| Subject Code | Subject Name | Teaching Scheme | | | Credits Assigned | | | | |
|-----------------|-----------------|-----------------|-----------|----------|------------------|-----------|----------|-------|--|
| | | Theory | Practical | Tutorial | Theory | Practical | Tutorial | Total | |
| EXC603 | Computer | 04 | | | 04 | | 1 | 04 | |
| | Organization | | | | | | | | |

| Subject | Subject | Examination Scheme | | | | | | | |
|---------------|--------------|---------------------|------|--------------|----------|------|-----------|------|-------|
| Code | Name | Theory Marks | | | | Term | Practical | Oral | Total |
| | | Internal assessment | | | End Sem. | Work | | | |
| | | Test | Test | Avg. of Test | Exam | | | | |
| | | 1 | 2 | 1 and Test 2 | | | | | |
| EXC603 | Computer | 20 | 20 | 20 | 80 | | | | 100 |
| | Organization | | | | | | | | |

Course objectives:

1. To conceptualize the basics of organizational and architectural issues of a digital computer.

2. To analyze performance issues in processor and memory design of a digital computer.

3. To understand various data transfer techniques in digital computer.

4. To analyze processor performance improvement using instruction level parallelism.

Course Outcomes:

The student should be able:

- 1. To understand basic structure of computer.
- 2. To perform computer arithmetic operations.
- 3. To understand control unit operations.
- 4. To understand the concept of cache mapping techniques.
- 6. To design memory organization (banks for different word size operations).
- 5. To understand the concept of I/O organization.
- 6. To conceptualize instruction level parallelism.

| Module | Unit | Topics | Hrs. |
|--------|------|--|------|
| No. | No. | | |
| 1 | | Introduction to Computer Organization | 10 |
| | 1.1 | Fundamental units of computer organization, evolution of computers, von | |
| | | neumann model, performance measure of computer architecture | |
| | 1.2 | Introduction to buses and connecting I/O devices to CPU and Memory, bus | |
| | | structure, | |
| | 1.3 | Introduction to number representation methods, integer data computation, floating point arithmetic. | |
| 2 | | Processor Organization and Architecture | 14 |
| | 2.1 | CPU Architecture, register organization, instruction formats, basic instruction cycle, instruction interpretation and sequencing | |
| | 2.2 | Control unit: soft wired (micro-programmed) and hardwired control unit design methods | |
| | 2.3 | Microinstruction sequencing and execution, micro operations, concepts of nano programming. | |
| | 2.4 | Introduction to RISC and CISC architectures and design issues, case study on 8085 microprocessor, features, architecture, pin configuration and addressing modes | |
| 3 | | Memory Organization | 12 |
| | 3.1 | Introduction to memory and memory parameters, classifications of primary and secondary memories, types of RAM and ROM, allocation policies, memory hierarchy and characteristics | |
| | 3.2 | Cache memory concept, architecture (L1, L2, L3), mapping techniques, cache coherency | |
| | 3.3 | Interleaved and associative memory, virtual memory, concept, segmentation and paging, page replacement policies | |
| 4 | | Input / Output Organization | 8 |
| | 4.1 | Types of I/O devices and access methods, types of buses and bus arbitration, I/O interface, serial and parallel ports | |
| | 4.2 | Types of data transfer techniques, programmed I/O, interrupt driven I/O and DMA | |
| | 4.3 | Introduction to peripheral devices, scanner, plotter, joysticks, touch pad, storage devices | |
| 5 | | Introduction To Parallel Processing System | 4 |
| | 5.1 | Introduction to parallel processing concepts, Flynn's classifications, pipeline |] |
| | | processing, instruction pipelining, pipeline stages, pipeline hazards | |
| 6 | | Introduction to Intel IA32 Architecture. | 4 |
| | 6.1 | Intel IA32 family architecture, register structure, addressing modes, advancements in arithmetic and logical instructions, exception handling in IA32 architecture | |
| | | Total | 52 |

Recommended Books:

- 1. Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "Computer Organization", Fifth Edition, Tata McGraw-Hill.
- 2. John P. Hayes, "Computer Architecture and Organization", Third Edition.
- 3. William Stallings, "*Computer Organization and Architecture: Designing for Performance*", Eighth Edition, Pearson.
- 4. B. Govindarajulu, "Computer Architecture and Organization: Design Principles and Applications", Second Edition, Tata McGraw-Hill.
- 1. Dr. M. Usha and T. S. Srikanth, "Computer System Architecture and Organization", First Edition, Wiley-India.
- 2. Ramesh Gaonkar, "*Microprocessor Architecture, Programming and Applications with the* 8085", Fifth Edition, Penram.

Internal Assessment (IA):

Two tests must be conducted which should cover at least 80% of syllabus. The average marks of both the tests will be considered as final IA marks

End Semester Examination:

- 1. Question paper will comprise of 6 questions, each carrying 20 marks.
- 2. Total 4 questions need to be solved.
- 3: Question No.1 will be compulsory and based on entire syllabus wherein sub questions of 2 to 5 marks will be asked.
- 4: Remaining questions will be selected from all the modules.