifications. Examples of architectural attributes include the instruction set, the number of bits used to represent various data types (e.g., numbers, characters), I/O mechanisms, and techniques for addressing memory. Organizational attributes include those hardware details transparent to the programmer, such as control signals; interfaces between the computer and peripherals; and the memory technology used.

1.2 Computer structure refers to the way in which the components of a computer are interrelated. Computer function refers to the operation of each individual component as part of the structure.

1.3 Data processing; data storage; data movement; and control.

1.4 **Central processing unit (CPU):** Controls the operation of the computer and performs its data processing functions; often simply referred to as processor.
Main memory: Stores data.
I/O: Moves data between the computer and its external environment.
System interconnection: Some mechanism that provides for communication among CPU, main memory, and I/O. A common example of system interconnection is by means of a system bus, consisting of a number of conducting wires to which all the other components attach.

1.5 **Control unit:** Controls the operation of the CPU and hence the computer
Arithmetic and logic unit (ALU): Performs the computer's data processing functions
Registers: Provides storage internal to the CPU

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Computer Systems Organization & Architecture John D. Carpinelli,2001 This book provides up to date coverage of fundamental concepts for the design of computers and their subsystems It presents material with a serious but easy to understand writing style that makes it accessible to readers without sacrificing important topics The book emphasizes a finite state machine approach to CPU design which provides a strong background for reader understanding It forms a solid basis for readers to draw upon as they study this material and in later engineering and computer science practice The book also examines the design of computer systems including such topics as memory hierarchies input output processing interrupts and direct memory access as well as advanced architectural aspects of parallel processing To make the material accessible to beginners the author has included two running examples of increasing complexity the Very Simple CPU which contains four instruction sets and shows very simple CPU design and the Relatively Simple CPU which contains 16 instruction sets and adds enough complexity to illustrate more advanced concepts Each chapter features a real world machine on which the discussed organization and architecture concepts are implemented This book is designed to teach computer organization architecture to engineers and computer scientists **Computer Organization, Design, and Architecture** Sajjan G. Shiva,2025-05-30 This unique and classroom proven text provides a hands on introduction to the design of computer systems It depicts step by step the design and programming of a simple but complete hypothetical computer followed by detailed architectural features of existing computer systems as enhancements to the structure of the simple computer This treatment integrates the four categories of digital systems architecture logic design computer organization computer hardware and computer system architecture This edition incorporates updates to reflect contemporary organizations and devices including graphics processing units GPUs quantum computing and the latest supercomputer systems It also includes a description of the two popular Instruction Set Architectures ARM and RISC V The book is suitable for a one or two semester undergraduate or beginning graduate course in computer science and computer engineering its previous editions have been adopted by 120

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