

BPE608	Computer Architecture	3L:0T:0P	3 credits
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Course Outcomes:

At the end of this course, students will demonstrate the ability to

- Understand the concepts of microprocessors, their principles and practices.
- Write efficient programs in assembly language of the 8086 family of microprocessors.
- Organize a modern computer system and be able to relate it to real examples.
- Develop the programs in assembly language for 80286, 80386 and MIPS processors in real and protected modes.
- Implement embedded applications using ATOM processor.

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Module 1: Introduction to computer organization (6 hours)

Architecture and function of general computer system, CISC Vs RISC, Data types, Integer Arithmetic - Multiplication, Division, Fixed and Floating point representation and arithmetic, Control unit operation, Hardware implementation of CPU with Micro instruction, microprogramming, System buses, Multi-bus organization.

Module 2: Memory organization (6 hours)

System memory, Cache memory - types and organization, Virtual memory and its implementation, Memory management unit, Magnetic Hard disks, Optical Disks.

Module 3: Input – output Organization (8 hours)

Accessing I/O devices, Direct Memory Access and DMA controller, Interrupts and Interrupt Controllers, Arbitration, Multilevel Bus Architecture, Interface circuits - Parallel and serial port. Features of PCI and PCI Express bus.

Module 4: 16 and 32 microprocessors (8 hours)

80x86 Architecture, IA – 32 and IA – 64, Programming model, Concurrent operation of EU and BIU, Real mode addressing, Segmentation, Addressing modes of 80x86, Instruction set of 80x86, I/O addressing in 80x86

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Effective from session 2020-21

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Established by Govt. of U.P. on 2nd of UGC Act, 1956 vide U.P. Act 22 of 2003.

Module 5: Pipelining(8 hours)

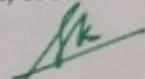
Introduction to pipelining, Instruction level pipelining (ILP), compiler techniques for ILP, Data hazards, Dynamic scheduling, Dependability, Branch cost, Branch Prediction, Influence on instruction set.

Module 6: Different Architectures (8 hours)

VLIW Architecture, DSP Architecture, SoC architecture, MIPS Processor and programming

Text/Reference Books

1. V. Carl, G. Zvonko and S. G. Zaky, "Computer organization", McGraw Hill, 1978.
2. B. Brey and C. R. Sarma, "The Intel microprocessors", Pearson Education, 2000.
3. J. L. Hennessy and D. A. Patterson, "Computer Architecture A Quantitative Approach", Morgan Kauffman, 2011.
4. W. Stallings, "Computer organization", PHI, 1987.
5. P. Barry and P. Crowley, "Modern Embedded Computing", Morgan Kaufmann, 2012.
6. N. Mathivanan, "Microprocessors, PC Hardware and Interfacing", Prentice Hall, 2004.
7. Y. C. Lieu and G. A. Gibson, "Microcomputer Systems: The 8086/8088 Family", Prentice Hall India, 1986.
8. J. Uffenbeck, "The 8086/8088 Design, Programming, Interfacing", Prentice Hall, 1987.
9. B. Govindarajalu, "IBM PC and Clones", Tata McGraw Hill, 1991.
10. P. Able, "8086 Assembly Language Programming", Prentice Hall India.


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